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Expansions Adventures Utilities Character Pack: Replicates and expands on some essential charts for character creation from the core rulebook, but doesnt go into as much detail on how to use (for players who know what they are doing) Game Masters Pack: 1st half of contains the adventure "Pretty things", 2nd half contains information on Buildings
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supplements, adventures, and accessories for the Warhammer Fantasy Roleplay roleplaying game. They cover core rules, starter sets, scrSaveSave WFRP 4e Produts For Later0%0% found this document useful, undefined0 ratings0% found this document useful (0 votes)2K viewsThis document lists the titles of numerous sourcebooks, supplements,
adventures, and accessories for the Warhammer Fantasy Roleplay roleplaying game. They cover core rules, starter sets, scr TM A GRIM WORLD OF PERILOUS ADVENTURE War ham mer Fantasy Roleplay roleplaying game. They cover core rules, starter sets, scr TM A GRIM WORLD OF PERILOUS ADVENTURE War ham mer Fantasy Roleplay roleplaying game.
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5 I Warhammer Fantasy Roleplay Introduction So, what are you here for? Adventure? Maybe. Gold? Probably. Justice? Ha, thats a flexible term! Whats that I see in your eye, that pious gleam? Oh, you want to do the right thing. So long as its well enough paid, entertaining, and fits with your political views. Eh, close enough, youll do, come
and to face corruption on all sides. Prepare yourself for danger, as it is everywhere, and you cant face it alone. And, most of all, prepare yourself for the grim and perilous adventure of Warhammer Fantasy Roleplay! Youll meet glorious heroes who grimace disdainfully as they step over the suffering poor, and corrupt villains who set down the wrong
path in the service of a more laudable cause. Feared but respected wizards master their arts in the high towers of the Colleges of Magic, while outside those safe halls magic users are feared and reviled and often with good cause, as many dark sorcerers would gladly sell their souls for power. Virtuous priests strive endlessly to improve the lives of the
downtrodden, whilst agents of Chaos Gods work to undermine this good work and bring ruination. Roleplaying Games Warhammer Fantasy Roleplay (WFRP) is a tabletop roleplaying game (RPG). You might be more familiar with computer or console RPGs, in which case youll be right at home. One of your group will take the role of Gamemaster (GM)
who describes the world and what is happening and everyone else will be a Player one of the games protagonists, interacting with the world the GM presents. Players tell the GM what their Throwing Bones Games of WFRP use ten-sided dice are typically marked from 09, where a roll of 0 counts as
on the tens die and 4 on the units die provides a result of 14, or a roll of 4 and 2 results with 42. If both dice roll of, the result is 100. If you are reguested to roll multiple dice like this, the result of each together; for example: a roll of 0 and 3
would be a result of 13 (10+3=13). 6 Introduction Characters are doing, and the GM interprets the outcomes of those actions, using the game proceeds in that fashion, with the Players pursuing the plot the GM has prepared for the game, or perhaps going off at wild tangents as the poor GM improvises like crazy. Its
all good. This book is the rulebook and includes all the information and options for running your games of WFRP. If youve never played an RPG before, wed recommend you try the Warhammer Fantasy Roleplay Starter Set which is designed to teach you how to play or take a look at the What is an RPG? section of our website: www.cubicle7.co.uk.
Using This Book individual spells a wizard can cast. Each individual item will be italicised. Example: a Banking Endeavour; a Bleeding Condition; the Curse Spell. Tests: When you are asked to make a Test (see page 149), it will be bolded so you can find it easily during play. Example: make an Average (+20) Perception Test. Acronyms: The rulebook
avoids them as much as possible, but its important in roleplaying games (RPGs) like Warhammer Fantasy Roleplay (WFRP we pronounce it WuffRupp) to explain your acronyms the first time the word is used. The Gamemaster (GM) who runs the game can usually clear up any confusion. Roughly speaking, the Player-focused parts of this book are to
the front. New players should start by browsing the double-page spreads and letter that introduce the Empire as this is where the initial adventures that Cubicle 7 publishes will be set. Advice: Our Characters are on hand in box-outs throughout the book to offer advice and options. Each discusses different elements of the game. If you want to know
more about the Characters, refer to the WFRP Starter Set. Players should then use the next few chapters to learn about their Characters and abilities. Chapter 5, the Rules, are for everyone. Players whose characters have a religious or magical background will want to be familiar with the respective sections later in the book. The GM can
tell events from Events, and know when a test should be simple and when you should make a Simple Test. Individual Items: Some game term Spells includes many Warhammer Fantasy Roleplay and the Old World is a phenomenon over 30 years in the making, and we all have our own
take on this rich and vibrant setting. Thats something we really want to celebrate, and we want your adventures to take place in your version of Warhammer. Throughout the book we present as many options as we can so that you can tailor the game to your vision, many of which are marked clearly with Options:. If anything contradicts how you want
to play your game, please feel free to change it. Whats Next? In addition to this rulebook and the WFRP Starter Set, there will be regularly published supplements, sourcebooks, and adventures to support the game (including a free adventure), and to
 sign up to our newsletter. I T he borders of the Glorious Empire of His Imperial Majesty Emperor Karl-Franz Iare the impenetrable plate armour He has erected to protect His people. The Empire extends to the seas, or until the land ceases to be of worth, such as the wasteland stubbornly clung to by those fools in Marienburg. The Bountiful Empire of
His Imperial Majesty Emperor Karl-Franz I is of course the envy of all those who survey it, turning all eyes to covetousness. But fear not, for His Imperial Majesty Emperor Karl-Franz I is resolute in our defence, with unbreachable fortresses full of indefatigable soldiers at every mountain pass, river bridge, and other such strategic locations. The
Empire is beset by enemies to all sides, and the defence of its borders is often compromised by the politicking nobles, from lowly barons to the Elector Counts who rule them. Fortunately, mountain ranges and coastlines form a natural barrier along much of the Empires borders, all of which provide natural lines of defence. Guard duty overlooking a
potential invasion route is often a lonely, mind-numbingly dull affair; and, when its not, chances are the garrison will be overrun long before the alarm is raised. M any claim the Court of His Imperial Majesty Emperor Karl-Franz Iis the heart of the Empire. The Emperor Himself would strike such lickspittles and point out with wisdom and deep humility.
that it is instead the countless villages of His mighty Empire that supply His limitless strength. For it is there His people nobly toil to provide food for all, to produce goods and raw materials for trade, and raise doughty warriors for the glorious State Armies that protect us. It is a simple life, satisfyingly full of blessed toil, which is its own reward. In
many ways, we desk-bound scholars, while unswerving in our duty to His Imperial Majesty Emperor Karl-Franz I, are truly envious of life in this rural paradise. Far from the courts, peasants tirelessly work the land, much as they have for longer than any can remember. The village boundary is, for most, the end of their world. Some might travel to
neighbouring settlements, but such journeys are viewed with trepidation. This can lead to xenophobia, which is often acutely felt towards nearby settlements, probably due to historic conflict over local resources; so, while a visitor from Altdorf may be treated with suspicion, villagers reserve their real hatred for that wretch from the hamlet a few
miles yonder who stole their grandfathers chicken. By the light of day, villagers may scoff at old tales of monsters, beasts, and daemons, believing in the power of their lords and gods to protect them. But as the sun sets over the forest and fields, all lock their doors securely and, in flickering candlelight, exchange nervous glances at any unexpected
sound. It is said the mighty rivers bear the lifeblood of the Resplendent Empire of His Imperial Majesty Emperor Karl-Franz I, flowing from the mineral-laden mountains to bring wealth and prosperity for all. The masters of robust riverboats and barges keep a lucrative flow of goods moving from the furthest reaches of the Empire of His Imperial
Majesty Emperor Karl-Franz I to the bustling cities and ports, bringing riches beyond compare. This is all made possible by the eternal vigilance and unstinting protection offered by His Imperial Majesty Emperor Karl-Franz Is Imperial Navy and Im
their admirable hard work without pause for fear or doubt. If the rivers bear the Empires lifeblood, the arteries and veins they flow through are in dangerously poor condition. The Imperial Navy patrols the wide flows of the primary rivers, and Riverwardens theoretically keep watch everywhere else, but minor waterways can go months without seeing
a hint of the Emperors protection. As a result, wreckers and pirates can be found anywhere outside the immediate scrutiny of the authorities, and as the rivers wind through the forest depths, who knows what cruel or unnatural creatures wait to ambush passing vessels. When travelling lesser trafficked stretches, wise folk should be obviously armed
and clearly ready for a fight in the hope of persuading those with ill intent to allow them to pass in favour of easier pickings. The docks of His Imperial Majesty Emperor Karl-Franz Is ports are engineering marvels established to profit from His shrewd trade policies and diplomatic brilliance. Dealing firmly and authoritatively with lesser realms, yet
always with magnanimity, His Imperial Majesty Emperor Karl-Franz I has ensured our extraordinary prosperity through lucrative treaties with a range of diverse peoples including the fading power of the Elves from across the sea, the barbaric Kislevites to the east, and the short-sighted Wastelanders who cannot survive without the food we
generously provide. But these fade into inconsequentiality when compared to the profound alliance His Imperial Majesty Emperor Karl-Franz I unstintingly maintains with the redoubtable Dwarfs of the mountains, a wise accord that has stood since it was initiated by Holy Sigmar Himself, First Emperor and God-King of us all! The docks are indeed
major centre of the Empires power and prosperity, although the reliance on the trade they bring is often downplayed in courtly circles. While this is certainly due in part to the nobilitys disdain for commerce, it also goes against an instinct for stubborn self-reliance and a belief in their ongoing ascendency. In reality, other realms extend their power
accidental attack by the Imperial Navy, and also openly demonstrates the growing confidence and military might of the Wasteland. The powerful and awe-inspiring towns and cities of the prosperous Empire are the crown jewels of His Imperial Navy, and also openly demonstrates the growing confidence and military might of the Wasteland. The powerful and awe-inspiring towns and cities of the prosperous Empire are the crown jewels of His Imperial Navy, and also openly demonstrates the growing confidence and military might of the Wasteland. The powerful and awe-inspiring towns and cities of the prosperous Empire are the crown jewels of His Imperial Navy, and also openly demonstrates the growing confidence and military might of the Wasteland. The powerful and awe-inspiring towns and cities of the prosperous Empire are the crown jewels of His Imperial Navy, and also openly demonstrates the growing confidence and military might of the Wasteland.
planning and aweinspiring architecture are the envy of all, and bring wide-eyed travellers from across the world to witness their magnificence. Under the nurturing rule of His Imperial Majesty Emperor Karl-Franz I, each of His multitudinous subjects have opportunities to better themselves and rise to lofty new stations. Even the simple folk of the
staggering inequality, and incredible levels of crime and disorder. The upper classes are frequently drunk on the power they wield, or corrupted by something much worse, and so the possibility of positive change and improvement in conditions is negligible. This leads to social disorder, agitators brewing discontent, and all-too-many desperate people
with little to lose. The simple, yet glorious inns of His Imperial Majesty Emperor Karl-Franz Is Empire are part of what binds His loyal people together. His Imperial Majesty Emperor Karl-Franz Is Empire are part of what binds His loyal people together.
graciously not over-awing these good, honest people with His astonishing Imperial Magnificence. The Empires finest fare can be found in these palaces of the people, and your humble scribe heartily recommends pickled trotter as a digestive aid. Inns and taverns are a distraction from the misery of existence for many citizens of the Empire, and an
entertaining diversion for many more. They can often be places where political agitators do their work to whip up sentiment against the authorities, or where witch hunters prowl for rumours of the unnatural. Con artists and robbers also ply their trade amongst the inebriated unwary, although there is also some honest respite to be had, and the
scribe is right about the pickled trotter. c/o Colonel Reikhardt Mathis Sievers of the Imperial Ostlanders ~ Wolfenburgs 2nd Regiment of Foot Stationed in Khypris The Border Princes 32nd Sigmarzeit, 2511 I C My Lord Konrad von Siert, Baron of Siert and Castellan of Ostergrootsch, ~ ~ Greetings and salutations, Herein find a summons and general
information concerning the Empire, your homeland. I am instructed to inform you that your lord and father, Duke Ottokar von Siert, officially recognises your claim to inherit his land ~ and titles within the Reikland, and orders you to his side. Your exile in the Border Princes is at an end, and you must make immediate ~ preparations for departure. In
his wisdom, your father has employed an armed escort to assist. I am in command, and, Sigmar willing, will arrive sometime near Sonnestill. You will finally witness the splendour of the greatest city in the Old World: Altdorf
the magnificent, seat of Emperor Karl-Franz I ~ and the Grand Theogonist of Sigmar, and current residence of House Siert, where your father holds court not far from the Imperial Zoo on Goellner Hill. I shall also take your education in hand. Those advising your father believe the present tuition you receive from Colonel Sievers, whilst certainly
~admirable, is too focussed on southern matters as epitomised by Holy Myrmidia - a goddess without reproach when it comes to the military, Im sure, but hardly an expert concerning Reiklander rulership. It was decided by your fathers advisors that a true devotee of Sigmar - the Empires patron deity - should promptly take charge of your education.
Your father, of course, agreed, for the Cult~ of ~ Sigmar should always be heeded. Sadly, I must report poor Sister Bartalin, the nun assigned to this important duty, passed through~ Morrs Portal when our party was but five days from Altdorf. She was the victim of a most unfortunate accident involving a bedpan, a wilted stick of celery, and a nasty
 ~ fall. Thus, I humbly take her stead. For, no matter my feelings on the subject, your schooling is imperative; you have yet to set foot in the Empire, and you will be lost without proper instruction. Before we begin, let us turn to introductions: I am Magister Alanna Graumann of the Grey Order - and let me pre-empt your ~ assumptions: yes, I am a
witch; and, yes, my name is a pseudonym. I have been in the service of your father for over fifteen years, acting as ~ an aide, military advisor, and bodyguard, amongst other things, and am now charged to ensure you, his newly declared heir, reach Altdorf ~ alive. To guarantee this I will, as mentioned, attend to your education, which will start
immediately. ~ Forget What You Know There are several matters I would have you consider before I arrive in Khypris. You likely think life in the Empire will be much the same as the sunny lifestyle you currently enjoy in the Border Princes - after all, there are the same eight days in the week, the same ~sun and moons, and the same gods. I regret to
inform you such presumptions are incorrect: the Empire is not like the Border Princes, and you are ill-prepared for the ~threats it hides. Put plainly: you are not safe, and most of what you think you know will lead you to danger. The Gods As you know, throughout the Old World folk freely worship many different gods, most commonly those directly
impacting their daily lives. So, if someone is hurt, one prays to Shallya, Goddess of Healing and Mercy; when a hunt fails, one prays to Taal, God of Animals and Wild Places; and if crops should wither, one turns to Rhya, Goddess of Life and Fertility. But in your homeland, one god rises head and shoulders above the others: Sigmar, who founded the
Empire when mortal, and now stands ~ as its patron deity. In the grand province where your lands lie, the Reikland, the Cult of Sigmar dominates: every village has a temple, every town has several, and the capital, Altdorf, has more holy sites dedicated to Sigmar than any bother to count. Each Festag (what the locals call the last day of the week - the
one you call Holiday), all are expected to attend throng at a local temple, where Sigmars priests preach lessons concerning the founder of the Empire, he who wielded the Warhammer. Further, many temples require all able-bodied folk to train at arms weekly with the local priests or their ~representatives, forming the core of local militias to support
the State Armies. In larger towns and cities, it is only the faithful and the lost that attend these weekly duties, but in rural areas, any not attending are viewed ~ with deep suspicion. Trust me, my lord, this is a cult you will need to understand, for most folk of the Reikland are ingrained with its customs, and you must appear to be, also. You may think
you understand Sigmar because there is a shrine in Khypris. You do not. ~ Witches One cannot talk of Sigmar without also discussing witches - those able to use magic. Obviously, its a subject close to my heart, although I prefer to be called a Magister, as I am trained by the Colleges of Magic. The folk of the Empire, like all peoples of the Old World,
are ~ solid and practical, and quick to remove dangerous elements from their communities. Given the Cult of Sigmar worship, witches are not just viewed with ~ suspicion, they are vilified. Fortunately, the talent for witchery is
very rare, but for those born with it any unexpected manifestation of their ~ arcane powers may see them burned at the stake, even if Imperial Law states they should be taken to the Colleges of Magic. The Colleges of Magic There~ is no formal centre of magical learning in the Border Princes. Those able to do magic either work it out independently
accidentally ~ kill themselves, are hunted down, or find a master to teach them. Most such masters practice ancient forms of magic that are certainly ~ dangerous, ranging from supposedly benign hedge witches and seers to those who risk their very souls, including power-blinded fools like necromancers and daemonologists. In the Empire, its very
different. To practice any magic you must have a licence, and the only way to secure one is to be a graduated Magister of the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for their part in ~ founding the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for the Colleges of Magic in Altdorf, or be an Elf - they receive special dispensation for the Colleges of Magic in Altdorf, or be an Elf - they rece
the law and should be either taken to the Colleges for proper training or tried as a criminal. Most commonly, illegal witches are tried by mob and lynched. Which, to be ~clear, is also illegal, although few are punished for this crime as most would prefer to see a witch dead, regardless of the legality. While murdering suspected witches may sound
extreme to your ears, there are good reasons for caution: all witches channel the Winds of Magic, invisible flows of power that course across the world, and many claim these Winds originate from the Ruinous Powers. The Ruinous Powers The less I speak of this the better, and might I suggest you never speak of it. There is always something
listening. At its simplest, whatever your current tutors pretend, the dark gods do exist. They whisper of the ruination of all things, and too many fools listen. But do the Winds of Magic blow from the Ruinous Powers, turning good folk into witches, and twisting minds and flesh in their wake? Thats ~ not a question I think I can answer. What I can say
is that the dark gods influence is felt at all levels of society, and those drawing too close are always changed by what they encounter. This is why folk are terrified of mutation: they believe it is a mark of damnation, a sign ~ the dark gods now hold your soul. Even talking in the most general terms about such subjects may well bring you to the
attention of the witch hunters, so remain wary for signs of this dark corruption but do not betray that you are even aware of its existence. The Powers That Be In the Borderlands, all may come to power, and all may come to power, and all may come to rule! In the Empire, we willingly wrap ourselves in chains! ~ Those were the ardent words of a young, idealistic agitator I met in
Wissenburg. Consider what she says, for you will soon encounter those who believe it true. In the Empire, you are born to a station, and no amount of cleverness or capability will change what the gods plan, or so those in power repeatedly claim. If you are born noble, you are forever noble; born farming, forever farming. And so it remains. But as you
personally know, my lord, the chance offerings of birth can be changed and manipulated by forces far from divine. And even in the ~ Empire, safely wrapped with high ~ walls
of stone and patrolled by liveried State Soldiers, have allowed a new class of rich merchants and burghers to rise. The Reikland, as the richest of all the Empires grand provinces, have allowed a new class of rich merchants and burghers to rise. The Reikland, as the richest of all the Empires grand provinces, have allowed a new class of such enormity it frequently rises to prominence, with rich ~ individuals buying their way to freedom and power. An example of this are towns
called Freiburgs or free towns, meaning they selfgovern without significant interference from the nobility in return for services, military support, ~or, most commonly, large quantities of coin. Although the concept of a Freiburg is old, never have so many been seen in such a small area as increasingly more towns are buying their freedom; although all
this seemingly changes nothing for those toiling in the fields. Rural Life ~ Where the towns and cities are becoming freer, it could be argued the opposite is the case for many rural communities. Over two hundred years ago, Emperor Magnus the Pious famously enshrined the rights of all to be paid for their labour, but many noble houses did not agree
with this attack on their rights and continue to resist to this day. Enlightened provinces such as the lands ruled by your father, where farmers work land they lease, reselling any produce they harvest at local markets for personal profit, paying taxes as determined by the local authorities, are widespread. But in some risolated regions the peasantry
are forced to slave on farms they do not own, turning over almost all produce to their lieges, living in total ignorance of the freedoms the \sim Imperial Law grants them. Many folk will put up with a lot so long as horns echo across the land each campaign season as noble lords \sim send the State Army to rid the encroaching forest of whatever foulness has
gathered. And it is there one of the greatest differences between your current home in Khypris and Sigmars Holy Empire lies: the endless forests. ~ The Empire is blanketed in dense woodlands, and few dare venture into their depths, for their twisted branches hide far worse than simple bandits, beastmen, and forest goblins. Travel Bisecting the
 Border Princes, the Khyprian Road is famous for its relative safety. Its ~entire six-hundred mile length is cleared~ on both ~ sides for many miles, ensuring would-be bandits have few places to hide. The opposite circumstances apply in the Empire. Almost all the major roads cut through thick forests with uncounted ambush points, leaving travel by
foot extraordinarily dangerous. Thus, wealthy ~ folk travel by river as most major towns are connected by river or canal, and the major waterways of the Empire are often so wide you can barely see the opposite banks - let alone any potential wreckers hiding in the ~rushes - making them significantly safer than tree-lined highways where bandits lurk
around every corner. Of course, sometimes a road journey is the only option, especially when one is travelling to one of the many highland fortifications or mining ~ towns. In such circumstances, I recommend you travel by coach. These not only provide comfortable travelling conditions between all major ~ destinations, but their routes are patrolled
by road wardens, making them ~relatively safe. The Empire is also significantly more civilised than the Border Princes, so boasts many reliable coaching houses. Patrols Recognising the threat posed by highway pillagers, all the major roads of the Reikland are patrolled by mounted squads of road wardens. ~ Most are peacetime State Army
cavalrymen put to use by local nobles, but some are privately hired, often by merchant or coaching houses, to better maintain the peace and protect expensive assets. When travelling away from the primary trade routes, the roads are not so well maintained, and some are lucky to ever ~see a road warden, so I suggest avoiding these dark corners of
the Empire, for the local folk are often all-too-quick to take offense, all your ~trappings, and perhaps even your life. The rivers are similarly patrolled, but by strong-backed riverwardens in a variety of different vessels ranging from small patrol boats to ~ small warships called Shipswords. These wardens are supported by the Imperial Navy, which is,
against all the expectations of outsiders, based in the Reiksport at Altdorf, hundreds of miles upriver from the sea. The navys large warships patrolling the rivers and roads, and to the watch patrolling the streets of
the Empires towns and cities, vary significantly from province to province. Small infractions of the law normally result in stern words and spot fines, most of which ~ never leave the pocket of the lawman concerned. In larger towns and cities, it is also common to find petty courts run by watch captains who judge cases brought before them, handing
out fines of a shilling or two for most misdeeds, with serious crimes referred to a higher authority. For such crimes, the accused is taken before a local court, most commonly officiated by a judge, noble, magistrate, or a cleric of the Goddess of Justice, Verena. These trials are rarely fair, so it is wise to never let matters proceed so far. As a lorg of the
Reikland, you cannot be tried by a normal court, so should you ever find yourself accused, do not be afraid to make your birthright known. Should I not be with you, send word to the Grey College and ask for me by name. I will come. To be sure you understand, only your father, as your lord, has the right to judge you. However, another noble may
appeal against your fathers judgement; ~ should this occur, only the High Lord Steward has not held court for over fifty years, for most nobles are too powerful to bring to task. Instead, deals are made, charges are
dropped, and the problems disappear. Be Careful So, given the many risks, I hope you can understand why your father sends an escort to ensure your safety. Your inexperience with the folk of the Empire could easily lead to disaster. For all you may think a local watchman is there to help you, or a riverwarden seems a helpful fellow, they may be as
corrupt as the folk they are tasked to detain. This is why I come. Let my experience be your teacher, so you need not learn from your own errors, which could prove fatal. There is a reason I use a pseudonym, and why I feel it is important not to say aught openly. There is, after all, hidden motivations behind all matters. Even this letter. I look
forward to seeing you when you understand. Be careful. With faith, A G ra u man mer Fan tasy Role play Character Players explore the Old World through the eyes of their Character. This chapter shows you how to make your own Character from scratch. Most begin the
game as unremarkable inhabitants of the Empire possibly destined for greatness, but no-one would guess it. Thats not to say you cant rise from humble origins, just that youve got a long journey ahead, and that yould probably need a better pair of boots. Outcomes, as if the Dark Gods of Chaos themselves applaud your acceptance of random chance. XP
represent learning from experience and are the principal way to improve your abilities you will be able to spend these points to enhance your characters abilities. XP are covered in more detail in Advancement on page 43. All the information describing your Characters abilities is recorded on a Character Sheet (see page 344). We provide ready-made
Characters and sheets in the WFRP Starter Set, and online at cubicle7.co.uk. Using ready-made Characters is a great way to start playing and find out how the game works, but sooner or later youll want to create your own from the ground up. If you are choosing a ready-made Character, its still worth looking through this chapter, as it will explain
what the different parts of the Character Sheet mean (especially the summary on page 44). Character Creation Summary 1) Species: Page 37 6) Adding Detail: Page 37 7) Party: Page 41 8) Bringing Your Character To Life: Page 42 9)
Advancement: Page 43 When deciding what your Character will be like, discuss the kind of group you want to create with the other players. This makes sure that the groups Character will be like, discuss the kind of group you want to create with the other players. This makes sure that the groups Character will be like, discuss the kind of group you want to create with the other players.
need to make sure you have the right mix of Characters. Perhaps the GM plans for you to join a group of apprentice wizards who know one another at the Colleges of Magic? Maybe you are part of a unit of soldiers who have all deserted? Or maybe you are part of a disparate band of Reiklanders press-ganged into service by a powerful noble? Knowing
this is important to help you build a suitable character which will be a Human, Dwarf, Halfling, High Elf, or Wood Elf. They are described below to help you choose, where you will also find some typical opinions each species has of the others.
Alternatively, you can roll 1d100, consult the Random Species Table, and gain +20 XP if you accept the result. Character The first thing youll need is a blank Character Sheet (see page 344 or the downloads section of cubicle7.co.uk), or a scrap sheet of paper. Once you have that, youll follow nine steps to create your character. As you move through
the nine steps, youll record the information about your character as you go. Random SPECIES Table In some sections, you can either choose an option or accept the result of a dice roll to make the choice for you. You may receive bonus Experience Points (XP) for choosing to accept random 24 1d100 0190 9194 9598 99 00 Species Human Halfling
Dwarf High Elf Wood Elf C har acter Humans (Reiklander) species. Perhaps its no surprise the declining elder species grow increasingly concerned the meteoric rise of Humanity could result in cataclysm. Humans are the most numerous and widespread of the civilised species of the Old World. From the plains of the Estalian Kingdoms to the
frozen oblasts of Imperial Kisley, Humans occupy every corner of the continent, and they thrive. The largest, most powerful provinces blanketed in seemingly endless forests. Standing proud at the heart of this Empire, the Reikland is its richest, most cosmopolitan region. Opinions On Dwarfs
Theyve been our allies since Sigmar walked this very city; fought with them meself back in 05. Sure, theyre a bit stubborn, seriously vindictive and pretty blunt, but I wont hear a word said against them. Reikger Jungling, State Soldier from Altdorf On Halflings If I gets meself the sort wot eats and smokes all day, then Im happy as Ranald in catnip. Its
when I get them without proper manners nicking me crockery or knives and forks: that I just cant abide! Theyre all smiles and shrugs when the watch come to pick em up, like they done wrong. Stefan Krause, Innkeeper from Stirgau On High Elves Yes, I do trade with them. And, no, dont be ridiculous, Ive never been turned
to a pillar of salt just by looking at them. Truly, I find them graceful and urbane. Proper civilised, Id say. But, tween you and me, if Verena were to ask, I might also say I find them just odd. So very intense. Like every deal we make really matters. Dorothea Taalenstein, Merchant from Kemperbad On Wood Elves Elves of the forest you say? Aint none of
em around here, mate. You want to be goin south to Bretonnia. I hear they gots loads of them, and that theyre completely horrible! Siggina Gerster, Bawd from Ubersreik Dwarfs or Dawi as they call themselves are legendarily gruff and stubborn. While the majority reside in vast mountainside fortresses known as Holds, most larger towns and
the capital of the Reikland also have Dwarf populations. Given their clannish nature, they tend to band together, forming enclaves or districts wherever they settle. Many of the Dwarfs living in Reikland are the descendants of those driven from Fallen Holds many centuries ago, but most still consider themselves as Dwarfs of the Grey Mountains,
although some have never seen a hill, let alone a mountain. Many Reiklanders see it as their divine right to rule, for the patron god of the Empire, Sigmar, was himself a Reiklander before he ascended to godhood many centuries ago. Temples and shrines to the god are found everywhere, and the majority of Reiklanders are devout believers in Sigmars
message of Empire and unity. Because of this, they are significantly more friendly, open, and optimistic than other folk, since what could possibly go wrong for a land that birthed a god? By comparison, outsiders often see them as arrogant, over-bearing meddlers who stick their unwanted noses into any affair. Dwarf culture respects skill in crafting
chiefly stonework, smithing and engineering and Dwarf Holds are resplendent with impressive feats of artifice. They also covet gold and jewels, mining deep beneath the mountains in the pursuit of precious metals and gemstones. However, more than these material possessions, Dwarfs venerate their elders and ancestors, and have entire religions
focusing upon important progenitors. Dwarfs cannot cast spells, although their runesmiths carve artefacts with intricate runes to harness magical power. Beyond their affluent lifestyles and pushy personalities, Reiklanders are largely the same as other Humans. They may be shorter-lived than other species, but Humans possess more vigour,
versatility, and ambition. They also have a seemingly inextricable relationship with the insidious horrors of the Ruinous Powers, with more Humans falling to corruption than any other 25 II II Warh a mmer Fantasy Rolleg in big
groups that just wont shut up! When they come in my store, I like to shoo them off with a broom. Really, what have they got to be so happy about? I just don't trust them. Helgi Galannasniz, Burgher from Schrabwald However, their prowess as engineers is so impressive that some of their more ingenious clockwork or steam-powered devices are
mistaken for magic by simpler folk. Dwarfs are squat with thick, muscular limbs and stout, broad torsos. Their features are heavy and their hair is thick. Length of hair is a mark of pride and status amongst Dwarfs, with elaborate braids and adornments demonstrating rank: to shave a Dwarf causes terrible shame. Indeed, honour is a fundamental
aspect of their character. Given their long memories and proud natures, they bear grudges against those who have slighted or dishonoured them, gripping tight to their grievances for many years, even taking on the grudges borne by their ancestors, knowing their forebears will be watching over them, nursing their bitterness long after death. Whilst
it might be hard for others to win a Dwarf s friendship, once given it is absolute. While not as ageless as the near-immortal Elves, Dwarfs can live for many centuries. Indeed, some say that as long as a Dwarf has a purpose, they will not die unless struck down in battle, such is the strength of their conviction. On High Elves Dont talk to me about those
bloody bastards! Alrug Skycaster, my ultimate granduncle, was bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands of bloody Vengeance by those those ARGH! Its our clans oldest grudge! Stood for thousands grudge! Stood for thousands grudge! Stood for thousands grudge!
manners with my axe! Snorrt Leivvusson, Diplomat from Karak Ziflin On Wood Elves My great grandfather thought logging forests on tother side of the Grey Mountains would be lucrative. Ignored all the warnings, he was sure he was onto a winner. What could a bunch of skinny Elves do to him and his lads, after all? A lot, as it turned out. Only my
grandfather survived, left alive to spread the message: Keep away. So, me and my lads are preparing a party to take revenge. Merig Ranvigsdottir, Villager from Azorn-Kalaki Options: Animosity (Elves) Given the long memories of Dwarfs and their tendency to bear grudges, many harbour a deep resentment towards Elves for their part in the War of
Vengeance. As such, many Dwarfs have the Animosity (Elves) Psychology trait (see page 190). Given some WFRP parties contain both Elves and Dwarfs, this may lead to unhelpful tensions. So, you may prefer to ignore this Talent between party members.. Halflings are ubiquitous across the Reikland, found working in service industries in all
towns, with an entire district of Reiklands capital of Altdorf, known as Haffenstadt, packed tight with hundreds of extended Halflings are also a common sight in many of Reiklands villages, where it is not uncommon to find them
employed to staff an inn or run a farm. They are communal creatures, preferring to live in close-knit family groups, sharing houses, rooms, and even beds with dozens of Opinions On Reiklander Humans Like my father and my fathe
respect I deserve, as is right. Yes, theyre unreliable, and as changeable as the wind, but theyre also resourceful and shrewd, so Id recommend them as risky business partners, as they see solutions Id not even consider. Garral Herraksson, Jeweller from Eilhart 26 C h a r ac t e r Opinions friends and relatives; everyone contributes and everyone
shares. This interdependent lifestyle leaves many Halflings struggling with the concept of private ownership and space. On Reiklander Humans Stiff-necked and pious, warlike and jealous I could go on, but good manners halts me, and, besides, I like them, and they like me pies. As long as you keep away from their temples and the hard-liners, theyre
an open and pretty welcoming bunch. Good folk, and good for business. Tubs Samworth Rumster XVI, Pie-seller from Kalegan Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording their lineage, and many Halflings are notoriously interested in recording the lineage are n
Elder of the Moot currently Hisme Stoutheart is the custodian of the Haffenlyver, an ancient embroidered scroll detailing the chief bloodlines of their primary clans, said to be the greatest treasure of the Halflings. On Dwarfs My aunt Bessi was the greediest, as were six of her sons. But Bessi has nothing on them Dwarfs. Eyes grow as big as
Mannslieb at even a scratch of gold. But, if you tell them that, theyll growl at you like youve taken the last honeycake, and start scribbling notes in one of their damned books about insulting their family honour or whatnot. Lilly Joseppinalina Hayfoot, Pedlar in the Reikland On High Elves Ive seen them on the rivers in their white ships. How do they
keep them so clean? And their hair oh, their hair its like sunshine, it is. Snuck on a boat once to see what they do. Same as the rest of us, it seems, just more... earnestly. Dainty Cordelineth Brandysnap IV, Thief from Altdorf On Wood Elves Elves living in the woods? Dont be bloody ridiculous. Elves live in white towers and pretty boats over in Altdorf-
town, you idiot. Jammy Mercimaus Alderflower II, Scholar from Fielbach High Elves are a relatively common sight on the rivers of Reikland. Both Altdorf and Nuln boast sizeable districts populated by High Elf merchants who ship goods down the Reik through Marienburg to the sea. These merchants are by far the most numerous of the
High Elves found in Reikland, alongside diplomatic entourages and support staff. Aloof, alien, and long-lived, they are a passionate, emotional folk widely perceived in the Reikland to be the most beautiful of the species, and also the most or arrogant. Tall and slender with delicately pointed ears, most Elves have long, fine hair and melodious voices.
Although they might look frail, their physiology is not only surprisingly strong, but also extraordinarily agile and dextrous. There are very few noticeable gender differences between Elves, which often causes confusion among Humans who interact with them. Another peculiar detail is the Halflings strange affinity for Ogres. Despite their ravenous
appetites, and penchant for eating whatever is at hand, Ogres tend to respect Halflings are short, apple-cheeked and beardless, resembling big-eyed, round-faced (and round bodied) Human children, and
their sunny dispositions and curly locks only reinforce this impression. They are known for their enormous appetites in all things and their lack of concern for personal space (theyre huggers), social boundaries (Well me great aunts just shacked up with me best mate, and you should hear what theyve been up to!), and property rights (Its not like hes
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using it!); this last has landed more than one Halfling in jail for thievery. The High Elves, who call themselves Asur, are native to Ulthuan, a magical island lying to the worlds civilisations. High Elves show considerable disdain for Dwarfs, with whom they have a long history of conflict. Since their abandonment of the Old World in the aftermath of the Beard, the Asur have been torn apart by civil war, the kinstrife, although this isnt something they discuss openly with 27 II II Warham mer FantasyRoller and found them so open, welcoming, and nurturing it was authentically touching. But, eventually, I had to move on, the smell was simply overpowering, and they have no understanding of personal space, which soon loses its charm. Hoelistor Arceye, Wizard from Saphery outsiders. As a result of this millennia-long struggle, Elves from the war-torn north of Ulthuan tend to be hard-bitten, practical, and ruthless. High Elven society is tightly-bound by ritual and discipline, intended to keep soaring emotions in check and provide focus for their complicated intellects. Seeming contrary to this, some Asur revel in wild adventure. The term Sea Elf is often used by

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other species to describe the dauntless High Elves who venture beyond Ulthuans safe shores as mariners, traders, and diplomats, and who stand in stark contrast to any grim Asur accompanying them who follow warrior lifestyles. On Wood Elves If the Asrai would bother to look beyond their dirty noses, they would see what we are all up against
Isolationist idiots that deserve everything thats coming to them. I doubt the Eonir are any better. Anaw-Alina Darkstep, Scout from Nagarythe Wood Elves wood Elves retreated from the Old World, but a few remained and withdrew to
the depths of the magical forests they now called home. Over three thousand years of isolation, hardship, and warfare then ensued, leaving Wood Elves culturally very different to their High Elf cousins. Wood Elf life is entwined with nature, with a society intermixed with spirits of the forest. They are separatists who work hard to hide themselves
away, with arboreal outposts cunningly concealed with powerful illusions and misleading magics. On the rare occasions they travel beyond their borders, it is usually for war, as often with their neighbours as with darker forces, leaving other peoples of the Old World deeply unsure of the fae, capricious Elves. There are two kiths of Wood Elves most
commonly seen in Reikland. The Asrai from Athel Loren across the Grey Mountains, and Eonir of the Laurelorn Forest far to the north in Nordland. The ruthless Asrai of Athel Loren are xenophobic and secretive, and rarely venture beyond their borders. However, a decade ago, Naith the Prophetess foresaw the possible death of Athel Loren. In
response, the King and Queen of the Wood, recognising the fate of their forests may lay in the hands of outsiders, sent tattooed kinbands out from Athel Loren to take action, hunting the enemies of the forest at the source. Opinions On Reiklander Humans They are corrupt, jealous, and rapacious in their short-lived hungers. But, when mindful of their forest at the source.
petty needs and their fear of what we represent, they are easily shaped. Imryth Emberfell, Ambassador from Caledor These ferocious bands are sometimes led by a spellsinger who calls upon the old, magical paths of the Worldroot to transport them between Athel Loren and the depths of other forests long lost to the Elves, but not yet consumed by
civilisation or Chaos. Occasionally, these wild hunters perceive some common cause with other Old Worlders and an individual may step from the shadows to join with those fighting a greater evil. On Dwarfs I suggest avoiding them. They are lost in the past, which blinds them to whats coming. Nod politely, accept the abuse, and move on. There is no
point arguing, they will never change their minds. Alathan Crestrider, Seaman from Cothique 28 II C h a r ac t e r On Halflings I met one when travelling Middenland during the ninth year of Queen Marrisith. It talked a lot. And I do mean a lot. When we parted ways by a town it told me was named Delberz, I found it had somehow managed to steal
several pouches of herbs from my belt. I was impressed. So, I suggest not trusting the things, but the companionship and local lore they share may be worth the cost! Alafael Harrowlay, Entertainer from the Laurelorn By comparison, the Queen of the Laurelorn takes a very different path to the foretellings given to her and has recently sent a sizeable
delegation to make camp in the deep forest of the Amber Hills just south of Altdorf. These Elves observe Human politics concerning the Laurelorn and beyond, and occasionally intervene on matters deemed important. The camp is viewed as a temporary solution by the Elves, but the meaning of that word is very different to the long-lived species
Because of this camp, these Wood Elves are a growing presence in Reikland as they venture from the trees and wander according to their inscrutable purposes, often as hunters or entertainers. On High Elves Conceited beyond any sensible measure, don't approach the Asur. They are jaded, arrogant, and likely lost to Atharti. And if they try to look
down on you in that superior manner they so prefer, just remind them their Queen in Avelorn lives a life no different to ours. Cynwrawn Fartrack, Hunter from the Laurelorn Sylvan Cousins The Wood Elves of Athel Loren and the Laurelorn may share a common history and origin in the Old World, but they are culturally different. Unlike the High
Elves, neither of the Wood Elven kiths care much for any form of conventional civilisation, seeing it as a threat to their beloved forests and way of life. However, they differ in how they choose to express this. The Laurelorn Wood Elves proactively engage in politics to protect themselves, mixing with others, and are not above stoking the fires of hatred
between other groups to shift focus to their preferred targets. Thus, in character, they are more like the High Elves, whilst still having the Skills and Talents of the Wood Elves. By comparison, the Athel Loren kinbands prefer to hide in the shadows, shunning contact with all others, instead striking deadly blows designed to cause fear and terror in the
hearts of any who would look to the forest with greed. Opinions On Reiklander Humans I see hateful creatures with darkness in their hearts and a complete disrespect for order. But they are widespread, warlike, and, most importantly, easy to manipulate. Given winter draws near, it is time to use them. Algoryllmyr Twiceseen, Seer from Athel Loren
On Dwarfs More stubborn than the Oak of Ages, they understand one argument only: force. So, use it swiftly and decisively, and be aware they will return for petty vengeance at a later date. Meridrynda Aspengate, Glade Rider from Athel Loren 29 II War ham mer Fantasy Plays and Career Your Class determines your general
place in society. Your Career describes your current job and determines your Status, which also influences how much money you earn. You can simply choose your Class and Career from the options below, write them down on your Character Sheet and move on to step 3. Alternatively, if you are unsure which to choose, or just want to randomly select
for bonus XP: 1. 2. 3. Roll 1d100 on the Random Class and Career Table. If you dont like the result, move to step 2. If you keep the result, gain +25 XP. If not, move to Step 3. Choose your Class and Career, or keep rerolling on
the table until you get something you like. There is no XP bonus for this. Random Class Class ACADEMICS BURGHERS COURTIERS PEASANTS Career/Species Apothecary Engineer Lawyer Nun Physician Priest Scholar Wizard Agitator Artisan Beggar Investigator Merchant Rat Catcher Townsman Watchman Advisor Artist Duellist Envoy Noble
Servant Spy Warden Bailiff Hedge Witch Herbalist Hunter Miner Mystic Scout Villager Human 01 02 03 04-05 06 0711 1213 14 15 1617 1819 20 21 2223 2426 27 28 29 30 31 32 3335 36 37 38 39 40 41 42 43 4445 4647 4849 5054 55 566
30 Career Table Halfling 01 02 0304 0506 0708 0910 1115 1619 2021 2225 2628 2931 3233 34 3536 37 3843 44 4546 47 4850 5152 53 54 5557 High Elf 0102 0306 0708 0912 1316 1719 2021 2226 2728 29 3031 32 3334 3537 3840 4143 4445 4647 4850 5152 53 54 5557 High Elf 0102 0306 0708 0910 1115 1619 2021 2225 2628 2931 3235 3642 4352 5357 5868 II C h a r ac t e
r Class Courtiers: Those who rule or who provide specialist services to those who rule. Even lowly born Courtiers have higher Status than most, and all have an opportunity to secure positions of significant influence. Career options: Advisor, Artist, Duellist, Envoy, Noble, Servant, Spy, Warden. Summary: Choose one of the eight Classes. Your choice of
Class determines from which Careers you can choose. The Careers under each Class are of a broadly equivalent social level that offer similar types of opportunities between adventures. Peasants are all lower class, though its possible to secure significant influence locally.
Career options: Bailiff, Hedge Witch, Herbalist, Hunter, Miner, Mystic, Scout, Villager. Academics are the only characters who can read and write. They start with low Status but can secure important positions if they advance through the ranks. Career options: Apothecary,
Engineer, Lawyer, Nun, Physician, Priest, Scholar, Wizard. Rangers: Roving folk who make a living on the open roads, travelling far beyond their home towns and villages. Most Rangers are lower class, but some can secure positions of high Status if they persevere. Career options: Bounty Hunter, Coachman, Entertainer, Flagellant, Messenger,
Pedlar, Road Warden, Witch Hunter. Burghers: Generally law-abiding townsfolk who live and work in the many towns and cities of the Empire. Many Burghers are middle class and earn a decent living. Career options: Agitator, Artisan, Beggar, Investigator, Merchant, Rat Catcher, Townsman, Watchman. Class RANGERS RIVERFOLK ROGUES
WARRIORS Career/Species Bounty Hunter Coachman Entertainer Flagellant Messenger Pedlar Road Warden Witch Hunter Boatman Huffer Riverwarden Riverwoman Seaman Smuggler Stevedore Wrecker Bawd Charlatan Fence Grave Robber Outlaw Racketeer Thief Witch Cavalryman Guard Knight Pit Fighter Protagonist Soldier Slayer Warrior
Priest Human 51 52 5354 5556 57 58 59 60 6162 63 6465 6668 6970 71 7273 74 7576 77 78 79 8083 84 8587 88 8990 9192 93 94 95 9699 100 Riverfolk: People who live and work on the rivers and waterways that wind through the Reikland and beyond. Riverfolk all begin Dwarf 5760 61 6263 6465 6667 6869 70 7172 73 7475 7677 78 79 8082 83 84
8587 8890 9193 9496 97100 31 Halfling 58 59-60 6163 6465 6667 68 69 70 71 7274 75 7679 8082 8385 86 87 88 89 90 9194 9596 97 98100 Wood Elf 6970 7175 7678 79 8085 8690 9192 9394 9596 97100 II Warhammer Fantasy Roleplay with low Status, but
some have opportunities that can lead to a very comfortable life. Career options: Boatman, Huffer, Riverwoman, Seaman, Smuggler, Stevedore, Wrecker. Rogues: Mostly town and city folk, these people make a living by acts considered illegal, or at least unsavoury, by most law-abiding citizens. Rogues are usually lower class, but some
can make a lot of money, though they may not secure a high Status when doing so. Career options: Bawd, Charlatan, Fence, Grave Robber, Outlaw, Thief, Racketeer, Witch. Warriors: Relying on their physical prowess, these people are all trained fighters, although they are not necessarily from the military. Warriors come from many backgrounds, both
high and low Status, and all can carve out a position of influence if they live long enough. Career options: Cavalryman, Guard, Knight, Pit Fighter, Protagonist, Soldier, Troll Slayer, Warrior Priest. Career summary: Choose one of the Careers associated with
it. There are 8 Careers in each Class, but some are restricted by Species. Full descriptions of each Career and their restrictions are given in Chapter 3: Class and Career and any Species restrictions. Options: But I want to play a Wood Elf
Flagellant! You may have a great idea for a character excluded by the rules because normally the species in question doesnt pursue such a career for cultural, religious, or philosophical reasons. Thats totally fine! Just take your character concept to your GM and, if you both agree to the unique combination, youre good to go. II C h a r ac t e r 3)
Attributes other Species have their own strengths and weaknesses, so their averages are different, sometimes significantly so. Summary: Determining your Characteristics: Attributes describe your characters innate capabilities how fast or strong
you are, how much damage you can sustain, or how well you cope with stressful situations. Attributes include Movement, ten Characteristics and make a note of the results. If you feel your Character would be improved if you swapped round some of the dice roll
results between Characteristics, move to the next step. If you stick with your random results, add the die rolls to the modifier for each Characteristic from the Attribute Table, write them on your Characteristic (and adding its
modifier). If youre happy with this new mix, record them on your Character Sheet and gain +25 XP. If not, move to the next step. Wait! Thats not fair! You may notice that not all characters are created equal. An Elf has significant Character step. Wait! Thats not fair! You may notice that not all characters are many aspects to character
generation and all the Species have advantages and disadvantages at each stage, some of them not always obvious. Step 3) If your estill not happy with your results, either roll again and swap the rolls around with no XP bonus, or you could ignore the dice completely! Instead, allocate 100 points across the 10 Characteristics as you prefer, with a
minimum of 4 and a maximum of 18 allocated to any single Characteristic. Add the modifiers from the Attribute Table and record them on your Characteristics weapon Skill (WS) Your ten Characteristics are used in Tests (see Chapter 5: Rules), to determine if you perform an
action successfully. The Human average for these Attributes is 30. Those who are gifted, or well-practiced, may achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experienced will achieve scores of over 40; only the most dedicated and experie
also used for unarmed combat, where your body is the weapon! Attributes Table Weapon Skill Ballistic Skill Strength Toughness Initiative Agility Dexterity Intelligence Willpower Fellowship Wounds Fate Resilience Extra Points Movement Human 2d10+20 2d10+2
TB)+WPB 2 1 3 4 Dwarf Halfling 2d10+20\ 2d10+30\ 2d10+30\ 2d10+30\ 2d10+20\ 2d10+30\ 2d10+20\ 2d10+30\ 2d10+20\ 2d10+30\ 2d10+3
2d10+30 2d10+30 2d10+20 SB+(2 TB)+WPB 0 0 2 5 II Warh a mmer Fantasy Roleplay Strength (S) Determining Wounds Your Wounds Show how much Damage you can endure based on your physical power and your force of will to shrug off injury. See Chapter 5: Rules for how Wounds are used to track
Damage. Your effectiveness at hitting with ranged weapons like bows and throwing knives, and for throwing things generally. It is also used as the basis for other ranged attacks like Trolls vomiting. Unlike other Attributes, Wounds are derived from your Strength Bonus, and Willpower Bonus (abbreviated to SB, TB, and
WPB on the Attributes Table). Refer to the Attributes Table to determine the Characteristic Bonuses used to calculate your Wounds, (see page 341). How much damage you do in melee, how much you can lift, and how good you are at things like swimming and climbing the Characteristic Bonuses used to calculate your Wounds. Note: Halflings have the Small Talent automatically and start with fewer Wounds, (see page 341).
Toughness (T) Your physical hardiness. It helps you survive damage in combat but will also help with things like surviving harsh conditions and standing up to poison. Fate & Fortune, a measure of your luck. Your Resilience is your inner strength
which is directly related to your Resolve, defining your grit. Your Resilience also comes with a Motivation, which is a single word or phrase describing what drives your character forwards. See page 170 for more on all of these. Speed of thought and reaction, especially in the heat of battle and when under pressure. It determines combat order, and
helps you be the first to react to danger. It also determines your powers of intuition and perception. Agility (Ag) Physical coordination and natural athleticism, and the basis for things like running, riding, and hiding. Agility is also used for dodging blows in combat. Determining Fate and Resilience Your affinity for performing fine and delicate manual
tasks like playing a musical instrument or skilled manufacturing. It will also help you with things like sleight of hand and picking pockets. You start with a base value for Fate and Resilience, and then have a number of Extra Points to spread between these two Attributes as you see fit. The numbers for these are shown in the Attributes Table. The more
points you allocate to Fate, the luckier you are. By comparison, a higher Resilience shows you can steel through any situation. Intelligence (Int) Determining Fortune and Resolve Dexterity (Dex) Your initial Fortune is equal to your Fate. Your powers of thought, analysis,
and understanding. Useful for healing, evaluating, and general knowledge, and vital for the understanding and casting of magical spells. Determining Motivation Willpower (WP) All characters choose a Motivation. It represents your Characters core essence, a word or phrase that sums up what you live for. In addition to the obvious roleplaying
benefits for portraying your character, Motivation is used to help you regain Resolve points. When considering your Motivations. General strength of
mind, and your ability to shrug off difficulty and plough on with the job in hand. It helps with resisting all sorts of influence and coercion, and guards against fear and terror. Fellowship (Fel) Your ability to get on with people and coercion, and guards against fear and terror.
charming the guards or attempting to bribe them, and, for pious characters, communicating with your deity. Example: Gustavus, a young Scholar at the University in Altdorf, has Thrillseeker for his Motivation. He lives his life in pursuit of excitement and danger, and Gustavus may regain Resolve points when he actively seeks out risky situations;
perhaps he provokes antagonism in taverns, or deliberately breaks the law by stealing the feathers from the caps of State Soldiers. Characteristic Bonuses are used in a variety of different ways throughout the rules, particularly for limiting Talents and defining
Spells. Example: Clotilda, a Reiksguard Knight, has Protect the weak as her Motivation. She is driven to stand up to bullies and braggarts, risking life and limb to save the Reiklands citizenry. Clotilda will regain her Resolve whenever she rescues others, or puts herself in harms way to protect another. Example: Strength (S) 39 equates to a Strength
Bonus of 3. Willpower (WP) of 51 equals a Willpower Bonus of 5. 34 C har acter 4) Skills and Talents Example: Ebba is a Rebellious apprentice wizard studying at the Light College. She loves to break the rules of the College, flaunting her masters authority, and poking her nose into books best left undisturbed. She regains Resolve whenever she
breaks the rules set for her by superiors. Summary: Choose your Skills and Talents from those offered by your Species and Career. Skills and Talents describe special abilities your Character can access. A list of all Skills and Talents is provided in Chapter 4: Skills and Talents. The Skills and Talents.
you have available to you at character generation are determined by your Species and Career. Other examples of potential motivations include: a Perfectionist, who loves to plan meticulously and draws energy from flawless execution of schemes; a Nurturer, who gains strength from caring for others, or rescuing them from difficult situations; a
Penitent Martyr, who revels in hardship to atone for past misdeeds; or a Shining Wit, whos ever engaging in witty badinage and banter to lighten the mood. If you cant think of a Motivation dont worry. One may arise as you create more of your character, and the other players and the GM can always help. Even if you do have one, its possible you may
change your mind later. Step 8) Bringing Your Character To Life is a good time to reconsider what your Motivation will be. When you learn a Skill, note down the number of Advances you gain in the Advances box of the Skill. If you should learn this skill again, add the extra Advances to the old total to create a new number of Advances. If you learn a
Talent, record it in your Talent list on your Character Sheet. Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Character Sheet. Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed. Standard Human Movement is used to determine your Walk and Run speed.
can comfortably travel on foot. For more on Movement, see page 164 Movement 3 4 5 Walk 6 8 10 Run 12 16 20 Advance Characteristics marked h without a brass, silver, or gold background. You can allocate a total of 5 Advances
across these Characteristics as you choose, and mark them in the Advances box on your Character Sheet. Skills are classified as either Basic or Advances in them, at a level equal to the governing characteristic. Advanced Skills require
specialist knowledge, and you can only use these skills if you have taken at least one Advances Characteristic Advances show training or experience in your Characteristic to show your current ability. So, if you have an initial
Dexterity of 25, and 5 Dexterity Advances, your Dexterity is now 30. Note: Some Talents can be learned multiple times, and mark how many times youve learned it on your Character Sheet. 35 II II
Wa r h a m m e r Fa n ta s y R o l e p l ay Wood Elves Skills: Athletics, Climb, Endurance, Entertain (Sing), Intimidate, Language (Eltharin), Melee (Basic), Outdoor Survival, Perception, Ranged (Bow), Stealth (Rural), Track Talents: Acute Sense (Sight), Hardy or Second Sight, Night Vision, Read/Write or Very Resilient, Rover What Are Skill Advances?
Random Talents Like Characteristic Advances, Skill Advances show specific training in a Skill. All Skills are associated with a Characteristic to show you have in the Skill is added to that Characteristic to show you have a Strength of 38, and 8 Climb Advances, and the number of Advances you have a Strength of 38, and 8 Climb Advances, and the number of Advances you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have a Strength of 38, and 8 Climb Advances, and the number of Advances you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to that Characteristic to show you have in the Skill is added to the
your Climb Skill is 46. This is explained in full in Chapter 4: Skills and Roll Description Roll Description Roll Description Roll Description O406 Ambidextrous 5355 Orientation 0709 Animal Affinity 5658 Perfect Pitch 1012 Artistic 5962 Pure Soul 1315 Attractive 6365 Read/Write 0103 Acute Sense (any one) 5152 Talents Each Species has a variety of Skills
and Talents to choose from. You may choose 3 Skills to gain 5 Advances each, and 3 Skills to gain 5 Advances
to be fluent in Reikspiel,, the language of the Empire, and do not need to take it as a Skill. For more on this, see page 124. Humans (Reiklander), Leadership, Lore (Reikland), Melee (Basic), Ranged (Bow) Talents: Doomed, Savvy or Suave, 3
Random Talents 1618 Coolheaded 6668 Resistance (any one) 1921 Craftsman (any one) 6971 Savvy 2224 Flee! 7274 Sharp 2528 Hardy 7578 Sixth Sense 2931 Lightning Reflexes 7981 Strong Legs 3234 Sturdy Linguistics 8284 3538 Luck 8587 Suave 3941 Marksman 8891 Super Numerate 4244 Mimic 9294 Very Resilient 4547 Night Vision 9597 Very
Strong 4850 Nimble Fingered 9800 Warrior Born Career Skills Dwarfs Noble Blood and Talents Now turn to your career in Chapter 3: Class and Careers. You begin at the first Career level listed in your Career Path. There are 8 Skills and 4 Talents listed with that level, and you can choose which of these you are most proficient at. Allocate 40
Advances to your eight starting Skills, with no more than 10 Advances allocated to any single Skill at this stage. This is enough for you to add 5 Advances to every Career on page 48). You may also choose a single Talent
to learn. Skills: Consume Alcohol, Cool, Endurance, Entertain (Storytelling), Evaluate, Intimidate, Language (Khazalid), Lore (Dwarfs), Lore 
Dodge, Gamble, Haggle, Intuition, Language (Mootish), Lore (Reikland), Perception, Sleight of Hand, Stealth, Trade (Cook) Talents: Acute Sense (Taste), Night Vision, Resistance (Chaos), Small, 2 Random Talents Example: Lindsay is creating a Human Noble Scion, which has the following Career Skills: Bribery, Consume Alcohol, Gamble, Intimidate,
Leadership, Lore (Heraldry), Melee (Fencing), Play (Any). She decides the character is well-schooled, but naive, so chooses to ignore the Bribery, Consume Alcohol, and Gamble Skills for the moment, and spreads her 40 Advances like so: Intimidate +7, Leadership +10, Lore (Heraldry) +10, Melee (Fencing) +3, and Play (Harpsichord) +10. Note:
Lindsay can do this even if she has already allocated Advances to Leadership for being Human, as the limit of 10 Advances to a single Skill applies only during this allocation of 40 Advances to Leadership, Melee (Basic), Navigation, Perception, Play (any one), Ranged (Bow), Sail
Swim Talents: Acute Sense (Sight), Coolheaded or Savvy, Night Vision, Second Sight or Sixth Sense, Read/Write 36 C h a r ac t e r 5) Trappings So, if you were Brass 3, you would start with 6d10 Brass pennies; if Silver 3, you would begin with 3d10 silver shillings, and if you were Gold 3, you would have 3 gold crowns. Summary: Determine your
determined by your Class and your Career. If you want to buy more (or sell what you already have!), refer to Chapter 11: Consumers Guide. All your Trappings should be recorded in the relevant sections of your Character Sheet. Once youve done this, move on to 6) Adding Detail. Class Trappings Your character begins play with general Trappings
determined by your Class. Reference your Class in the list below and jot the Trappings into your Character Sheet, rolling dice where required. Academics: Clothing, Dagger, Hat, Pouch, Sling Bag containing Lunch Courtiers: Courtly Garb,
Dagger, Pouch containing Tweezers, Ear Pick, and a Comb Peasants: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Sling Bag containing Tinderbox, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Blanket, Rations (1 day) Riverfolk: Cloak, Clothing, Dagger, Pouch, Blanket, Rations (1 day) Riverfolk: Cloak, Clo
Pouch, Sling Bag containing 2 Candles, 1d10 Matches, a Hood or Mask Warriors: Clothing, Hand Weapon, Dagger, Pouch 6) Adding Detail Summary: Choose name, age, hair and eye colour, height, Psychology, and Ambitions. Career Trappings The bare bones of your character are in place, so lets add some details, fleshing your character out in your
imagination, determining what you look like, how you think, and what drives you. Every Career has a list of Trappings for each of its four levels. You begin play with all the Trappings listed in the first level of your Character Sheet. Name While
you can choose any name that fits the world, here are some hints and tips to help choose one thats right for you. Next, find your characters Status, which is you Status Tier, followed by a a number, which is your Status Level. Your Status tier and Status
 Level determine your initial wealth as shown below. Status Tier Brass Silver Gold Human Reiklander Names Reiklanders usually have a forename and a surname. Forename and a surname. Forenames include: Examples: Adhemar, Anders, Artur, Beatrijs, Clementia, Detlev, Erika, Frauke, Frederich, Gerner, Gertraud, Haletha, Heinrich, Helga, Henryk, Irmina, Jehanne, Karl,
 Kruger, Lorelay, Marieke, Sebastien, Sigfreda, Talther, Talunda, Ulrich, Ulrika, Werther, Willelma, Wilryn. Starting Wealth 2d10 brass pennies per Status Level 1d10 silver shillings per Status Level 1 Gold crown per Status Level 1d10 brass pennies per Status Level 1d10 silver shillings per Status Level 1d10 brass pennies per Status Level 1d10 silver shillings per Status Level 1d10 silver shillings per Status Level 1d10 brass pennies p
with the following suffixes the most common in use: -sdottir: Daughter of -snev: Nephew of -sniz: Niece of -sson: Son of Human Names and their Origins Examples: Ariksson, Grunnasdottir, Skagnev, Sovrissniz Human names in WFRP are often taken from the real world, making it easy to research fun names online. The Reikland and much of The
Empire uses Germanic names, the Wasteland has Dutch and Belgian influences, and Bretonnian names are loosely medieval French. Its common as Dwarfs age and accrue deeds to their names to adopt a nickname based on physical appearance, prowess, or deed. These are usually bestowed by clan consensus, and its considered dishonourable to give
two surnames, one is the name of their House and the other is preceded by von to indicate where their family holds land, such as Graf Zenechar Trott von Tahme, though individual family traditions vary widely. Examples: Axebringer, Finehand, Forkbeard, Ironbraid, Redhammer, Stonefist Clan Name Finally, all Dwarfs bear a Clan Name (assuming
surnames are derived from your occupation, or the occupation of a parent or grandparent. Examples include: Bauer (Farmer), Fleischer (Butcher), Schmidt (Smith), and Schuster (Cobbler). If a character has a particularly noticeable physical trait, this might be used as a surname. This can often be passed down from parents to children too, which can
become confusing for literal-minded Dwarfs who may not understand a short person claiming to be Lang (Tall). Some other examples include: Augenlos (one eye), Dunn (very thin), Laut (loud voice), Stark (Strong). Common Reikland Clans: Ardrungan, Bryntok, Gazani, Gromheld, Harrazlings, Unboki Common Grey Mountain Clans: Dokkintroll,
Ganvalgger, Kvitang, Thrungtak, Wyrgrinti, Zankonk Dwarf Names Dwarf names are comprised of a forename, and a clan name. Elf Names Elves normally only admit to having names tend to be short and sturdy like the people they
represent, and are most commonly given to celebrate important ancestors, although individual clan traditions vary. Another common practice is to use a birthname to describe a key trait of a newborn in Khazalid, the Dwarf native language. Elf Forenames The Elves use a naming system quite incomprehensible to outsiders. Eltharin (the common
language of High Elves and Wood Elves, which has many dialects) is a language that relies on more than simple syllables to convey meaning. The easiest way to create an Elf name is to use the Elf Name Generator. Examples: Alrik, Bronda, Dimzad, Fenna, Gottri, Gudrun, Snorri. Elf Epithets When travelling foreign lands, Elves typically present
themselves with a forename and an epithet rather than attempt to explain the deeper concepts of Kindreds, Kinbands, or Houses. These epithets are always translated into Reikspiel as they are much Khazalid examples: Baragaz (Cannon Mouth), Durak (Hard), Galazil (Golden Haired), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Galazil (Golden Haired), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Shimmering), Okri (Crafter) 38 II C language (Cannon Mouth), Durak (Hard), Gnoldok (Wise Eyes), Nazril (Cannon Mouth), Okri (Crafter) 38 II C language (Cannon Mouth), Okri (Craft
a r ac t e r Elf Name Generator If you are finding it difficult to come up with an appropriate name for you Elf character, then roll the tables below. Some Elves only have two elements you think sound best. 1d10 First Component
Second Component High Elf Ending Wood Elf Ending 3 4 Dor Far dia en ellion fin dda han 1 2 5 6 7 8 9 10 Aes Ath Gal Im Lin Mal Mor Ullia a ath for lor mar ol sor than easier for other species to pronounce and understand. Among High Elves, epithets usually describe character traits and physical appearance, but can be more obscure. Wood Elf
epithets typically reference the natural world so beloved by the forest kin. andril anel arha anhu il irian mor nil ric wing loc noc oth ryn stra wyth Halfling Clan Names Halfling clan names are almost exclusively related to food and drink, geographical or natural features, or personal characteristics of the ancestor who first took the name. Halflings who
have the same surname are always related and can usually tell you exactly how. High Elf examples: Emberfell, Fireborn, Foamheart, Goldenhair, Silverspray, Spellsign Humans tendency to have the same surname despite because a
 Schmidt on another street short-changed them. Wood Elf examples:Fleetriver, Shadowstalker, Treeshaper, Weavewatcher, Willowlimb, Windrunner Halfling Names are comprised of a given name and a clan name at a minimum, with middle names included to ensure family trees are not confused. Common Reikland Clans: Ashfield
Brandysnap, Hayfoot, Rumster, Shortbottom, Thorncobble Physical Details Halflings proudly bear grand names drawn from their long family trees, but they rarely use these outside official business. Normally, they are known by a cosy-sounding shortened form of their ancestral name. Some Halflings diminutives are completely
unrelated to their formal names and are instead more descriptive, like Rosie or Scrumper. When it comes to cosmetic physical details those aspects of your appearance that dont influence the game directly you may either roll them randomly or choose from the range available to your Species. Age Average natural lifespans are around 60 for a Human
120 for Halflings, and over 200 for a Dwarf, while Elves dont appear to age at all and have been known to live for a thousand years or more. Choose your Characters age or use the table below. Halflings place great stock in their achievements and some elders will only answer to nicknames related to their job, such as Gaffer, Guv, or Nan. Halflings
also have long had a habit of emulating their neighbours to the point that many grand, formerly-Human names have now become traditional Halfling names. Human 15+d10 Examples (with diminutives): Antoniella (Anni), Esmerelda (Esme), Ferdinand (Fred), Heironymus (Hiro), Maximilian (Max), Theodosius (Theo), Thomasina (Tina) 39 Dwarf
15+10d10 Elf 30+10d10 Halfling 15+5d10 II Warh a mmer Fantasy Roleplay Eye Colour While most species roll once on the table below, Elves may roll twice: their innately magical natures mean they often have variegated colours, such as sapphire blue flecked with gold, or a mottled mixture of mossy green and warm chestnut. Human
 49+2d10 Hair Colour Dwarf 43+d10 Elf 511+d10 Halfling 31+d10 Ambitions All species barring Elves have hair that slowly turns grey as they move through middle age, then eventually turns white as they reach old age. Ambitions are a Characters goals in life what they want to achieve. All characters have both a Short-Term and Long-Term
Ambition. By comparison, Elves seem eternally youthful, never showing any signs of age. Humans and Dwarfs may also have significant facial hair, which is usually the same colour as head hair, but not always. Choosing Ambitions. Your GM when choosing your Ambitions. Your GM has final say on the acceptability of an Ambition, and
whether it is short-term or long-term. Should you wish to change an Ambition, you may do so between sessions. Height Average heights are: Dwarf (48), Elf (65), Halfling (36), with Humans varying much more widely, averaging somewhere around 59 in the Reikland. If you want a truly random upper height for Humans, if either die rolls a 10, roll one
more die and add it to the height total. Short-term Ambitions Short-term Ambitions represent your immediate goals. They are outcomes you wish to achieve within days and weeks, possibly Eye Colour Table 2d10 Reikland Human Dwarf 4 57 Pale Blue Blue Steel Blue 2 3 811 1214 1517 18 19 20 Free Choice Green Pale Grey Brown Hazel Dark
Brown Black Halfling Coal Lead Light Grey Grey Earth Brown Dark Brown Dark Brown Copper Gold Green Hossy Green Hosey Green Hossy Green Hosey Green Hossy Green Hos
Sandy Brown Violet Wood Elf Hair Colour Table 2d10 Reikland Human Dwarf Halfling High Elf 4 5-7 Red Blond Golden Brown Pale Blond Golden Brown Black Auburn White Grey Grey Flaxen Copper Bronze Brown Dark Brown Dark Brown Pale Blond Golden Brown P
Chestnut Ginger Mustard Almond Reddish Brown Black Chocolate Liquorice 40 Silver White Yellow Blond Copper Blond Rose Gold Honey Blo
take at least two or three sessions to complete. Now you have almost finished making your Character, you need to consider the other players in your party. Everyone will have more fun when your Characters can engage and interact with one another; while some intra-party tension can be enjoyable, it is important you are not constantly at one
anothers throats. Example short-term Ambitions include: Ruining the reputation of a romantic rival. Avenging a fallen comrade. Befriending a reclusive scholar. You will also want to consider how your party know one another. Are you friends? Are you the retainers of a noble, or travelling companions on a river barge? Or is your GM going to have you
meet during your first session? Long-term Ambitions Long-term Ambitions are goals you will need to work on for months or years to complete, and may never be achieved at all, perhaps taken more as a description of a primary motivation in your life than a realistic outcome. Party Ambitions All players in your group should also discuss what younger for months or years to complete, and may never be achieved at all, perhaps taken more as a description of a primary motivation in your life than a realistic outcome.
collective goals are, and then choose a short-term and long-term party Ambitions. Much like your personal Ambitions party Ambitions include: Owning your own coaching inn. Building your village into a thriving town. Ridding the Colleges of Magic of Elven influence. Options:
Nefarious Plans You may want to keep your Ambitions secret from other players in your party, especially if they are controversial or clandestine. If you want to overthrow the Emperor, or legalise Necromancy in the Reikland, chances are your Witch Hunter ally wont approve! Achieving Your Ambitions If you achieve your short-term Ambition, you will
receive a bonus of +50 XP, and can choose a new short-term Ambition at the end of the session. If you achieve your long-term Ambition, you may either: Receive a bonus of +500 XP and choose a new long-term Ambition at the end of the session. If you achieve your long-term Ambition at the end of the session. If you achieve your long-term Ambition at the end of the session.
XP of your current character to spend on your next character, so that they may continue to help you. If you want to reactivate a retired Character, talk to your GM about how best to bring that
into the current story. Retiring Characters allows you to build a network across the Old World, and can be a great source of adventure leads. Short-term Party Ambitions but are for the whole group. Your personal Ambitions should never be the same as your party.
Ambitions, but there is no reason they cant complement each other. 41 II IW a r h a m mer Fan tasy R oleplay here are ours! If any of these questions make you want to change something about the character youve created so far... do so! For instance, if you add in some detail about your childhood, you may want to revisit the choices you made
in 4) Skills and Talents. Examples of short-term party Ambitions include: Outwitting a rival group, securing a job at their loss. Hunting down the killer of a lost party member. Impressing your patron by completely succeeding in an appointed task. Where are you from? Do you come from one of Reiklands bustling towns, or a sleepy village? Perhaps
your childhood was spent on a remote farmstead, or maybe you called the winding back alleys of Altdorf home? Do you hail from a deep mountain hold, or were your days spent threading the roads and riverways of Reikland, always on the move? See Chapter 10: Glorious Reikland for details on the geography and settlements of this corner of the
Empire. Long-term Party Ambitions Much like short-term party Ambitions, long-term Party Ambitions work like your personal Ambitions include: What is your family like? Eradicate an Empire-wide Chaos Cult. Build a castle. Become Heroes of the
Empire, each earning an Imperial Cross for bravery, pinned on your chests by the Emperor himself! It may take a village to raise a child, but its your kin who do the heavy lifting. What were you constantly at one anothers throats? Grandparents?
Nephews, nieces, cousins? Children, even? Does your family approve of you, or are you a stain on your family shonour? Achieving your Party achieves its short-term Ambition, each member receives +50 XP, and you can all select a new Ambition for the party at the end of the session. What
was your childhood like? Was your family home full of love, or was it a cold, inhospitable place? Were you coddled, or did you have to fend for yourself? Were you trained in the family business, or were you sent from home, fostered elsewhere or
raised in an orphanage? If your party achieves its long-term Party Ambition: All players receive a bonus of +500 XP, and the party chooses a new long-term Ambition at the end of the session. As many players as wish to do so can retire their Characters who become NPCs under the GMs control; those who do gain a bonus of half the XP of their current
Character to spend on their next Character. Why did you leave home? Do you still live in your childhood home, or did you leave? If so, when? Were you drawn by the promise of excitement of life in the big city? Are you in search of riches, or renown? Are you running from something, or trying to find meaning or purpose in your life? 8) Bringing Your
Character to Life Who are your best friends? Fleshing out your Characters personality and history will really help you bring the game (discuss during the game (discuss at the start, and then improvise during the game).
this with the GM beforehand so you dont derail any storylines). At the start of the Character creation process we recommended that you talk to the other players and the gm about the kind of group you want to create, and we revisited that while creating Party ambitions. This is the perfect place to complete that process, weaving your Characters
stories together and binding them into a tight-knit group with their own reasons for sticking together. While you cannot choose your family, your friends are another matter entirely, and you can tell a lot about someone by the friends they keep. Do you have any friends from childhood? Or friends youve made since leaving home? What do you do
together? Drink? Gamble? Debate? Are your allies in your party your best friends? Or do you eschew civilised company in favour of a loyal pet? What is the fire that burns in your heart? Your Ambitions may be your chief goal, but ambitions are often prosaic or banal. If you could have anything, anything at all, what would
it be? What are your best and worst memories? Ten Questions We are the sum of our experiences; they shape and mould us, forging us anew. What are your most treasured memories? An afternoon of glorious summer sunshine? A passionate kiss, One useful technique for creating an interesting background for your Character is to answer a series of
questions about them 42 II C h a r ac t e r 9) Advancement while huddling from rain, beneath sheltering boughs? A victory scored in a battle of wits or brawn? And what are your less fond recollections? A painful humiliation? A scheme thwarted? The end of a long-term partnership, romantic or business? The hatred, disdain, or, worse, disinterest of
your peers? Experience Points (XP) are used to improve your character. The GM will give you XP after every session of play, and you may be rewarded for doing particularly well. This could include successfully resolving the ongoing adventure, roleplaying your character well or defeating important enemies. Between sessions, you spend your XP to buy
new Skills and Talents, to increase Characteristics, and to change Career. The final step in creating your Character is to spend any bonus XP you earned through the Character Creation process. The tables below shows how you can spend these points. What are your religious beliefs? Most folk of the Empire are polytheistic; the existence, and
puissance, of the gods is undeniable, and so their veneration is a matter of course. That being said, not all of the gods are favoured equally. Does your character have a fondness or affinity for one god in particular? Do you cross your fingers for luck, appealing to Ranald? Do you make the sign of the Twin Tailed Comet at your enemy, or mutter an
angry prayer to Ulric before battle? See Chapter 7: Religion and Belief for details of the gods and their ways. Initially, you can only spend your XP to increase the 3 Characteristics, 8 Skills, and 4 Talents available to your Career level. For more details on spending XP, see page 47. Characteristic and Skill Improvement XP Costs To whom, or what, are
you loyal? Will you protect your friends above all, or are the ties that bind you to your clan, kinfolk, or partner stronger than iron? Or are you adventuring? 16 to 20 And this is the
big one: why are you a player character, and not just another citizen of the Empire. Why are you deventuring? 21 to 25 26 to 30 Have you consciously chosen a life of adventure? Are you seeking justice, or vengeance, or is your
adventuring life nothing more than a fight to clear your name, or survive your enemies? 30 15 50 30 40 40 90 120 41 to 45 190 46 to 50 20 70 31 to 35 36 to 40 Answer all of those, and you will have a fully fleshed out character, ready to go. But, before you start playing, did you gain any bonus XP during the character creation process? If so, you may
wish to spend it before you begin play. XP Cost per Advance Characteristics Skills 25 10 60 80 150 110 230 180 140 Other improvement +1 Talent Leave a Complete Career XP Cost 100 XP Leave an Incomplete Career XP Cost 100 XP Leave an Incomplete Career XP Cost 100 XP Leave an Incomplete Career 200 XP Options: Psychology When you are creating
your Characters story, you might feel you should have powerful emotions such as Love, Camaraderie, Hatred etc towards family members, situations, enemies or other features of their life. If the GM agrees, you can take a Psychology trait (see page 190). Finished! Now your character and party are created, you are ready to play! 43 II Warham members, situations, enemies or other features of their life. If the GM agrees, you can take a Psychology trait (see page 190). Finished! Now your character and party are created, you are ready to play! 43 II Warham members, situations, enemies or other features of their life.
r Fa n ta s y R o l e p l ay Character Sheet Summary Experience Personal Details As you play WFRP your Gamemaster will award Experience, as well as your Spent Experience and a running total. Here is where you fill in your Characters personal details, such as name, Species
(see page 24) and Career (see page 30), as well as aspects of their physical appearance. Attributes here. At
stronger, tougher or better at different tasks. Your Movement (see page 35) shows how quickly you can move. Fate and Fortune (see page 171) indicate your characters pool of grit and determination to overcome certain obstacles. You will also need to record a
Motivation (see page 34), which explains what keeps your Character going. Skills & Talents Your Skills (see page 35) are abilities your character sheet. As you get
gain Advances, your Skills will improve, which increase your chance of succeeding in Tests (see page 41) are your Character and partys main goalstions your character and partys main goalstone for succeeding in Tests (see page 41) are your Character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your Character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your character and partys main goalstone for succeeding in Tests (see page 41) are your character and your
in life. Short-term Ambitions can be achieved within a few days or weeks, while longterm Ambitions are those that may take years, or may never be achieved at all. 44 Party Details about your group goes here: the name your companions
names as a reminder to use them and help everyone stay in character. II C har acter Corruption and Mutation Armour When you face dark horrors, Daemons, and the machinations of the Dark Gods, you may gain Corruption Points (see page 183). Record your Armour (see page
299) here. Armour is very useful at keeping your character alive, as it reduces incoming Damage, and may save you from Critical Hits (see page 159). Record the details of your character has any Psychology (see page 190) record it
here. Psychologies include phobias, animosities and strong loyalties. Most starting characters do not begin with any Psychologies. Trappings, Encumbrance, and Wealth Your Trappings, Encumbrance, and Wealth Your Starting characters do not begin with any Psychologies. Trappings, Encumbrance, and Wealth Your Starting characters do not begin with any Psychologies. Trappings, Encumbrance, and Wealth Your Starting characters do not begin with any Psychologies. Trappings, Encumbrance, and Wealth Your Starting characters do not begin with any Psychologies.
also record each items Encumbrance (see page 293). Add up the total Encumbrance of your Armour, Weapons, and Trappings to see how much weight you are carrying. Spells (see page 238) or Prayers (see page 217). These represent supernatural
abilities, as your characters draws on the winds of magic, or calls on their favoured deity for assistance in times of need. Weapons Your characters Wealth is recorded in brass pennies, silver shillings, and, if youre especially wealthy, gold crowns. Spend it wisely! Wounds Record your Wounds (see page 34) here. Your Wounds are derived from your
Characteristics and Talents. As you are injured in Combat (see page 156) your Wounds will go down, while Healing (see page 181) will increase them again (though never beyond your maximum). As you gain Advances in your Characteristics and Talents, your Wounds may, in turn, increase. Record details about your Weapons (see page 293) here. As
 well as the type of Weapon, you will also record its Encumbrance (how heavy it is), how much Damage it inflicts, and, if it is a Ranged Weapon, at what Range it can be used. 45 III Warh a mmer Fantas y Rolepha Careers Well, I play a character with no class at all who would sell his grandmother for career advancement; you know
exactly the type of fellow frequently encountered in my line of work. Classes Academics: Page 61. Courtiers: Page 65. Riverfolk: Page 77. Rangers: Page 85. Riverfolk: Page 93. Rogues: Page 85. Riverfolk: Page 69. Peasants: Page 61. Courtiers: Page 69. Peasants: Page 101. Warriors: Page 61. Courtiers: Page 69. Peasants: Page 85. Riverfolk: Page 93. Rogues: Page 101. Warriors: Page 69. Peasants: Page 69. Peasants: Page 69. Peasants: Page 69. Page 77. Rangers: Page 85. Riverfolk: Page 93. Rogues: Page 69. Page 85. Riverfolk: Page 93. Rogues: Page 101. Warriors: Page 69. Page 85. Riverfolk: Page 85. Riverfolk: Page 85. Riverfolk: Page 96. Page 85. Riverfolk: Page 97. Rangers: Page 85. Riverfolk: Page 
you, as may often be the case). It describes your training, social class, and your future prospects. WFRP groups similar Careers into Classes A summary of each Class is found in Chapter 2: Character on page 30. Classes organise Careers into Classes.
Trappings during Character Creation (see page 37), and influence how you can take between adventures; for more on this, see Chapter 6: Between Adventures. Careers The summary and illustration at the top of the eight Careers in
your chosen Class should give you a good idea of which is the one for you. The Careers can be considered to be as broad as possible, so you are encouraged to interpret them imaginatively as part of your Character concept. III Cl ass and Careers Career Levels Every Career has four levels, each progressively better than the last. If you take a look at
Apothecary, the first Academic Career, you can see the four levels are: 1. 2. 3. 4. Characteristic and Skill Improvement XP Costs Advances Apprentice Apothecary Apot
Apothecary, you would start as an Apprentice Apothecary. 16 to 20 21 to 25 26 to 30 Advancing Through Your Career 50 30 40 70 90 41 to 45 190 51 to 55 56 to 60 61 to 65 66 to 70 Every Career has an Advance Scheme governing its Characteristic Advances. The Advance Scheme shows your characteristics, 3 marked with h, 1 marked
with on a brass background, 1 marked with a on silver, and the last marked on gold. 15 120 46 to 50 Characteristic Advances and Talent Advances each of which are
purchased with Experience Points (XP). You can also use XP to Change Career. Your Career Level determines what Characteristics Skills, and Talents are available to you. XP Cost per Advance Skills 25 10 70+ 20 40 60 80 150 110 230 180 280 330 390 450 520 140 220 270 320 380 440 Skill Advances You can advance all the Skills
 listed for your Career level and lower. So, if you were an Apothecarys Apprentice (level 1), you could only access the Skills listed under Apothecary (level 3), Apothecary (level 2), and Apprentice Apothecary (level 1). The three
marked h are Characteristics you can advance in the first level of a Characteristic also becomes available. When you enter the second level of a Characteristic also becomes available. When you enter the fourth and last level of a Characteristic also becomes available. The cost
in XP of a Skill Advance is shown in the Characteristic and Skill Improvement XP Costs table, and depends on the number of Skill Advance is shown in the Characteristic Advanc
have already taken in that Characteristic. Each Skill Advance adds +1 to your Skill level. Therefore, if you had purchased 9 Advances would cost 10 XP each, and the 4 remaining Advances would cost 15 XP each. Each Characteristic Advance adds +1 to the associated
Characteristic. So, if you had purchased 4 Agility Advances, and your Initial Agility was 27, your Current Agility would be in the 65 range. Note: One of the Skills in the first level of your Career will be marked in italics. This is the
Skill you Test when Earning money (see page 51). Chapter 5: Rules explains how the Characteristic are used in the game, and Chapter 2: Character explains what each Characteristic is. There is no upper limit to the number of Character explains what each Characteristic is.
Weapon Skill and Ballistic Skill have the word Skill in them, this is only a historical artefact they are characteristics and are Advanced as such. The full rules for how to use your Skills can be found in Chapter 4: Skills and Talents. Like Characteristic Advances, there is no upper limit to the number of Skill Advances that can be purchased. 47 III Warh
a m m e r Fa n ta s v R o l e p l av Options: Customise Your Trappings Non-Career Advances Characters will inevitably want to advance Characteristics and Skills not listed in their Careers. Thats fine, if the GM feels its appropriate, but it costs double. The GM might want you to find a teacher or otherwise play out this unusual education. Non-Career
Characteristic and Skill Advances cost double the amount of XP listed in the Characteristic and Skill Improvement XP Costs table. The Trappings, choosing those that fit your interpretation of your characteristic and how it manifests. So, if you were using the
Soldier Career to represent a grizzled Handgunner from Reiklands State Army, you may decide to tweak the required Trappings to include powder and shot. Normally, non-Career Talents may not be purchased with XP, although Training and Unusual Learning Endeavours in Chapter 6: Between Adventures provide an opportunity to purchase
nonCareer Advances as if they were Career Advances, and give the possibility of learning non-Career Talents. Trappings are how you are recognised as someone belonging to your career, not having the
trappings of such means people might not take you seriously. Talent Advances In each case, you will have to first determine if you have not, it costs 200 XP. Talents are only available when you are in the level of the Career that lists them. So, if you are an
Apothecary-General, you can only buy Talents listed under Apothecary, or Master Apothecary, Apothecary, Apothecary, Apothecary, Apothecary, Apothecary, Apothecary, Apothecary, Completing a Career represents mastering your current vocation and being ready to move on to something new. To complete a Career, you must have the number of
Advances listed below in all your Career levels Characteristics and in eight of your Career levels Advances cost 100 XP +100 XP per Advance
already taken in that Talent. The rules for every Talent can be found in Chapter 4: Skills and Talents you access to the Talents special rules. If you purchase a new Talent (for 100 XP) it grants you access to the Talents special rules. If you purchase a new Talent time (second time costs 200 XP, third 300 XP) any additional abilities bestowed are listed in the Talent
description. Level 1 Advances 5 3 15 2 Note: Not all Talents can be purchased multiple times. Check the Talent listing for any limitations. 4 Changing Career When you have taken all the Advances you want in your current Career, its time to change Career When you have taken all the Advances you have completed a
Career level does not mean you have to move to a new one. Moving Career is always entirely up to you. If you wish to stay in the first level of Pauper forever, thats completely fine. 1) Moving to an entirely new Career (from Apothecary to Scholar).
Changing to a New Level If you have completed your current Career level, or any lower Career level, or any lower Career level, for 100 XP, but not Hunter level 3) or Trapper (Hunter level 3) or Trapper (Hunter level 4). With GM completed Hunter level 4).
permission, you can also skip Career levels. This is normally driven by in-game events. For example: A Scion (Noble level 1) inherits a significant estate during play, so the GM offers Noble Lord (Noble level 4) as a potential change of Career level costs 100 XP if you have completed your current Career level, or
200 XP if you have not. Alternative Changes in Career Sometimes during play you are offered a job in the most unlikely circumstances. For example: a local Baron may employ you to be his Honour Guard, Career level 2). In such
circumstances, the GM may offer a Career change that lies outside your normal Career Path. Thats not only fine, its recommended, as its always more fun to tie your career the first level of any Career from your Class for 100 XP, or
for 200 XP if you have not completed your current Career level. If you want to enter the first level of a Career from a different Class, this cost an extra 100 XP. Note: your GM may require in-game justification for such Career changes; after all, not just anyone can enter Noble, even if you are in the Courtier Class. Further, if you have completed your
current Career level, with GM permission, and solid justification, you can enter the same Career within your Class. So, if you completed Master Apothecary (Apothecary level 3), to show you were taking a teaching position in Altdorf University. This costs 100 XP, However, be aware there
are obvious limitations here. Some Careers, such as Wizard, require the basics be learned before the more advanced lore can be understood and the Talents of earlier Career levels will not be open to you at a higher level. Status Old World society is highly stratified common folk are in little doubt as to their place in the society whilst the elite enjoy
power and prestige that is brutally enforced and therefore largely unchallenged. Most people in between are acutely aware of their standing, and preoccupied with improving it. This is represented by Status, which can modify the interactions between people of different social classes. Lastly, between adventures, you can also change Career using the
Change Career Endeavour (see page 196). Tiers Talent and Career Change XP Costs Improvement +1 Talent Advance Leave a Complete Career Enter a different Class and Standing Which is a number, generally from
15, showing how respected the character is within their Tier. XP Cost 100 XP + 100 XP per time the Talent is already taken If you have a higher Status if you have a higher Standing. 100 XP The Three Tiers 200 XP The most
important distinctions in Status are the three Tiers: +100 XP The Gold Tier: Reserved for the rulers of society; those who directly serve them as advisors, protectors, and maintainers of the law; and the independently wealthy. To reach this position requires hard work, success, and not a little luck. All in the Gold tier are rich, respected, and of higher
Status than those in the Silver and Brass tiers. The Silver Tier: Populated by well-to-do townsfolk and those following professions requiring skill and expertise. Tradesmen, craftsmen, and merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks of the 49 III War ham merchants make up most of the upper ranks merchants merchan
folk lead relatively humble lives, but they are still respectable. People of the Silver Tier are of higher Status than those who dont make any living at
all. Determining Status Your Status Your Status your Career level, Beside the name of your Career level, and mark it on your Character Sheet. Changing Status Status Status
changes for the following reasons: 1. 2. 3. You change Career. You gain a Talent that modifies Status, you should take time to explain what exactly occurred, and the impact this has on your character. If you have changed to a different Career Level, say
from a Student to a Scholar, what precipitated this? What subject did you study? And how does your character more rounded and believable. Beyond the Social Norm Status provides a rough guide to how the folk of the Old World behave when they
fit in with acceptable norms. However, some characters will violate this, and thats completely fine. If you wish to randomise how an NPC reacts to Social Status, roll 1d10 on the following table: 1d10 1-2 3-8 9-10 Result Defies Status, roll 1d10 on the following table: 1d10 1-2 3-8 9-10 Result Defies Status and ignores its effects. Standard Reactions. The character follows
the Status rules as normal. Extreme Views. The character holds extreme views. Modify all Tests influenced by Status by a further +/10, as appropriate. The Effects of Status Status influenced by Status by a further +/10, as appropriate.
influences as they wish. Charm Status impacts Charm significantly, with those of higher Status more easily able to get what they want, and those of a higher Tier gain a bonus of +10 to Charm Tests influencing those with a lower tier. Similarly,
those of lower Tier suffer a penalty of 10 to influence those of a higher Tier. The GM may also apply these modifiers to those of different Standing in the same Tier, but this is rarer. If you are two tiers higher, the bonus increases to +20. Maintaining Status In
order to benefit (or suffer) from Status, you have to act in accordance with your role in society. If the target of the Charm attempt is atypical, this might not work as usual however. An individual who Defies Status would mean no modifiers apply, and one with Extreme Views might mean that the opposite modifiers apply (10 rather than +10, for
example). It may be that you wish to pass incognito, presenting yourself anonymously. Typically, you will be counted as having a Status of Brass 3 if you do this. Example: Hans the noble wears the latest fashions and always buys the best trappings. He rides his lovingly groomed horse into a village, pausing only to let his herald announce his presence
to all. He fully benefits from his Gold 2 Status. His brother Heinrich dresses in old clothes, hides all his courtly garb under the bed, and acts like a nameless wanderer. He is treated as having a Status of Brass 3. Options: Begging & Status Keeping Up Appearances Begging is often most effective when aimed at those who are just above you in the
social order. Characters need to spend a certain amount of money to maintain their lifestyle. As explained in The Cost of Living (see page 289) there are minimum expectations of expenditure for each Tier. For example: Most Beggars are Brass Tier and therefore benefit from a +10 bonus when begging from people who are Silver Tier, instead of
suffering a 10 penalty. Should a character fail to live up to these levels of expenditure they will begin to be perceived as being of lower Status, losing 1 point of Standing per week. Entertain To stop this decline, the character must resume spending the money expected of them, whereupon they regain 1 point of Standing per week until they recover the
lost points. Status does not normally influence Entertain tests. However, a GM ought to consider that some entertainments are thought fitting to particular venues. A peasant playing a hurdy-gurdy is not likely to go down well at an opera house, whilst even a mediocre orchestra is likely to draw a significant audience if it starts performing on the
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village green. Should Standing reach 0, your tier drops by one and your Standing is set to 5. If you are already at the lowest tier, then your Status sticks at Brass 0. Example: Pietr is a Noble and has been slumming it in the East End of Altdorf for the last two weeks, letting his Standing of Gold 3 drop to Gold 1 as he eats poor food, drinks cheap been,
and hostels in flop houses. Should another week pass and Pietr does not change his ways, his Standing will drop to Gold 0, which immediately becomes Silver 5. Should this occur, Pietrs father will almost certainly step in to curtail the family shame As such the GM might like to consider the sort of audience a performance is normally aimed at, and the
audience that is actually available, and apply suitable modifiers. Intimidate If you have a higher Status than the target of your Intimidate, you typically gain a bonus of +10. Gossip Earning Money Gossip tends to be stilted between people of different Classes. Any Gossip Test between individuals of different Tiers suffers a penalty of 10. with Status
Your Status is directly linked to the amount of money you earn while working. The higher your Status, the more money you can spend a week to work in your Career assuming you are in a place where such is feasible (its hard to be a Watchman in the middle of a
wasteland). This is called Earning. Leadership Status plays a very important role in Leadership. Indeed, the State Army normally only grants higher ranks to those of noble birth. 51 III Warham mer Fantas y Roleplays a very important role in Leadership. Indeed, the Skill
marked in italics in the Careers first level). If passed, you receive the money stolen, or some similar mishap). This total is not strictly speaking how much money you earn, its more a
representation of how much money you have left at the end of the week after all your expenses are taken into account. Tier Brass Silver Gold Amount Earned with an Income Endeavour (see page 198). Example: Gunther the Coachman
decides hell work for the Four Seasons Coaching House for a week while his peers research a library for things he frankly doesnt understand, and secretly thinks may be heretical if he did. The GM agrees to let Gunther enact some Earning, so Gunther rolls against his Drive (Coach) skill (his Earning Skill for Coachman) and passes. Given his Status is
Silver 2, he can roll 2d10 and earn that much silver. Unfortunately, he only rolls a 1 and a 2 for a total of 3 silver shillings; clearly Gunther was drinking a lot after his long work shifts, and has little coin remaining Career Format The following is a breakdown of the information each Career presents. Name: The name of the Career. Limitations: A list of
the different Species typically using the Career. Summary: A one-sentence introduction to the Career Scheme: The Careers Advance Scheme: The Name, Status, Skills, Talents, and Trappings for each of the Careers four levels. Note: if
a Talent or Skill is marked (Any) it means you can choose one of the options for that Talent or Skill when in that Career Level; So, Lore (Any), could be Lore (Geography), Lore (Folklore), Lore (Magick), or any other similar example. Likewise, if one is marked (Local), it means you can choose one of the options for the Talent or Skill drawn from the
local area; So, Lore (Local), could be Lore (Altdorf), Lore (Riverways), Lore (River
feminine names because of the limitations of language, all careers are intended for any gender; so, no matter how your character identifies, all careers are available. For example: Anyone may serve any deity. Although some Gods (such as Taal and Ulric, and Rhya and Shallya) are more likely to have servants who identify with the same gender as the
God, other deities (such as Verena and Sigmar), have an equal appeal to all. 52 C l assand Careers. Academic specialise in preparing pharmaceutical medication commonly pills, draughts, and
ointments for sale to patients and doktors alike. Their workshops are filled with a dazzling array of bubbling alembics, overflowing beakers, worn mortar and pestles, and other physic-making paraphernalia. Some Apothecaries supplement their income selling illicit substances from stimulants for desperate students, to hallucinogenic weirdroot for
bored nobles or shady commissions from even shadier groups. Supplying these is lucrative, but also dangerous. Rare ingredients are expensive, so Apothecaries frequently have cash flow problems, and journey the military for extra coin.
Apothecary Advance Scheme WS BS S T h I Agi Dex Int h Apothecary), Lore (Plants), Trade (Apothecary), Etiquette (Scholar), Read/Write Trappings: Book
(Blank), Healing Draught, Leather Jerkin, Pestle and Mortar Apothecary Silver 1 Skills: Charm, Haggle, Lore (Science), Gossip, Language (Guilder), Perception Talents: Criminal, Dealmaker, Etiquette (Guilder), Perception Talents: Criminal, Dealmaker, Etiquette (Guilder), Pharmacist Trappings: Guilder)
Talents: Bookish, Master Tradesman (Apothecary), Resistance (Poison), Savvy Trappings: Book (Apothecary), Apprentice, Workshop Apothecary), Apprentice, Workshop Apothecary), Resistance (Poison), Savvy Trappings: Book (Apothecary), Apprentice, Workshop Apothecary), Resistance (Poison), Savvy Trappings: Book (Apothecary), Apprentice, Workshop Apothecary), Apprentice, Workshop Apothecary), Resistance (Poison), Savvy Trappings: Book (Apothecary), Apprentice, Workshop Apothecary), A
sigil: white mortar, black pestle. Dont ask for our order without it or youll be reported to the Watch. And lad, dont ever short our Apothecary; youll spend the rest of your days wondering if the next drink will be your last. Kathe the Unseen, Assassin Human chemistry? As shoddy as their architecture! And just as likely to kill you! I asked for tonic after
a hard nights drinking. Had the flux for a week! Thorica Norrasdotr, Dwarf Merchant Due to Physician Guild pressure, most towns ban Apothecaries can easily fill the role of a healer. Indeed, they are versatile in this role because they can also identify dangerous and unusual substances
the party may encounter, and even turn some into useful medicine. III III Warham er FantasyRole eplay Engineer Dwarf, Halfling, Human You create machines and constructions both useful and bizarre, and often downright deadly. Engineer Dwarf, Halfling, Human You create machines and constructions both useful and bizarre, and often downright deadly. Engineer Dwarf, Halfling, Human You create machines and constructions both useful and bizarre, and often downright deadly. Engineer Dwarf, Halfling, Human You create machines and constructions both useful and bizarre, and often downright deadly.
are educated, Dwarfs at the hide-bound Dwarf Engineers Guild, Humans at forward-thinking establishments such as the Imperial Engineers School at Altdorf, though self-taught prodigies are not unknown. Human Engineers School at Altdorf, though self-taught prodigies are not unknown. Human Engineers School at Altdorf, though self-taught prodigies are not unknown.
Mining company engineers are well-paid; less so the State Army Engineers who maintain the Imperial war machines and bridge-builders. Master Engineers are the most trusted in the Empire, called upon to design, test, and build such
prestigious Imperial Commissions like the complex Steam Wheel Locks, which have revolutionised the speed of travel in the canals of the Vorbergland. Engineer Advance Scheme WS BS S T I Agi h Dex Int h h WP Fel What will it do? Well, its supposed to pluck the chicken, Smallnose. Stand well back! Wolfgang Kugelschrieber, Inventor Master
 Engineer Volker von Meinkopt found inspiration watching students reloading at the Imperial Gunnery School. He had a revelation: more barrels = more shots = more lethality. He soon produced the first repeating handgun, Von Meinkopts Whirling Cavalcade of Death, and pistol, Von Meinkopts Micro-mainspring of Multitudinous Precipitation of
Pernicious Lead. Not content to rest on those laurels, he then created the enormous nine-barrelled cannon, the Helblaster Volley Gun, which is utterly lethal to enemies and, all too often, its crew. Great Engineers of the Empire, Lady Theodora Holzenauer, Engineer and Journalist Some Engineers are drawn to investigate ancient Dwarf Holds, most
now abandoned, for entombed within are the secrets of the master builders of old. Those who dare their own nefarious purposes. Equally enticing are the stone sky bridges soaring above the Holds, some stretching for many miles, true wonders of
bygone engineering that once connected thriving Dwarf settlements, forts, and farmlands. Career Path h Student Engineer Brass 4 Skills: Consume Alcohol, Cool, Endurance, Language (Classical), Lore (Engineer), Perception, Ranged (Blackpowder), Trade (Engineer) Talents: Artistic, Gunner, Read/Write, Tinker Trappings: Book (Engineer), Hammer
and Spikes Engineer Silver 2 Skills: Drive, Dodge, Navigation, Ranged (Engineering), Research, Language (Guilder) Talents: Craftsman (Engineer Silver 4 Skills: Language (Khazalid), Leadership, Ride (Horse), Secret Signs (Guilder) Talents: Etiquette
(Scholar), Master Tradesman (Engineering), Sniper, Super Numerate Trappings: Workshop Chartered Engineer Gold 2 Skills: Language (Any), Lore (Any) Talents: Magnum Opus, Rapid Reload, Savant (Engineering), Unshakeable Trappings: Guild License, Library (Engineering), Unshakeable Trappings: Guild License, Library (Engineering), Sniper, Super Numerate Trappings: Guild License, Library (Engineering), Unshakeable Trappings: Guild License, Library (Engineering), 
d C a reers - Ac a demics Lawyer Dwarf, Halfling, High Elf, Human You navigate treacherous legal systems, defending clients and prosecuting the guilty. Lawyers give legal counsel, interpret the law, and argue on behalf of their clients before the courts. They are often specialists in the laws of the province in which they practice, or in
ecclesiastical law. Most are university educated and therefore rich and well-connected, although gifted individuals of low birth are sometimes apprenticed. Cult lawyers learn from their venerable peers, with those trained by the Cults of Verena and Sigmar especially well-regarded. Some Lawyers are hired as mediators, settling informal disputes
outside costly courts, a practice favoured by Halflings. Others work for criminal gangs, exploiting legal loopholes to free their always-guilty clients. At the top end of society, Barristers are the only lawyers allowed to address higher appeal courts in the city-states, charging exorbitant prices for their services. Lawyer Advance Scheme WS BS S T I h Agi
Dex Int h WP Fel Career Path h Student Lawyer Brass 4 Skills: Consume Alcohol, Endurance, Haggle, Language (Classical), Lore (Law), Magnifying Glass Lawyer Silver 3 Skills: Bribery, Charm, Gossip, Intuition, Language
(Guilder), Secret Signs (Guilder) Talents: Argumentative, Criminal, Etiquette (Guilder), Suave Trappings: Court Robes, Guild Licence, Writing Kit Barrister Gold 1 Skills: Art (Writing), Entertain (Speeches), Intimidate, Lore (Any) Talents: Bookish, Cat-tongued, Impassioned Zeal, Savvy Trappings: Office, Assistant (Student or Servant) Judge Gold 2
Skills: Cool, Lore (Any) Talents: Commanding Presence, Kingpin, Savant (Law), Wealthy Trappings: Gavel, Ostentatious Wig 55 Sharks! No, worse! Leeches! But not the good kind that suck out bad humours, oh no. Theyre leeches that drain your coffers and leave you nothing to show for it. Stefan Bachler, Merchant It is not what the lawyer says I may
do that concerns me, but what is right by reason and justice. Such matters need then be the basis of our new law. Lector Agatha von Bhrn, Supreme Law Lord of the Empire Lawyers excel at getting people out of trouble, while adventurers excel at getting into it. They can use their knowledge of obscure local laws to avoid problems by suggesting
unusual approaches to solve thorny dilemmas. After all, tying up a local thug in court is just as valuable, and arguably much safer, than tying one up in a basement. III III Warham were fan tasy Roleplay Nun Human You are devoted to the service of your deity, having sworn vows for a life of service. Nuns are members of religious orders,
normally cloistered within an abbey, convent, or monastery. Most rise before toiling in fields, tending to the sick, or preserving important manuscripts. Vows of pilgrimage cause some to travel the Empire, while others take oaths to serve the community, moving amongst the people, tending to their spiritual needs
Devoted hermits and tenders to shrines are also thought of as Nuns or Monks by the folk of the Empire. Many Nuns learn valuable trades such as vintners, brewers or calligraphers. Abbesses use these activities to attract donations and patronage from the local nobility. Leaders of particularly large or martial Orders can gather significant influence
both within their own cult and with the ruling classes of a province. For more on religion and take our relics. I ask Morr not judge too harshly the seven bandits we bury today, as Brother Hild has already inflicted
punishment enough. Abbot Ernst Halfhauser Quick! Come quick! Come quick! Come quick! Come quick! Come quick! Come quick! The Sisters of Faith and Chastity are about to parade through the streets. I want to see if I can get a few coppers caught in their thorns. It brings luck for the whole year! Bengt, Altdorf Street Rat When a religious order discovers terrible secrets or fragments of prophecy, its leaders
may feel they must act, sending brothers and sisters abroad. Abbeys along pilgrimage routes will often also send their members abroad to guard the many pilgrims traversing the lengthy holy roads across the Empire. And there are always itinerant Friars wandering the world, risking adventure with every new land they enter. Nun Advance Scheme
WS BS S T I Agi Dex Int h h WP Fel h Career Path h Novitiate Brass 1 Skills: Art (Calligraphy), Cool, Endurance, Entertain (Storyteller), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Brewer), Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Brewer), Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Brewer), Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Brewer), Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Brewer), Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Brewer), Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Brewer), Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Herbalist), Gossip, Heal, Lore (Theology), Pray Talents: Bless (Any), Research, Trade (Herbalist), Gossip, Heal, Lore (Theology), Research, Trade (Herbalist), Gossip, Hea
Trade (Vintner) Talents: Etiquette (Cultists), Field Dressing, Holy Visions, Invoke (Any) Trappings: Book (Religion), Religious Relic, Trade Tools (Any), Robust, Savant (Theology), Stouthearted Trappings: Abbey, Library (Theology) Prioress General
Silver 5 Skills: Language (Any), Lore (Any) Talents: Commanding Presence, Iron Will, Pure Soul, Strong-minded Trappings: Religious Order 56 Cl as and Care ers-Academ ics Physician Study patients. Physician Study patients are not care in the care of medicine, striving to save lives. Physician Study patients are not care in the care of medicine, striving to save lives. Physician Study patients are not care in the care of medicine, striving to save lives. Physician Study patients are not care in the care of medicine, striving to save lives. Physician Study patients are not care in the care of medicine, striving to save lives. Physician Study patients are not care in the care of medicine, striving to save lives. Physician Study patients are not care of medicine, striving to save lives. Physician Study patients are not care of medicine, striving to save lives.
symptoms and prescribe remedies and surgeries. While the healing arts are ancient, many deriving from Elven practices, the formal science of medicine is relatively new and not-entirely-trusted. Due to the Empires history with necromancy and the safe-guards imposed by the Cult of Morr, studying cadavers is forbidden, making learning of anatomy
hard. Medicines reputation suffered further from swindlers selling miracle cure-alls that do nothing or cause actual harm. Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physicians learn their profession at a university or while apprenticed to a Guild Physician at a university or while apprenticed to a Guild Physician at a university or while apprenticed to a Guild Phy
strong stomachs are in demand for the State Armies. The most famed Physicians almost exclusively tend to wealthy merchants and the nobility. Physicians Apprentice Brass 4 Skills: Bribery, Cool, Drive, Endurance, Gossip, Heal, Perception, Sleight of Hand Talents:
Bookish, Field Dressing, Read/Write, Strike to Stun Trappings: Bandages, Healing Draught Physician Silver 3 Skills: Charm, Haggle, Language (Guilder), Surgery Trappings: Book (Medicine), Guild Licence, Trade Tools (Medicine) Doktor Silver 5 Skills: Charm, Haggle, Language (Guilder), Surgery Trappings: Book (Medicine), Guild Licence, Trade Tools (Medicine) Doktor Silver 5 Skills: Charm, Haggle, Language (Guilder), Surgery Trappings: Book (Medicine), Guild Licence, Trade Tools (Medicine) Doktor Silver 5 Skills: Charm, Haggle, Language (Guilder), Lore (Medicine), Guild Licence, Trade Tools (Medicine) Doktor Silver 5 Skills: Charm, Haggle, Language (Guilder), Lore (Medicine), Guild Licence, Trade Tools (Medicine) Doktor Silver 5 Skills: Charm, Haggle, Language (Guilder), Lore (Medicine), Guild Licence, Trade Tools (Medicine) Doktor Silver 5 Skills: Charm, Haggle, Language (Guilder), Lore (Medicine), Guild Licence, Trade Tools (Medicine), Guild Licence, Guild Licenc
Skills: Consume Alcohol, Intimidate, Leadership, Research Talents: Etiquette (Scholars), Resistance (Disease), Savvy, Strike to Injure Trappings: Apprentice, Workshop (Medicine) Court Physician Gold 1 Skills: Lore (Noble), Perform (Dancing) Talents: Etiquette (Nobles), Nimble Fingered, Savant (Medicine), Strong-minded Trappings: Courtly Attire
Letter of Appointment 57 Come to Neuber for all your limb removals! Ill ave your arm off in seconds! Ill suture it afore you even wake up. My works so fine youll never miss it! Gotthard Neuber, Barber-Surgeon Beware the Brass Doktor. Reikland Proverb warning against cheap Physicians Theyre bastards, all. I cant so much as give you a proper
bloodletting without their leave. Practicing medicine without a license my arse. I know you cant afford them, deary. Here, luv, take this nice tea. What? Oh no, just tea is all. Just tea. And if you feel better, why, thank Shallya, eh? Jana Palner, Part-time Surgeon Physicians Guild fees are notoriously expensive, which can cause newer Physicians without
steady clientele to seek alternate sources of income. Some Physicians consistently search for more effective treatments and new medicines, which can take them far afield. Others like to expand their knowledge of anatomy by studying grievous wounds first hand, and there are few better ways to do that than by travelling with adventurers. III III Wa representations are the second travelling with adventurers.
h a m m e r Fa n ta s y R o l e p l ay Priest For sound advice, I seek a Priest of Verena. For everything else, I seek a Priest of Ranald. Wermer Losch, Merchant Human You carry the word of your god, tending to the spiritual needs of the masses. Priests tend to congregations of the faithful throughout the Old World. While many are assigned to a
specific temple, others choose a wandering life to reach worshippers who cannot, or will not, attend temple and all its Cult and lay members. Alongside Lectors, they will often be called upon to
advise the ruling classes, with many active in local politics. Priests have many duties connected to their God, such as Priests of Mananns responsibility to consecrate new ships, or a Shallyans duty to tend to the sick and wounded, so they touch on most aspects of life in the Empire. For more on religion and the different Orders, see Chapter 7: Religion
and Belief. The Shallyan, just a girl she was, stroked my little Antons forehead and whispered, and the screaming stopped. He smiled at me for the first time in days. I will never forget it. Oh, aye, he died not long after, but not in pain. Sabine Schmidt, Fishmonger Listen, there is nothing to fear. Hexensnacht comes every year. We need
only call on the Lord of Death to watch over us. So, come the midnight hour, we cry MORR! MORR! MORR! MORR! Father Wilhelm Abgott, Priests find their administrative
duties so far removed from the life they envisaged when they joined the Cult that they take extended pilgrimages away from their temple. Priest Advance Scheme WS BS S T h I Agi h Dex Int WP Fel h Career Path h Initiate Brass 2 Skills: Athletics, Cool, Endurance, Intuition, Lore (Theology), Perception, Pray, Research Talents: Bless (Any), Holy
Visions, Read/Write, Suave Trappings: Religious Symbol, Robes Priest Silver 1 Skills: Charm, Entertain (Storytelling), Gossip, Heal, Intimidate, Melee (Basic) Talents: Blather, Bookish, Etiquette (Cultists), Invoke (Any) Trappings: Book (Religion), Ceremonial Robes High Priest Gold 1 Skills: Art (Writing), Entertain (Speeches), Leadership, Lore
(Heraldry) Talents: Acute Sense (Any), Hatred (Any), Impassioned Zeal, Strong-minded Trappings: Quality Robes, Religious Relic, Subordinate Priests, Temple Lector Gold 2 Skills: Language (Any), Savant (Theology), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Savant (Theology), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Savant (Theology), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental Friests, Temple Lector Gold 2 Skills: Language (Any), Fundamental F
and Careers-Academics Scholar Dwarf, Halfling, High Elf, Human, Wood Elf You dedicate your life to the pursuit and study of knowledge, wherever that may take you. Scholars generally study at one of the Old Worlds learning institutions, foremost amongst them the university in Altdorf. Most specialise in one or two subjects, and many
learn just enough to provide a useful career, or give them something to talk about at dinner parties. Poorer Scholars act as scribes, reading and writing notes for others as most of the Empires citizens are illiterate. Others become tutors educating the wealthy. The most gifted Masters are invited to join a university, with renowned Professors
delivering popular lectures to hundreds of Students. Dwarfs and High Elves are less likely to be employed in an Imperial institution, though they may tour the Empire in search of esoteric knowledge. Scholar Advance Scheme WS BS S T h I Agi Dex Int WP h h Fel Career Path h Students. Dwarfs and High Elves are less likely to be employed in an Imperial institution, though they may tour the Empire in search of esoteric knowledge. Scholar Advance Scheme WS BS S T h I Agi Dex Int WP h h Fel Career Path h Students.
Gossip, Haggle, Language (Classical), Lore (Any), Research Talents: Bookish, Etiquette (Scholars), Speedreader, Suave Trappings: Access to a
Library, Degree Fellow Silver 5 Skills: Entertain (Lecture), Intimidate, Language (Any), Lore (Any) Talents: Linguistics, Public Speaker, Savant (Any), Tower of Memories Trappings: Mortarboard, Robes Professor Gold 1 Skills: Entertain (Rhetoric), Lore (Any) Talents: Magnum Opus, Master Orator, Savant (Any), Sharp Trappings: Study 59 None of us
thought much of her. Scrawny thing the Captain dragged out a library in Altdorf, name of Sosber. Kept to herself. Nose in a book. But when we finally faced the Corpse Render, when so-called warriors ran, she stood fast. Her quiet voice rang with steel as she called out where to strike. Not the heads as youd think, no, but the body. Steel slew the
beast that day, but knowledge made it possible. Oskar Reisdorf, Mercenary Poor Scholars who cannot or will not tutor often need funds to continue their research. A few search the dark corners of the world for lost secrets and ancient tomes. Others are hired to accompany adventuring expeditions where their knowledge can be put to more practical
use. Scholar is a useful Career, with access to rare Lore skills, a good way for the GM to share information with players. Played with commonsense they can counter-balance rash and martially-inclined characters tendencies to solve every problem with a blade. Scholars can use their knowledge to solve puzzles or come up with unusual strategies and
tactics. III III Warham mer Fantasy Roleplay Wizard High Elf, Human, Wood Elf Feared and distrusted by the citizens of the Empire, you legally wield powerful and dangerous magic. Wizards channel one of the Empire, a Human must follow the citizens of the Empire, and the 
Articles of Imperial Magic and belong to one of the Eight Colleges of Magic in Altdorf each dedicated to a specific wind, as Magisters can only use outside their art, which, according to the Articles, they can only use outside their
colleges in defence of their own life, or against the enemies of the Empire. Many Magisters are attached to the Empire State Army, and although they are treated with cautious suspicion, none can deny their effectiveness on the battlefield. I dont care what promises they make, or what colleges they belong to, they are dangerous abominations. I am
continuing to petition for their destruction in the name of Sigmar, for the good of us all. Reikhardt Mair, Witch Hunter Many Magisters leave the Colleges of Magic in debt for the cost of their tuition. These Wizards may be keen to find relics,
artefacts or lost tomes of magical lore. Journeying Magisters, eager to prove themselves, are actively encouraged to test their skills across the Empire by hunting down whatever dangers threaten the local populace. Wizards are excellent characters to add some firepower to a group, but it can be intimidating for new players to have to learn a whole
additional set of rules for spells. Because of this the GM should be aware that they might initially need some extra support to ensure that they are using these rules effectively and to the groups best advantage. Youll choose the colour of magic you study when you take the Arcane Magic Talent. For more on magic see Chapter 8: Magic. Wizard Advance
Scheme WS BS S T I Agi Dex h Int WP h Fel Career Path h Wizards Apprentice Brass 3 Skills: Channelling (Any Colour), Dodge, Intuition, Language (Magick), Lore (Magick), Lo
Gossip, Intimidate, Language (Battle), Language (Any) Talents: Arcane Magical License Master Wizard Gold 1 Skills: Animal Care, Evaluate, Lore (Warfare), Ride (Horse) Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing Trappings: Apprentice, Light (Horse) Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing Trappings: Apprentice, Light (Horse) Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing Trappings: Apprentice, Light (Horse) Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing Trappings: Apprentice, Light (Horse) Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing Trappings: Apprentice, Light (Horse) Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing Trappings: Apprentice, Light (Horse) Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing Trappings: Apprentice, Light (Horse) Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing Trappings: Apprentice, Light (Horse) Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing Trappings: Apprentice, Light (Horse) Talents: Dual Wielder, Instinctive Diction, Magical Sense, Menacing Trappings: Apprentice, Light (Horse) Talents: Dual Wielder, Light (Horse) Talents: Dual W
Warhorse, Magical Item Wizard Lord Gold 2 Skills: Language (Any), Lore (Any) Talents: Combat Aware, Frightening, Iron Will, War Wizard Trappings: Apprentice, Library (Magic), Workshop (Magic),
Dwarf, Halfling, Human Charismatic and articulate, you champion your cause in the face of establishment opposition. Agitators lobby for political causes using print, protest, and public speaking. They muster the down-trodden populaces sympathy and support but must be wary of drawing the attention of Sigmarites or Dwarfs interested in
from pious devotees and attracting flagellants and zealots as followers. Agitators who survive long enough to become Demagogues are often supported by powerful, hidden allies pursuing change for their own motives. Agitator Advance Scheme WS BS S T I h Agi Dex Int WP h Fel h Career Path h Pamphleteer Brass 1 Skills: Art (Writing), Bribery,
Charm, Consume Alcohol, Gossip, Haggle, Lore (Printing), Talents: Blather, Gregarious, Panhandle, Read/Write Trappings: Writing Kit, Hammer and Nails, Pile of Leaflets Agitator Brass 2 Skills: Cool, Dodge, Entertain (Storytelling), Gamble, Intuition, Leadership Talents: Alley Cat, Argumentative, Impassioned Zeal, Public Speaker
Trappings: Leather Jack Rabble Rouser Brass 3 Skills: Athletics, Intimidate, Melee (Fist), Perception Talents: Cat-tongued, Dirty Fighting, Flee!, Step Aside Trappings: Hand Weapon, Pamphleteer Demagogue Brass 5 Skills: Lore (Heraldry), Ride (Horse) Talents: Etiquette (Any), Master Orator, Schemer, Suave Trappings: 3 Pamphleteers, Patron,
Printing Press, Impressive Hat 61 Mark my words, if youre looking to root out the agents of the Spinner of Fate, follow the clamouring in the streets. They cant resist it. Theyll surface, sooner or later. Adrian Hoven, Cleric-Captain, Knights of the Fiery Heart Agitators often move around, in search of larger crowds or fleeing the authorities. They may
become leaders of motley groups of the restless and disaffected, exhorting or even extorting them to fight for a greater cause. Altdorf has a legendary reputation for deep fogs and riots. Perhaps this happens because Altdorf has a legendary reputation for deep fogs and riots. Perhaps this happens because Altdorf has a legendary reputation for deep fogs and riots.
products for sale and commission. Artisans produce goods, ranging from everyday necessities sold by Bakers and Chandlers, to weapons and riverboats crafted by Smiths and Shipwrights. The Empires larger towns and cities have guilds to protect local Artisans from fraudsters, as an Artisans entire livelihood can be jeopardised by unskilled
competitors hawking cheap low-quality merchandise. Guild Artisans observe strict quality standards, with those failing to meet them blackballed and forbidden to trade locally. Artisans work at all levels of society not just producing goods, but also repairing them. They are employed by navies to maintain vessels, by armies to manage war machines.
and siegeworks, and by merchant houses of all sizes to transform raw materials into sellable goods. Sorry, mistress, all the shoes are gone! I forgot to put the milk out last night. The Spite must have taken them. Wiebke, Cobblers Apprentice and Thief You must understand, my boy, that Wurtbads wine has a reputation. This bottle looks like it was not sellable goods.
blown through a Hochland long rifle. Simply unacceptable. Frau Glassblowers Guildmaster Artisans in training can be sent to practice under other masters. The constant pressure to achieve perfection is so stifling that young Artisans sometimes take a break to pursue more liberating enterprises, sometimes supporting the army or navy
Dwarf Guilds dont usually admit Humans, and Dwarfs are traditionally allowed to practice their trade in Imperial cities without joining a local Guild. This can cause conflict as the Guilds are rarely pleased with skilled competition. Halflings are not so particular, and most will happily join Human Guilds (if admitted) and allow Humans to join their
Guilds. Elves do not have Artisans Guilds, and though they could join one it is unlikely they would lower themselves to do so. Artisan Brass 2 Skills: Athletics, Cool, Consume Alcohol, Dodge, Endurance, Evaluate, Stealth (Urban), Trade (Any) Talents: Artistic
Craftsman (any), Strong Back, Very Strong Trappings: Chalk, Leather Jerkin, d10 rags Artisan Silver 3 Skills: Intuition, Leadership, Research
Secret Signs (Guilder) Talents: Acute Sense (Taste or Touch), Master Tradesman (Any), Read/Write, Tinker Trappings: Apprentice, Workshop Guildmaster Gold 1 Skills: Bribery, Intimidate Talents: Bribery, Intimidate Talent
Street-smart, you make a living from the charity of others using persuasion and charm. The countryside rumour that Altdorf s streets are lined with gold is a cruel taunt to its Beggars. They rely upon the generosity of strangers and scraps scavenged from the mud and detritus of city life, though posturing dandies will happily dispose of a few pfenniges.
to make them go away. The law affords them little protection and the watch has no sympathy for loiterers. Paupers often land on the streets as orphans and have been in and out of Mercy Houses all their lives. Once the basic skills of scrounging and panhandling are learned, Beggars can advance their techniques using disguises and sympathy ploys.
Other Paupers are not destitute but simply employed in some of the worst occupations, on the lowest rung of the social ladder, like Gong Farmers, Bone Pickers, and Rag and Bone Men. Beggar Advance Scheme WS BS S T h I Agi Dex Int WP h Fel h Career Path h Pauper Brass 0 Skills: Athletics, Charm, Consume Alcohol, Cool, Dodge, Endurance,
Intuition, Stealth (Urban) Talents: Panhandle, Resistance (Disease), Stone Soup, Very Resilient Trappings: Poor Quality Blanket, Cup Beggar Brass 2 Skills: Entertain (Any), Gossip, Haggle, Perception, Sleight of Hand Talents: Alley Cat, Beneath Notice, Criminal, Etiquette (Criminals) Trappings: Crutch, Bowl Master Beggar Brass 4
Skills: Charm Animal, Leadership, Lore (Local), Secret Signs (Vagabond) Talents: Blather, Dirty Fighting, Hardy, Step Aside Trappings: Disguise Kit, Hiding Place, Pauper Follower Beggar King Silver 2 Skills: Bribery, Intimidate Talents: Cat-tongued, Fearless (Watchmen), Kingpin, Suave Trappings: Lair, Large Group of Beggar Followers 63 Please,
frau, I beg humbly for enough coppers to buy bread tonight. Even a pfennig would do Gutbcker is selling day-olds. Elsie, Halfling Panhandler I lost my leg in the Battle of Bgenwasser. Both hands were eaten by a Squig when Goblins ambushed our patrol near Bgenauer. All to protect the Reikland and our Emperor. Klaas, Veteran Soldier You can have
Knigplatz next week I need you loud and dirty on Luitpoldstrasse today. For why? Best not ask, all you need to know is the Cutters want the Watch distracted. I make it my business not to offend the Cutters, and if you want a prosperous career youll follow my example. The Kaiser, Altdorf Beggar-King The only direction from rock-bottom is upward.
Some Beggars will eagerly leave the gutter behind for adventuring opportunities, so long as they arent being exploited as battle-fodder. Those unable to afford a porter might hire a Beggar instead, and a Beggars savvy is useful when penniless and hungry. And, if it all goes wrong, its easy to return to the begging life. III III Warham mer Fantas years
Roleplay Investigator Dwarf, Halfling, High Elf, Human Perceptive and suspicious, you probe deep into the heart of any crime, and find answers. Most Investigators pursue cases involving stolen property, missing persons, or murders, although some research stories for the emerging newssheets, or even blackmail crime suspects for hush money
Investigative techniques include footprint tracking, crossexamination, deductive reasoning and if necessary breaking and entry. Where secular investigators most commonly serving Sigmar and Verena follow stricter ethical codes. Some
experienced Investigators cultivate matter-of-fact airs of sophistication to improve their credibility. While Master Investigators often sell themselves as observation specialists possessing skills they claim cannot be learned. Considerable self-promotion is required to become one of the famous Detectives who receive job offers from across the Old
World. I regret to inform you that your husband is buried in Frau Kohls vegetable garden, beneath the turnips. That will be 6 shillings and 4 pence, please. Hemlock Surelight, Elven Sleuth We can deduce from this splintered door the third exited with assistance from a very large creature. But said creature couldnt have descended the narrow
stairwell. This leaves only two possible conclusions. Either it materialised from thin air, or else our thief is a shape-changer... Zavant Konniger, Sage-Detective As I am sure you know, I am the worlds greatest detective Investigators are sometimes hired
to solve mysteries far too dangerous to tackle alone, which can be the informal creation of an adventuring party. Of course, the very nature of mysteries can result in each solved case leading to yet another mystery they
uncover. Investigator Advance Scheme WS BS S T I Agi h h Dex Int WP Fel h Career Path h Sleuth Silver 1 Skills: Charm, Climb, Cool, Gossip, Intuition, Perception, Stealth (Urban), Track Talents: Alley Cat, Beneath Notice, Read/Write, Sharp Trappings: Lantern, Lamp Oil, Journal, Quill and Ink Investigator Silver 2 Skills: Consume Alcohol, Dodge
Lore (Law), Melee (Brawling), Pick Lock, Sleight of Hand Talents: Etiquette (Any), Savvy, Shadow, Tenacious Trappings: Leather Jack, Hand Weapon, Magnifying Glass, Lockpick Master Investigator Silver 3 Skills: Bribery, Evaluate, Leadership, Lore (Any) Talents: Bookish, Break and Enter, Sixth Sense, Suave Trappings: Assistant, Office Detective Detective (Any), Melee (Brawling), Pick Lock, Sleight of Hand Talents: Bribery, Evaluate, Leather Jack, Hand Weapon, Magnifying Glass, Lockpick Master Investigator Silver 3 Skills: Bribery, Evaluate, Leather Jack, Hand Weapon, Magnifying Glass, Lockpick Master Investigator Silver 3 Skills: Bribery, Evaluate, Leather Jack, Hand Weapon, Magnifying Glass, Lockpick Master Investigator Silver 3 Skills: Bribery, Evaluate, Leather Jack, Hand Weapon, Magnifying Glass, Lockpick Master Investigator Silver 3 Skills: Bribery, Evaluate, Leather Jack, Hand Weapon, Magnifying Glass, Lockpick Master Investigator Silver 3 Skills: Bribery, Evaluate, Leather Jack, Hand Weapon, Magnifying Glass, Lockpick Master Investigator Silver 3 Skills: Bribery, Evaluate, Leather Jack, Hand Weapon, Magnifying Glass, Lockpick Master Investigator Silver 3 Skills: Bribery, Evaluate, Leather Jack, Hand Weapon, Magnifying Glass, Lockpick Master Investigator Silver 3 Skills: Bribery, Evaluate, Leather Jack, Hand Weapon, Magnifying Glass, Lockpick Master Investigator Silver 3 Skills: Bribery, Evaluate Andread Silver 3 Ski
Silver 5 Skills: Intimidate, Lore (any) Talents: Acute Sense (Any), Savant (Any), Speedreader, Tower of Memories Trappings: Network of Informants, Spyglass 64 Cl ass and Careers - burghers Merchant Dwarf, Halfling, High Elf, Human Shrewd and numerate, you buy low to sell high, making more money than most will ever see. Most Merchants trade
in simple goods such as alcohol, textiles, woodcraft, and pottery. For the ambitious, rare exotic goods such as Dwarf gromril or Eastern spices command higher profits, but risk longer transport routes and require strong foreign contacts. Merchants cannot sell in most towns without approval from (and payments to) a Merchants Guild, powerful
institutions rivalling the noble courts in political influence. Local commerce is managed by Traders who ship goods between backwater villages and nearby towns. Traders can join guilds by apprenticing under Master Merchants as junior business partners. Powerful Merchant Princes owning warehouses and sales offices in multiple cities enjoy the
same status as minor nobles. In addition to trading, some Merchants also branch out into banking, moneylending, and investing. Merchant Advance Scheme WS BS S T h I Agi h Dex Int WP Fel h Career Path h Trader Silver 2 Skills: Animal Care, Bribery, Charm, Consume Alcohol, Drive, Gamble, Gossip, Haggle Talents: Blather, Dealmaker,
Read/Write, Suave Trappings: Abacus, Mule and Cart, Canvas Tarpaulin, 3d10 Silver Shillings Merchant Silver 5 Skills: Evaluate, Intuition, Language (Any), Language (Any), Language (Guilder), Savvy Trappings: Riverboat or 2 Wagons, Guild License, 20 GC Master Merchant Gold 1 Skills: Cool
Language (Classical), Navigation, Secret Signs (Guilder) Talents: Cat-tongued, Etiquette (Any), Numismatics, Sharp Trappings: Town House with Servants, Warehouse, 100 GC Merchant Prince Gold 3 Skills: Lore (Any), Intimidate Talents: Iron Will, Luck, Schemer, Wealthy Trappings: 2 Riverboats or 4 Wagons, Large Town Estate, 2 Warehouses, 100 GC Merchant Prince Gold 3 Skills: Lore (Any), Intimidate Talents: Iron Will, Luck, Schemer, Wealthy Trappings: 2 Riverboats or 4 Wagons, Large Town Estate, 2 Warehouses, 100 GC Merchant Prince Gold 3 Skills: Lore (Any), Intimidate Talents: Iron Will, Luck, Schemer, Wealthy Trappings: 100 GC Merchant Prince Gold 3 Skills: Lore (Any), Intimidate Talents: Iron Will, Luck, Schemer, Wealthy Trappings: 100 GC Merchant Prince Gold 3 Skills: Lore (Any), Intimidate Talents: Iron Will, Luck, Schemer, Wealthy Trappings: 100 GC Merchant Prince Gold 3 Skills: Lore (Any), Intimidate Talents: Iron Will, Luck, Schemer, Wealthy Trappings: 100 GC Merchant Prince Gold 3 Skills: Lore (Any), Intimidate Talents: Iron Will, Luck, Schemer, Wealthy Trappings: 100 GC Merchant Prince Gold 3 Skills: Lore (Any), Intimidate Talents: Iron Will, Luck, Schemer, Wealthy Trappings: 100 GC Merchant Prince Gold 3 Skills: Lore (Any), Intimidate Talents: Iron Will, Luck, Schemer, Wealthy Trappings: 100 GC Merchant Prince Gold 3 Skills: Lore (Any), Intimidate Talents: Iron Will, 
1000 GC, Quality Clothing 65 If Nuln wants trade wars, so be it, Ill see their river blockaded and raise taxes on guns. After all, the Emperor owes me a few favours... Leo van Haagen, Marienburg Merchant Prince How did I become a millionaire? Well, when I was a girl with only a pfennig to my name, I went to the local farmer and bought an apple
Then I walked to the market and sold the apple for two pfennigs. And so it went on, every day; I walked to the market again and sold the apples from the farm bought some apples, and then walked to the market to sell them at a profit. And by the time I was twentyfive years
old, my grandfather died and left me a million crowns. Johanna Sainzburg, Fresh Fruit Magnate Merchants share a certain kinship with adventurers, often hiring them over professional caravan guards. Adventurers are adaptable and enterprising by nature, making them ideal candidates for partnership in a trading company, bringing Merchants into
contact with all manner of colourful characters. III III Warham wer Fantasy Roleplay Rat Catcher Dwarf, Halfling, Human You spare civilisation from being overrun by vermin with help from your trusty, canine companion. Rat Catcher Dwarf, Halfling, Human You spare civilisation from being overrun by vermin with help from your trusty, canine companion. Rat Catcher Dwarf, Halfling, Human You spare civilisation from being overrun by vermin with help from your trusty, canine companion.
foulness, perfect breeding grounds for vermin. Rat Catchers earn their crusts by killing these rats, clearing their nests from cellars, and by delving the Empires hopelessly infested sewer systems provided theyre brave enough to face the other things down there. When apprenticed, Rat Catchers usually adopt a stray puppy that they train for ratting
The toughest Rat Catchers are hired by towns as Sewer Jacks to hunt giant rats and other subterranean nasties. On rare occasions, entire towns are overrun and later reclaimed with the aid of Exterminators. Rat Catcher Advance Scheme WS BS h h S T I Agi Dex Int WP Fel See there by the midden-heap, Otmar? Theres a big one! Make sure its dead
before you pick it up. Itll bite yer hand with its poisonous teeth. Annaliese Rattenfinger, Sewer Jack Sorry, mate. The rest of the guild deal with the rats. Me and me mates deal with the sewers. Tide of them down there, there is... Mrten Stormdal, Ubersreik Exterminator Rat Catchers move to new towns when the rats become too biguer ones in the sewers.
or too clever, or when competition becomes fierce. When journeying, they may befriend those who welcome help from a streetwise slinger, and Rat Catcher is for you. However, the
Skaven frequently assassinate any who spread rumours of their existence. Because of this, wise Ratcatchers are unlikely to admit what they know, some even using their professional opinion to actively discredit tall tales of rat men. h Career Path h Rat Hunter Brass 3 Skills: Athletics, Animal Training (Dog), Charm Animal, Consume Alcohol,
Endurance, Melee (Basic), Ranged (Sling), Stealth (Underground or Urban) Talents: Night Vision, Resistance (Disease), Strike Mighty Blow, Strike to Stun Trappings: Sling with Ammunition, Sack, Small but Vicious Dog Rat Catcher Silver 1 Skills: Animal Care, Gossip, Haggle, Lore (Poison), Perception, Set Trap Talents: Enclosed Fighter, Etiquette
(Guilder), Fearless (Rats), Very Resilient Trappings: Animal Traps, Pole for Dead Rats Sewer Jack Silver 2 Skills: Climb, Cool, Dodge, Ranged (Crossbow Pistol) Talents: Hardy, Stout-hearted, Strong Legs, Tunnel Rat Trappings: Davrich Lantern, Hand Weapon, Leather Jack Exterminator Silver 3 Skills: Leadership, Track Talents: Fearless (Skaven),
Menacing, Robust, Strong-minded Trappings: Assistant, Large and Vicious Dog, Sack of Poisoned Bait (10 doses of Heartkill) 66 Cl ass and Careers - burghers Townsman Dwarf, Halfling, High Elf, Human Ambitious and socially mobile, you are the hardworking glue that holds urban society together. Townsmen meet these thriving centres of trade and
commerces demand for workers. They fill various roles for private artisans or municipal councils: Bankers, Roll-keepers, Washers, Innkeepers, Washers, and many more. Pay rates vary; some can haggle for extra commission, whereas civil employees such as lamplighters and toll-keepers are paid
fixed salaries. There is little opportunity for promotion, but those with determination, savvy, and luck might eventually own property or a business. The most important municipal leaders often enjoying the same social status as Merchant Princes and
Guildmasters. Townsman Advance Scheme WS BS S T I Agi h Dex Int WP Fel h h Career Path h Clerk Silver 1 Skills: Charm, Climb, Consume Alcohol, Drive, Dodge, Gamble, Gossip, Haggle Talents: Alley Cat, Beneath Notice, Etiquette (Servants), Sturdy Trappings: Lodgings, Sturdy Boots Townsman Silver 2 Skills: Bribery, Evaluate, Intuition, Lore
(Local), Melee (Brawling), Play (Any) Talents: Dealmaker, Embezzle, Etiquette (Any), Gregarious Trappings: Modest Townhouse, Servant, Quill and Ink Town Councillor Silver, Townhouse Burgomeister Gold 1 Skills
Lore (Politics), Intimidate Talents: Commanding Presence, Master Orator, Schemer, Suave Trappings: Chains of Office, Coach and Footman, Quality Clothing, Large Townhouse with Gardens and Servants 67 Im afraid youll have to remove your backpacks in this shop and leave polearms at the door. The owner deducts broken ceramics from me wage
Frida, Part-time Shopkeeper Townsmen are part of a growing class of citizen with both time and money at their disposal. Many take one or two days off a week and if the Townsman has some money put aside, it should be simple to
negotiate some time off with an employer. Its very common for citizens of the Empire to go on pilgrimages for weeks or months at a time. Skilled workers are always in demand, and there will likely be a role waiting when they come home. III III Wa r h a m m e r Fa n ta s y R o l e p l ay Watchman Dwarf, Halfling, High Elf, Human You maintain the
peace and keep the rabble in line so your town doesnt descend into anarchy. Watchmen are employed by local authorities to patrol streets throughout the Empire. Most are little more than well-meaning keepers of the peace, and few know the laws theyre supposed to enforce. Corruption is rampant, and many Watchmen enlist purely for the authority
to hurt people or to support local criminal gangs. Some can earn triple their wages by turning a blind eye. Only a few towns and cities have professional Watchmen paid to understand and uphold the law; instead, the Emperors Peace is normally maintained by the local State Army, who man walls, guard gates, and patrol the streets according to the
instructions of their superiors. So I go up to Middenheim, Ulrics own country, and what did I find? I swear more than half of their City Watch are women! I would have stayed up there for the rest of my career if I couldve. Jana Tennisohn, Chief Inspektor (retired), Nuln City Watch Sorry, sir, Ive got a Halfling killer, a Weirdroot smuggling ring, a gang
war, and a noble threatening to have me arrested by my own Station. Your missing cat will have to wait until tomorrow. Sergeant Harri Makkenpieser, Altdorf City Watchman is crooked, but those with morals are soon jaded by the corruption inherent in the system. By joining adventuring parties, principled Watchmen can champion
justice on their own terms. Experience of the street makes Watchman Advance Scheme WS h BS S T I Agi Dex Int WP h Fel h Career Path h Watch Recruit Brass 3 Skills: Athletics, Climb, Consume Alcohol, Dodge, Endurance,
Gamble, Melee (Any), Perception Talents: Drilled, Hardy, Strike to Stun, Tenacious Trappings: Hand Weapon, Leather Jack, Uniform Watchman Silver 1 Skills: Charm, Cool, Gossip, Intimidate, Intuition, Lore (Local) Talents: Break and Enter, Criminal, Night Vision, Sprinter Trappings: Lantern and Pole, Lamp Oil, Copper Badge Watch Sergeant Silver
3 Skills: Entertain (Storytelling), Haggle, Leadership, Lore (Law) Talents: Disarm, Etiquette (Soldiers), Fearless (Criminals), Nose for Trouble Trappings: Breastplate, Helm, Symbol of Rank Watch Captain Gold 1 Skills: Lore (Politics), Ride (Horse) Talents: Public Speaker, Robust, Kingpin, Schemer Trappings: Riding Horse with Saddle and Tack,
Quality Hat, Quality Hand weapon, Quality Symbol of Rank 68 Cl ass and Careers - courtiers Advisor Dwarf, Halfling, High Elf, Human, Wood Elf Wise and well-informed, you provide advice and guidance so your employer prospers. Advisors provide counsel to those they serve. Well-versed in the political and social conditions of their employers
domain, they are privy to confidential and sensitive information. While many Advisors are born into their positions, others actively seek noble patronage as a path to wealth and power. Some young royals pick their university or childhood friends as their first Aide, trusting them to say what no-one else will. Long years at court or in service to a lessen
noble pave the way to the loftier heights of their careers. Many Advisors do not serve the nobility at all, instead lending their extensive capabilities to criminals, warlords, merchants, cults, or guilds. Advisor Advance Scheme WS BS S T I Agi h h Dex Int WP Fel Career Path h Aide Silver 2 Skills: Bribery, Consume Alcohol, Endurance, Gossip, Haggle
Language (Classical), Lore (Politics), Perception Talents: Beneath Notice, Etiquette (Any), Gregarious, Read/Write Trappings: Writing Kit Advisor Silver 4 Skills: Entertain (Storytelling), Leadership (Storytelling), Lore (Politics), Perception Talents: Beneath Notice, Etiquette (Any), Gregarious, Read/Write Trappings: Writing Kit Advisor Silver 4 Skills: Charm, Cool, Evaluate, Gamble, Intuition, Lore (Local) Talents: Blather, Criminal, Schemer, Supportive Trappings: Livery Counsellor Gold 1 Skills: Entertain (Storytelling), Leadership (Storytelling), Lead
Language (Any), Lore (Any) Talents: Argumentative, Briber, Carouser, Cat-tongued Trappings: Quality Clothing, Aide Chancellor Gold 3 Skills: Lore (Heraldry), Ride (Horse) Talents: Commanding Presence, Embezzle, Kingpin, Suave Trappings: Riding Horse with Saddle and Harness, Quality Courtly Garb, Staff of Advisors and Aides 69 Sigmar votes
with Reikland for three. The dead Emperor, Mootland, and Reikland will vote the same way, taking Reikland to six. As you know, you need seven votes to become emperor. Given ArUlric always votes for Middenheim, its highly unlikely the Imperial seat will return to Nuln while the House of Third Wilhelm flourishes. Best hope for a daughter, your
Grace. A marriageable one. Krammond, Advisor to the Elector Count of Nuln, 2475 IC If there is something peculiar or dangerous happening within their employers domain, then an Advisor is well-placed to investigate. At the higher levels of the career, a Counsellor or Chancellor will have their own trusted staff they can rely on to look after matters if
they take a short leave of absence. Advisors can approach different classes of people, including the most difficult to access, and they are expected to ask questions on behalf of their employer. III III Warham mer Fantasy Role eplay Artist Dwarf, Halfling, High Elf, Human, Wood Elf You possess an artistic
gift, one that transcends daily life and uplifts the souls of others. Artists use their talents for painting, sculpting, writing and similar to create works of fine art. Often their careers begin as Apprentices to experienced Master Artists, though some are simply prodigies. The best can attract a patron, and some end up teaching, forming their own schools
of art and attracting the wealthiest of benefactors to their fashionable salons. Sadly, most Artists spend their lives in a vain attempt to prove their value to a society that rarely appreciates them. Some make ends meet through different means: satirising nobles and politicians in cartoons for the Altdorf broadsheets, sketching suspects for watch
captains, writing social commentary, or even forging the work of more renowned artists. Please remain still, my lord. It is rather difficult to capture the majesty of your countenance if you please. And there youve gone and done it again. Might I suggest you
the means to support themselves take to the road in search of new sights to paint, sculpt, or inspire them. Holy frescos and reliefs dedicated to the gods are often commissioned in faraway temples, churches, and abbeys. Artist Advance Scheme WS BS S T h I Agi h Dex Int WP Fel h Career Path h Apprentice Artist Silver 1 Skills: Art (Any), Cool
Consume Alcohol, Evaluate, Endurance, Gossip, Perception, Stealth (Urban) Talents: Artistic, Sharp, Strong Back, Tenacious Trappings: Brush or Chisel or Quill Pen Artist Silver 3 Skills: Climb, Gamble, Haggle, Intuition, Language (Classical), Sleight of Hand, Trade (Art Supplies) Talents: Carouser, Criminal, Gregarious, Nimble Fingered Trappings
Sling Bag containing Trade Tools (Artist) Master Artist Silver 5 Skills: Charm, Leadership, Lore (Art), Lore (Heraldry) Talents: Acute Sense (Any), Dealmaker, Etiquette (any), Nose for Trouble Trappings: Apprentice, Patron, Workshop (Artist) Maestro Gold 2 Skills: Research, Ride (Horse) Talents: Ambidextrous, Kingpin, Magnum Opus, Read/Write
Trappings: Large Workshop (Artist), Library (Art), 3 Apprentices 70 Cl ass and Careers - courtiers Duellist Dwarf, High Elf, Human Your blade is an instrument of justice, bound by long tradition and employed with deadly precision. Duellists fight on behalf of others settling matters of honour between organisations or individuals or as surrogates for
the law, representing the accused or the fame of a Blademaster, teaching their
techniques to eager students. Judicial Champions duel on behalf of governments and nobles, and their blades can determine the fates of nations. Some modern Duellists, especially hot-headed Altdorf students, favour pistols. This is regarded by the older generation as dishonourable and foolhardy. Duellist Advance Scheme WS BS S T h I Agi h Dex
Int WP Fel Career Path h Fencer Silver 3 Skills: Athletics, Dodge, Endurance, Heal, Intuition, Language (Classical), Melee (Any), Perception Talents: Beat Blade, Distract, Feint, Step Aside Trappings: Basic Weapon or Rapier, Sling Bag containing Clothing and 1d10 Bandages Duellist Silver 5 Skills: Charm, Cool, Gamble, Melee (Parry), Ranged
 (Blackpowder), Trade (Gunsmith) Talents: Combat Reflexes, Etiquette (Any), Fast Shot, Reversal Trappings: Main Gauche or Sword-breaker, Pistol with Gunpowder and Ammunition Duelmaster Gold 1 Skills: Intimidate, Leadership, Melee (Basic), Perform (Acrobatics) Talents: Ambidextrous, Disarm, Dual Wielder, Riposte Trappings: Quality Rapier
Hand Weapon, Trusty Second, 2 Wooden Training Swords Judicial Champion Gold 3 Skills: Lore (Law), Melee (Any) Talents: Combat Master, Menacing, Reaction Strike to Injure Trappings: 2 Quality Weapons 71 First blood, ye fool! First blood! And here yeve gone n run im through! - Ortolf Ehardt, Burgher In my defence, sir, he was the first to
do any sort of bleeding. - Rosabel Viernau, Duellist Always make sure you have Doktor Schuller on site. Deniability? Good question. Pay her in advance, treat her with civility, and shell turn around. Then she sees nothing until the duel is over, one way or another. - Blademaster Aleksandr Amblestadts advice to his students. Both inexperienced and
esteemed Duellists alike travel the Empire in search of opponents with which to bolster their reputations. For others, the hunt for a veteran instructor drives them to explore the furthest flung of the Old Worlds locales. Masters of foreign techniques are also sought by Duellists who wish to add unique styles of fighting to their repertoires. As skilled
combatants, Duellists often augment their livelihood with mercenary work, even acting as guards for caravans and riverboats in a pinch. Although Dwarfs have long traditions of using combat to resolve bitter disputes, and will travel far to enhance their skills. III
III Warh ammer Fantasy Roleplay Envoy Dwarf, Halfling, High Elf, Human, Wood Elf An articulate emissary, you travel far and wide, negotiation and social interaction, Envoys act as agents serving the interests of the Empire, a regional estate, a foreign entity, or a merchant house.
Intrigue abounds in courtly circles, and such a career choice is a risky proposition that only grows more perilous at the highest levels of government. Even when granted some manner of immunity against foreign laws or customs, Ambassadors must tread carefully. Envoys must first prove their abilities in a lesser capacity as a Herald, assisting
Diplomats in hammering out the tedious minutiae of deals, or representing merchants, guilds, or cults, building their reputations with each pact they establish. Some Envoys find employ with Mercenary Companies; the best of these can secure a profit for their employers without shedding a drop of blood. Watch that one. Shes got a tongue like a snake
and nary a scruple. Still, shes got a weakness for Elven wine and handsome young footmen. Im sure you can arrange something... scandalous. Odmar Horst, Guild Envoy My advice to his Imperial Majesty to ensure we maintain our vital trade link with Karak Ziflin; grow a beard and keep your promises. Letter to the High Lord of the Chair, from
Ambassador Willemijna von Kotzdam Envoys travel a great deal, meeting countless individuals from all walks of life, cultivating contacts across the Old World. They are sometimes expected to get their hands dirty to ensure their masters wishes are fulfilled. If failure doesnt lead to their immediate death, they might find themselves on the run from
their own employers. Envoy Advance Scheme WS BS S T h I Agi h Dex Int WP Fel h Career Path h Herald Silver 2 Skills: Athletics, Charm, Drive, Dodge, Endurance, Intuition, Ride (Horse), Row Talents: Blather, Etiquette (Nobles), Read/Write, Suave Trappings: Leather Jack, Livery, Scroll Case Envoy Silver 4 Skills: Art (Writing), Bribe, Cool, Gossip,
Haggle, Lore (Politics) Talents: Attractive, Cat-tongued, Etiquette (any), Seasoned Traveller Trappings: Quill and Ink, 10 sheets of parchment Diplomat Gold 2 Skills: Intimidate, Language (Any), Leadership, Navigation Talents: Carouser, Dealmaker, Gregarious, Schemer Trappings: Aide, Quality Clothes, Map Ambassador Gold 5 Skills: Language
(Any), Lore (Any) Talents: Briber, Commanding Presence, Noble Blood, Savvy Trappings: Aide, Best Quality Courtly Clothes, Staff of Diplomats, Herald 72 Cl ass and Careers - courtiers Noble Dwarf, High Elf, Human, Wood Elf As the scion of a noble bloodline, you stand proudly from the common rabble. The blood of highborn ancestors courses
through the veins of the nobility, granting Nobles the power to rule, make laws, and dispense justice. Nobles often inherit vast wealth and holdings, although only those with a direct line of succession can expect to wield any genuine power. Many spend their lives consolidating this wealth and power through business, politics, and conquest. Those
without substantial inheritance must make their own way in the world, joining the State Army or navy as a commissioned officer, or commit to service of one of the gods. It is common to find Nobles working for more powerful noble houses, such as sending their daughters to serve as hand maidens to royalty. Noble Advance Scheme WS BS S T h I h
Agi Dex Int WP Fel h Career Path h Scion Gold 1 Skills: Bribery, Consume Alcohol, Gamble, Intimidate, Leadership, Lore (Heraldry), Melee (Fencing), Play (Any) Talents: Etiquette (Nobles), Luck, Noble Blood, Read/Write Trappings: Courtly Garb, Foil or Hand Mirror, Jewellery worth 3d10 gc, Personal Servant Noble Gold 3 Skills: Charm, Gossip,
Language (Classical), Lore (Local), Ride (Horse), Melee (Parry) Talents: Attractive, Briber, Carouser, Suave Trappings: 4 Household Servants, Quality Cloak, Jewellery worth 50 gc Magnate Gold 5 Skills: Language (Any), Intuition, Lore (Politics),
Perception Talents: Coolheaded, Dealmaker, Public Speaker, Schemer Trappings: 2 sets of Quality Courtly Garb, Quality Foil or Hand Mirror, Inc. (Any), Track Talents: Commanding Presence, Iron Will, Warleader, Wealthy Trappings: 4 sets of Best Quality Courtly Garb, Quality Foil or Hand Mirror, Iron Will, Warleader, Wealthy Trappings: 2 sets of Quality Courtly Garb, Quality Foil or Hand Mirror, Iron Will, Warleader, Wealthy Trappings: 3 sets of Poil or Hand Mirror, Iron Will, Warleader, Wealthy Trappings: 4 sets of Poil or Hand Mirror, Iron Will, Warleader, Wealthy Trappings: 4 sets of Poil or Hand Mirror, Iron Will, Warleader, Wealthy Trappings: 4 sets of Poil or Hand Mirror, Iron Will, Warleader, Wealthy Trappings: 4 sets of Poil or Hand Mirror, Iron Will, Warleader, Wealthy Trappings: 4 sets of Poil or Hand Mirror, Iron Will, Warleader, Warleader, Wealthy Trappings: 4 sets of Poil or Hand Mirror, Iron Will, Warleader, Wa
500 gc, Jewellery worth 500 gc, Province 73 Everyone thinks that Nobles have it easy, but its a treacherous life and youre always standing in someones way. Id rather take my chances out here with you lot than risk assassins back home. Give me a herd of Beastmen any day. Lugner Rodziner, Tenth of his Line Many Nobles serve their families abroad
in the hopes they can advance their station and earn acclaim amongst their peers. Others, bored by pampered living, search for excitement as adventurers and would-be heroes. Scions with few prospects sometimes seek their fortunes far from courtly intrigue and betrayal, taking up other occupations to expand their options. The GM should consider
carefully whether to allow players to choose the Noble career. It comes with a lot of trappings and temporal power, especially at the higher levels of the career. III III Warham You serve the great and the good, performing tasks in support of your employer. Most who serve the nobility
come from peasant stock, grateful to escape the beleaguered masses tending the fields. Servants are taught comportment along with the skills necessary to cook, clean, buttle, and groom on behalf of their betters. They are provided with room, board, and a wage, but the quality of a Servants life depends on how well treated they are. Some Servants
dress their employer, cook or serve meals, manage stores of wine and other consumables, or tend to the grounds. Experienced Servants can aspire to the role of personal Attendant, or even Steward, managing the domestic affairs of their employer and overseeing other Servants. Those directly serving royalty are often drawn from noble stock rather
than the peasantry. Only a fool mistreats those entrusted to cook food and pour wine. Believe me, theres no end of damage a spiteful servant can wreak upon the unwise. Baron Gerber Jochutzmann Why she insists on takin that blasted cat with her is beyond me. Between her wardrobes, her travelling library, and her damned butterfly collection, Im at
my wits end! And when it gets lost oh, it will, believe me shell expect me to find her a new one. Sigmar! Where does one find a leopard kitten in Ubersreik? Reynald, Lady Kirstin Gottliebs Porter A Servant may be required to accompany their employer, travelling from winter to summer domains, or visiting the great cities. This can provide
opportunities for adventures around the Empire. Bored heirs, closeted by over-protective parents, might treat their young Servants more like friends, providing them with encouragement and funds to seek out adventures, living vicariously through them when they report back with tales of derring-do. Favoured Servants are, on occasion, entrusted
with duties that take them beyond their familiar surroundings, or even loaned to other family members or peers. Servant Advance Scheme WS BS STh h I Agi Dex Int WP Fel h Career Path h Menial Silver 1 Skills: Athletics, Climb, Drive, Dodge, Endurance, Intuition, Perception, Stealth (Any) Talents: Beneath Notice, Strong Back, Strong-minded,
Sturdy Trappings: Floor Brush Servant Silver 3 Skills: Animal Care, Consume Alcohol, Evaluate, Gamble, Gossip, Haggle Talents: Etiquette (Servants), Shadow, Tenacious, Wellprepared Trappings: Quality
Livery, Storm Lantern, Tinderbox, Lamp Oil Steward Gold 1 Skills: Leadership, Melee (Basic) Talents: Etiquette (any), Numismatics, Read/Write, Savvy Trappings: Hand Weapon, Fine Clothes, Servant 74 Cl ass and Careers - courtiers Spy Dwarf, Halfling, High Elf, Human, Wood Elf You are the eyes and ears of another, exposing secrets and spreading
lies. Spies are brave (or foolhardy) individuals who secretly gather information for their clients. A well-placed Spy is an asset to anyone desiring knowledge of an opponents activities. Many take months, even years, cultivating an unremarkable identity with ties to one or more groups or individuals. Their actions are risky. If caught, Spies are rarely
executed quickly and often tortured at length. Many Informers are forced into spying via blackmail or other threats. A skilled Spy will earn well, but extrication from such activities themselves. Given Spies avoid undue attention, they arent typically known by their reputations unless those reputations are as
anonymous as they are. Spy Advance Scheme WS BS S T I Agi h Dex Int WP Fel h h Career Path h Informer Brass 3 Skills: Bribery, Charm, Cool, Gamble, Gossip, Haggle, Perception, Stealth (Any) Talents: Blather, Carouser, Gregarious, Shadow Trappings: Charcoal stick, Sling Bag containing 2 different sets of clothing and Hooded Cloak Spy Silver 3
Skills: Climb, Entertain (Act), Intuition, Melee (Basic), Secret Signs (Any), Sleight of Hand Talents: Etiquette (Any), Lip Read/Write, Secret Identity Trappings: Informer, Hand Weapon, Disguise Kit, Ring of Informers, Telescope Agent Gold 1 Skills: Animal Care, Animal Training (Pigeon), Language (Any), Leadership Talents: Attractive, Cat-
tongued, Master of Disguise, Mimic Trappings: Book (Cryptography), Ring of Spies and Informers, Loft of Homing Pigeons, Quill and Ink Spymaster Gold 4 Skills: Lore (Any), Research Talents: Briber, Schemer, Suave, Tower of Memories Trappings: Office and Staff, Large Spy Ring of Agents, Spies, and Informers 75 Treason? Thats it? For the love
of... why didnt I gualify for high treason? Ive done plenty of other terrible things. Should I list them off for you? Whats that? Its not personal? Well, it is now, you prigpowdered gaff Sieben Dietmund, Accused of Treason and Contempt Spies are found throughout the Old World and in service to many prominent organisations. During their
investigations, Spies are easily embroiled in plots both sinister and benign. They are often forced to flee when their identities or allegiances are exposed. These individuals use their abilities to disguise their true nature and avoid capture. Joining a group of unwitting heroes under false pretences as part of an escape attempt has led more than one Spy
to an adventuring career. III III War ham mer Fantasy Roleplay Warden Dwarf, Halfling, High Elf, Human You oversee anothers territory, ensuring it is properly maintained and, if necessary, protected. Wardens see to the care and stewardship of their employers holdings. Failure to improve or, at the very least, maintain an employers lands
or provisions is often met with disfavour. In some instances, multiple wardens work together to keep their employers estate in correct order. A Wardens oversight can cover a variety of duties: ensuring the upkeep of a grand estate, overseeing a lords hunting grounds, or caring for a rarely-visited holidaying home. Wardens might keep watch over
forested or agricultural lands, or see to the maintenance of lakes, rivers, or ponds. Those in the employ of the richest and most powerful can rise to immensely powerful positions themselves. Yes, mlord, I am running his estate. No, mlord, I dont see that changing any time soon. After all, in
Penzkirchen, my word is now law Arrest him! W. Edvart Kurtz, Governor of Penzkirchen Wardens rarely travel unless their duties call for it. That said, even those assigned to oversee an estates lands or hunting grounds must make regular patrols to assess the propertys condition and to discourage poachers. When between jobs, Wardens often find
work as guides or hunters, and such activities can lead to much excitement or terror. Wardens with a grudge against former masters might even be inclined to provide enemies with confidential information regarding their old estates. Warden Advance Scheme WS BS S T h h I Agi Dex Int WP Fel h Career Path h Custodian Silver 1 Skills: Athletics,
Charm Animal, Consume Alcohol, Cool, Endurance, Intuition, Lore (Local), Perception Talents: Menacing, Night Vision, Sharp, Strike to Stun Trappings: Keys, Lantern, Lamp Oil, Livery Warden Silver 3 Skills: Animal Care, Melee (Basic), Outdoor Survival, Ranged (Bow), Ride (Horse), Swim Talents: Animal Affinity, Etiquette (Servants), Strider (any),
Rover Trappings: Hand Weapon or Bow with 10 arrows, Riding Horse with Saddle and Harness, Leather Jack Seneschal Gold 1 Skills: Evaluate, Supportive Trappings: Breastplate, Ceremonial Staff of Office, Staff of Wardens and Custodians Governor Gold 3 Skills: Evaluate,
Language (Any) Talents: Commanding Presence, Etiquette (any), Savant (local), Suave Trappings: Aide, Governors Residence, Servant 76 Cl ass and Careers - peasants Bailiff Dwarf, Halfling, Human You are an official trusted by local rulers to administer their lands efficiently and firmly. Nobles entrust Bailiffs to gather dues from their lands. Some
Bailiffs are respected and upstanding, attending throng at the temple of Sigmar every week. Others are bullies, happy to enforce their lords rights over property and possessions with threats and violence. Longserving bailiffs often become trusted servants of the local noble family and enjoy considerable perks. Reeves have a broader reach and greater
responsibility. They keep order and maintain the borders of the lords lands, resolving disputes with neighbouring estates. Some magistrates are lay-members of the cult of Verena, seeking guidance and wisdom from blind Justice on any difficult cases they judge. However, most provincial magistrates simply find themselves arbitrating a series of petty
disputes over livestock and farmland borders. Bailiff Advance Scheme WS BS S T h I h Agi Dex Int WP Fel h Career Path h Tax Collector Silver 1 Skills: Cool, Dodge, Endurance, Gossip, Haggle, Intimidate, Melee, Perception Talents: Embezzle, Numismatics, Strong Back, Tenacious Trappings: Hand weapon, small lock box Bailiff Silver 5 Skills:
Bribery, Charm, Evaluate, Intuition, Leadership, Lore (Local) Talents: Break and Enter, Criminal, Public Speaking, Strike to Stun Trappings: Leather Jack, 3 Tax Collectors Reeve Gold 1 Skills: Animal Care, Lore (Heraldry), Navigation, Ride (Horse) Talents: Kingpin, Menacing, Nose for Trouble, Read/Write Trappings: Horse with Saddle and Tack,
Breastplate, Bailiff Magistrate Gold 3 Skills: Language (Classical), Lore (Law), Talents: Commanding Presence, Iron Will, Savvy, Schemer Trappings: Library (Law), Quality Robes, Seal of Office 77 Aye, its been a poor harvest, but dues are dues. Ill take half now and half on Marktag. Hows that? Its the best I can offer, cant say fairer than that. Lena
Sauer, Bailiff Ill go up and have a look at the grazing land in question myself. Until then, I want no trouble from any of your boisterous offspring, do I make myself clear, Bauer, Meier? And you will pay equal shares for the damage to the inn, or you will forfeit any claim you might, or might not have, on the land. Lorenz Schulte, Reeve of Elster Vale
Most Bailiffs have a degree of autonomy, granting them ample opportunity to turn their attention to private matters, or to hire others to do so on their behalf. As many also have broad authority in the areas they influence, they are frequently sent by their employers to resolve problems, which can often lead to unexpected places. III III Warh a mm error of the many also have broad authority in the areas they influence, they are frequently sent by their employers to resolve problems, which can often lead to unexpected places. III III Warh a mm error of the many also have broad authority in the areas they influence, they are frequently sent by their employers to resolve problems, which can often lead to unexpected places. III III Warh a mm error of the many also have broad authority in the areas they influence, they are frequently sent by their employers to resolve problems, which can often lead to unexpected places. III III Warh a many also have broad authority in the areas they influence, they are frequently sent by their employers to resolve problems, which can often lead to unexpected places. III III Warh a many also have broad authority in the areas they influence, they are frequently sent by their employers to resolve problems.
Fa n ta s y R o l e p l ay Hedge Witch Human Wise and secretive, you guide your community using ancient magic handed down for generations. Witch Hunters use the term Hedge Witch for any illegal spellcaster, but this was not always so. Once Hedge Witch for any illegal spellcaster, but this was not always so.
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But decades of persecution since the founding of the Colleges of Magic have left the few surviving Hedge Witches disparate and broken. They hide in the quietest corners of the Old World, their smoky huts and creaking hovels standing astride the boundary between civilisation and the trackless wilds. Most Hedge Witches are solitary to protect
themselves from prying strangers, but their talents are often known to locals. Their knowledge of warding evil is usually secret, but their herbalism, midwifery, and healing arts are quickly sought in times of need. We tell the folk that the offering o fish is for Grandfather Reik, cause it makes them feel safer than having to explain the river is home to
an ungry spirit. It keeps the spirit safe, too. Alt Zaunreiter, Hedgewise A Hedge Witch is often the first to notice supernatural foul play. The subsequent investigations often take a leave of absence, lying low or travelling elsewhere until danger is
passed. The Hedgefolk are known by many names across the Empire, but have one thing in common: the goal of preserving their ancient traditions from destruction. Hedge Witches have little love for the Colleges of Magic, knowing any child taken by them will likely never return to serve their community, instead pressed into service in some far-off
war. Whenever possible they hide children they consider blessed from passing magisters, although occasionally one will be sent to the Colleges as a sacrifice or a spy, who can say? Hedge Witch Advance Scheme WS BS S T I h h Agi Dex Int WP Fel h Career Path h Hedge Apprentice Brass 1 Skills: Channelling, Endurance, Intuition, Language
(Magick), Lore (Folklore), Lore (Herbs), Outdoor Survival, Perception Talents: Fast Hands, Petty Magic, Rover, Strider (Woodlands) Trappings: 1d10 Lucky Charms), Trade (Herbalist) Talents: Aethyric Attunement, Animal Affinity, Arcane Magic
(Hedgecraft), Sixth Sense Trappings: Antitoxin Kit, Healing Poultice, Trade Tools (Herbalist) Hedge Master Brass 3 Skills: Haggle, Lore (Genealogy), Lore (Magic), Lore (M
Sense (Any), Master Craftsman (Herbalist), Night Vision, Strong-minded Trappings: Assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl ass and Careers - peasants Herbalist), Night Vision, Strong-minded Trappings: Assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl ass and Careers - peasants Herbalist), Night Vision, Strong-minded Trappings: Assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl ass and Careers - peasants Herbalist), Night Vision, Strong-minded Trappings: Assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl ass and Careers - peasants Herbalist), Night Vision, Strong-minded Trappings: Assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl ass and Careers - peasants Herbalist), Night Vision, Strong-minded Trappings: Assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl ass and Careers - peasants Herbalist), Night Vision, Strong-minded Trappings: Assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl ass and Careers - peasants Herbalist Skulls, Ceremonial Cloak and Garland 78 Cl ass and Careers - peasants Herbalist Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garland 78 Cl assortment of Animal Skulls, Ceremonial Cloak and Garlan
needs a doctor, or Shallyas aid. I can give you something to make sure hes comfortable on the journey to town. And something for you, too, to calm your nerves. Kurtis Schwarz, Herbalist Medicines from apothecaries are expensive and rarely available in the Reiklands hinterlands, so peasants rely on the healing power of plants gathered, doctored,
and administered by Herbalists. Most Herbalists lore is verbally passed down from master to apprentice, so names for illnesses and treatments often vary from village to village. The most experienced Herbwises are sent for in cases of mysterious or stubborn sicknesses. Herbalists dedicate time to visiting the sick, diagnosing their ailments and
searching for herbs to treat them with. Some Herbalists ply a darker trade, sought out by those who can pay a high price for the illicit substances they offer. Although an untrue stereotype, its a standing joke in the trade that Halfling Herbalists can
easily find a place with a band of travellers or mercenaries. When particularly virulent diseases take hold, Herbwises often send their apprentices to far off places in search of rarer herbs, and some find themselves in all manner of unexpected trouble. The Wood Elves knowledge of plants and herbs is legendary. In the Grey Mountains it is said that
The Goddess Shallya wandered Athel Loren to learn their lore when Ranald was dying of an affliction she could not cure. High Elves who study the art of herbalism follow Lileath the Maidens teachings, and its rumoured there is an ancient elven library in Marienburg which records the medicinal use of every plant in the Old World, although no Human
has yet been granted access. Halfling, High Elf, Human, Wood Elf Herbalist Advance Scheme WS BS S T I Agi h h Dex Int WP Fel Career Path h Herb Gatherer Brass 2 Skills: Charm Animal, Climb, Endurance, Lore (Herbs), Outdoor Survival, Perception, Swim, Trade (Herbalist) Talents: Acute Sense (Taste), Orientation, Rover, Strider (any)
Trappings: Boots, Cloak, Sling Bag containing Assortment of Herbs Herbalist Brass 4 Skills: Consume Alcohol, Cool, Gossip, Haggle, Heal, Lore (Local) Talents: Dealmaker, Nimble Fingered, Sharp, Sturdy Trappings: Hand Weapon (Sickle), Healing Poultice, Trade Tools (Herbalist) Herb Master Silver 1 Skills: Intuition, Leadership, Lore (Medicine),
Trade (Poisons) Talents: Craftsman (Herbalist), Field Dressing, Hardy, Savvy Trappings: Herb Gatherer, 3 Healing Poultices, Healing Draught, Workshop (Herbalist), Resistance (Poison), Savant (Herbalist), Field Dressing, Hardy, Savvy Trappings: Pony and Cart 79 III III Warhammer Fan
ta s y R o l e p l ay Hunter Dwarf, Halfling, High Elf, Human, Wood Elf Tough, independent killers who make a living off the fur and flesh of wild creatures. Taals Bounty is a common greeting in Hochland, where locals proclaim a proud hunting heritage that goes back to the time of Sigmar. Most in the Empire hunt, either as a hobby, a profession, or a
necessity, and many Hunters turn to poaching when times are lean. Particularly skilled Hunters might be engaged as a nobles Huntsmaster, granting access to fine weapons, horses, and falcons. Elves and Dwarfs have little care for the boundaries of men and will occasionally venture deep into Human territory tracking a challenging prize. Stories of
the Wood Elves Wild Hunt petrify children of the Grey Mountains, and not without cause, for if any intruder strays too close to Elven lands, then the hunters quickly become the hunters quickly become the hunters quickly become the hunters are Turnskins in these woods. Gundred Maynir, Huntsmaster Are you trying to tell me huntings not a sport
because both sides dont know theyre playing? Might I suggest youd been hunting the wrong game. Graf Bernard Leutze von Holthausen A common punishment for hunter caught poaching is to lose two fingers. Faced with being unable to draw a bow, many will cut and run before the punishment can be administered, preferring to take a chance in theorem.
forests. Around the fertile villages of the Suden Vorbergland, Hunters are losing ground to farmers as the trees are cut back and nobles reserve what hunting is left for sport. The Imperial Army is always on the lookout for reliable, local hunters to support their army as they march, acting as support archers or scouts. A life of adventure awaits any
Hunter willing to take the Emperors Shilling. Hunter Advance Scheme WS BS S T h h I Agi Dex Int WP Fel h Career Path h Trapper Brass 2 Skills: Charm Animal, Climb, Endurance, Lore (Beasts), Outdoor Survival, Perception, Ranged (Bow), Set Trap Talents: Hardy, Rover, Strider (any), Trapper Trappings: Selection of Animal Traps, Hand Weapon
Sturdy Boots and Cloak Hunter Brass 4 Skills: Cool, Intuition, Melee (Basic), Ranged (Sling), Secret Signs (Hunter), Stealth (Rural) Talents: Accurate Shot, Hunters Eye, Marksman Trappings: Bow with 10 arrows, Sling with Ammunition Tracker Silver 1 Skills: Navigation, Ride (Horse), Swim, Track Talents: Accurate Shot, Hunters Eye, Marksman Trappings: Bow with 10 arrows, Sling with Ammunition Tracker Silver 1 Skills: Navigation, Ride (Horse), Swim, Track Talents: Accurate Shot, Hunters Eye, Marksman Trappings: Bow with 10 arrows, Sling with Ammunition Tracker Silver 1 Skills: Navigation, Ride (Horse), Swim, Track Talents: Accurate Shot, Fast Shot, Hunters Eye, Marksman Trappings: Bow with 10 arrows, Sling with Ammunition Tracker Silver 1 Skills: Navigation, Ride (Horse), Swim, Track Talents: Accurate Shot, Fast Shot, Hunters Eye, Marksman Trappings: Bow with 10 arrows, Sling with Ammunition Tracker Silver 1 Skills: Navigation, Ride (Horse), Swim, Ri
Fearless (Animals), Sharpshooter Trappings: Backpack, Bedroll, Tent Huntsmaster Silver 3 Skills: Animal Care, Animal Training (Any) Talents: Fearless (Monsters), Robust, Sniper, Sure Shot Trappings: Biding Human A hewer of stone, you
pursue back-breaking work in the darkest depths of the world. Many prospectors are tempted by stories of gold in the Skaag Hills, but real mining is hard work down dark, dangerous tunnels. Adept at constructing supports and assessing mineral ores for their value, Miners are alert to unexpected dangers from explosive gas to tunnelling Greenskins.
and are notoriously tough, both physically and mentally. Prospectors usually work on commission, with a license to prospect in return for sharing finds with the local lord. Some noble houses fortunes are built on the rich mines in their lands, and often Miners in these pits will be criminals or debtors pressed into service. Quarrymen hewing open-face
stone ostensibly have a safer job than those underground, but accidents are common and Beastman attack from the forest is an ever-present danger. Miner Advance Scheme WS BS S T h h I Agi Dex Int WP Fel h Career Path h Prospector Brass 2 Skills: Cool, Endurance, Intuition, Lore (Local), Melee (Two-handed), Outdoor Survival, Perception, Swim
Talents: Rover, Strider (Rocky), Sturdy, Tenacious Trappings: Charcoal Stick, Crude Map, Pan, Spade Miner Brass 4 Skills: Climb, Consume Alcohol, Evaluate, Melee (Basic), Secret Signs (Miner), Trade (Explosives) Talents: Night Vision, Strike Mighty Blow, Strong Back, Very Strong Trappings: Davrich Lamp, Hand Weapon (Pick), Lamp Oil, Leather
Jack Master Miner Brass 5 Skills: Gossip, Lore (Geology), Stealth (Underground), Trade (Engineer) Talents: Careful Strike, Craftsman (Explosives), Tinker, Tunnel Rat Trappings: Great Weapon (Two-handed Pick), Helmet, Trade Tools (Engineer) Mine Foreman Silver 4 Skills: Charm, Leadership Talents: Argumentative, Strong-minded, Embezzle,
 Read/ Write Trappings: Crew of Miners, Writing Kit 81 After your supplies from the store are deducted, and your load of sixteen tons added, you madelet me see no, you actually owe us two for today. Another day older and deeper in debt, boy. Frederika, Victualler of the Delfgruber Minehead. Many independent Miners find themselves thrust into
peril when set upon by Goblins or other subterranean horrors. Some find the rewards of this life more lucrative, if not less dangerous, than slaving away for a mine owner for a pittance. Prospectors have many opportunities for adventure and can easily pull together a band of like-minded folk eager for riches and glory. To Dwarfs, mining is not an
occupation limited to commoners. Rather, they are considered artisans of great skill and are wellrespected amongst the Dawi. Possessed of a keen sense for when to shore up passages. Some Dwarf clans hold such pride in their mining ability that they march to war
armed with picks rather than axes. III III Warh amm er FantasyRole en lay Mystic Human, Wood Elf You have a talent for divining the future, or for convincing others you can Searching for meaning in a dangerous world, people turn to Mystics for a glimpse of their future. Wandering caravans of Strigany are a common sight in Reikland, and
locals scrape together coin to hear their fortune, and buy charms and love potions. Most Mystics are perceptive and intuitive, able to divine their customers hopes and fears and give readings just specific enough to be believable. Mystics demonstrate
their talent in a wide variety of ways: palmists and card readers are common amongst the Strigany, while a Wood Elf is more likely to interpret the signs and symbols to be found around them in nature, or to be inspired by dreams and visions. Many cults also have their own Seers and Sages, each prophesising the future through the paradigm of their
beliefs. Ill tell you for why we have wheels on our houses: its because we are honest folk! Honest Chupra, Strigany Pedlar I never met a Priest who could tell me what the future holds. Well,
unless you count the Priest of Morr who Doomed me for thruppence, but dont they say that death and taxes are the only things we can be certain of? Sylvestr Jutzenbach, Ostermarker Noble Mystics might seek a life of adventure if their insights draw the attention of priests and witch hunters. Dreams and visions also provide an incentive to join a
band of adventurers: perhaps the Mystic foresees a terrible future ahead if action is not taken? No matter their motivation, once on the road, Mystics can easily ply their trade wherever they should travel. Mystic Advance Scheme WS BS S T I h Agi Dex Int WP h Fel h Career Path h Fortune Teller Brass 1 Skills: Charm, Entertain (Fortune Telling),
Dodge, Gossip, Haggle, Intuition, Perception, Sleight of Hand Talents: Attractive, Luck, Second Sight, Suave Trappings: Deck of Cards or Dice, Cheap Jewellery Mystic Brass 2 Skills: Bribery, Cool, Entertain (Prophecy), Evaluate, Intimidate, Lore (Astrology) Talents: Detect Artefact, Holy Visions, Sixth Sense, Well-prepared Trappings: Selection of
Amulets Sage Brass 3 Skills: Charm Animal, Entertain (Storytelling), Language (Any), Trade (Writing) Talents: Nose for Trouble, Petty Magic, Read/Write, Witch! Trappings: Trade Tools (Writing) Talents: Arcane Magic (Celestial), Magical Sense, Menacing, Strong-minded Trappings: Trade
Tools (Astrology) 82 Cl ass and Careers - peasants Scout Dwarf, Halfling, High Elf, Human, Wood Elf Intrepid and resourceful, you guide others through the dangerous wilds of the Old World. Among an illiterate populace where maps are rare, local knowledge can mean the difference between life and death for travellers. Scouts are experts at finding
safe paths through the backwoods and muddy roads of the Empire. Local guides will accompany their clients, warning of upcoming dangers, sharing village gossip or showing the best places to forage. Experienced Scouts will barely be seen by their employers as they explore the trails ahead and keep a watchful eye out for hidden dangers. While most
Scouts keep to familiar territory, some specialise in safely navigating unmapped terrain. Explorers might venture even further into treacherous and hostile territory, filling in the blank spaces on their maps. Most Scouts do not tackle dangers themselves, preferring to slip away quietly to warn their companions and enable their employers to avoid
potential hazards completely. Scout Advance Scheme WS BS S T I Agi h h Dex Int WP Fel Career Path h Guide Brass 3 Skills: Charm Animal, Climb, Endurance, Gossip, Lore (Local), Melee (Basic), Outdoor Survival, Perception Talents: Orientation, Rover, Sharp, Strider (any) Trappings: Hand Weapon, Leather Jack, Sturdy Boots and Cloak, Rope
Scout Brass 5 Skills: Athletics, Navigation, Ranged (Bow), Ride (Horse), Stealth (Rural), Track Talents: Combat Aware, Night Vision, Nose for Trouble, Seasoned Traveller Trappings: Bow and 10 Arrows, Mail Shirt Pathfinder Silver 1 Skills: Animal Care, Haggle, Secret Signs (Hunter), Swim Talents: Acute Sense (Sight), Sixth Sense, Strong Legs, Very
Resilient Trappings: Map, Riding Horse with Saddle and Tack, Saddlebags with 2 weeks Rations, Tenat Explorer Silver 5 Skills: Language (any), Trade (Cartographer) 83 You dont want to be going off the road down by the bluff without a
guide. Theres man-traps in them woods what the reeve put down to catch poachers. Almost ad old Billis leg off last week it did. Gwyn, Scout Scouts can be invaluable to a group of adventurers, especially those venturing out from a city for the first time to find their fortune. Reliable and knowledgeable Guides may find themselves asked to stay on and
act as Scouts, although many still act the loner, slipping in and out of the woods to protect the group from ambush or warn of enemies ahead. III III Warham You are the beating heart of rural life, working the countryside to feed civilisation. Sigmars bountiful Empire provides an
abundant harvest of crops, livestock, and other marketable goods, so there is always plenty of work to be found in the countryside. Villagers make up most of the Empires population and perform a variety of valuable roles, including Farmers, Woodsmen, Millers, Herders, and many more. Most villages fall under the domain of a
noble family, where day-to-day administration of the estate is overseen by a bailiff. Village affairs are usually managed by a village council of local tradesmen and farmers led by an Elder. A village council of local tradesmen and farmers led by an Elder. A village council of local tradesmen and farmers led by an Elder. A village council of local tradesmen and farmers led by an Elder. A village council of local tradesmen and farmers led by an Elder. A village council of local tradesmen and farmers led by an Elder. A village council of local tradesmen and farmers led by an Elder. A village council of local tradesmen and farmers led by an Elder. A village council of local tradesmen and farmers led by an Elder. A village council of local tradesmen and farmers led by an Elder can hold significant local influence overseeing many decisions concerning the surrounding land. Its a hard life, for sure, but its a good and tradesmen and farmers led by an Elder can hold significant local influence overseeing many decisions concerning the surrounding land. Its a hard life, for sure, but its a good and tradesmen and farmers led by an Elder can hold significant local influence overseeing many decisions concerning the surrounding land. Its a hard life, the surrounding land is a surrounding land of the surrounding land. Its a hard life, the surrounding land is a surrounding land of the surrounding land is a surrounding land is a surrounding 
one. Every year the lady from the manor sends out her guard to clear out the forest and drive off the beastmen and the like. The family keep us safe, we keep their flocks. Its a fair trade most of the time. Gunni Ackermann, Shepherdess Look, you can sneer at me all you want, but Konrad the Hero hisbloomin-self was from a village just like mine, so
dont you be talking us down, you hear! Us villagers are good folk! Erika Bauer, Farmer The pastoral safety of a sheltered village is an unspeakable bore for some young Villagers and Strigany, all fuelling schemes to escape, bear little relation to the
harsh reality of Empire life. During winter, when food is short, and the fields do not need tending, young folk venturing to nearby towns and cities for work often never return, soon caught in the net of civilisations excitement and adventure. Villager Advance Scheme WS BS S T h h I Agi Dex Int WP Fel h Career Path h Peasant Brass 2 Skills: Animal
Care, Athletics, Consume Alcohol, Endurance, Gossip, Melee (Brawling), Lore (Local), Outdoor Survival Talents: Rover, Strong Back, Strong-minded, Stone Soup Trappings: None Villager Brass 3 Skills: Drive, Entertain (Storytelling), Haggle, Melee (Basic), Trade (Any) Talents: Animal Affinity, Hardy, Tenacious, Very Strong Trappings: Leather Jerkin
Hand Weapon (Axe), Trade Tools (as Trade) Councillor Brass 4 Skills: Bribery, Charm, Intimidate, Leadership Talents: Craftsman (Any), Dealmaker, Stout-hearted, Very Resilient Trappings: Mule and Cart, Village Home and Workshop Village Elder Silver 2 Skills: Intuition, Lore (History) Talents: Master Tradesman (Any), Nimble Fingered, Public
Speaker, Savant (Local) Trappings: The Respect of the Village 84 Cl ass and Careers - rangers Bounty Hunter Dwarf, Halfling, High Elf, Human, Wood Elf Ruthless and determined, you pursue your quarry to the bitter end: for justice, or for money. Bounty Hunters track down fugitives and outlaws for coin. Most are legally appointed by provincial
courts and receive warrant papers granting licence to seize or sometimes kill the target. While some are motivated by Verenas justice, most are more concerned by the rewards, often finding the dead in dead or alive to be the most convenient route to their fortune. Many Bounty Hunters start as Thief-Takers, those hired by crime victims to retrieve
stolen goods. Over time, those with an established reputation may find permanent work from a merchant or noble house, guild, or cult, or may build a company of Bounty Hunters, working as a group to collect the largest rewards. Bribery,
Charm, Gossip, Haggle, Intuition, Melee (Basic), Outdoor Survival, Perception Talents: Break and Enter, Shadow, Strike to Stun, Suave Trappings: Hand Weapon, Leather Jerkin, Rope Bounty Hunter Silver 3 Skills: Athletics, Endurance, Intimidate, Ranged (Crossbow), Ranged (Entangling), Track Talents: Marksman, Relentless, Seasoned Traveller,
Strong Back Trappings: Crossbow and 10 bolts, Leather Skullcap, Manacles, Net, Warrant Papers Master Bounty Hunter General Gold 1 Skills: Animal Care, Climb, Ride (Horse), Swim Talents: Accurate Shot, Careful Strike, Dual Wielder, Sprinter Trappings: Mail Shirt, Riding Horse and Saddle Bounty Hunter General Gold 1 Skills: Drive, Lore (Law) Talents
Deadeye Shot, Fearless (Bounties), Hardy, Sure Shot Trappings: Draught Horse and Cart, Mail Shirt, 4 Pairs of Manacles 85 Its amazing just how many boys will wrap themselves in manacles if you smile sweetly enough. And if that doesnt work, its out with the knives! Anke Dorflinger, Bounty Hunter In their pursuit of wanted criminals, Bounty
Hunters often stumble into unplanned adventures. As independent operatives, Bounty Hunters are perfectly suited to dropping their day job to pursue whatever business is afoot. Further, given their broad base of skills out innuters are perfectly suited to dropping their day job to pursue whatever business is afoot. Further, given their broad base of skills are always in demand, it is not uncommon to see Bounty Hunters turning full-time, hiring their skills out innuters are perfectly suited to dropping their day job to pursue whatever business is afoot.
return for payments. Bounty Hunters are a perfect starting career as they present a solid mixture of social and combat skills allowing you to contribute no matter the circumstances. III III Warh a mmer Fantasy Role play Coachman Dwarf, Halfling, Human Determined and rugged, you deliver passengers safely by coach despite the daily
dangers you face. For many, the coach is the only way to get from one town to the next. The wild places between teem with Beastmen, Bandits, and worse, but with just a team of fresh horses and a blunderbuss, brave and hardworking Coachmen make travel possible. To help evade danger, most coaching companies relentlessly pursue speed, and
their employees have a reputation for ruthlessness towards other travellers on the roads, never trusting anyone. Coachmen often start as Postilions, riding the lead horse of the team through wind and rain. Instead of transporting passengers, some Coachmen deliver mail, work as chauffeurs for nobles, drive cabs or goods wagons, or the big
omnibuses of the great cities, or even become a getaway driver. Get em fed in a quarter and I take a pfennig off you, the Mistress takes a shilling off me, and Castle Rock Coaches will be in here as quick as silver. Betting
Hoch, Innkeeper Three days I was stuck in Weissbruck during the storms. Not a single thing came in and out. Then just when I thought Id miss my appointment in Bogenhafen there coaches coming up the frozen track, all together. Bloody typical! You wait days for a coach, and then three come along at once. Stelle Grabbe, Merchant
Good Coachmen are always in demand for unusual, dangerous or illegal jobs. A Coachman looking for a change may find winter is a good time to take a break, as cross-country services are greatly reduced. Coachman Advance Scheme WS
BS h S T h I Agi Dex Int WP Fel h Career Path h Postilion Silver 1 Skills: Animal Care, Charm Animal, Climb, Drive, Endurance, Perception, Ranged (Entangling), Ride (Horse) Talents: Animal Affinity, Seasoned Traveller, Trick-Riding, Tenacious Trappings: Warm Coat and Gloves, Whip Coachman Silver 2 Skills: Consume Alcohol, Gossip, Intuition
Lore (Local), Navigation, Ranged (Blackpowder) Talents: Coolheaded, Crack the Whip, Gunner, Strongminded Trappings: Blunderbuss with 10 Shots, Coach Horn, Leather Jack, Hat Coach Master Silver 3 Skills: Animal Training (Horse), Intimidation, Language (any), Lore (Routes) Talents: Accurate Shot, Dealmaker, Fearless (Outlaws), Nose for
Trouble Trappings: Mail Shirt, Pistol, Quality Cloak Route Master Silver 5 Skills: Charm, Leadership Talents: Fearless (Beastmen), Marksman, Orientation, Rapid Reload Trappings: Fleet of Coaches and Horses, Maps 86 Cl ass and Careers - rangers Entertainer Dwarf, Halfling, High Elf, Human, Wood Elf Whether high-born or low-brow, you distract
people from the harsh realities of life. Entertainers crop up all over the Old World, and many wander the Reiklands roads, earning their crust. Some as part of a troupe. The worst are little more than itinerant beggars, the best lauded in the company of counts and princes. It is not an easy life
and the people will not tolerate poor acts, running them out of town pelted with rotten vegetables. The most common Entertainers are the perennial crowd-pleasers like jesters, singers, actors, musicians, acrobats, dancers, and jugglers, but the Old World is also home to more obscure and bizarre acts. BS S T I Agi Dex h h Int WP How do you get to
the Luitpold Theatre? Practise! Well known Altdorf joke Musician and prodigy, Vladimira Tchaikofiev, toured the courts of the Empire performing her compositions for the great and good. On her triumphant return to her native Kislev, during the reign of Bloody Katerin, she premiered her first opera, The Vampire Counts of Stirland based on her
travels in Sylvania. Unconventionally, she always chose to conduct with a silver baton. A Defence Against Necromancy, Patriarch Felip Iyrtu, 2415IC, from the 1st year required reading list, Amethyst College The open road, a new village every night, the smell of greasepaint and the roar of the crowd life itself can be an adventure for the Entertainer
as they bring excitement to the humdrum, everyday reality of those they captivate. Given their existence on the edge of respectable society, curious Entertainers all-too-often find real adventures of their own. Entertainer Advance Scheme WS A wandering minstrel I, A thing of shreds and patches, Of ballads, songs, and snatches, And dreamy lullaby
Libretto from The Emperor of Nippon, by Guillibert and Solomon Fel h Career Path h Busker Brass 3 Skills: Athletics, Charm, Entertain (Any), Gossip, Haggle, Perform (Any), Play (any), Sleight of Hand Talents: Attractive, Mimic, Public-Speaking, Suave Trappings: Bowl, Instrument Entertainer Brass 5 Skills: Entertain (Any), Ride (Any), Melee (Basic)
Perform (Any), Play (Any) Ranged (Throwing) Talents: Contortionist, Jump Up, Sharpshooter, Trick Riding Trappings: Costume, Instrument, Selection of Scripts (that you cant yet read), Throwing Weapons Troubadour Silver 3 Skills: Animal Care, Animal Training, Art (Writing), Language (Any) Talents: Blather, Master of Disguise, Perfect Pitch, Read/
Write Trappings: Trained Animal, Writing Kit Troupe Leader Gold 1 Skills: Drive, Leadership Talents: Dealmaker, Etiquette (Any), Seasoned Traveller, Sharp Trappings: Draught Horses and Wagon (Stage), Wardrobe of Costumes and Props, Troupe of Entertainers 87 III III Warham I warn and Props, Troupe of Entertainers 87 III III Warham I warn and Props, Troupe of Entertainers 87 III III Warham I warn and Props, Troupe of Entertainers 87 III III Warham I warn and Props, Troupe of Entertainers 87 III III Warham I warn and Props, Troupe of Entertainers 87 III III Warham I warn and Props, Troupe I warn and Props, Troupe III III Warham I warn and Props, Troupe of Entertainers 87 III III Warham I warn and Props, Troupe III III Warham I warn and III III Warham I warn and III III Warham I warn and III III War
abandoned all hope, your suffering and the righteousness of Sigmar saved you! Forgiveness does not come easily, only through struggle, pain, and doing Sigmars will. Flagellants travel the Empire, flogging themselves in penance for their sins, and the sins of others. They are determined to serve Sigmar until the end of the world, something they
believe is imminent. All good folk are expected to welcome, help, and feed them, and to pray with them. Most Flagellants wander in large groups, guided by a Prophet of Doom who interprets Sigmars will. Some follow armies, whipping themselves into a frenzy as battle is joined and fighting without any thought for their own safety. Others wander by
watching them. We knew what to do. We knew we had to open our doors and feed them and pray with them. But in the cellar until theyd gone. Scary folk. Wulfrum Barth, villager The Ende is Nigh! Its not hard for Flagellants to stumble upon an adventure, especially involving recognised foes of Sigmar. Flagellants can continue
their lifestyle as they adventure, relying on the honest folk of the Empire to offer them food, drink and shelter as they trudge ever onwards to the end of all things. Flagellant Advance Scheme WS h BS S T h h I Agi Dex Int WP Common placard carried by Flagellants Fel Career Path h Zealot Brass 0 Skills: Dodge, Endurance, Heal, Intimidate, Intuition,
Lore (Sigmar), Melee (Flail), Outdoor Survival Talents: Berserk Charge, Frenzy, Read/Write, Stone Soup Trappings: Flail, Tattered Robes Flagellant, Implacable Trappings: Placard, Religious Symbol, Sling
Penitent Brass 0 Skills: Charm, Language (any), Lore (Theology), Perception Talents: Field Dressing, Furious Assault, Menacing, Seasoned Traveller Trappings: Religious Relic Prophet of Doom Brass 0 Skills: Entertain (Speeches), Leadership Talents: Battle Rage, Fearless (Heretics), Frightening, Impassioned Zeal Trappings: Book (Religion),
Followers (including Penitents, Flagellants, and Zealots) 88 Cl ass and Careers - rangers Messenger Dwarf, Halfling, High Elf, Human, Wood Elf Swift and sure-footed, nothing stops you delivering your messages on time. When the postal service is unsecure or too slow, people send a Messenger. Several courier companies provide express services,
competing to show they are the fastest and safest. Most Messengers take their duties very seriously, quarding their messages in the seriously and the 
cities. Many larger settlements host competitions to celebrate the fastest, with the winners taking prizes and lucrative job contracts. Messengers can also be found working for the military, noble houses, large merchant houses, and for criminal gangs seeking to maintain their privacy. Messenger Advance Scheme WS BS S T I Agi h h Dex Int WP Fel
Career Path h Runner Brass 3 Skills: Athletics, Climb, Dodge, Endurance, Gossip, Navigation, Perception, Melee (Brawling) Talents: Flee!, Fleet Footed, Sprinter, Step Aside Trappings: Scroll Case Messenger Silver 1 Skills: Animal Care, Charm, Cool, Lore (Local), Melee (Basic), Ride (Horse) Talents: Crack the Whip, Criminal, Orientation, Seasoned
Traveller Trappings: Hand Weapon, Leather Jack, Riding Horse with Saddle and Tack Courier Silver 3 Skills: Charm Animal, Bribery, Consume Alcohol, Outdoor Survival Talents: Nose for Trouble, Relentless, Tenacious, Trick Rider Trappings: Backpack, Saddlebags, Shield Courier-Captain Silver 5 Skills: Intimidate, Leadership Talents: Dealmaker,
Hatred (Outlaws), Kingpin, Very Resilient Trappings: Couriers, Mail Shirt, Writing Kit 89 Are you Herr Schmidt of Hochplatz, Kemperbad? Erm, do you know a Hochplatz? Kemperbad? Erm, do you know a Hochplatz? Kemperbad? Erm, do you know a Herr Schmidt of Hochplatz, Kemperbad? Erm, do you know a Herr Schmidt of Hochplatz, Kemperbad? Erm, do you know a Herr Schmidt of Hochplatz, Kemperbad? Erm, do you know a Hochplatz? Kemperbad? Erm, do you know a Herr Schmidt of Hochplatz, Kemperbad? Erm, do you know a Herr Schmidt of Hochplatz.
thought Id just have a quick peek. Thought it was to his girlfriend. Thought it might be a bit, you know, juicy. How was I to know it was all that boring spying stuff. Wheres Bretonnia, anyway? Rufus Drucht, Messenger who single-handedly busted the Bloody Bretonnian spy ring, then lost his job. Messages can contain all sorts of information, and some
lead to adventure should they be intercepted. The easiest way for any villain (or innocent party) to get hold of such information will be to waylay a Messengers are usually freelance, paid per package delivered, it is simple enough to
drop everything then pick-up work when they return. III III Warh a mmer Fantasy Roley human Worldly-wise and free of interference, you wander the Empire selling your wares where you will. Pedlars traipse from village to hamlet, selling goods and services such as knife sharpening, mending, and tinkering. Most
carry cheap stock readily available in larger towns, including small luxuries such as ribbons and hair pins. Pedlars are always welcome as even suspicious folk like to treat themselves to baubles and knickknacks. This here is an absolutely unique, one-of-a-kind, only-one-inexistence, work of art. If you want more, don't worry, Ive got another couple of
dozen on the back of the cart. Delberz Trtte, Trader Hearing of profits to be made in far-off lands and listening to the stories of well-travelled merchants is always going to whet the appetite of an ambitious Pedlar. Being self-reliant, they can follow up on any adventure, making a decent profit along the way. They can also gain access to strongholds
and settlements without awkward questions. Some Pedlars also take on messenger work; others act as de facto town criers, bringing news and gossip to the quietest corners of the Empire in exchange for bed-and-board. Given the dangers on the road, some Pedlars prefer to keep a stall at a regular town marketplace. It is also common to find them on
pilgrim routes making a living selling relics to the devout. Pedlar Advance Scheme WS BS S T h I Agi Dex h Int WP Fel h Career Path h Vagabond Brass 1 Skills: Charm, Endurance, Entertain (Storytelling), Gossip, Haggle, Intuition, Outdoor Survival, Stealth (Rural or Urban) Talents: Fisherman, Flee!, Rover, Tinker Trappings: Backpack, Bedroll,
Goods worth 2d10 Brass, Tent Pedlar Brass, Tent Pedlar Brass 4 Skills: Animal Care, Charm Animal, Consume Alcohol, Evaluate, Ride (Horse), Trade (Tinker) Talents: Dealmaker, Orientation, Seasoned Traveller, Strong Back Trappings: Mule and Saddlebags, Goods worth 2d10 Silver, Selection of Pots and Pans, Trade Tools (Tinker) Master Pedlar Silver 1 Skills: Drive
Intimidate, Language (any), Perception Talents: Numismatics, Sharp, Sturdy, Well-prepared, Very Resilient Trappings: Cart, Goods worth at least 2d10 Gold Wandering Trader Silver 3 Skills: Lore (Local), Lore (Geography) Talents: Cat-tongued, Strong-minded, Suave, Tenacious Trappings: Draught Horse and Wagon, Goods worth at least 5d10 Gold, Strong-minded, Suave, Tenacious Trappings: Draught Horse and Wagon, Goods worth at least 5d10 Gold, Strong-minded, Suave, Tenacious Trappings: Draught Horse and Wagon, Goods worth at least 5d10 Gold, Strong-minded, Suave, Tenacious Trappings: Draught Horse and Wagon, Goods worth at least 5d10 Gold, Strong-minded, Suave, Tenacious Trappings: Draught Horse and Wagon, Goods worth at least 5d10 Gold, Strong-minded, Suave, Tenacious Trappings: Draught Horse and Wagon, Goods worth at least 5d10 Gold, Strong-minded, Suave, Tenacious Trappings: Draught Horse and Wagon, Goods worth at least 5d10 Gold, Strong-minded, Suave, Tenacious Trappings: Draught Horse and Wagon, Goods worth at least 5d10 Gold, Strong-minded, Suave, Tenacious Trappings: Draught Horse and Wagon, Goods worth at least 5d10 Gold, Strong-minded, Suave, Tenacious Trappings: Draught Horse and Wagon, Goods worth at least 5d10 Gold, Strong-minded, Strong-min
50 Silver in Coin 90 Cl ass and Careers - rangers Road Warden Halfling, Human With a wary eye and ready weapon, you tour the highways of the Empire enforcing the law. Road Wardens protect travellers from the bandits, Greenskins, Beastmen and other dangers that threaten the Empires highways. The Wardens are supported by a system of tolls,
taxes they often collect personally. Successful Road Wardens are well-trained and respected, and often have bunks in each inn along their route. Most mainroad Road Wardens are part of the State Army, patrolling primary thoroughfares during peace time, so are well-trained and resplendent in neat uniforms. Less-travelled roads make do with local
equivalents, some of whom take advantage of their position and lack of supervision for their own gain. Some Wardens prefer sitting in their safe, fortified toll stations to clearing the roads, but travellers often balk at handing over coin when the roads are dangerous and in disrepair. Road Warden Advance Scheme WS BS h S T I h h Agi Dex Int WP Fellowship
Career Path h Toll Keeper Brass 5 Skills: Bribery, Consume Alcohol, Gamble, Gossip, Haggle, Melee (Basic), Perception, Ranged (Crossbow) Talents: Coolheaded, Embezzle, Marksman, Numismatics Trappings: Crossbow with 10 Bolts, Leather Jack Road Warden Silver 2 Skills: Animal Care, Endurance, Intimidate, Intuition, Outdoor Survival, Ride
(Horse) Talents: Crack the Whip, Criminal, Roughrider, Seasoned Traveller Trappings: Hand Weapon, Mail Shirt, Riding Horse with Saddle and Harness, Rope Road Sergeant Silver 4 Skills: Athletics, Charm, Leadership, Ranged (Blackpowder) Talents: Etiquette (Soldiers), Fearless (Outlaws), Hatred (any), Nose for Trouble Trappings: Squad of Road
 Wardens, Pistol with 10 Shots, Shield, Symbol of Rank Road Captain Gold 1 Skills: Lore (Empire), Navigation Talents: Combat Aware, Commanding Presence, Kingpin, Public Speaker Trappings: Light Warhorse, Pistol with 10 Shots, Quality Hat and Cloak, Unit of Road Wardens 91 What can I say, its a pfennig a leg. Thems the rules. Nothing I can do
about it. Perhaps you should try to find a different route to get your bees to Grnburg. Andreas Muller, jobsworth Toll Keeper So, I was stopped by a road warden tother day. She said I should beware an unscrupulous character out patrolling the roads and charging hapless travellers a thruppence to let them pass. I thanked the warden for the valuable
advice. Taal guide you, she said, that will be thruppence. Ullrich the Pedlar Road Wardens frequently find adventure. Anything untoward happening in the countryside is often close to a well-patrolled roadside. When trouble occurs, Road Wardens are summoned to resolve any problems. If they follow up and become involved in an investigation, they
are simply doing their job, and might even secure extra pay for their time, even if the resulting adventure takes them far from their regular beat. III III Warham mer Fantasy Roleplay Witch Hunter Human You hunt the illegal witches plaguing the Empire by any and all means necessary. There are few so feared and respected as the Witch
Hunter, and they are given extraordinary leeway in performing their duties. Typically armed with silvered blades and a brace of pistols for lead is not so easily dispelled they stalk all corners of the Old World ready to dispense judgement on any witch they find, or any who would harbour them. Most Witch Hunters in the Empire are attached to the Cult
of Sigmar. Secular Witch Hunters are sometimes employed by provincial government, though these are little more than specialist bounty hunters. The Colleges of Magic also have Witch Hunters are sometimes employed by provincial government, though these are little more than specialist bounty hunters. The Colleges of Magic also have Witch Hunters are sometimes employed by provincial government, though these are little more than specialist bounty hunters.
witch yet that wont catch fire. Father Linken Donatus, Priest of Sigmar, murdered by a rogue pyromancer If youre not a witch, you have nothing to fear. Walter Keller, Witch Hunters existence is one of constant adventure, often ranging the length and breadth of the grand
provinces. They are called upon whenever the foul influence of unsanctioned magic emerges, and are expected to hunt it down. The bigger the reputation a Witch Hunter earns, the more dangerous the foes assigned, and the greater the adventures that follow. If you play a Witch Hunter earns, the more dangerous the foes assigned, and the greater the adventures that follow. If you play a Witch Hunter earns, the more dangerous the foes assigned, and the greater the adventures that follows.
Witch or Witch as this may immediately bring the party into conflict. Witch Hunter Advance Scheme WS h BS S T I h Agi Dex Int WP Fel h Career Path h Interrogator Silver 1 Skills: Charm, Consume Alcohol, Heal, Intimidate, Intuition, Lore (Torture), Melee (Fist), Perception Talents: Coolheaded, Menacing, Read/Write, Resolute Trappings: Hand
Weapon, Instruments of Torture Witch Hunter Silver 3 Skills: Cool, Dodge, Gossip, Lore (Witches), Ranged (Any), Ride (Horse) Talents: Dual Wielder, Marksman, Seasoned Traveller, Shadow Trappings: Crossbow Pistol or Pistol, Hat (Henin), Leather Jack, Riding Horse with Saddle and Tack, Rope, Silvered Sword Inquisitor Silver 5 Skills: Endurance,
Leadership, Lore (Law), Lore (Low), Lore (Local) Talents: Fearless (Witches), Nose for Trouble, Relentless, Strong-minded Trappings: Quality Clothing, Subordinate Interrogators Witchfinder General Gold 1 Skills: Lore (Politics), Talents: Frightening, Iron Will, Magical Sense, Pure Soul Trappings: Best Quality Courtly Garb, Subordinate Witch
Hunters 92 Cl ass and C areers - riverfolk Boatman Someday a real rain will come. So, dont forget your hat, madam. Travis Binckel, Rivertaxi Dwarf, Halfling, High Elf, Human You ply the dangerous waters of the Old World, transporting people, goods, and the latest news. Boats and barges travel the Empires waterways, bringing goods from the
Boatmen crew merchant barges carrying cargo to and from markets, either working for themselves or for a larger Merchant House. Many Boatmen are also ferrymen, taking passengers across rivers, or to and from towns. In large towns, some also crew rivertaxis, sail pleasure vessels, or otherwise pilot boats on the behalf of others. Boatman Advance
Scheme WS BS S T h h I Agi Dex Int WP Fel h Career Path h Boat-hand Silver 1 Skills: Consume Alcohol, Dodge, Endurance, Gossip, Melee (Basic), Row, Sail, Swim Talents: Dirty Fighting, Fisherman, Strong Back, Strong Swimmer Trappings: Hand Weapon (Boat Hook), Leather Jack, Pole Boatman Silver 2 Skills: Athletics, Entertain (Storytelling),
Haggle, Intuition, Lore (Riverways), Perception Talents: Etiquette (Guilder), Seasoned Traveller, Very Strong, Waterman Trappings: Rope, Rowboat Bargeswain Silver 3 Skills: Climb, Entertain (Singing), Heal, Trade (Boatbuilding) Talents: Dealmaker, Embezzle, Nose for Trouble, Strike Mighty Blow Trappings: Backpack, Trade Tools (Carpenter)
Barge Master Silver 5 Skills: Leadership, Navigation Talents: Menacing, Orientation, Pilot, Public Speaker Trappings: Hat, Riverboat and Crew 93 Beware of forking. I say this as an experienced bargeswain. If you approach a dangerous rock or other river hazard be sure to go astarboard while laying astarboard, or go alarboard, or go alarboard and Crew 93 Beware of forking. I say this as an experienced bargeswain. If you approach a dangerous rock or other river hazard be sure to go astarboard while laying astarboard while laying astarboard.
and stay alarboard while laying alarboard. Or you will fork, and you might sink. And no-one wants to sink their forking barge. Jacob Walles, Bargeswain who sank his forking barge A boatman will not need to seek out adventure, for more than likely adventure will come to them. Boats are useful to nearly everyone, and therefore useful to almost any
adventure plot; they also make an excellent base of operations. Boatmen will not need to worry about following investigation and adventure if the plot stays on or close to the river. Even if the plot stays on or close to the river. Even if the plot stays on or close to the river, they could still easily allow a talented Boathand to look after their business while they take a break from river life. III III Warham mer
FantasyRoleplay Huffer Dwarf, Halfling, Human You pilot ships and boats through the most treacherous waters of the Old World. Huffers are specialist river guides with expert knowledge of local river systems. They are a common sight near the most dangerous stretches of the Empires rivers and can command significant wages for what many
view as easy work. Others view it as cheap compared to the potential cost of lost cargo. Many Huffers specialise in a single, notorious stretch of water, while others make their money at certain times of the year when the waters are at their worst. Other Huffers have broader knowledge and will guide vessels for their entire journey, effectively acting
as navigators. This is especially true of merchant ships with particularly valuable cargo at difficult times of the year. A great big ship came in from Marienburg, low in the water and packed to the gunwales. I said that it would cost them a crown to take them through the Furdienst. Steep, yes, but it was a big ship. The arrogant Wastelander scoffed,
said hed do it himself. But sure enough, they drifted right into the shallows and were holed. They lost a good part of their cargo and it took them a week to repair the damage. Reckon it cost them a bit more than a crown. Ilsa Dasche, Huffer As an expert for hire, Huffers are often hired by wealthy patrons, frequently brought in as specialists on
journeys of discovery. Even when travelling into the unknown, Huffers are useful for their broad range of knowledge concerning river conditions and piloting. Because of the regional and seasonal nature of the work, many Huffers are ready to drop everything and travel to where theyre needed. This freedom transfers well to the adventuring lifestyle
and also suits those seeking to return to Huffing should adventuring not supply their needs. Huffer Advance Scheme WS h BS S T I h h Agi Dex Int WP Fel Career Path h Riverguide Brass 4 Skills: Consume Alcohol, Gossip, Intuition, Lore (Riverways), Perception, Row, Swim Talents: Fisherman, Night Vision, Orientation, Waterman
Trappings: Hand Weapon (Boat Hook), Storm Lantern and Oil Huffer Silver 1 Skills: Charm, Cool, Entertain (Storytelling), Language (Any), Melee (Basic), Navigation Talents: Dealmaker, Etiquette (Guilder), Nose for Trouble, River Guide Trappings: Leather Jerkin, Rope, Row Boat Pilot Silver 3 Skills: Haggle, Intimidate, Lore (Local), Lore (Wrecks)
Talents: Acute Sense (Sight), Pilot, Sea Legs, Very Strong Trappings: Pole, Storm Lantern and Oil Master Pilot Silver 5 Skills: Leadership, Sail Talents: Sixth Sense, Sharp, Strong Swimmer, Tenacious Trappings: Boathand, Small Riverboat 94 Cl ass and C areers - riverfolk Riverwarden Halfling, Human Strong-backed and sure, you patrol the
riverways in pursuit of lawbreakers and troublemakers. A clarion call across the waterways heralds the arrival of the Imperial River Patrol, a river-borne police force known as much for its harassing thugs as for its good work. Most riverside villages and inns set aside moorings for them as, without them, worse criminals would rule the waters. The
overworked patrols concentrate on egregious crimes, resolving petty misdemeanours with spot fines. On major trade-routes, the patrols have larger vessels manned by Shipswords trained to tackle larger threats like Greenskins or Trolls. Some Riverwardens rarely see the water, instead manning remote outposts overlooking strategically important
waters. Others crew fast riverboats charged to intercept smugglers in the night. The largest Riverwarden vessels are effectively sea-worthy warships, bristling with cannon and mortars, ready for almost any eventuality. Riverwarden vessels are effectively sea-worthy warships, bristling with cannon and mortars, ready for almost any eventuality. Riverwarden vessels are effectively sea-worthy warships, bristling with cannon and mortars, ready for almost any eventuality.
Endurance, Melee (Basic), Perception, Row, Sail, Swim Talents: Strong Swimmer, Strong Back, Very Strong, Waterman Trappings: Hand Weapon (Sword), Leather Jack, Uniform Riverways), Ranged (Blackpowder) Talents: Criminal, Gunner, Fisherman, Seasoned Traveller
Trappings: Lantern and Oil, Pistol with 10 shot, Shield Shipsword Silver 4 Skills: Climb, Cool, Intuition, Leadership Talents: Fearless (Wreckers), Hatred (Any), Pilot, Sea Legs Trappings: Grappling Hook, Helmet, Mail Shirt Shipsword Master Gold 1 Skills: Lore (Law), Navigation Talents: Commanding Presence, Kingpin, Menacing, Orientation
Trappings: Patrol Boats and Crew, Symbol of Rank 95 So back in the day, when I was a riverwarden, Big Willi came round to tell me I had to leave a certain shipment alone. He said I should just let it through and everything would be alright. Of course, I was young, wasnt I? I told the ships Master all about it. And was I rewarded for my honesty? Nah,
Big Willi came round and beat me up, and the next day I was drummed out of the river patrol. They were all in it together, werent they? Nikki Schnelling, ex-riverwarden A diligent Riverwardens typically work month-long shifts,
but this means they also have months off. This structure is ideal for adventuring: as a Riverwarden need not desert their post to pursue private matters, or even have to persuade their structure is ideal for adventuring: as a Riverwarden need not desert their post to pursue private matters, or even have to persuade their structure is ideal for adventuring: as a Riverwarden need not desert their post to pursue private matters, or even have to persuade their structure is ideal for adventuring: as a Riverwarden need not desert their post to pursue private matters, or even have to persuade their structure is ideal for adventuring: as a Riverwarden need not desert their post to pursue private matters, or even have to persuade their structure is ideal for adventuring: as a Riverwarden need not desert their post to pursue private matters, or even have to persuade their structure is ideal for adventuring: as a Riverwarden need not desert their post to pursue private matters, or even have to persuade their structure is ideal for adventuring and thei
e p l ay Riverwoman Dwarf, Halfling, Human Rivers carry most of the Empire are densely populated, and the folk working day-in, day-out in the nearby waters and marshes provide much of the fresh fish, eels, and crustaceans feeding the towns
and cities. Unlike the inland villages, those on the great rivers frequently receive outsiders who trade and restock, meaning Riverwomen are somewhat more open and diverse, and often the first with news from distant lands. There are any number of diverse jobs supported by the river. Many harvest the Reiks bounty: fisherfolk (using rod, spear, or
net), eelers (using traps or pots), or diggers for shellfish. Many live in riverside villages labouring, dredging, and maintaining the Reiks many thousands of vessels. If I drop this branch in the water now, it will eventually get to Marienburg. Unless it sticks in the mud, of course. Jemima the Greenfish They say the whole Empire will
eventually float by if you sit by the Reik long enough. Well, Ive sat here, rod in hand, for twenty years, watching the flow downriver. The things I could tell you. Ive seen man and Ive seen peace. Ive seen peace in hand, for twenty years, watching the flow downriver. The things I could tell you. Ive seen man and Ive seen peace in hand, for twenty years, watching the flow downriver. The things I could tell you. Ive seen peace in hand, for twenty years, watching the flow downriver. The things I could tell you. Ive seen peace in hand, for twenty years, watching the flow downriver. The things I could tell you. Ive seen peace in hand, for twenty years, watching the flow downriver. The things I could tell you. Ive seen peace in hand, for twenty years, watching the flow downriver. The things I could tell you. Ive seen peace in hand, for twenty years, watching the flow downriver. The things I could tell you. Ive seen peace in hand, for twenty years, watching the flow downriver. The things I could tell you. Ive seen peace in hand, for twenty years, watching the flow downriver. The things I could tell you. Ive seen peace in hand, for twenty years, watching the flow downriver. The things I could tell you.
Reiklands worst Fisherman A Riverwoman will feel at home on any stretch of water, and their skills ensure they can drop everything, confident that they will be able to find work elsewhere should they need to. A Riverwoman is wellplaced to get the lowdown on the more iniquitous side of river life and may have contacts among the rivers lowlifes. With
their knowledge and experience they can make all the difference to a water-based expedition or investigation. Riverwoman Advance Scheme WS BS S T h I Agi Dex h h Int WP Fel Career Path h Greenfish Brass 2 Skills: Athletics, Consume Alcohol, Dodge, Endurance, Gossip, Outdoor Survival, Row, Swim Talents: Fisherman, Gregarious, Strider
(Marshes), Strong Swimmer Trappings: Bucket, Fishing Rod and Bait, Leather Leggings Riverwoman Brass 3 Skills: Gamble, Lore (Local), Lore (Riverways), Ranged (Entangling), Range
Charm, Intuition, Melee (Polearm), Perception Talents: Savant (Riverways), Stout-hearted, Tenacious, Very Strong Trappings: Row Boat, Storm Lantern and Oil River Elder Silver 2 Skills: Entertain (Storytelling), Lore (Folklore) Talents: Master Craftsman (Boatbuilder), Public Speaker, Sharp, Strong-minded Trappings: Hut or Riverboat 96 III Cl ass
and C areers - riverfolk Seaman I can see the Sea! Dwarf, Halfling, High Elf, Human A life on the ocean waves calls to you, though many Reiklander Seamen never see the Sea! Dwarf, Halfling, High Elf, Human A life on the ocean waves calls to you, though many Reiklander Seamen never see the Sea! Dwarf, Halfling, High Elf, Human A life on the ocean waves calls to you, though many Reiklander Seamen never see the Sea! Dwarf, Halfling, High Elf, Human A life on the ocean waves calls to you, though many Reiklander Seamen never see the Sea! Dwarf, Halfling, High Elf, Human A life on the ocean waves calls to you, though many Reiklander Seamen never see the Sea! Dwarf, Halfling, High Elf, Human A life on the ocean waves calls to you, though many Reiklander Seamen never see the Sea! Dwarf, Halfling, High Elf, Human A life on the ocean waves calls to you, though many Reiklander Seamen never see the Sea! Dwarf, Halfling, High Elf, Human A life on the ocean waves calls to you, though many Reiklander Seamen never see the Sea! Dwarf, Halfling, High Elf, Human A life on the ocean waves calls to you, though many Reiklander Seamen never see the Sea! Dwarf, Halfling, High Elf, Human A life on the ocean waves calls to you, though many Reiklander Seamen never see the Sea! Dwarf, Halfling, High Elf, Human A life on the ocean waves calls to you, though many Reiklander Seamen never see the Sea life of the ocean waves and the ocean waves calls to you, though many Reiklander Seamen never see the Sea life of the ocean waves and the ocean waves calls to you, though many Reiklander Seamen never see the Sea life of the ocean waves calls to you, though many Reiklander Seamen never see the Sea life of the ocean waves calls to you, though many Reiklander Seamen never see the sea life of the ocean waves calls to you, though many Reiklander Seamen never see the sea life of the ocean waves calls to you wave see the ocean waves and the ocean wave see the 
wide and full of ocean-going vessels. The Imperial First Fleet that patrols these waters rarely sees the open sea, because the taxes to pass warships through Marienburg are exorbitantly high. Seamen travel the world by
working to pay their passage. The Reik also houses many Missions, buildings provided by the Imperial Navy for their staff, many of which employ Seamen. Seaman Advance Scheme WS BS S T I Agi Dex h h Int WP Fel h Career Path h Landsman Silver 1 Skills: Climb, Consume Alcohol, Gamble, Gossip, Row, Melee (Brawling), Sail, Swim Talents
Fisherman, Strider (Coastal), Strong Back, Strong Swimmer Trappings: Bucket, Brush, Mop Seaman Silver 3 Skills: Athletics, Dodge, Endurance, Entertain (Singing), Language (any), Melee (Basic) Talents: Catfall, Sea Legs, Seasoned Traveller, Strong Legs Trappings: Hand Weapon (Boat Hook), Leather Jerkin Boatswain Silver 5 Skills: Cool,
Leadership, Perception, Trade (Carpenter) Talents: Old Salt, Strike Mighty Blow, Tenacious, Very Strong Trappings: Trade Tools (Carpenter) Ships Master Gold 2 Skills: Charm, Navigation Talents: Orientation, Pilot, Public Speaking, Savvy Trappings: Shipping Charts, Sailing Ship and Crew, Sextant, Spyglass 97 Marian Zelman, Optimistic Reiklandership, Perception, Trade (Carpenter) Ships Master Gold 2 Skills: Charm, Navigation Talents: Orientation, Pilot, Public Speaking, Savvy Trappings: Trade Tools (Carpenter) Ships Master Gold 2 Skills: Charm, Navigation Talents: Orientation, Pilot, Public Speaking, Savvy Trappings: Trade Tools (Carpenter) Ships Master Gold 2 Skills: Charm, Navigation Talents: Orientation, Pilot, Public Speaking, Savvy Trappings: Trade Tools (Carpenter) Ships Master Gold 2 Skills: Charm, Navigation Talents: Orientation, Pilot, Public Speaking, Savvy Trappings: Trade Tools (Carpenter) Ships Master Gold 2 Skills: Charm, Navigation Talents: Orientation, Pilot, Public Speaking, Savvy Trappings: Trade Tools (Carpenter) Ships Master Gold 2 Skills: Charm, Navigation Talents: Orientation, Pilot, P
Sailor Yeah, Ive sailed through Marienburg. Bloody Wastelanders made it as difficult as possible for us to get out to sea. I swear the huffer took us three times round the islands just for fun before we even smelled salt water. And they taxed us twice for everything. Even the ships cat got taxed. Glad to be home, to be honest. Thom Wesserbrug,
 Boatswain Beyond Marienburg, the whole world awaits a Seaman: the perilous Sea of Claws, the unfathomable Great Ocean, the exotic Thousand Islands, the same day twice. III Warh ammer FantasyRole
Dwarf, Halfling, High Elf, Human You smuggle cargo, avoiding taxed by bandits and protection rackets. Smugglers see themselves as charitable helpers: merchants make more profit, customers pay less coin, morally
flexible Riverwardens take a cut, outlaws are avoided, and more besides. It takes experience and ingenuity to circumvent all the bailiffs, custom officials, excisemen, and busy bodies keen to stop them, but Smugglers come in many forms, perhaps transporting tiny, highvalue goods for
nobles, or large cargoes for shady merchants. Some Smugglers also deal in illicit goods, a crime that will incur significantly more repercussions than a burned finger or smugglers brand. See, this is where the bottle of best Bordeleaux goes. The river wardens will search behind here, and find it, and confiscate it. Thats what we want because it means
they dont find the twelve bottles we have hidden under here. And if they find those, all is not lost, because they will be so pleased with themselves find adventure, even though they usually want things to stay quiet and uneventful. Any
number of things can go wrong on a smuggling mission, and even if things go right, there will always be the lure of the next job, likely bigger and better than the last. Whole adventures can be played out solely on smuggling missions. Similarly, it will be easy for a smuggling mission, and even if things go right, there will always be the lure of the next job, likely bigger and better than the last.
up their sleeve, an eye for detail, and a cool head when things get hot is always going to be a desirable companion on dangerous expeditions and adventures. Smuggler Advance Scheme WS BS S T I Agi Dex h h Int WP Fel h Career Path h River Runner Brass 2 Skills: Athletics, Bribery, Cool, Consume Alcohol, Row, Sail, Stealth (Rural or Urban), Swim
Talents: Criminal, Fisherman, Strider (Marshes), Strong Back Trappings: Large Sack, Mask or Scarves, Tinderbox, Storm Lantern and Oil Smuggler Brass 3 Skills: Haggle, Charm, Gossip, Lore (Local), Melee (Basic), Perception, Secret Signs (Smuggler) Talents: Dealmaker, Etiquette (Criminals), Waterman, Very Strong Trappings: 2 Barrels, Hand
 weapon, Leatner Jack, Row Boat Master Smuggler Brass 5 Skills: Evaluate, Intuition, Lore (Riverways) Talents: Brider, Fearless (Riverwardens), Pilot, Strong Swimmer Trappings: River & Skills: Language (Any), Leadership Talents: Kingpin, Savvy, Strider (Coastal), Sea Legs Trapping
Disguise Kit, Small Fleet of Riverboats 98 Cl ass and C areers - riverfolk Stevedore Dwarf, Halfling, Human You may officially load cargo for coin, but everyone knows the Stevedores rule the docklands. With their sole right to load and unload vessels, Stevedore Guilds can slow or even stop trade. This grants power, with many docksides effectively
ruled by the guilds. In larger towns, several gangs might violently compete for supremacy. Scowling Foremen deal with guild matters and blow their territory. A Stevedore might work alone in a riverside village, or in a large gang on a busy, chaotic city
dockside. Sometimes they might be part of a criminal gang that just moves a bit of cargo on the side to cover their tracks. Some Stevedores are enforcers, making sure everyone else is working hard. Stevedore Advance Scheme WS h BS S T I h h Agi Dex Int WP Fel Career Path h Dockhand Brass 3 Skills: Athletics, Climb, Consume Alcohol, Dodge,
Endurance, Gossip, Melee (Basic), Swim Talents: Dirty Fighting, Strong Back, Sturdy, Very Strong Trappings: Hand Weapon (Boat Hook), Leather Gloves Stevedore Silver 1 Skills: Bribery, Entertain (Storytelling), Gamble, Intimidate, Perception, Stealth (Urban) Talents: Dirty Fighting, Strong Back, Sturdy, Very Strong Trappings: Guild Licence, Gossip, Melee (Basic), Swim Talents: Dirty Fighting, Strong Back, Sturdy, Very Strong Trappings: Guild Licence, Gossip, Melee (Basic), Swim Talents: Dirty Fighting, Strong Back, Sturdy, Very Strong Trappings: Guild Licence, Gossip, Melee (Basic), Swim Talents: Dirty Fighting, Strong Back, Sturdy, Very Strong Trappings: Guild Licence, Gossip, Melee (Basic), Swim Talents: Dirty Fighting, Strong Back, Sturdy, Very Strong Trappings: Guild Licence, Gossip, Melee (Basic), Swim Talents: Dirty Fighting, Strong Back, Sturdy, Very Strong Trappings: Guild Licence, Gossip, Melee (Basic), Swim Talents: Dirty Fighting, Strong Back, Sturdy, Very Strong Trappings: Guild Licence, Gossip, Melee (Basic), Swim Talents: Dirty Fighting, Strong Back, Sturdy, Very Strong Trappings: Guild Licence, Gossip, Melee (Basic), Swim Talents: Dirty Fighting, Strong Back, Sturdy, Very Strong Trappings: Guild Licence, Gossip, Melee (Basic), Swim Talents: Dirty Fighting, Strong Back, Sturdy, Swim Talents: Dirty Fighting, Swim Talents: 
Leather Jerkin, Pipe and Tobacco, Porter Cap Foreman Silver 3 Skills: Cool, Evaluate, Intuition, Leadership Talents: Dealmaker, Embezzle, Etiquette (Criminals), Public Speaking Trappings: Gang of Stevedores, Whistle Dock Master Silver 5 Skills: Charm, Lore (Taxes) Talents: Kingpin, Menacing, Numismatics, Read/Write Trappings: Office and Staff,
Writing Kit 99 Look, I know we specialise in coal, but dont fence us in, well port anything goes here, mate. Albert Pfrtner, Coal Porter Listen, boy. Dont think them dockers have it easy. Its dangerous, claustrophobic work, with heavy goods and high stacks, and if its done wrong, the
cargo may overbalance, perhaps even capsizing the boat. What Im saying is, pay the Stevedores right and if you want a boat to sink, pay them extra. Aleida Fuchs, Merchant Amid the humdrum and repetition of the dockside there are good opportunities for adventure as a Stevedore gangs are virtually a law unto themselves, and they fight
for every foot of riverside that they command. Stevedores are useful characters to have around, able to handle themselves, and deal with lowlifes. III III Warh a mmer Fantasy Role play Wrecker Dwarf. Human, Wood Elf You lure vessels to a watery doom and make off with their cargo. Sometimes the gods send riverfolk an unexpected windfall
as goods wash up from an ill-fated vessel. Sometimes the gods need a helping hand: thats where Wreckers come in. Laying devious traps and sending disorienting signals, Wreckers lure unwary river traffic onto sand banks and rocks, then loot the wreck, no matter how any surviving crew may protest. Some Wreckers pride themselves on their clever
traps, making any wreck seem like an accident, and keeping a plausible distance from the actual looters. Some board ships by force and throw its crew overboard, expert at spotting under-armed boats with valuable cargo. These River Pirates are hunted by road and riverwardens, constantly moving to evade the authorities. We spied this juicy ripe
sloop on its way to Carroburg just as night was falling, and lit some fires on the left bank to make them think the village was a few hundred vards closer. They tacked to starboard just like we planned and hit the sand bank dead on. Sweet as, How were we to know the boat was transporting a company of pistoliers? Greta Lachsmann, shortly before her
hanging Look, if we let the crew live, theyll tell the wardens where we operate, so the only sensible thing is to kill em all. Mandel Stein, Pragmatic River Pirate A well-planned and executed wrecking is an adventure in itself: avoiding the authorities, disposing of the goods, keeping peoples mouths shut, and spending the ill-gotten gains all present their
own opportunities and dangers. And who knows what cargo they will find, and who may come pursuing those who stole it. Wrecker Advance Scheme WS h BS S T h I Agi Dex Int WP Fel h Career Path h Cargo
Scavenger Brass 2 Skills: Climb, Consume Alcohol, Dodge, Endurance, Row, Melee (Basic), Outdoor Survival, Swim Talents: Break and Enter, Criminal, Fisherman, Strong Back Trappings: Crowbar, Large Sack, Leather Gloves Wrecker Brass 3 Skills: Bribery, Cool, Intuition, Navigation, Perception, Set Traps Talents: Flee!, Rover, Strong Swimmer,
Trapper Trappings: Hand Weapon (Boat Hook), Leather Jack, Storm Lantern and Oil River Pirate Brass 5 Skills: Gossip, Intimidate, Ranged (Crossbow), Stealth (Rural) Talents: Dirty Fighting, Etiquette (Criminals), Menacing, Waterman Trappings: Crossbow with 10 Bolts, Grappling Hook and Rope, Riverboat Wrecker Captain Silver 2 Skills:
Leadership, Lore (Riverways) Talents: Furious Assault, In-fighter, Pilot, Warrior Born Trappings: Fleet of Riverboats and Wrecker Crew, Keg of Ale, Manacles 100 Cl ass and Careers - rogues Bawd Halfling, High Elf, Human Street-wise and mercenary, you make a living selling illicit goods in the seedier side of town. Bawds guide folk to establishments
offering a variety of illegal and immoral services. Though many Humans and Dwarfs have objections to such activities, most Halflings and High Elves are quite matter-offact about drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, or other houses of vice. Bawds include drug-dens, brothels, brothel
posed for by Bawds plucked from the street. Traveling armies are followed by camp followers, with Bawds among them looking to make coin in any way they can. Ringleaders, proprietors of establishments where Bawds gather, can accrue significant empires providing services to all types of rogues, from fences who need discreet access to rich clients,
to providing safe bolt-holes for gang bosses and crime lords. Bawd Advance Scheme WS BS S T I Agi Dex h h Int WP Fel h Career Path Hustler Brass 1 Skills: Bribery, Charm, Consume Alcohol, Entertain (Any), Gamble, Gossip, Haggle, Intimidate Talents: Attractive, Alley Cat, Blather, Gregarious Trappings: Flask of Spirits h Bawd Brass 3 Skills:
Dodge, Endurance, Intuition, Lore (Local), Melee (Basic), Perception Talents: Ambidextrous, Carouser, Criminal, Resistant (Disease) Trappings: Dose of Weirdroot, Quality Clothing Procurer Silver 1 Skills: Cool, Evaluate, Language (any), Lore (Law) Talents: Dealmaker, Embezzle, Etiquette (Any), Suave Trappings: A Ring of Hustlers Ringleader Silver
3 Skills: Leadership, Lore (Heraldry) Talents: Briber, Kingpin, Numismatics, Savvy Trappings: Townhouse with Discreet Back Entrance, a Ring of Bawds 101 Come to the Hammer and Bucket, home of the best music and entertainment in old Altdorf town! You will not be disappointed! Raynald Schmid, Bawd Scoff all you like, but those clothes cost
money. For a lad born neath the dung heap, he lives a life of luxury. Hertel Netzhoch, Innkeep Bawds living in urban areas sometimes travel to flee plagues and religious persecutions, the latter of which crop up all-to-frequently in areas dominated by Sigmar worship. Others, such as those who rove with entertainers, consider travel as part and parcel
of their occupation. Those who secure a patron might have significant lengths of time left to their own devices. III III Warh amm er Fantasy Role play Charlatan Halfling, High Elf, Human Unscrupulous and charming, you separate fools from their money; thankfully, there is no shortage of fools A Charlatan traffics in trust, yet profits from
treachery. By preying on emotions and psychological weaknesses, Charlatans offer their mark a prize that is too good to be true. Social privilege provides no protection, and even the loftiest citizens can fall victim to a skilled Charlatans. In addition to a knack for lying, a lack of conscience is also of benefit to Charlatans include Swindlers,
Con Artists, Gamblers, and other Scoundrels seeking to prey on the gullible. Halflings often operate distraction cons in small family groups. Young High Elves, slumming it with Humans, treat their cons as one big game, not motivated by profit, but to prove their superiority. Some experienced Charlatans work with artists, who forge documentation for
a cut of any profits. Ive carried this across countless leagues from the highest towers of the Elves. See how it sparkles in the moonlight? Only magic can cause this inner light! Unbelievable as it may be, I must grudgingly part with it. For such power, any price is but a trifle! Wolmar Rotte, Con Man The last living heir of Lord Schwalb, you say?
Hogwash! Youre the fifth heir to call this afternoon! How much did you pay for that scrap of paper? Better yet, whos the swindler what sold it to you? Gerold Behn, Irritated Butler To avoid rousing suspicion, Charlatans rarely stay in one area for long. Few Swindlers openly admit to their calling, preferring instead to masquerade as anyone other than
themselves. Because of this, there is little stopping Charlatans from pursuing side-matters of interests; equally, afterwards, they can return to grafting anywhere with rich fools willing to part with coin on naught but a promise. charlatan Advance Scheme WS BS S T I h Agi Dex Int WP h Fel h Career Path h Swindler Brass 3 Skills: Bribery, Consume
Alcohol, Charm, Entertain (Storytelling), Gamble, Gossip, Haggle, Sleight of Hand Talents: Cardsharp, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Diceman, Etiquette (Any), Luck Trappings: Backpack, 2 Sets of Clothing, Deck of Cards, Deck o
1 Forged Document, 2 Sets of Quality Clothing, Selection of Coloured Powders and Water, Selection of Trinkets and Charms Con Artist Silver 2 Skills: Language (Thief), Lore (Heraldry), Pick Lock, Secret Signs (Thief) Talents: Attractive, Cat-tongued, Dealmaker, Read/Write Trappings: Disguise Kit, Lock Picks, Multiple Forged Documents Scoundrel
Silver 4 Skills: Lore (Genealogy), Research Talents: Gregarious, Master of Disguise, Nose for Trouble, Suave Trappings: Forged Seal, Writing Kit 102 Cl ass and Careers - rogues Fence Dwarf, Halfling, Human A shrewd assessor of valuables, youll buy anything, legal or not, and turn it around for a tidy profit. A Fence buys thieves spoils and sells it on
for profit, often to those unaware the goods are stolen. Successful Fences sometimes operate as pawn brokers, importers, or other merchants. Others prefer to remain mobile, trafficking only in portable items. Though the average Fence deals in goods and valuables, there are also well-informed specialists who focus on information and forbidden
knowledge. Some Fences move stolen in Altdorf is easier to sell in Talabheim to an audience unaware of the theft. When high profile items vanish, Fences are also the first individuals to be consulted by those looking to acquire them. Some Fences even take commissions from clients, connecting them with
those who can steal to order. Fence Advance Scheme WS BS S T I Agi h Dex Int WP Fel h Career Path h Broker Silver 1 Skills: Charm, Consume Alcohol, Dodge, Evaluate, Gamble, Gossip, Haggle, Melee (Basic) Talents: Alley Cat, Cardsharp, Dealmaker, Gregarious Trappings: Hand Weapon, Stolen Goods worth 3d10 Shillings Fence Silver 2 Skills:
Cool, Intimidate, Intuition, Perception, Secret Signs (Thief), Trade (Engraver) Talents: Criminal, Etiquette (Criminals), Numismatics, Savvy Trappings: Eye-glass, Trade Tools (Engraver), Writing Kit Master Fence Silver 3 Skills: Bribery, Entertain (Storytelling), Lore (Art), Lore (Local) Talents: Kingpin, Strike to Stun, Suave, Super Numerate
Trappings: Pawnbrokers Shop Black Marketeer Silver 4 Skills: Lore (Heraldry), Research Talents: Dirty Fighting, Iron Will, Menacing, Briber Trappings: Hired Muscle, Network of Informants, Warehouse 103 I know its stolen. So when I ask you if its stolen, dont insult me by telling me it isnt
stolen. Lucky for you, I deal in stolen, so stop panicking. Elene Weslach, Mover Why am I called a Fence? Well, its because I provide you with some de-fence from being caught, innit. So, you go thief, and Ill make sure you dont have to worry about how to shift the merchandise. Think of me like your partner-in-crime. Boil Vakram, Fence The search for
buyers and sellers, or the need to escape a terrible situation, can take a Fence anywhere. They can be found across the Empire and in many regions beyond its borders. Up-and-coming Brokers transport illicit goods between Old World cities in search of buyers. Others, looking to make a name for themselves elsewhere, attempt to make their own
niches in existing city underworlds. Given that their interests often collide, Fences and merchants make occasional bedfellows, as well. With all of this criminal activity and movement, trouble often follows. III III Warh a mm er Fantas y Role play Grave Robber You cant take it with you... but I can certainly take it with me. Symon Schreiber,
Grave Robber Halfling, Human You brave the threat of necromancy, stealing from the dead to line your own pockets. Trafficking in bodies and physicians for fresh cadavers. As well as the scholarly market, corpses sometimes interred with all manner of valuables can be found beneath the
ravenstones in the tombs of Morrs Gardens. Because their labours are obvious, illegal, and sacrilegious, Grave Robbers usually work under cover of darkness. Body Snatchers have been known to cut out the middle man and take beggars or other unfortunates straight off the streets. Tomb Robbers avoid the legal dangers of looting the recently dead,
and instead journey to ancient ruins and barrows, risking the restless dead and brigands alike. Peculiarly, some successful Treasure Hunters find themselves celebrated as heroes, their treasures sold to, and displayed by, the aristocracy. Its even rumoured that the great wealth of one of the Knightly Orders came from a group of their members
plundering a foreign tomb. Its not just the jewels, Herbert. Look at all the bones! Theres professors in Altdorf whod pay good money for these! Tyle the Ghoul Grubsch, Body Snatcher The nightmares of Khemri still haunt me. The curses cast by those long-dead tyrants have sealed my fate. I only hope Morr can put a stop to the necromancy that rots
my bones and blackens my heart. Lady Estelle Hauptleiter, Treasure Hunter (deceased) Grave Robbers easily take to the adventuring life, especially if their nocturnal sojourns are discovered by unsympathetic authorities. They may also be sought out by antiquarians who wish to engage their expert services in the excavation of a tomb, or perhaps they
will feel compelled to track down a suspected necromancer who is using corpses for nefarious purposes. Grave Robber Advance Scheme WS BS S T h I Agi Dex Int h WP Fel h Career Path h Body Snatcher Brass 2 Skills: Climb, Cool, Dodge, Endurance, Gossip, Intuition, Perception, Stealth (Any) Talents: Alley Cat, Criminal, Flee!, Strong Back
Trappings: Crowbar, Handcart, Hooded Cloak, Tarpaulin Grave Robber Brass 3 Skills: Bribery, Endurance, Evaluate, Haggle, Lore (Medicine), Melee (Basic) Talents: Break and Enter, Night Vision, Resistance (Disease), Very Strong Trappings: Crowbar, Hand Weapon, Spade, Storm Lantern and Oil Tomb Robber Silver 1 Skills: Drive, Lore (History),
Pick Lock, Set Trap, Talents: Read/Write, Strike Mighty Blow, Tenacious, Tunnel Rat Trappings: Hand Weapon (Pick), Horse and Cart, Leather Jack, Rope, Trade Tools (Undead), Sixth Sense, Strongminded, Trapper Trappings: Bedroll, Maps, Tent, Trade Tools
(Engineer), Writing Kit 104 Cl ass and Careers - roques Outlaw Dwarf, Halfling, High Elf, Human, Wood Elf You prey upon travellers, extracting a toll from the vulnerable travellers and merchant caravans. They lead dangerous and often hardscrabble lives. Many do
not see themselves as criminals, but as oppressed groups trying to live their lives free from outside constraints. Many Wood Elf outlaws may form bands of their
own, sometimes even uniting several bands under a single banner. Such Bandit Kings are feared and reviled by noble and peasant alike. Though few Outlaws discriminate in choosing their prey, some claim to protect the common man. These do-gooders focus their larceny on greedy nobles and, in return, locals may provide them with food,
information, and safe harbour. Outlaw Advance Scheme WS h BS T h h I Agi Dex Int WP Fel Career Path h Brigand Brass 1 Skills: Athletics, Consume Alcohol, Cool, Endurance, Gamble, Intimidate, Melee (Basic), Outdoor Survival Talents: Combat Aware, Criminal, Rover, Flee! Trappings: Bedroll, Hand Weapon, Leather Jerkin, Tinderbox Outlaw
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Brass 2 Skills: Dodge, Heal, Lore (Local), Perception, Ranged (Bow), Stealth (Rural) Talents: Dirty Fighting, Marksman, Strike to Stun, Trapper Trappings: Bow with 10 Arrows, Shield, Tent Outlaw Chief Brass 4 Skills: Gossip, Intuition, Leadership, Ride (Horse) Talents: Rapid Reload, Roughrider, Menacing, Very Resilient Trappings: Helmet, Riding
Horse with Saddle and Tack, Sleeved Mail Shirt, Band of Outlaws Bandit King Silver 2 Skills: Charm, Lore (Empire) Talents: Deadeye Shot, Fearless (Road Wardens), Iron Will, Robust Trappings: Fiefdom of Outlaw Chiefs, Lair 105 They were children, not brigands. Starving, filthy, sickly. They held us under the sight of their arrows and we stood fast
my sons age, they were. Children. Killed six of us Valentin Behr, Road Warden ...and he says, Titus, why dyou carry them shears? And I says, These? And I says, These? And I says, These? And he says, Titus, why dyou carry them shears? And I says, These? And I s
right quick. And if they dont. Hehehe. Titus Widmann, Outlaw bands are not all wild mobs, so many can be reasoned with if approached correctly. An Outlaw might be asked to accompany a group of adventurers as a quide or to protect them, especially if the group are trying to stop unholy activity in a Bandit Kings domain. Individual Outlaws
may find it simple to join an adventuring band, although they may need to disguise themselves if they go anywhere the Outlaw is wanted. III III War ham mer Fantasy Role et length and extorting money from the weak. Racketeer Dwarf, Halfling, Human You are part of an organised criminal gang, collecting debts and extorting money from the weak. Racketeer Dwarf, Halfling, Human You are part of an organised criminal gang, collecting debts and extorting money from the weak. Racketeer Dwarf, Halfling, Human You are part of an organised criminal gang, collecting debts and extorting money from the weak.
law-abiding citizens and merchants, providing protection or some similar fraudulent service. If the fees are not paid on time, the victims, their families, and their livelihoods are at considerable risk. Large gangs bribe or intimidate local authorities to ignore their activities; their Thugs are always willing to kill or worse to keep business running
smoothly. Thugs are employed to collect debts of all kind, especially those incurred through gambling losses or high-interest-rate loans. In a world brimming with poverty, the promise of easy wealth is an allure countless fools are unable to ignore. The more organised the graft, the larger and more complex the organisations running them become
While the smallest rackets are run by small gangs with limited territory beyond a building or two, the largest can span cities or even entire provinces, and the Crime Lords who run them can wield extraordinary power. I hope you have Hazelmanns money because I really hate the sound of breaking fingers. Claus Betelhof, Well-Mannered Racketeer IF
YOU CANT PAE THE DEBT, DONT MAKE THE BET. Sign in Boscos Bones (Altdorf gambling house) or bosco wil brake ya legs Boscos Bones (Sign Addendum scrawled in chalk Thugs and Racketeers are always willing to resort to threats and violence, making them valuable members of any party that expects to face aggressive opposition. Gang Bosses
might even take their business on the road, looking to expand their territory or explore new opportunities for intrigue and profit. Given the competitive nature of such rackets, even the most powerful Crime Lords might find themselves deposed by opponents or treachery. Forced to hide or flee, such experienced crooks can seek to use a group of
experienced adventurers to their advantage. Racketeer Advance Scheme WS h BS S T h h I Agi Dex Int WP Fel Career Path h Thug Brass 3 Skills: Consume Alcohol, Cool, Dodge, Endurance, Intimidate, Lore (Local), Melee (Brawling), Stealth (Urban) Talents: Criminals, Etiquette (Criminals), Menacing, Strike Mighty Blow Trappings: Knuckledusters,
Leather Jack Racketeer Brass 5 Skills: Bribery, Charm, Evaluate, Gossip, Language (Estalian or Tilean), Melee (Basic) Talents: Embezzle, Street Fighting, Strike to Stun, Warrior Born Trappings: Hand Weapon, Hat, Mail Shirt Gang Boss Silver 3 Skills: Intuition, Leadership, Perception, Ranged (Crossbow) Talents: Fearless (Watchmen), Iron Will,
Resistance (Poison), Robust Trappings: Crossbow Pistol with 10 Bolts, Gang of Thugs and Racketeers, Lair Crime Lord Silver 5 Skills: Lore (Law), Lore (Politics) Talents: Commanding Presence, Kingpin, Frightening, Wealthy Trappings: Network of Informers, Quality Clothing and Hat, Subordinate Gang Bosses 106 Cl ass and Careers - rogues Thief
One creaky floorboard in the whole place and Im the one to find it Alette Zimmermann, Thief, Jailed Dwarf, Halfling, Human You steal from others in order to line your own pockets, and youre rather good at it. What the...? Those arent dogs... theyre bears! Marx the Mauled, Unlucky Thief Thieves steal all manner of wealth and goods from their fellow
man. From the lowliest footpad to the wiliest burglar, the thought of an honest days work in return for a respectable wage is little more than a bad joke. Thieves often organize themselves into gangs alongside charlatans, racketeers, and fences to further their mutual wealth. Bitter feuds between such illicit organisations have been known to last for
years or even decades. The lowliest Thieves target individuals, picking pockets or waylaying victims in rat-infested alleyways. Burglars avoid confrontation by breaking into businesses and residences, carrying off portable valuables. More ambitious thieves scope out their targets for days or weeks, even going so far as to infiltrate their target locations
to get a more precise lay of the land. Working with other professional burglars, such experts can only dream. No, the list of charges does not include, Stealing the magistrate who has a heart. Leonora Nithardt, Magistrate Thief Advance Scheme
WS BS S T I Agi h h Dex Int WP Fel h Career Path h Prowler Brass 1 Skills: Athletics, Climb, Cool, Dodge, Endurance, Intuition, Perception, Stealth (Urban) Talents: Alley Cat, Criminal, Flee!, Strike to Stun Trappings: Crowbar, Leather Jerkin, Sack Thief Brass 3 Skills: Evaluate, Gossip, Lore (Local), Pick Lock, Secret Signs (Thief), Sleight of Hand
Talents: Break and Enter, Etiquette (Criminals), Fast Hands, Shadow Trappings: Trade Tools (Thief), Rope Master Thief Brass 5 Skills: Bribery, Gamble, Intimidate, Ranged (Crossbow) Talents: Night Vision, Nimble Fingered, Step Aside, Trapper Trappings: Crossbow Pistol with 10 Bolts, Throwing Knives Cat Burglar Silver 3 Skills: Charm, Set Trap
Talents: Catfall, Scale Sheer Surface, Strong Legs, Wealthy Trappings: Dark Clothing, Grappling Hook, Mask or Scarves 107 Thieves who run afoul of the law are obliged to hide or flee from justice, putting many would-be inmates on the run. Sometimes the very items stolen by Thieves are of such exorbitant value or supernatural quality they seem to
attract trouble like a mouldering corpse draws flies, which can lead them into all sorts of unexpected adventurers, and reliable examples can expect to be wellcompensated for their skills. III III Warh a mmer Fantasy Role play Witch Human Wilful and ambitious, you strive to
master magic without an officially sanctioned licence to operate. Any with the rare talent to wield magic must, by law, be trained by Magisters of the College of Magic. Not everyone accepts such a fate; some hide their powers or go on the run. Such folk are called Witches. They risk insanity and damnation as magic burns through them without correct
tutelage, and rarely understand the nature of the forces in which they dabble. Others embrace their burgeoning powers wholeheartedly, accepting the risks. Witches come in all varieties, with the talent to wield magic playing no favourites. Some are benign figures simply seeking freedom. Others are nobles refusing to accept they are Witches, for to
do so is to be disinherited. Yet others are terrified of what they may become, so run away. Whatever the case, few will admit what they are, as all risk burning by over-zealous Sigmarites. Do you think only Magisters can wield magic? Think again! I, too, have such understanding, and I refuse to become a slave to the socalled Colleges. Apprentice
Franz Zimmel of the Gold Order, 3 months before being captured by a Witch Hunter Witches lead dangerous lives. Though some pose as Magisters, such deceptions are easily discerned by anyone with any knowledge of magic. Nevertheless, bands of adventurers especially those without unwavering faith or moral qualms rarely care for the specifics of
a Witchs education so long as the methods used are effective and have no truck with the Dark Gods. Although unsanctioned witchery is illegal carrying the death penalty most Magisters have a brief experience as a Witch before entering the Colleges of Magic. This is acknowledged by both the Colleges and the cults, so a Witch, if discovered, should
submit to the authorities. Training in the Colleges could be covered as time between adventures, meaning the Witch can return at a later date in the Wizard career, or it could become the focus of a new adventures, meaning the Witch Advance Scheme WS h BS S T h I Agi Dex Int WP Fel h Career Path h Hexer Brass 1 Skills: Channelling, Cool, Endurance, Gossip
Intimidate, Language (Magick), Sleight of Hand, Stealth (Rural) Talents: Criminal, Instinctive Diction, Menacing, Petty Magic Trappings: Candles, Chalk, Doll, Pins Witch Brass 2 Skills: Charm Animal, Dodge, Intuition, Melee (Polearm), Perception, Trade (Herbalist) Talents: Arcane Magic (Witchery), Attractive, Sixth Sense, Witch! Trappings:
Quarterstaff, Sack, Selection of Herbs, Trade Tools (Herbalist) Wyrd Brass 3 Skills: Bribery, Charm, Haggle, Lore (Dark Magic) Talents: Animal Affinity, Fast Hands, Frightening, Magical Sense Trappings: Backpack, Cloak with Several Pockets, Lucky Charm Warlock Brass 5 Skills: Lore (Daemonology), Lore (Magic) Talents: Aethyric Attunement
Luck, Strong-minded, Very Resilient Trappings: Robes, Skull 108 Classal, Reiklands 5th Regiment of Cavalry High Elf, Human, Wood Elf A dashing and fearless rider, you bring speed, versatility, and skill-atarms to the battlefield. Whether its
units of Pistoliers, Outriders, Demilancers, Horse Archers, or similar, Cavalrymen are deployed for maximum strategic advantage. On campaign, that means scouting, raiding, harassing the enemy lines, or defending foragers. On the battlefield, they are also particularly versatile, able to strike quickly and melt away. For speed of movement, scouting
versatility, and sheer lan, Cavalrymen cannot be rivalled. Swift, lightly-armoured cavalry is employed by most armies, including forces of the cults and less formal armed bands including mercenaries or private armies, including forces of the cults and less formal armed bands including forces of the most feared light cavalry in the Old
World. Cavalryman Advance Scheme WS h BS S T h I Agi Dex Int WP Fel h Career Path h Horseman Silver 2 Skills: Animal Care, Charm Animal, Endurance, Language (Battle), Melee (Basic), Outdoor Survival, Perception, Ride (Horse) Talents: Combat Aware, Crack the Whip, Lightning Reflexes, Roughrider Trappings: Leather Jack, Riding Horse with
Saddle and Tack Cavalryman Silver 4 Skills: Charm, Consume Alcohol, Cool, Gossip, Melee (Cavalry), Ranged (Blackpowder) Talents: Etiquette (Soldiers), Gunner, Seasoned Traveller, Trick Riding Trappings: Breastplate, Demilance, Helmet, Light Warhorse with Saddle and Tack, Pistol with 10 Shots, Shield Cavalry Sergeant Gold 1 Skills: Intimidate,
Intuition, Leadership, Lore (Warfare) Talents: Combat Reflexes, Fast Shot, Inspiring, Reaction Strike, Robust Trappings: Deck of Cards, Quality Clothing 109 An outrider came by yesterday, checking to see if we were safe. Gosh, he
was so handsome and dashing, who wouldn't want to go outriding with him? He grabbed my buns and was off like the wind. Never paid for them, mind. Lena Fluffe, Walfenburg baker A cavalryman currently in the State Army is not just going to drop everything on a whim. Should they have something they wish to personally pursue, they will require
permission from senior officers, perhaps buy out their commission if they have one, or go absent without leave. As an alternative, they could be ordered to investigate matters of importance by their superiors? Mercenary cavalrymen have more flexibility to strike out adventuring, being little more than hired swords. III III Warhammen have more flexibility to strike out adventuring, being little more than hired swords. III III Warhammen have more flexibility to strike out adventuring, being little more than hired swords. III III warhammen have more flexibility to strike out adventuring, being little more than hired swords. III III warhammen have more flexibility to strike out adventuring, being little more than hired swords. III III warhammen have more flexibility to strike out adventuring flexibility flexibility to strike out adventuring flexibility flexibility
oleplay Guard I stood outside the shrine for thirty days and thirty nights, without fail. No-one got in and no-one got out. Of course, it turned out I was stood outside the wrong door. Ernst Bluchard, Ex-Temple Guard of Manann Dwarf, Halfling, High Elf, Human, Wood Elf Your job is simple: keep undesirables out. The best way to keep something
safe is to post a guard. Guarding looks easy enough, its usually standing around doing very little. Guards live and die, quite literally, by how they behave during that one moment when they are required to spring into action. The best can command high wages and are entrusted with the lives of the Empires finest personages and most valuable items.
Guards are everywhere, from the Imperial palace down to bouncers who stand outside taverns all night, ready to throw drunkards into the street. They also include grave wardens those who defend Morrs Gardens in the dead of night, watchful for grave robbers and temple guards who defend holy sites and important priests. Merchants often employ
many Guards to defend their valuable stock. Some claim bodyguards have it best because they stay close to their esteemed employers, and often partake of a life far beyond that which their station would normally allow. If youre not coming in! Anonymous Altdorf guard to the Grand Theogonist at the coronation of Karl-Franz I,
apocryphal Guards can find adventure when their guardianship is compromised. Any guard worth his salt would wish to follow up and investigate those who have thwarted them, and get whatever they were guarding back to its true owner. This could easily turn into an exciting adventure. Many of those going on expeditions will require guards to
accompany them, to adventure, profit or an untimely demise. Guard Advance Scheme WS h BS S T h I Agi Dex Int WP Fel h Career Path h Sentry Silver 1 Skills: Consume Alcohol, Endurance, Entertain (Storytelling), Gamble, Gossip, Intuition, Melee (Basic), Perception Talents: Diceman, Etiquette (Servants), Strike to Stun, Tenacious Trappings:
Buckler, Leather Jerkin, Storm Lantern with Oil Guard Silver 2 Skills: Athletics, Cool, Dodge, Intimidate, Melee (Polearm), Ranged (Bow) Talents: Reversal, Shieldsman, Strike Mighty Blow Trappings: Bow with 10 Arrows, Sleeved Mail Shirt, Shield, Spear Honour Guard Silver 3 Skills: Heal, Language (Battle), Lore (Etiquette), Melee (Two
handed) Talents: Fearless (Intruders), Jump Up, Stout-hearted, Unshakeable Trappings: Great Weapon or Halberd, Helmet, Uniform Guard Officer Silver 5 Skills: Leadership, Lore (Warfare) Talents: Combat Master, Furious Assault, Iron Will, Robust Trappings: Breastplate 110 C l a s s a n d C a r e e r s - wa r r i o r s Knight High Elf, Human, Wood Elf
Thundering into battle on a heavy charger, you dominate the field, spreading fear in your wake. Many believe heavy cavalry are the pre-eminent warriors of the Old World. A massed charge is an awesome sight, but even alone a Knight can stand as a one-person army. There are many Knightly Orders in the Empire, the most famous including the
Reiksguard, the White Wolves, the Knights Panther, and the Knights Griffon, each of which have their own gloried history and mighty heroes. Most Empire Knights belong to secular knights belong to secular knights orders, those dedicated to the service of a single deity
are just as common but are somewhat more independent. Alongside these are an uncounted number of free-lances, mercenary knights, and disgraced knights, most of whom sell their lance to the highest bidder. Knight Advance Scheme WS BS S T h I Agi h h Dex Int WP Fel Career Path h Squire Silver 3 Skills: Athletics, Animal Care, Charm Animal
Heal, Lore (Heraldry), Melee (Cavalry), Ride (Horse), Trade (Farrier) Talents: Etiquette (any), Roughrider, Sturdy, Warrior Born Trappings: Leather Jack, Mail Shirt, Riding Horse with Saddle and Tack, Shield, Trade Tools (Farrier) Knight Silver 5 Skills: Cool, Dodge, Endurance, Intimidate, Language (Battle), Melee (Any) Talents: Menacing, Seasoned
Traveller, Shieldsman, Strike Mighty Blow Trappings: Destrier with Saddle and Tack, Melee Weapon (Any), Lance, Plate Armour and Helm First Knight Gold 2 Skills: Charm, Consume Alcohol, Leadership, Lore (Warfare) Talents: Fearless (Any), Stout-hearted, Unshakeable, Warleader Trappings: Barding, Small Unit of Knights Knight of the Inner
Circle Gold 4 Skills: Lore (Any), Secret Signs (Knightly Order) Talents: Disarm, Inspiring, Iron Will, Strike to Injure Trappings: Plumed Great Helm, Squire, Large Unit of Knights or Several Small Units of Knights or Several Small Units of Knights or Several Small Units of Knights 111 The knight demanded I get out of his way. Why? I asked. I am in the service of the people, he replied. Well, Im the people, I said, so I
dont have to get out of your way. He didnt have an answer to that, of course. So he punched me in the face! Holger Kass, 1st Bgenhafen Halberdiers Lady Myrmaelia Jaeke is the finest knight in the Order of the Blazing Sun. How can I be so sure? Well, I used to hold that title, and she bested me. Birgitte van der Hoogenband, Abbess-General of the
Monastery of the Black Maiden, former Knight of the Blazing Sun. Knights might be asked to venture out to fulfil a duty on behalf of their Order or be sought out by nobles and employed to accompany a restless heir around the Empire. Similarly, templars will have responsibility to do their gods will. All of these provide perfect opportunities for
Knights looking to adventure. By comparison, a free-lance is just that, and a life of adventure is what they follow by default. III III Warh ammer Fantasy Role play Pit Fighter Dwarf, Halfling, High Elf, Human, Wood Elf You fight for money, for glory, and for the entertainment of the masses. Watching fights is a popular pastime. In the cities what they follow by default.
organised fights take place every night. There is money to be made charging spectators, and even more in gambling on the result. Winners earn coin and are celebrated as local heroes. Losers are hurt or killed. Because pit fighting is officially frowned upon, the fights are often controlled by criminal gangs, but the rich love to slum it on occasion.
especially if it involves a little bloodshed. The gladiators of Tilea are the most renowned pit fighters, though the chain-fighters of Marienburg and bear-wrestlers of Kislev draw a crowd. Pugilists and wrestlers might fight a celebrated opponent in
front of cheering crowds. Knives, clubs, chains, boxing, wrestling, there is an almost endless variation of styles and codes a Pit Fighter might adopt. It was my big chance. The biggest fight of my life. Then the Hooks came and told me to go down in the fourth or theyd chop off my hand. Well, you know me, of course I went and won anyway. And Ive no
regrets. After all, there are lots of things you can do with one hand. Sigurda the Bull, Arm Wrestler Roll up! Roll up! Roll up! Roll up! Roll up! Dare you face the might of Gosser Papa? Could you last three minutes with Resige Heuhaufer! Raimund Heenan, Ring Announcer Many Pit Fighters fall into their sport because they have the talent and they simply need the money.
Some would jump at the chance to leave their seedy world behind and put their talents to a slightly better use. Fortunately, Pit fighters are generally free to use their time as they will, provided they turn up on time for the next big fight, and even if they dont, there is always another pit Pit Fighter Advance Scheme WS h BS S T h h I Agi Dex Int WP Fel
Career Path h Pugilist Brass 4 Skills: Athletics, Cool, Dodge, Endurance, Gamble, Intimidate, Melee (Brawling) Talents: Dirty Fighter, In-fighter, In-
Talents: Ambidextrous, Combat Reflexes, Dual Wielder, Shieldsman Trappings: Flail or Great Weapon, Net or Whip, Shield or Buckler Pit Champion Silver 5 Skills: Consume Alcohol, Gossip, Lore (Anatomy), Perform (Fight) Talents: Combat Master, Disarm, Menacing, Robust Trappings: Breast Plate, Helmet Pit Legend Gold 2 Skills:
Charm, Ranged (Any) Talents: Frightening, Furious Assault, Implacable, Reaction Strike Trappings: Quality Helmet 112 Classand are not generally fussy about the
sort of work they take on. A merchant might want to frighten their business rival. An employer might decide his workers need a bit of encouragement to get a job done quicker. A noble might want his daughters no-good suitor to be frightened off. Protagonists are the ones they turn to, and those with the worst reputation get the best jobs. A
Protagonist could be the brute in the local bar everyone knows will bully for coin, or with the reputation for unflinching but the coin. Some are simple bullies who resort to picking arguments and fights with likely looking targets to see if they can
score any money from the situation. Protagonist Advance Scheme WS h BS S T h I Agi Dex Int WP Fel h Career Path h Braggart Brass 2 Skills: Athletics, Dodge, Endurance, Entertain (Taunt), Gossip, Haggle, Intimidate, Melee (Any) Talents: In-fighter, Dirty Fighting, Menacing, Warrior Born Trappings: Hood or Mask, Knuckledusters, Leather Jack
Protagonist Silver 1 Skills: Bribery, Charm, Intuition, Melee (Basic), Perception, Ride (Horse) Talents: Combat Reflexes, Criminal, Reversal, Strike to Stun Trappings: Hand Weapon, Mail Shirt, Riding Horse with Saddle and Tack, Shield Hitman Silver 4 Skills: Climb, Cool, Navigation, Ranged (Thrown) Talents: Careful Strike, Disarm, Marksman,
Relentless Trappings: Cloak, Garotte, Poison, Throwing Knives Assassin Gold 1 Skills: Entertain (Acting), Ranged (Crossbow with 10 shots, Disguise Kit 113 Remember Thommy Two Knives? Im not saying he crossed me. Im just saying you don't see him
walking round town no more, do you? Gilly Three Knives, Protagonist Yeah, Big Yuri came round and destroyed all my merchandise. Said this town was only big enough for one lotus dealer, and that was the end of that. Toni Miragliano, Lotus Dealer On
the face of it, Protagonists are always up for an adventure because they will usually expect to get paid for services rendered. Whether they will join others without a guarantee of payment is a question they will usually expect to get paid for services rendered. Whether they will need to ask themselves. Could a hardened protagonist find a cause they will voluntarily pursue? Perhaps they
could even turn over a new leaf? III III War ham mer Fantasy Roley leplay Slayer Dwarfs suffer an unacceptable shame incarnate, seeking a worthy death to reclaim your lost honour. When Dwarfs suffer an unacceptable shame incarnate, seeking a worthy death to reclaim your lost honour.
their bodies in tattoos, shaving the sides of their head, dying their remaining hair a brilliant orange, and spiking it with animal grease, they set off into the world, axe in hand, seeking a glorious death. Slayers wander the Old World hunting deadly beasts, such as Trolls, Giants, or Dragons. Because of the shame they carry, many suffer from bouts of
depression, glutting themselves on food, alcohol, or stronger stimulants. The more foes Slayers face and survive, the more dangerous and crazed they become, hunting progressively deadlier creatures in the hopes of finding something that can kill them. Slayer Advance Scheme WS h BS S T h I Agi Dex Int WP Fel h We avoid them, if given the choice.
They are outcasts and have no honour, only the hope of reclaiming such. Still, well feed them, and give them a place to rest. They are Grimnirs Chosen, now Dimrond Zindrisson, Miner Herwig didnt mean nothing by it, honest. He just asked why the Dwarf had them strange tattoos. It happened so fast, I didnt even see the Dwarf move, just Herwig
hitting the floor. Regimius, Stevedore Were all going to die, manling. Its the manner of our going that counts. Gotrek Gurnisson, Slayers will occasionally take other odd jobs, for drinking money or to finance their travels, but will
seek death along the way. All Slayers previously had a life and a career, so there is more to them than simply being a warrior with a deathwish. Playing a Slayer is a unique experience because your character wants to die. Embrace this. Seek a mighty doom. Reclaim your honour. Die well. Career Path h Troll Slayer Brass 2 Skills: Consume Alcohol,
Cool, Dodge, Endurance, Gamble, Heal, Lore (Trolls), Melee (Basic) Talents: Dual Wielder, Fearless (Everything), Frenzy, Slayer Trappings: Axe, Flask of Spirits, Shame, Tattoos Giant Slayer Brass 2 Skills: Evaluate, Intimidate, Language (Battle), Lore (Giants), Melee (Two-handed), Outdoor Survival Talents: Hardy, Implacable, Menacing, Reversal
Trappings: Great Axe, Jewellery, Trolls Head Dragon Slayer Brass 2 Skills: Entertain (Storytelling), Lore (Dragons), Perception, Ranged (Thrown) Talents: Ambidextrous, Furious Assault, Relentless, Robust Trappings: Giants Head, Throwing Axes Daemon Slayer Brass 2 Skills: Intuition, Lore (Chaos) Talents: Combat Master, Frightening, Strike Mighty
Blow, Very Strong Trappings: Dragons Head 114 Classand Careers, warriors Soldier Dwarf, Halfling, High Elf, Human, Wood Elf You are paid to train, be disciplined, and, when the need comes, go to war. By the command of Emperor Magnus the Pious after the Great War Against Chaos, all provinces of the Empire had to maintain a
standing State Army. Soldiers are the mainstay of these armies, trained to fight as part of a larger group with individual skill supplemented by strength in numbers. Rarely encouraged to think for themselves, Soldiers are famous for their stoic fatalism as they are ordered from pillar to post in the service of their betters. Soldiers could be archers,
crossbowmen, halberdiers, handgunners, swordsmen, or spearmen, and that just in a typical State regiment. Dwarfs employ soldiers like Hammerers and Thunderers, while Elven rank and file are usually archers and spearmen. There are many other Soldiers like Hammerers and Thunderers, while Elven rank and file are usually archers and spearmen.
cult forces, and more. Soldier Advance Scheme WS h BS S T h I Agi Dex Int WP Fel h Career Path h Recruit Silver 1 Skills: Athletics, Climb, Cool, Dodge, Endurance, Language (Battle), Melee (Basic), Play (Drum or Fife) Talents: Diceman, Marksman, Strong Back, Warrior Born Trappings: Dagger, Leather Breastplate, Uniform Soldier Silver 3 Skills:
Rank, Unit of Troops Officer Gold 1 Skills: Lore (Warfare), Navigation Talents: Inspiring, Public Speaking, Seasoned Traveller, Stout-hearted Trappings: Letter of Commission, Light Warhorse with Saddle and Tack, Map, Orders, Unit of Soldiers, Quality Uniform, Symbol of Rank 115 Go down to the bottom of the hill, the captain told us. So we did, and
the general told us to go up to the top of the hill and await further orders. Then the captain told us we were wanted at the bottom. Holger Kass, 1st Bgenhafen Halberdiers Though Lords and far away. Marching Song, Reikland 118th Regiment of
Foot, The Greenbacks Soldiers have little free time, but they still have adventuring opportunities. Outside campaigning season, many receive extended periods of leave. Officers of the State Armies can also command small bands of Soldiers to investigate unusual happenings in their regiments territory and some officers view this kind of adventuring
as excellent training to keep their Soldiers sharp. Non-human Soldiers will often be on missions in the Empire that are adventures by their very nature. III III War ham mer Fantasy Role en en issue that are adventures by their very nature. III III War ham mer Fantasy Role en empire with righteous fury. Some cults of the Empire have
clerics trained for war. In the Reikland, the Warrior Priests of Sigmar are the most common example of this, and most armies of the Empire are accompanied by hammerbearing priests encouraging the soldiers in the name of Sigmar. But other cults, especially those of Myrmidia, Ulric, Taal, and Morr, have Warrior Priests of their own, each with their
unique views as to how war should be conducted. Away from the battlefield, Warrior Priests are also expected to administer to soldiers spiritual wellbeing, as well as making sure morale stays high and discipline is ordered. Some orders of Warrior Priests swear oaths to roam the Empire, seeking heresy wherever it lies, helping where they can. Others
prefer not to join armies, but lead them Surrounded, we were, Greenskins on all sides. They knew we were done. Then the priest raises his hammer towards the sky and bellows his prayer. And as the words echoed to silence, the lightning struck. And we were all unharmed, I swear to Sigmar. But the Goblins? All dead. Holger Kass, 1st Bgenhafen
Halberdiers While many Warrior Priests stay with the army, some serve their cult in missionary work, and others wander the Empire as they might require the permission of their cult, and perhaps their commanders. WArrior Priests
Advance Scheme WS h BS S T h I Agi Dex Int WP Fel h Career Path h Novitiate Brass 2 Skills: Cool, Dodge, Endurance, Heal, Leadership, Lore (Theology), Melee (Any), Pray Talents: Bless (Any), Etiquette (Cultists), Read/Write, Strong-minded Trappings: Book (Religion), Leather Jerkin, Religious Symbol, Robes, Weapon (Any Melee) Warrior Priest
Silver 2 Skills: Charm, Entertain (Speeches), Intimidate, Language (battle), Melee (Any), Ranged (Any), Priest Sergeant Silver 3 Skills: Animal Care, Intuition, Perception, Ride (Horse) Talents: Combat Aware, Holy Visions, Pure Soul, Stouthearted
Trappings: Light Warhorse with Saddle and Tack Priest Captain Silver 4 Skills: Consume Alcohol, Lore (Warfare) Talents: Fearless (Any), Furious Assault, Holy Hatred, Warleader Trappings: Religious Relic 116 IV s kills: Consume Alcohol, Lore (Warfare) Talents: Fearless (Any), Furious Assault, Holy Hatred, Warleader Trappings: Religious Relic 116 IV s kills: Consume Alcohol, Lore (Warfare) Talents: Fearless (Any), Furious Assault, Holy Hatred, Warleader Trappings: Religious Relic 116 IV s kills: Consume Alcohol, Lore (Warfare) Talents: Fearless (Any), Furious Assault, Holy Hatred, Warleader Trappings: Light Warleader Trappings: Religious Relic 116 IV s kills: Consume Alcohol, Lore (Warfare) Talents: Fearless (Any), Furious Assault, Holy Hatred, Warleader Trappings: Light Warleader Trappings: Lig
youll lose every time. Hermann Graumann, Gambler, Raconteur and Liar During the game, youll find yourself in all sorts of situations where the outcome your Characters action is uncertain. Will you jump the ravine or plunge to your death? Will you charm the officious courtier, or will the guards be summoned to deal with you? How well you perform
these actions is determined by your Skills and Talents. In general, Skills describe the capabilities of your Character, and Talents are special abilities or tricks youve learned. If you want to know how they all work in practice, refer to Chapter 5: Rules. Skills Where Characteristics represent the raw potential of your body and mind, Skills represent
 specific areas of training, knowledge, experience. Each Advance you take in a Skill improves the odds of succeeding with appropriate tasks Characters who are more naturally gifted. Determining your Skill Level All Skills are associated with a single Characteristic, noted in the Skills
description. A Skills rating is determined by taking its associated Characteristic and adding the number of Advances for each Skill is provided on your Character Sheet. Example: Sigrid has a Fellowship of 41 and has taken 5 Advances in Charm, so her Charm is 46 (41+5=46). Basic and Advanced
Skills Skills are classified as either Basic or Advanced. Basic Skills represent innate or common abilities that you might practice in day-to-day life. Basic Skills can be Tested even if you have taken no Advances in them. To do this, simply attempt a Test using the Characteristic associated with the Skill as described in Chapter 5: Rules. Example: Sigrid
has no Advances in Athletics. However, as Athletics is a Basic Skill, she can still Test Athletics using the Characteristic associated with it: Agility. 117 IV War ham mer Fantasy Roleman devanced Skills require specialist knowledge, training, or firsthand experience to even attempt to use. You may only Test an Advanced Skill if you have taken
at least one Advance in it. If you have not, you cannot attempt to Test the Skill. So, no matter how intelligent you are, you will not understand the finer points of law without the Lore (Law) Skill. Complete Skill List Basic Skills Art, Athletics, Bribery, Charm, Charm Animal, Climb, Cool, Consume Alcohol, Dodge, Drive, Endurance, Entertain, Gamble,
Gossip, Haggle, Intimidate, Intuition, Leadership, Melee, Navigation, Outdoor Survival, Perception, Ride, Row, Stealth Example: Adhemar has an Intelligence of 36 and no Advances in either the Basic, and anyone can Test Basic
Skills. The Heal Skill is an Advanced Skill, so Adhemar has no idea how to patch up wounds beyond screaming loudly for a doctor! Grouped Skills and Advanced Skill, so Adhemar has no idea how to patch up wounds beyond screaming loudly for a doctor! Grouped Skills and Advanced Skill, so Adhemar has no idea how to patch up wounds beyond screaming loudly for a doctor! Grouped Skills and Advanced Skills and Advanced Skills Animal Care, Animal Care,
Track, Trade Specialisation Some Skills are classified as Grouped. This means the Skill is an array of related Skills under one heading. Each related Skills under a Specialisation. When a Specialisation is mentioned in the rules, it is marked in brackets. Example: Language is a Grouped Skill, thus represents many related Language Skills under a
single Skill heading. Examples of the different Specialisations of Language (Bretonnian), Language (Mootish). When you gain an Advance in a Grouped Skill, you must allocate the Advance to an appropriate Specialisation. Sometimes the Specialisation options will be marked clearly in your Career, so you simply
select one of the options on offer. In other cases such as When a Specialisation you will need to select a Specialisation yourself; should this be required, either refer to the relevant Skill description and choose from the sample Specialisation yourself; should this be required, either refer to the relevant Skill description and choose from the sample Specialisation yourself; should this be required, either refer to the relevant Skill description and choose from the sample Specialisation yourself; should this be required, either refer to the relevant Skill description and choose from the sample Specialisation yourself; should this be required, either refer to the relevant Skill description and choose from the sample Specialisation yourself; should this be required, either refer to the relevant Skill description and choose from the sample Specialisation yourself; should this be required, either refer to the relevant Skill description and choose from the sample Specialisation yourself; should this be required, either refer to the 
unique Specialisation that fits the Skill and best suits your character. Example: Theodora has a choice of Lore (Any) in her career. When she allocates an Advance to that option, she has to decide which Lore Specialisation to take. After some deliberation, she chooses to advance her Lore (Theology), showing she has learned something of the Gods.
Other than that, Grouped Skills are handled in exactly the same way as normal Skills, with each Specialisation handled like a unique Skill. Example: Sigrid has 8 Advances in the Basic Skill, Entertain (Singing), but nothing in Entertain (Singing), but nothing in Entertain (Singing), but nothing in Entertain (Singing).
By comparison, Theodora has a single Advance in the Advances in Animal Training (Pigeons), but no Advances in Animal Training (Pigeons), but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies, but she cannot train her pigeons to drop bombs on unsuspecting enemies and train her pigeons to drop bombs on unsuspecting enemies and train her pigeons to drop bombs on unsuspecting enemies and train her pigeons to drop bombs on unsuspecting enemies and train her pigeons to drop bombs on unsuspecting enemies and train her pigeons to drop bombs on unsuspecting enemies and train her pigeons to drop bombs on unsuspecting enemies and train her pigeons to drop bombs on unsuspecting enemies and train her pigeons to drop bombs on unsuspecting enemies and train her pigeons are pigeons ar
also have some application in combat; suggestions for how to do this are marked in each relevant Skill entry. These are not intended to be exhaustive, and if you have some inspired improvisation in mind, talk it through with your GM. Master Skill List Animal Care (Int) advanced The Animal Care Skill lets you tend and care for animals, and heal them
should they fall sick or become wounded. Having a single Advance in Animal Care means you can keep animals healthy without needing to Test. You can also enact an Animal Care Test to identify and resolve problems with animals, such as: Spotting an illness. Understanding reasons for fractiousness or discomfort. Determining the quality of the
animal. Heal Intelligence Bonus + SL Wounds (Note: an animal for display. In combat, you may appraise an enemy animal with an Animal Care Test. If successful, you and all you inform gain +10 to hit 118 s kills and talent swhen
attacking that animal or anyone using it as a mount until the end of your next turn, as you point out loose tack, a limp from a niggling wound, or highlight some other weakness or vulnerability. Animal Care may only provide a maximum of +10 to hit per animal, no matter how many Tests are made to spot weaknesses. Animals Whether a creature does
or does not come under the auspices of Animal Care and Animal Training is up to your GM. While certain creatures Dog, Horse, Demigryph seem obvious, others are less so. You may argue that Dragon should be covered under Animal Training, but try telling that to the Dragon Animal Training (Int) advanced, grouped Animal Training represents your
understanding of a particular type of animal, and your ability to train them. A successful use of the Skill allows you to identify the Training Skill also allows you to undertake the Animal Training Endeavour between adventures (see page 196). In
combat, a successful Opposed Animal Training/Willpower Test allows you to intimidate a single animal belonging to your Specialisation; you cause Fear in the animal targeted until the end of your next turn (see page 190). When causing Fear in the animal targeted until the end of your next turn (see page 190).
your target; with your GMs approval you may also use Animal Training to attack your target, issuing specific commands. Example: Facing a slavering war-hound, Ilse passes an Opposed Animal Training (Dog) roll, in the first round of combat, causing Fear in the beast, and gaining +1 Advantage. In the next round she attacks her target with her
Animal Training Skill, beating the dogs defence. Her GM allows her to instruct the beast to flee, which it does, its tail between its legs. Specialisations: Demigryph, Dog, Horse, Pegasus, Pigeon Art (Dex) basic, grouped Create works of art in your chosen medium. Not having access to appropriate Trade Tools will incur a penalty to your Test. The SL
achieved determines the quality of the final piece. For complicated or large works of art, an Extended Test may be required. The Art Skill has little use in combat, but marble busts make marvellous improvised weapons. Example: Irina has been commissioned to paint a portrait of a local noble, whose favour her party is currying. Her GM determines
this requires a total of 10 SL in an Extended Art Test, with each Test representing a weeks work. Specialisations: Cartography, Engraving, Mosaics, Painting, Sculpture, Tattoo, Weaving Athletics (Ag) basic Your ability to run, jump and move with speed or grace, and to perform any general physical activity. Refer to Moving (see page 164) for details
on using Athletics in combat movement. IV IV Warhammer FantasyRole play Bribery (Fel) basic Your ability to judge how likely a person is to accept a bribe, and how best to offer the bribe so they will accept it. A successful Bribery Test tells you if a target may be bribed. If so, your GM will secretly determine the price of their cooperation
using the targets Earnings (see page 52), increasing the amount according to their usual honesty and the risk involved in taking the bribe. You then guess that target amount and the GM will tell you if the price is higher, lower, or equal. Each SL from your initial Bribery Test gives you another guess. At the end of this process, you determine how
much money to offer, based on what you have gleaned. making persuasive arguments to stop the violence (although good luck charming a Goblin)! If you use it to defend, you only affect your attacker. If you use Charm as your Action, calculate the number of targets will not attack you this round
and you gain +1 Advantage as normal. You may do this in successive rounds until you choose to stop or fail a Charm Test, after which your words carry no more weight. Example: Snorri is trying to bribe his way past a city watchman; a character of the Brass Tier 2, meaning they roll 4d10 Brass for Income. The GM decides the guard can be bribed
and secretly rolls 21 on the 4d10, meaning the price for bribing the guard is 21 Brass. Letting Snorri through isnt too risky for the watchman is open to a bribe, and has 2 guesses as to his price. Snorris first guess is 15
Brass, to which his GM replies higher. His second guess is 40, to which his GM replies lower. Snorri now knows he must bribe the watchman waves Snorri through. Public Speaking The Charm Skill can be used to make impressive speeches to sway multiple targets
to your way of thinking. Assuming they can hear you and are inclined to listen, you can influence up to your Fellowship Bonus + SL targets with a single Charm Test, influencing targets with the lowest Willpower (typically 35). A failure
shows the crowd is unconvinced. The Public Speaking and Master Orator Talents can significantly increase the number of people you affect with public speaking. An Astounding Failure (-6) (see page 152) in a Charm Test means your crowd quickly becomes an angry mob, with you as the target of their ire In combat, you may use Bribery as above to
try to stop the fight, but treat the Test as Hard (20) owing to the stress of the situation. If your target is not susceptible, you cannot afford the fee, or your foes do not speak your tongue, your pathetic attempts to buy them off will be doomed to fail. Of course, if they have the advantage of numbers, whats to prevent them from taking all of your money?
Channelling (WP) advanced, grouped The Channelling Skill measures your ability to call upon and control the various Winds of Magic, and is solely used by the magic rules. Channelling is a special skill in that it is both Grouped, allowing for Specialisations, and also ungrouped, for those not properly trained to channel magic. See Chapter 8: Magic for
details concerning this. Begging Specialisations: Aqshy, Azyr, Chamon, Dhar, Ghyran, Hysh, Shyish, Ulgu (each is a different Wind of Magic, see Chapter 8: Magic for more on this). The Charm Skill can be used to beg on the streets. A successful Test will scrounge Fellowship Bonus SL brass pennies per hour from passers-by, with the Difficulty
modified by the pitch chosen for begging, and how much sympathy your appearance can elicit. If you score no SL, but still pass the Skill Test, you only manage to scrounge a single pfennig. An Astounding Failure (-6) means you may have attracted problems from the local Watchmen, found some trouble with other, local beggars, or suffer some other
significant set-back. Charm (Fel) basic Charm makes people think favourably of you, your opinions, and proposed Charm/Cool Test allows you to influence the behaviour of one or more targets, up to a maximum number equal to your Fellowship Bonus + SL, affecting those with the lowest Willpower first. If a target is
amenable to your Charm, the Test will be uncontested. Note: characters who are caught begging by their peers or associates will likely lose Status unless they are already in the Beggar, or in some other destitute, career. Your GM may permit you to use Charm in Combat if they think your foes might be susceptible to you pleading for your life or 120
IV s kills and talents Consume Alcohol (T) basic Passing a Charm Animal (WP) basic Consume Alcohol (T) basic Passing a Charm Animal Test allows you to influence the behaviour of one or more animals, to a maximum of Willpower Bonus + SL. If the target animals are naturally docile, this Test may be uncontested, but it will generally be Opposed by the targets Willpower. After
each alcoholic drink make a Consume Alcohol Test, modified by the strength of the drink. For each Test you fail, you suffer a 10 penalty to WS, BS, Ag, Dex, and Int, to a maximum of 30 per Characteristic. After you fail a number of Tests equal to your Toughness Bonus, you are Stinking Drunk. Roll on the following table to see what happens: Your
aptitude for befriending, quickly calming, or subjugating animals. Your ability to handle alcohol without letting it cloud your judgment or render you senseless. In combat, you may use Charm Animal when facing animals. If you succeed, any affected targets will not attack you this Round and you gain +1 Advantage. You may do this in successive
rounds until you choose to stop or fail a Charm Test, after which the creatures instincts take over and you have no further influence. 1d10 1-2 Climb (S) basic Stinking Drunk Marienburghers Courage!: Gain a bonus of +20 to your Cool Skill. The ability to ascend steep or vertical surfaces. 3-4 If time isnt an issue, and a climb is relatively easy, anyone
with Climb Skill is automatically assumed to be able to climb any reasonably small height. Youre My Besht Mate!: Ignore all your existing Prejudices and Animosities (see page 190). 5-6 For any other climbing during combat. You may even find yourself climbing large opponents, though whether that is
prudent is debatable. Whys Everything Wobbling!: On your Turn, you can either Move or take an Action, but not both (see page 157). 7-8 Ill Take Yer All On!: Gain Animosity (Everybody!) (see page 190). 9-10 How Did I Get here?: You wake up the next day, massively hungover, with little memory of what transpired. The GM and other players with you
will fill in the embarrassing gaps if you investigate. Pass a Consume Alcohol Test or also gain a Poisoned Condition (see page 169). After not drinking for an hour, enact a Challenging (+0) Consume Alcohol Test. The effects of being drunk will wear off after 10SL hours, with any Characteristic modifiers for being drunk lost over that time. After all
effects wear off, enact another Challenging (+0) Consume Alcohol Test. You now gain a hangover, which is an Fatigued Condition that cannot be removed for 5SL hours. You may expend 1 Resolve point to ignore the negative modifiers of being drunk until the end of the next round (see page 171). Cool (WP) basic Cool allows you to remain calm under
stress, resist fear when faced with horror, and stick to your convictions. Cool is generally used to resist other Skills Charm, Intimidate, and similar but you may also be required to make a Cool Test when faced with anything forcing you to do something you would rather not. Cool is also the primary Skill used to limit Psychology (see page 190). 121 IV
WarhammerFantasyRole play Dodge (Ag) basic (see page 167) and helps you recover lost Wounds. Refer to Chapter 5: Rules for more on this. Dodge is your ability to avoid things, through ducking, diving, and moving quickly, and is used extensively to sidestep falling rocks, incoming weapons, unexpected traps, and the like. Entertain (Fel)
basic, grouped Allows you to delight crowds with the spoken word, perhaps by singing, acting, or attempting a few jokes. A successful use of the Entertain Skill means you have done. In combat, Dodge is generally used to resist attacks or avoid damage. Refer to Chapter
5: Rules for more on this. Drive (Ag) basic Drive lets you guide vehicles most commonly simple carts and lumbering coaches, not to mention the more experimental creations of the Imperial Engineers along the roads of the Empire with as little incident as possible. Under normal circumstances, if you possess the Drive Skill, there is no need to Test. If
conditions are less than ideal perhaps the road is in poor condition, or the weather is terrible a Drive Test will be required. If you do not possess the Drive Test means something bad has happened. Roll on the following table: 1d10 1-2
3-5 6-8 9-10 Result Snapped Harness: One horse (or equivalent) breaks free; reduce speed accordingly. Jolted Carriage: Passengers suffer 1 Wound and fragile cargos might be damaged. Broken Wheel Crash automatically. Broken Axle: The vehicle goes out
of control and Crashes. Crashing: Occupants of Crashing vehicles usually suffer 2d10 Wounds modified by Toughness Bonus and Armour Points unless the vehicle was moving slowly (as determined by the GM). Crashed vehicles must be repaired by someone with an appropriate Trade Skill, such as Trade (Carpenter) or Trade (Cartwright). Spare
wheels can be installed by anyone with a Drive Test or with an appropriate Trade Test. In combat, it is unlikely that Entertain (Acting) to confuse or mislead your opponents. Specialisations: Acting, Comedy, Singing, Storytelling Evaluate (Int) advanced Lets you
determine the value of rare artefacts, unusual trade goods, and works of art. Everybody is assumed to know the relative worth of general items, but a successful use of the Evaluate allows you to identify the value of curious and unique items. A successful use of the Evaluate allows you to identify the value of curious and unique items.
will usually be Opposed by the forgers SL on their Art or Trade Test. Your GM may apply modifiers based on just how rare or obscure the likelihood that a bet will pay off, as well as successfully engage in various games of chance. To
represent a gambling match, all players make a Gamble Test applying any appropriate modifiers for familiarity with the game and the player with the highest SL wins. On a tie, any lower scoring players drop out, and those remaining enact another Gamble Test, repeating this process until you have a winner. If you wish to influence the game through
less honest mechanics, see Sleight of Hand. Options In combat, Drive may be used if circumstances allow for instance, if the party is in a coach being raided by outlaws, and you wish to ram an enemy, or outrun them (see page 165). Some players prefer to use immersive mini-games at the table, playing real card or dice games to aid the roleplaying
experience. If you do this, a successful Gamble Test will allow you to influence the game once by drawing an extra card, or rerolling a die for example as the GM dictates. Each SL affords you another opportunity to influence the game. Endurance (T) basic The Endurance (Skill is called upon when you must endure hardship, withstand deprivation, sit of the Endurance (Skill is called upon when you must endure hardship, withstand deprivation, sit of the Endurance (Skill is called upon when you must endure hardship, withstand deprivation, sit of the Endurance (Skill is called upon when you must endure hardship, withstand deprivation, sit of the Endurance (Skill is called upon when you must endure hardship, withstand deprivation, sit of the Endurance (Skill is called upon when you must endure hardship, withstand deprivation, sit of the Endurance (Skill is called upon when you must endure hardship, withstand deprivation, sit of the Endurance (Skill is called upon when you must endure hardship, withstand deprivation, sit of the Endurance (Skill is called upon when you must endure hardship, withstand deprivation, sit of the Endurance (Skill is called upon when you must endure hardship (Skill is called upon when you must endure hardship).
without moving for long periods of time, or survive harsh environments. In particular, Endurance is Tested to resist or recover from various Conditions 122 s kills and talents Gossip (Fel) basic You can quickly ferret out interesting and useful news, and spread rumours of your own. A successful Gossip Test means you have found out one useful
piece of information, which your GM can impart to you, about the local area. Each SL either offers you an additional piece of information, or the chance to spread a rumour to a number of individuals equal to your Fellowship Bonus. The time required for a Gossip Test depends on how circumspect the players are being, and how busy the area is, as
determined by the GM. It is unlikely that Gossip will be much use in combat, but if your attacker happens to be local, and you happen to know something really juicy Half-heard Whispers at once, it is often more fun to share the information only
with individual players (either through a note, or through briefly taking them aside). This means the players must relate this information to one another in-character aiding to hilarious, or horrific, results. Haggle (Fel) basic Haggle allows you to
deal with injuries and diseases. A successful Heal Test allows you to do one of the following: Diagnose an illness, infection, or disease. Treat a disease (see page 188). Heal wounds equal to your Intelligence Bonus + SL (Note: a patient can only benefit from one Heal roll after each encounter). If sterile liquids or appropriate poultices and dressings are
used, no Infection will develop from the injury (see page 181). Staunch a Bleeding Condition, with each SL removing an extra Bleeding Condition. A Failed Heal Test can potentially cause Wounds if your Intelligence Bonus + SL totals less than 0. On an Astounding Failure, your patient will also contract a Minor Infection (see page 187). If
administering to someone who has a disease, a successful Heal Test ensures that you do not contract the disease for that day. Each SL also prevents one other character encountering the patient that day from catching the disease is reduced by one, to a minimum
of one. For more information see Disease and Infection in Chapter 5: Rules. Certain injuries require Surgery; see the Surgery Talent for details. For more information on healing wounds, refer to Injury in Chapter 5: Rules. Your GM may apply modifiers to Heal Tests to reflect the virulence of the disease, the suitability of conditions and materials, or
 the stress of your circumstances. It healing during compat. Tests will likely be Challenging (±0) at the very least. Intimidate (S) basic Allows you to coerce or frighten sentient creatures. The precise manner of initiating an Intimidate (S) basic Allows you to coerce or frighten sentient creatures. The precise manner of initiating an Intimidate (S) basic Allows you to coerce or frighten sentient creatures.
look is enough. Intimidate is almost always Opposed by your targets Cool Skill; if successful, you can intimidate a number of targets up to your Strength Bonus + SL. Each will react to Intimidate based on their individual personalities and how successful, you were in menacing them, but in all cases, they will back down or move out of the way and will
not speak out against you, or they will alternatively accept combat is the only way forward and prepare their weapons. In combat, you cause Fear (see page 190) in all Intimidated targets. You may also use your Intimidated targets. You may also use your Intimidated targets.
with your will and posture alone. Further, with your GMs approval, you may use Intimidate to attack such targets, issuing specific commands, such as drop your weapons or get out of here!. However, if you fail any of these subsequent Intimidate (or cause Fear) in affected opponents. With your GMs permission you may
try to Intimidate them again in a later Round, but this will incur a negative modifier, as they are less likely to fear you having seen through your bravado once already. Example: Facing a group of footpads, Svetlana the Strong rolls 4 SL on her Intimidate Test. Combined with her SB of 5, this means she can affect up to 9 targets, more than enough to
impact all three footpads who now Fear Svetlana. As she has won by 3 SL, she gains +1 Advantage point until the end of her next turn. In the next round, she attacks the footpads realise they outnumber her, and are armed 123 IV IV Warh
a m m e r Fantasy Roleplay Reikspiel), without ever having to Test. If your game is not set in the Empire, replace Reikspiel with the local language. If you possess a Language Skill, you are generally able to make yourself understood in that language. If you possess a Language Skill, you are generally able to make yourself understood in that language. If you possess a Language Skill, you are generally able to make yourself understood in that language. If you possess a Language Skill, you are generally able to make yourself understood in that language.
particularly difficult concept must be conveyed, or an obscure dialect or vocabulary is employed. Options: Alternative Characteristics for Intimidate Note: Language (Magick) is used to cast spells and may occasionally be Tested, with unpleasant consequences if failed. Refer to Chapter 8: Magic, for more on this. While Strength is the default stat for
Intimidate Tests, the GM may decree certain situations may allow you to use a different Characteristic: a steely witch hunter may use Willpower to stare down an inquisitive bystander, or an academic may use Intelligence to cow a lowly student with his intimidating knowledge, for instance. Specialisations: Battle Tongue, Bretonnian, Classical,
Guilder, Khazalid, Magick, Thief, Tilean Options: Battle Tongue Battle Tongue Battle Tongue ends in the heat of combat. Players with Language (Battle Tongue beattle Tongue beattle Tongue of simple communicate their attacks
or discuss strategy once combat begins. Intuition (I) basic The Intuition Skill allows you to get a feel for your surroundings, leading you to notice when something from you. A successful use of the Intuition Skill gives you subtle or implicit intelligence relating to your
environment, determined by your GM. This may be information such as whether someone believes what they are saying, what the general attitude is towards the local noble, or if the helpful locals motives are as pure as they seem. If someone is actively trying to hide their intent, they may resist your Intuition with Cool or Entertain (Acting). In combat,
a successful Intuition Test may be used to give you +1 Advantage as you weigh the environment and your opponents. You may continue building Advantage in subsequent turns providing you are able to observe your targets and are not interrupted (such as being attacked); you may gain a maximum Advantage equal to your Intelligence Bonus in this
manner. Language (Int) advanced, grouped The Language Skill grants you access to extra languages beyond your native tongue. All characters are automatically assumed to be able to speak Reikspiel the languages of the Old World
Here is a list of the primary languages of the Old World, and who most commonly encountered in the Reikland. Language Spoken by Albion the folk of Albion, who hail from a far-off mist-shrouded island-realm and are rarely encountered. Battle
Tongue warriors of the Old World. It is very common amongst soldiers and mercenaries and is used for giving orders swiftly during battle. It was supposedly developed by the goddess Myrmidia when she walked the Old World as a mortal. Bretonnia is a chivalric realm
to the south-west of the Empire. Classical Human academics of all kinds. It is the first recorded Human language of the Old World over 3,000 years old used in most scholarly texts of the Empire including wizard grimoires and many holy books. Elthrin the folk of Athel Loren, the Laurelorn, and visiting merchants from Ulthuan. Elthrin is the language
of the Elves. The tonal language has many dialects, and is notoriously difficult for non-Elves to learn. Estalia, people of the hot, southern-western kingdoms known for their bitter politics and worship of the goddess Myrmidia. Gospodarinyi the folk of Kisley, a hardy people from the frozen oblasts to the east of the Empire. The
language is often called Kislevarin or Kislevite by outsiders. Grumbarth Ogres; few others learn this simple tongue, though some mercenary communicating with any Ogres they may hire. Khazalid the folk of Karaz Ankor, the Dwarf kingdoms in the mountains. This language is also wide-spread through the Cult of Sigmar
which venerates the strong relationship Sigmar had with the Dwarfs when he was mortal. Magick wizards; a tonal language used to shape the Winds of Magic into material effects. The academic form of the language used by
witches and the untrained. It is not a language used for communication. Mootland; i.e.: the Halfling grand province in the Empire. This language is little known outside the Mootland; and is well-known in the Wasteland and
Kislev, too. Reikspiel the folk of the Empire. Reikspiel is the primary language used in most WFRP games. It manifests in uncounted discrete dialects from across the Empire, most of which are mutually intelligible. It is the modern version of the tongue once spoken by the God-King Sigmar when he still walked as a mortal over two thousand five
hundred years ago. Queekish the folk of the Under-Empire. Used by the Skaven and their many slaves, Few admit to speaking it, or even being aware of its existence. Tilean the folk of Tilea, who are most commonly encountered in the Empire as traders or mercenaries. The Tilean Princedoms to the south are notorious for their deadly politics and their
veneration of Myrmidia. Thieves Tongue street folk of the Old World. Expressions of this language are highly localised and individual to each realm; e.g. Tileans sport a completely different Thieves Tongue to folk of the Wasteland. The official language of the
Wastelands capital, Marienburg, is Reikspiel, a reminder that the realm was once part of the Empire. 125 IV IV War h a mm er Fan tasy Role play Leadership (Fel) basic GM to supply you with relevant facts. If you are seeking specific, less well-known information, you will be required to make a Lore Test, modified by how obscure the
information is, with the SL indicating how much detail you recall. A measure of your ability to lead others and command their respect. While most often associated with martial situations, a resolute leader can guickly direct a fast response to a fire or other such calamity, and nobles use the Skill frequently to command their lessers. A successful
Leadership Test allows you to issue orders to a number of targets are your natural subordinates a noble commanding serfs, or a sergeant commanding his troops commands are usually unopposed. If there is no natural hierarchy in place, or the order is particularly challenging such as ordering your
soldiers to charge a Hydra head on the Test is Opposed by your targets Cool. In combat, you may use Leadership to encourage your subordinates. A successful Leadership to encourage your subordinates. A successful Leadership to encourage your subordinates.
following a successful Leadership Test, you may transfer an Advantage to one ally of your choice, plus a further +1 Advantage per SL scored, which can again go to any allies of your choice within earshot. Example: Lord Ludwig von Schemp has been watching his two bodyguards discourse with some ruffians for three Rounds, using his Intuition Skill
to build up 3 Advantage. Feeling it is going nowhere, he issues a peremptory order to attack the ringleader; passing his Leadership Test with 5 SL, he gives one bodyguard 2 of his Advantage, and the remaining bodyguard 1 Advantage, and the remaining bodyguard 2 of his A
orders to other Players may cause friction within the party. If you have Players who are of differing social class, or military ranks, be sure to discuss how this will be reflected in your intraparty dynamics to ensure a smooth and enjoyable game for everyone. Lore (Int) advanced, grouped Having a Lore Skill means youve been formally taught, or have
somehow otherwise learned, a branch of specialist knowledge. Possessing a Lore Skill means you are broadly knowledgeable in the specialisation and dont need to make a Test in order for the In combat, successful Lore Tests may afford you +1 Advantage if appropriate (with your GMs approval). For instance, Lore (Geology) may give you an edge if
fighting in a rocky cavern, or Lore (Engineering) may help you if fighting a foe armed with a complex mechanical device. You may continue building Advantage in subsequent turns providing the circumstances are correct (as determined by the GM) and you are not interrupted; you may gain a maximum Advantage equal to your Intelligence Bonus in
this manner. Specialisations: Engineering, Geology, Heraldry, History, Law, Magick, Metallurgy, Science, Theology Melee (WS) basic, grouped The Melee Skill represents specific training in using a specific class of weapon. If you don't have the correct
Specialisation for a weapon you wish to use, refer to Chapter 11: Consumers Guide for the correct weapon entry, and what penalties you will suffer. See Chapter 5: Rules for more detail about combat and using the Melee Skill. Specialisations: Basic, Brawling, Cavalry, Fencing, Flail, Parry, Pole-Arm, Two-Handed Navigation (I) basic Navigation allows
you to find your way in the wilderness using landmarks, stellar bodies or maps. Possessing the Navigation Skill means you know roughly where you are, and can find your way between well-known landmarks without a Test. A Test is only required if you are disoriented or travelling far from the beaten path, with success showing you the correct
direction, or allowing you to avoid mishap. If you are navigating a long journey, your GM may ask for an extended Navigation Test, modified by conditions, visible landmarks, and access to reliable geographical information. The SL required to succeed depends on how far the destination is, with each Test representing between an hour and a days
travel, depending on the nature of the journey. Outdoor Survival (Int) basic The outdoor Survival (
camping, make an Outdoor Survival Test, modified by the harshness of conditions for instance, a Test is Challenging (+0) if it is raining, Hard (20) in a storm. A successful Test indicates 126 IV s kills and talent to remark the time to the harshness of conditions for instance, a Test is Challenging (+0) if it is raining, Hard (20) in a storm. A successful Test indicates 126 IV s kills and talent to remark the time to the harshness of conditions for instance, and talent to remark the time to the harshness of conditions for instance, and talent to remark the time to the harshness of conditions for instance, and talent to remark the harshness of conditions for instance, and talent to remark the harshness of conditions for instance, and talent the harshness of condit
failed, you must make a Challenging (+0) Endurance Test or receive the Fatigued Condition. If you suffer an Astounding Failure, something untoward has happened, as determined by the GM; perhaps your camp is attacked in the night? When fighting in the wilderness, you may make an Outdoor Survival Test to receive +1 Advantage, in the same way
as Intuition, to a maximum number of Advantage equal to your Intelligence Bonus, as you spy out treacherous and advantage one Assisted Outdoor Survival Test for the
group, with the Difficulty determined by the circumstances. the surrounding environment and your opponents, as determined by the GM. Perform (Ag) advanced, grouped Youve learned a physically demanding art, perhaps as a way of making a living, maybe as a street entertainer or as part of a travelling carnival. A successful use of the Perform Skill
allows you to entertain all patrons close enough to see and hear you; the SL indicate how well you have done. In combat, certain physical Perform Specialisations may give you an edge. With your GMs permission, Perform Specialisations may give you an edge. With your GMs permission, Perform Specialisations may give you an edge. With your GMs permission, Perform Specialisations may give you an edge. With your GMs permission, Perform Specialisations may give you an edge. With your GMs permission, Perform Specialisations may give you an edge. With your GMs permission, Perform Specialisations may give you an edge. With your GMs permission, Perform Specialisations may give you an edge. With your GMs permission, Perform Specialisations may give you an edge. With your GMs permission, Perform Specialisations may give you an edge.
Advantage if you can come up with a creative way to do so. And some Perform (Firebreathing, Juggling, Miming, Rope Walking Pick Lock (Dex) advanced You know the mechanisms of locks and how
to open them without their proper keys. Picking a lock is often an Extended Test, with the number of SL required to open the lock dependent on the complexity of the lock. Foraging: A success grants enough food for one character. Every SL yields sufficient extra food for one more person. Hunting and Fishing: If you have appropriate bows, spears,
fishing rods, or nets, a successful Test feeds two people, and an extra two people as Hunting and Fishing. Lore (Herbalism): If you are instead gathering herbs using Lore (Herbalism), a success gathers enough for a dose of the sought herb
(see page 307), with each SL adding an extra dose. Gathering tests are modified by herb Availability: Common (0), Scarce (10), Rare (20), or Exotic (30). Locks and Lock Picks Lock Difficulty ratings assume the use of lock picks. Improvised picks such as hairpins and nails can be used at 10 penalty. Each Test normally takes a Round to complete,
though the GM may determine some locks are particularity stiff or rusted, and take longer. If the GM deems a lock is sufficiently simple, unskilled characters can attempt a single Very Hard (30) Dexterity Test to pick the lock. The following provides some standard difficulties for locks typically encountered in the Old World. Perception (I) basic Your
ability to notice things with your senses sight, smell, hearing, touch, and taste, and any other senses you may possess, such as magical or non-Human senses. Your GM may ask for a Perception Test to detect something, like movement behind the treeline, the presence of a trap, or someone following you, modified by how easy it is to notice. Perception
is also used to resist attempts to hide things through Skills such as Sleight of Hand or Stealth. Perception has multiple uses in combat, most commonly to notice important details beyond the immediately obvious about 127 Lock Type Difficulty SL Latch Average (+20) 0 Normal Door Challenging (+0) 2 Secure Door Difficult (10) 2 Treasure Chest Hard
(20) 5 Vault Door Very Hard (30) 10 IV Warh am mer Fantasy Roley lay Play (Dex) advanced, grouped Your ability to make music with an instrument, hopefully well enough to see and hear you; the SL indicates the quality of the piece played. Specialties: Bagpipe,
Lute, Harpsichord, Horn, Violin The Old Worlds a Stage While there is some overlap between the Skills of Entertain, Perform, and Play, each reflects a distinct group of Skills. Entertain is a Basic Skill using Fellowship. It represents those Skills of entertainment that anyone can attempt, even without training, such as singing or telling stories. Perform
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is an Advanced Skill using Agility. Perform Specialisations require training to attempt, and rely on physical speed and coordination. Play is also an Advanced Skill, this time using Dexterity. It represents training in specific musical instruments, all of which need teaching and practice to perform well. You should choose carefully when determining
whether your chosen Specialisation belongs to Entertain, Perform, or Play; consider how the character will physically enact the Skill, and whether an untrained beginner could do so with any success. After all, someone without any musical training could feasibly sing beautifully, but hand them a set of bagpipes Pray (Fel) advanced Your ability to
invoke, or otherwise commune with, a deity. For more information on using the Pray Skill to seek divine intervention, see Chapter 7: Religion & Belief. In combat, if your GM deems it appropriate considering your circumstances and faith, you may use Pray to meditate and focus your mind. Each round you spend praying in combat and making a
successful Pray Test gives you +1 Advantage. You can gain additional Advantage this way, up to a maximum of your fellowship Bonus. Further, if your enemies understand your language and recognise (and fear) your deity, the GM may allow you to use Pray in lieu of the Intimidate Skill. Ranged (BS) advanced, grouped Whilst anyone can throw a rock
simply using their Ballistic Skill, it takes training and practice to use weapons like bows and pistols. Each Ranged Specialisation is specific to a group of ranged weapons. If you dont have the Ranged Specialisation is specific to a group of ranged weapons. If you dont have the Ranged Specialisation is specific to a group of ranged weapons. If you dont have the Ranged Specialisation for a weapon you wish to use, refer to Chapter 11: Consumers Guide to see what penalties you will suffer when using the weapon. See
Chapter 5: Rules for full detail about ranged combat. Specialisations: Blackpowder, Bow, Crossbow, Engineering, Explosives, Sling, Throwing Research (Int) advanced How adept you are at pulling useful and frequently obscure knowledge from libraries and other such storehouses of information. Research requires you have the Read/Write
Talent (see page142). Simply possessing the Research Skill indicates you can find straightforward information from a clearly indexed library without a Test given enough time. If you are seeking specific, s kills and talent seeking specific, skills and talent seeking specific, skills and talent seeking specific and talent seeking specifi
Difficulty modified by the library size, and the target SL depending upon the obscurity of the topic. to be able to scull about a pond, or over a gentle river, without a Test. Those without the skill may have to make a Test for anything but the most basic manoeuvres. Research has no use in combat beyond perhaps finding you a useful manual on sword
fighting techniques. Your ability to operate and manoeuvre a sailing vessel including knotwork, steering, gauging the wind, and more. Assuming you have enough trained crew for your vessel, you only use the Sail Skill when you must push your vessel to perform, either by racing, navigating particularly dangerous shoals, struggling against bad
weather, or similar difficulties. Simply sailing with a gentle wind, or guiding a ship downriver, doesn't require a Test for those with Sail. The skill can also be used for sailing-related activities like tying knots, or tying others up in knots. Research and Libraries of the Old World vary from small personal libraries of a few dozen books to vast
archives found in the universities and temples of the towns and cities. Using a Research Test in large libraries can easily takes an hour or more per Test, but are far more likely to find esoteric lore. Ride (Ag) basic, grouped How proficient you
are at riding a particular group of animals; Ride (Horse), for example, will let you ride Horses, Mules, Donkeys, and similar. Youll only need to make a Test when doing something out of the ordinary, such as racing, dressage, traversing dangerous terrain, or charging into combat. Otherwise, if you have at least one Advance in the Skill, you are
presumed to be able to ride around without need of a Test. If mounted on a steed, you move using the steeds Movement statistic; if you wish to run, jump, or leap, you use your Ride Skill, not Athletics. An extended Ride Test may be needed if you are racing somewhere, the target SL depending on the length of the journey, the number of Tests
indicating how long you take to arrive. A Ride Test may be modified by environmental conditions, and the temperament of your mount. For more information on mounts, see Chapter 12: Bestiary. Sail (Ag) advanced, grouped As sailing one ship is not so different to sailing another, having any Sail Speciality makes all other Sail Specialities Basic Skills
for you. Specialisations: Barge, Caravel, Cog, Frigate, Wolfship Secret Signs (Int) advanced, grouped Youve been taught how to use clandestine markings only intelligible to members of a select group. There are all manner of reasons why someone may want to leave a secret message: vagabonds might indicate which homeowners are likely to offer
alms, thieves may want to indicate weaknesses, or likely marks, while scouts may want to warn one another about a dangerous monsters lair nearby. This Skill does not usually need to be Tested you can decipher any appropriate signs you can see if you have this Skill. But if the signs have been disturbed, worn away, or if you are pressed for time,
then a Test will likely be required. Most messages are very simple, no more than three words. Specialisations: Grey Order, Guild (any one), Ranger, Scout, Thief, Vagabond The Ride skill can be used extensively in combat. See Chapter 5: Rules, for more on mounted combat. Specialisations: Demigryph, Great Wolf, Griffon, Horse, Pegasus Row (S)
basic Your prowess at pulling an oar and moving a boat through the water. The Row Skill is automatically presumed 129 IV IV Warham mer Fantasy Rolephasic Your prowess, or similar unusual or dangerous feats. Anyone with the Skill is automatically presumed 129 IV IV Warham mer Fantasy Rolephasic Your prowess at pulling an oar and moving a boat through the water. The Row Skill is automatically presumed 129 IV IV Warham mer Fantasy Rolephasic Your prowess at pulling an oar and moving a boat through the water. The Row Skill is automatically presumed 129 IV IV Warham mer Fantasy Rolephasic Your prowess at pulling an oar and moving a boat through the water. The Row Skill is automatically presumed 129 IV IV Warham mer Fantasy Rolephasic Your prowess at pulling an oar and moving a boat through the water. The Row Skill is automatically presumed 129 IV IV Warham mer Fantasy Role Page 129 IV IV Warham mer Fantasy 
the primary secret signs of the Old World, and those who use them. This is only a tiny sample of those most commonly used in the Reikland; there are many more than this short list suggests, and you are encouraged to create those best fitting your game. Secret Signs Grey Order Guilder Ranger Scout Thief Vagabond Used by Grey Wizards. The
secretive Greys use a complex array of signs, many only perceptible to wizards. They mark the land for their wandering magisters, highlighting safe houses, places of danger, areas where wizards are unwelcome, and much more besides. guilders. Many of the larger guilds, from masons to stevedores, have an array of marks and signs used to identify a safe houses, places of danger, areas where wizards are unwelcome, and much more besides.
matters of importance to their members. woodsmen and other rural folk. Ranger signs are mostly used to mark territory, point out areas of importance or danger, and indicate safe paths. scouts, particularly those employed by armies and mercenary companies. The signs are mostly used to mark territory, point out areas of importance or danger, and indicate safe paths. scouts, particularly those employed by armies and mercenary companies.
 significant dangers ahead. thieves and rogues. The various gangs and criminal outfits of the towns and cities use a variety of marks to point out bolt holes, easy marks, well-patrolled areas, and more. wandering vagabonds and pedlars. Vagabond signs are mostly used to identify safe places to sleep, villages to avoid, and sources of food and water
Setting or disarming most traps requires an Average (+20%) Set Trap Test, but more complex devices may require an extended Test, needing several SL over multiple rounds to set. Sleight of Hand (Dex) advanced Lets you pick pockets, palm objects, and perform minor tricks of prestidigitation, as well as cheating with games of chance. This Skill is
typically Opposed by the Perception Skill of your target; success means you have palmed the object, picked the pocket, or swapped the cards, while a Marginal Success (+0 to +1) may suggest that your nefarious misdeeds have left your opponent suspicious. You can also use Sleight of Hand to help your Gamble Skill when playing appropriate games
of chance. Before any round (or similar, depending upon the game at hand) you can attempt a Sleight of Hand Test (which will be opposed if others suspect). If successful, you may reverse your Gamble Test for the round if this will score a Success. If failed, your opponents may not be best pleased Sleight of Hand and combat rarely mix, though
inventive players may be able to conjure an impressive distraction with GM approval, perhaps even gaining Advantage by making a Dagger seemingly appear from nowhere, surprising a superstitious foe. Stealth (Ag) basic, grouped Allows you to creep quietly and conceal yourself in shadows more readily than most. Stealth is generally Opposed by an
opponents Perception Skill, and Tests will be modified by how dark or well concealed your route is, as well as how circumspectly you are dressed. An Impressive or Astounding Failure on a Stealth has many potential applications in combat,
most usefully to hide oneself in preparation for an Ambush, or to creep around an opponent in order to attack from behind. See Chapter 5: Rules for the implications of this. Of course, you can also use the Skill to escape a conflict unseen Specialisations: Rural, Underground, Urban Options: Shadowing Set Trap (Dex) advanced Shadowing is following
someone secretly. To do this requires a Combined Perception and Stealth Skill. From a simple snare, or bear-trap, to more spectacular devices like Von Grizzels Thief-Render, players are unlikely to venture far in the Old World without encountering
traps. The Set Trap Skill measures your ability to set and disarm traps of all varieties. Anyone with the skill is automatically assumed to be able to activate and disarm traps given enough time. A Test is normally only required if attempting to use the Skill swiftly or if otherwise under pressure, or if the trap is especially complex. A selection of simple
traps can be found in Chapter 11: Consumers Guide. If you pass the Perception Test, you lose your target, but are spotted. If you fail the Perception Test, you lose your target, but are spotted. If you fail the Perception Test, you lose your target, but are spotted. If you fail the Perception Test, you lose your target, but are spotted. If you fail the Perception Test, you lose your target, but are spotted. If you fail the Perception Test, you follow your target, but are spotted. If you fail the Perception Test, you lose your target, but are spotted. If you fail the Perception Test, you follow your target, but are spotted. If you fail the Perception Test, you follow your target, but are spotted. If you fail the Perception Test, you follow your target, but are spotted. If you fail the Perception Test, you follow your target, but are spotted. If you fail the Perception Test, you follow your target, but are spotted. If you fail the Perception Test, you follow your target, but are spotted. If you fail the Perception Test, you follow your target, but are spotted. If you fail the Perception Test, you follow your target, but are spotted. If you fail the Perception Test, you follow your target, but are spotted. If you fail the Perception Test, you follow your target, but are spotted. If you fail the Perception Test, you fail the Perception Te
have the Swim Skill, you are automatically presumed to be able to swim freely without a Test. But if you find yourself in difficult currents, racing, or fleeing from an oversized shark sent by Stromfels, the God of Drowning, a Test will be required. This may be modified by the condition of the water, or how encumbered you are by clothes, armour, and
other trappings. Swim is only used in combat if you happen to be fighting in the water, where it replaces Skills like Athletics to govern Movement. If exact speeds are required, you swim at half your Movement rate, using the normal rules for moving found on page 164. Track (I) advanced Your ability to follow subtle trails left by others. Track is used
to follow difficult trails across the wilderness. This is not a skill for following a set of footprints in the snow a simple Perception test covers that Track involves deeper knowledge and awareness used to recognise the subtle signs of a quarrys passage. You can also attempt to hide your trail, in which case use your Track skill to oppose your pursuers
Track Test. Often an Extended Track Test is required to follow a trail, with the Difficulty modified by how fresh the tracks are, and how suitable the ground is: damp earth betrays passage better than stony ground. The GM may also use the Pursuit rules to determine if you manage to track down a fleeing quarry (see page 166). Trade (Dex) advanced,
grouped Most folk of the Reikland follow a trade; even adventurers often have a more reliable, or respectable career to fall back on, between bouts of hair-raising, bowel-loosening excitement. The Trade Skill represents your ability to create something or provide a service, as well as your knowledge of the relevant lore surrounding your trade. Having
the Skill is enough to automatically perform the tasks associated with your trade, assuming you have the correct resources and tools. You need only Test your Trade Skill if you are seeking to create something quickly, conditions are adverse, or you are seeking to invent or create a high-quality item. Often Trade Tests of this type are extended Test,
with the SL and time required depending upon the scope or scale of what is being produced; a quick meal with Trade (Shipwright). You may also make a Trade Test as a Lore Skill, to determine information relevant to the trade in question. In such
circumstances, the GM may prefer to use Int over Dex as the base Characteristic, though often this is ignored to keep play simple. While most Trade Skills have little function in combat, there are as many Trade Skills as there are trades, and some may be of use depending upon the circumstances. For example, a successful Trade (Apothecary) Test
may be useful if fighting in an Apothecarys shop as you identify some astringent chemicals to hurl at your foes. The Trade Skill is also used for enacting a Crafting Endeavour (see page 197). Specialisations: Apothecary, Calligrapher, Chandler, Carpenter, Cook, Embalmer, Smith, Tanner IV IV Warh and mer Fantasy Role play Talents Where
Characteristics represent your raw potential, and Skills are your training and experience, Talents represent all the tricks, quirks, and special abilities you have learned throughout life. Gaining Talents Character creation you will automatically receive a selection of Talents (see Chapter 2: Character). After this, you can use Experience Points
(XP) to purchase new Talents, or take existing ones multiple times, it will have an associated Skill marked under Tests (see Talent Format). For each time you
have the Talent, you gain +1 SL on any successful use of a Skill tied to the Talent. dictated by the GM. This could include: seeing an eagle beyond everyone elses eyeshot, smelling an almost odourless poison, hearing the breath of an unmoving mouse within a wall, feeling a worn away letter in a carving, or tasting that two beers from the same brewer
have been drawn from two different barrels. Aethyric Attunement Max: Initiative Bonus Test: Channel (Any) Your experience, talent or training lets you more safely manipulate the Winds of Magic. You do not suffer a Miscast if you roll a double on a successful Channel Test. Alley Cat Max: Initiative Bonus Test: Stealth (Urban) You are at home in
shadowy backstreets. When using Stealth (Urban), you may reverse the dice of any failed Test if this will score a Success. Talent Format The following explains how each Talent influences. Max: The maximum
number of times the Talent may be taken, which is normally 1 or an associated Characteristic Bonus. Tests: If the Talent is tied to one or more Tests your character can make, the affected Tests are listed here. Talents tied to a Test come with an extra rule: For each time you have taken the Talent, you gain +1 SL on any successful use of the Skill tied
to the Talent. Description (not titled): A description of what the Talent does. Master Talent List Accurate Shot Max: Ballistic Skill Bonus You are an exceptional shot and know where to shoot an enemy in order to inflict maximum damage. You deal your Accurate Shot level in extra Damage with all ranged weapons. Acute Sense (Sense) Max: Initiative
Bonus Test: Perception (Sense) One of your primary five senses is highly developed, allowing you to spot what others miss. You may take Perception Tests to detect normally imperceptible details with the associated sense, as Ambidextrous Max: 2 You can use your off-hand far better than most folk, either by training or innate talent. You only suffer a
penalty of 10 to Tests relying solely on your secondary hand, not 20. If you have this Talent twice, you suffer no penalty at all. 132 s kills and tale nts Animal Affinity Max: Willpower Bonus Tests: Charm Animal Wild animals feel comfortable in your presence, and often follow your lead. All creatures with the Bestial Trait not trained to be
belligerent will automatically be calm in your presence unless they have a reason not to be, such as pain, an attack, being naturally hyper-aggressive, or having nearby young. Arcane Magic (Lore) Max: 1 You either study one of the 8 Arcane Lores of Magic Beasts, Death, Fire, Heavens, Metal, Shadow, Light, or Life or practice a lesser known Lore,
such as Hedgecraft or Necromancy. You may now memorise spells from your chosen Lore for the following cost in XP. Number of Spells Currently Known XP Cost for a new spell Intelligence Bonus 1 100 XP Intelligence Bonus 3 300 XP Intelligence Bonus 1 100 XP Intelligence Bonus 3 300 XP Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 1 100 XP Intelligence Bonus 1 100 XP Intelligence Bonus 3 300 XP Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 3 300 XP Intelligence Bonus 3 300 XP Intelligence Bonus 3 300 XP Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 3 300 XP Intelligence Bonus 3 300 XP Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if your Intelligence Bonus 4 400 XP ...and so on. So, if 
you 100 XP for the first 4 spells, then 200 XP for the hearn more than one Arcane Magic (Lore) Talent. Further, you may not learn the Bless or Invoke Talents when you have the Arcane Magic Talent. You can unlearn this
Talent for 100 XP, but will immediately lose all of your spells if you do so. Argumentative Max: Fellowship Bonus Tests when arguing and debate with an opponent, you can choose to either use your rolled SL, or the number rolled on your
units die. So, a successful roll of 24 could be used for +4 SL. Artistic Max: Dexterity Bonus Tests: Trade (Artist) You have a natural talent for art, able to produce precise sketches with nothing but time and appropriate media. This ability has several in-game uses, ranging from creating Wanted Posters to sketching accurate journals, and has spot
benefits as determined by the GM. Further to this, add Trade (Artist) to any Career you enter; if it is already in Career, you may instead purchase the Skill for 5 XP fewer per Advance. Attractive Max: Fellowship Bonus Tests: Charm Tests to influence those attracted to you Whether its your piercing eyes, your strong frame, or maybe the way you flash
your perfect teeth, you know how to make the best use of what the gods gave you. When you successfully use Charm to influence those attracted to you, you can choose to either use your rolled SL, or the number rolled on your units die. So, a successful roll of 38 could be used for +8 SL. Battle Rage Max: Willpower Bonus Tests: Melee Tests when
Frenzied You are better able to control your Frenzy in combat. You can end your Frenzy with a successful Cool Test at the end of the round. Beat Blade Max: Weapon Skill Bonus Tests: Melee for a Beat Blade You are trained to make sharp controlled blows to your opponents weapon, creating an opening for an attack or simply impeding an incoming
attack. For your Action, you can choose to Beat Blade before rolling. Perform a Melee Test; if successful, your opponent loses 1 Advantage, and loses a further 1 per SL you score. This Test is not Opposed. This Talent is of no use if your opponent has no weapon, or has a larger Size than you (see page 341). Beneath Notice Max: Fellowship Bonus
Tests: Stealth when in plain sight The high and mighty pay no attention to your presence, knowing you are well beneath their notice. Assuming you are properly attired and not in an incongruous position, those of a higher Status Tier will normally ignore you unless your presence becomes inappropriate, which can make it very easy to listen into
conversations you perhaps shouldnt. Further, characters with a higher Status Tier than you gain no Advantage for striking or wounding you in combat, as there is nothing to be gained for defeating such a lowly cur. Berserk Charge Max: Strength Bonus Tests: Melee on a Round when you Charge You hurl yourself at your enemies with reckless
abandon, using the force of your charge to add weight to your strikes. When you Charge, you gain +1 Damage to all Melee attacks per level in this Talent. Blather Max: Fellowship Bonus Tests: Charm to Blather in Ostland, or simply bullshitting in Ostland, blathering involves talking rapidly
and incessantly, or talking volubly and at-length, about inconsequential or nonsense matters, and is used to verbally confuse and confound a target. You use your Charm Skill to Blather, your opponent gains
another Stunned 133 IV IV Warhammer Fantasy Roleplay Condition. Targets Stunned by Blather may do nothing other than stare at you dumbfounded as they try to catch-up with or understand what you are saying. Once the last Stunned to nothing other than stare at you dumbfounded as they try to catch-up with or understand what you are saying.
all, you have been talking about nothing or nonsense for some time. Should you stop talking, your opponent immediately loses all Stunned Conditions caused by your Blather at a character once per scene, or perhaps longer as determined by the GM, as the target soon wises up to your antics. Bless (Divine
Lore) Max: 1 You are watched over by one of the Gods and can empower simple prayers. You can now deploy the Blessings of your deity as listed in Chapter 7: Religion and Belief. Under normal circumstances, you may only ever know one Divine Lore for the Bless Talent.. Bookish Max: Intelligence Bonus Test: Research You are as at home in a library
as a seaman at sea or a farmer a-farming. When using Research, you may reverse the dice of any failed Test if this will score a success. Break and Enter Max: Strength Bonus Tests: Melee when forcing or breaking inanimate objects You are an expert at quickly breaking down doors and forcing entry. You may add +1 Damage for each level in this
Talent when determining damage against inanimate objects such as windows, chests, doors, and similar. by up to +/10 per time you have this Talent. So, if you had this Talent twice and hit location 34, the Right Arm, you could modify this down to 14, the Left Arm, or up to 54, the Body (see page 159). Carouser Max: Toughness Bonus Tests: Charm at
Parties, Gossip at Parties, Consume Alcohol You are a seasoned drinker and know how to party hard. You may reverse the dice of any failed Consume Alcohol Test if this will score a Success. Catfall Max: Agility Bonus Tests: Athletics when falling You are nimble and balanced like a cat, and are able to fall much greater distances unharmed than others
might. Whenever you fall, you attempt an Athletics Test. If successful, reduce the distance fallen by 1 yard, +1 extra yard per +1 SL scored, for the purposes of calculating Damage. Cat-tongued Max: Fellowship Bonus Tests: Charm when lying Like Ranald the Trickster God, you blend truth and lies as if there were no difference. When using Charm to
lie, listeners do not get to oppose your Charm with their Intuition to detect if there is something fishy in what you say. Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) Briber Max: Number of Spells available in chosen Chaos Magic (Lore) 
patron immediately grants you access to a single spell from the chosen Lore (most commonly the Nurgle, Slaanesh, or Tzeentch Lores) and you gain a Corruption point as the spell infiltrates your mind, never to be forgotten. Cardsharp Each time you take this Talent, which always costs 100 XP per time instead of the normal cost, you learn another
spell from your chosen Lore and gain a Corruption point. For more about the available spells, see Chapter 8: Magic. Under normal circumstances, you may only ever know one Lore of Chaos Magic. The GM should reduce the base cost of any required bribe by 10% per level
you have in Briber, to a minimum of 10% of the original amount. Max: Intelligence Bonus Tests: Gamble or Sleight of Hand when playing cards, you can choose to either
use your rolled SL, or the number rolled on your units die. So, a successful roll of 28 could be used for +8 SL. If you play a real card game to represent what is happening in-game, you may receive an extra number of cards per deal equal to your level in Cardsharp, then discard down to the appropriate hand-size before each round of play. Careful
Strike Max: Initiative Bonus You are skilled at hitting your enemy exactly where you want to, either at range or in melee. You may modify your Hit Location result Combat Aware Max: Initiative Bonus Tests: Perception during melee You may take a
Challenging (+0) Perception Test to ignore Surprise, which is modified by circumstance as normal. Combat Master Max: Agility Bonus Your accumulated years of combat experience allow you to keep lesser fighters at bay. For each level in this Talent, you count as one more person for the purposes of determining if one side out- 134 IV s kills and
talent s numbers the other. This Talent only comes into play when you are out-numbered. See page 162 for the rules for out-numbering an Income Endeavour, refer to the following table: Combat Reflexes Career Level Max: Initiative Bonus You react like a flash of lightning. Add 10 to your
Initiative for each level in this Talent when determining Combat Initiative. 1 Commanding Presence Max: Fellowship Bonus Tests: Leadership Your presence fills others with hushed awe and admiration. Such is your aura of authority, those with a lower Status may not resist your Leadership tests with their Willpower. Of course, enemies are still no
more likely to respect or obey you, but the common folk rarely stand against you. Concoct Max: Intelligence Bonus Tests: Lore (Apothecary) You are skilled at making potions, philtres, and draughts on the go. You may take one free Crafting Endeavour to use Trade (Apothecary) without need of a Workshop. Other Crafting Endeavours use the normal
rules. Contortionist +1d10 silver shillings 4 +1 gold crown 3 Coolheaded Dealmaker Max: Dexterity Bonus Tests: Drive or Running, it gains +1 Movement if you are using a whip. +2d10 silver shillings Because of your
obvious criminal nature, others consider vou lower Status than them unless they also have the Criminal Talent, where Status is compared as normal perhaps you have gang tattoos, look shifty, or are just rough around the edges, its your choice. Because of this, local law enforcers are always suspicious of you and suspect your motivations, which only
buy. Deadeye Shot Crack the Whip +2d10 brass pennies 2 Max: Agility Bonus Tests: Perform and Agility Tests when contorting helps You can bend your body in crazy ways, giving benefits determined by the GM, possibly
 with a successful Agility test. Max: 1 You gain a permanent +5 bonus to your starting Willpower Characteristic this does not count towards your Advances. Bonus Money per time the Talent is taken Max: 1 You always hit an opponent right between the eyes or wherever else you intended to hit. Instead of reversing the dice to determine which Hit
Location is struck with your ranged weapons, you may pick a location. Max: Fellowship Bonus Tests: Haggle You are a skilled businessman who knows how to close a deal. When using the Haggle skill, you reduce or increase the price of the products by an extra 10%. Note: The GM may put a lower limit on prices here to show a seller refusing to sell
below cost. Detect Artefact Max: Dexterity Bonus Tests: Trade (any one) You have true creative talent. Add the associated Trade Skill for 5 XP fewer per Advance. Max: Initiative Bonus Tests: Intuition tests to detect magical artefacts You are able to
sense when magic lies within an artefact. You may attempt an Intuition Test for any magical artefact touched. If successful, you sense the item uses, if it has any, Normally, you may only attempt this Test once per artefact touched. Criminal Diceman Craftsman (Trade) Max:
None You are an active criminal making money from illegal sources, and youre not always quiet about it. For the purposes of securing Max: Intelligence Bonus Tests: Gamble and Sleight of Hand when playing dice games You are a dicing master, and all claims you cheat are clearly 135 IV Warham mer Fantasy Role play wrong. When you
successfully use Gamble or Sleight of Hand when playing with dice, you can choose to either use your rolled SL, or the number rolled on your units die. So, a successful roll of 06 could be used for +6 SL. If you play any real-life dice games to represent in-game dice games, always roll extra dice equal to your Diceman level and choose the best results
Dirty Fighting Max: Weapon Skill Bonus Tests: Melee (Brawling) You have been taught all the dirty tricks of unarmed combat. You may choose to cause an extra +1 Damage for each level in Dirty Fighting with any successful Melee (Brawling) hit. Note: using this Talent will be seen as cheating in any formal bout. Disarm Max: Initiative Bonus Tests:
Melee Tests concerning this Talent You are able to disarm an opponent with a careful flick of the wrist or a well-aimed blow to the hand. For your Action, you may attempt an Opposed Melee/Melee test. If you win, your opponent loses a held weapon, which flies 1d10 feet in a random direction (with further effects as determined by the GM). If you win, your opponent loses a held weapon, which flies 1d10 feet in a random direction (with further effects as determined by the GM). If you win, your opponent loses a held weapon, which flies 1d10 feet in a random direction (with further effects as determined by the GM).
by 2 SL, you can determine how far the weapon is flung instead of rolling randomly; if you win by 4 SL, you can also choose the direction the weapon goes in; if you win by 6 SL or more, you can take your opponents weapon, or is a
larger Size than you (see page 341). Were Doomed! The following are examples of Doomings to inspire your own creations for the Doomed! The sword shalt bring no justice, only
thine end. The bun! The pastry! The pie! Lo, they are Morrs dishes! The drummer beats out thine end. Thine end is not thine end is not thine end. Thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end. Thine end is not thine end is not thine end.
from your true intent. You may use your Move to perform a Distraction. This is resolved by an Opposed Athletics/Cool Test. If you win, your opponent can gain no Advantage until the end of the next Round. Doomed Max: 1 At the age of 10, a Priest of Morr called a Doomsayer took you aside to foretell your death in an incense-laden, coming-of-age
ritual called the Dooming. In conjunction with your GM, come up with a suitable Dooming. Should your character die in a fashion that matches your Dooming, your next character gains a bonus of half the total XP your dead character die in a fashion that matches your Dooming. Should your character die in a fashion that matches your Dooming.
been trained to fight shoulder-to-shoulder with other soldiers. If an enemy causes you to lose Advantage when attacking with two weapons When armed with
two weapons, you may attack with both for your Action. Roll to hit with the weapon held in your primary hand. If you hit, determine Damage as normal, but remember to keep your dice roll, as you will use it again. If the first strike hits, once it is resolved, the weapon in your secondary hand can then target an available opponent of your choice using
the same dice roll for the first strike, but reversed. So, if you rolled 34 to hit with the first weapon, you use 43 to hit with the second attack is Opposed with a new defending roll, and damage for this second strike is calculated as
normal. The only exception to this is if you roll a Critical for your first strike out with a to-hit value of 56. If you choose to
attack with both weapons, all your defensive rolls until the start of your next Turn suffer a penalty of 10. You do not gain an Advantage when you successfully strike or Wound an opponent when Dual Wielding unless both attacks hit. Embezzle Max: Intelligence Bonus Tests: Intelligence (Embezzling) You are skilled at skimming money from your
employers without being detected. Whenever you secure money when Earning (during play or performing an Income Endeavour), 136 s kills and talent syou may attempt an Opposed Intelligence Test with your employer (assuming you have one). If you win, you skim 2d10 + SL silver shillings, or 1 + SL gold crowns
(depending upon the size of the business in question, as determined by the GM) without being detected. If your employer wins by 6+ SL, you gain the money, but your embezzle any money. Enclosed Fighter Max: Agility Bonus Tests: Dodge in
enclosed environments You have learned to make the most benefit out of fighting in enclosed spaces. You ignore penalties to Melee caused by confined spaces such as tunnels, the frontline, small fighting pits, and similar, and can use the Dodge Skill, even if it would normally be disallowed due to lack of space. Etiquette (Social Group) Max: Fellowship
Bonus Tests: Charm and Gossip (Social Group) You can blend in socially with the chosen group so long as you are dressed and acting appropriately. Example social groups for this Talent are: Criminals, Cultists, Guilders, Nobles, Scholars, Servants, and Soldiers. If you do not have the Talent, those with it will note your discomfort in the unfamiliar
environment. This is primarily a matter for roleplaying, but may confer a bonus to Fellowship Tests at the GMs discretion. Fast Hands Max: Dexterity Bonus Tests: Sleight of Hand, Melee (Brawling) to touch an opponent You can move your hands with surprising dexterity. Bystanders get no passive Perception Tests to spot your use of the Sleight of
Hand Skill, instead they only get to Oppose your Sleight of Hand Tests if they actively suspect and are looking for your movements. Further, attempts to use Melee (Brawling) to simply touch an opponent gain a bonus of +10 your level in Fast Hands. Fast Shot Max: Agility Bonus Tests: Ranged when making a Fast Shot If you have a loaded ranged
weapon, you can fire it outside the normal Initiative Order before any other combatant reacts in the following Round. You roll to hit using all the normal modifiers. Employing Fast Shot requires both your Action and Move for your upcoming turn, and these will count as having been spent when your next turn arrives. If two or more characters use Fast
Shot, the character who has taken this Talent most goes first. If any characters have taken Fast Shot an equal number of times, both shots are fired simultaneously, and should both be handled at the same time. Fearless (Enemy) Max: Willpower Bonus Tests: Cool to oppose your Enemys Intimidate, Fear, and Terror You are either brave enough or
crazy enough that fear of certain enemies has become a distant memory. With a single Average (+20%) Cool Test, you may ignore any Intimidate, Fear, or Terror effects from the specified enemy when encountered. Typical enemies include Beastmen, Greenskins, Outlaws, Vampires, Watchmen, and Witches. Feint Max: Weapon Skill Bonus Tests:
Melee (Fencing) for Feints You have trained how to make false attacks in close combat to fool your opponent. You may now make a Feint for your Action against any opponent before the end of the next Round, you may add the
SL of your Feint to your attack roll. IV IV Warhammer FantasyRole play Field Dressing Furious Assault Max: Intelligence Bonus Tests: Heal during combat Rounds You are used to treating wounds quickly. If you fail a Heal Test when using Bandages, you may reverse the result if this will score a success; however, if you do so, you may not
score more than +1 SL as you focus on speed over accuracy. Max: Agility Bonus Tests: Melee when making extra attacks Your blows follow one another in quick succession, raining down on your opponents with the fury of Ulric. Once per Round, if you hit an opponent in close combat, you may immediately spend an Advantage or your Move to make
an extra attack (assuming you have your Move remaining). Fisherman Max: Initiative Bonus Tests: Any Test involving fishing You are a very capable fisherman and know all the best ways to land fish. Assuming a large enough body of water is available, you are a utomatically assumed to be able to fish enough to feed yourself and a number of others
equal to your level in Fisherman, assuming you choose to spend at least an hour or so with a line and bait. You may secure more fish in addition to this using the Ruinous Powers You have dedicated your pain to the service of your God. Each day,
you must spend half a bell (half an hour) praying as you maintain a number of Wounds suffered equal to your level in Flagellent. Until you next sleep, if you have the Frenzy Talent you may enter Frenzy immediately without testing. Max: Fellowship Bonus Tests: Gossip Tests with travellers You just like talking to other folk and it seems they like
talking to you. You may reverse any failed Gossip Test if this allows the Test to succeed. Gunner Max: Dexterity Bonus You can reload blackpowder weapon. Hardy Max: Toughness Bonus You gain a permanent addition to your Wounds
equal to your Toughness Bonus. If your Toughness Bonus should increase, then the number of Wounds Hardy provides also increases. Hatred (Group) The Frenzy Talent is added to the Talent list of any career you are in. Should you fail to flagellate yourself on any given day, or allow your castigated flesh to be healed, you may not spend any Resilience
or Resolve until you flagellate yourself again. Max: Willpower (Resist Group) You are consumed with hatred for something in the Old World, as described on page 190. Each time you take this Talent you develop hatred for something in the Old World, as described on page 190. Each time you take this Talent you develop hatred for something in the Old World, as described on page 190. Each time you take this Talent you develop hatred for something in the Old World, as described on page 190. Each time you take this Talent you develop hatred for something in the Old World, as described on page 190. Each time you take this Talent you develop hatred for something in the Old World, as described on page 190. Each time you take this Talent you develop hatred for something in the Old World, as described on page 190. Each time you take this Talent you develop hatred for something in the Old World, as described on page 190. Each time you take this Talent you develop hatred for something in the Old World, as described on page 190. Each time you take this Talent you develop hatred for something in the Old World, as described on page 190. Each time you take this Talent you take this Tal
Undead, Witches. Flee! Max: Agility Bonus Tests: Athletics when Fleeing (see page 165). Holy Hatred Max: Fellowship Bonus Your prayers drip with the hatred you feel for your blasphemous enemies. You deal +1
Damage with Miracles for each level in this Talent. Fleet Footed Max: 1 You gain +1 to your Movement Attribute. Holy Visions Frenzy Max: 1 You can Frenzy as described on page 190. Frightening Gregarious Max: 1 You gain +1 to this Talent. Fleet Footed Max: 1 You gain +1 to this Talent. Fleet Footed Max: 1 You gain +1 to this Talent. Fleet Footed Max: 1 You gain +1 to this Talent.
number per extra time you have this Talent. Max: Initiative Bonus Tests: Intuition Test when on holy ground You clearly see the great works of the Gods all around you. You automatically know when you enter Holy Ground, and may take an Intuition Test to receive visions (often obscure, and seen through the paradigm of your cult or individual belief-
system) regarding the local area if significant events have occurred there in the past. Hunters Eye Max: Initiative Bonus Tests: Any Test to trail or capture game You are a skilled hunter and know all the best techniques to find game. When travelling through well-stocked lands, you 138 IV s kills and tale nts are automatically assumed to be able
to hunt down enough game to feed yourself and a number of others equal to your level in Hunters Eye, so long as you have time and the correct equipment. You may secure more food in addition to this using the normal 10 As norma
20 As normal 50 As normal 100 As normal 100 As normal 200 As normal 1000 All who can hear your inspiring voice Example: Abbess Birgitte van der Hoogenbands monastery is under attack by Greenskins, and things are going badly. So, she decides to bolster her soldiers spirits with a Leadership Test, granting them +10 to all Psychology Tests. Her
Leadership Test scores 3 SL. Given she has a Fellowship Bonus of 6, and she can influence her Fellowship Bonus + SL of her soldiers using Leadership, she bolsters 9 soldiers. However, as she has Inspiring 3, that number is multiplied by 20, meaning 180 of her soldiers take heart from her screamed encouragement to, HOLD THE LINE! Instinctive
Diction Impassioned Zeal Maximum: Initiative Bonus Tests: Language (Magick) when casting You instinctively understand the language of Magick, and are capable of articulating the most complex phrases rapidly without error. You do not suffer a Miscast if you roll a double on a successful Language (Magick) Test. Max: Fellowship Bonus Tests:
Charm when speaking about your cause When you talk about your cause, case, or religion, your words fill with passion and fervent zeal. You may double your Fellowship for the purposes of determining the number of people influenced by your Public Speaking (see page 142) when talking about your cause. Invoke (Divine Lore) Max: 1 You are blessed
by one of the Gods and can empower one of your Cults Miracles. Further, you may purchase extra miracle you currently know. So, if you already know 3 miracles are provided in Chapter 7: Religion and Belief. Under normal circumstances, you
may not learn more than one Invoke (Divine Lore) Talent. Further, you may not learn the Petty Magic or Arcane Magic Talents when you have the Invoke Talent. You can unlearn this Talent for 100 XP, but will lose all of your GM. Implacable
Max: Toughness Bonus It takes a lot to finish you off. You can ignore the Wound loss from an extra Bleeding Condition. In-fighter Max: Dexterity Bonus Tests: Melee when in-fighting, or to enter in-fighting You are skilled at drawing in close to an opponent. You suffer
no penalties for fighting against an opponent with a longer weapon than you. Further, if you use the optional rules for In-fighting (see page 297), gain a bonus of +10 to hit your opponent. Inspiring Iron Jaw Max: Fellowship Bonus Tests: Leadership during war Your rousing words and pleas can turn the tide of a battle. Refer to the following table to
see how many people you can now influence with your Leadership Skill (see page 126) when at war. Max: Toughness Bonus Tests: Endurance tests to resist Stunned You are made of sturdy stuff and can weather even the strongest blows. Whenever you gain one or more Stunned You are made of sturdy stuff and can weather even the strongest blows.
Test to not take one of them, with each SL removing an extra Stunned Condition. 139 IV Warh amm er Fantasy Roleplay Iron Will if you score an Astounding Success (+6), can also determine the targets highest Channelling Specialisation. Max: Willpower Bonus Tests: Cool Tests to oppose Intimidate You have an indomitable will of iron, and
will never willingly bow down before another. Use of the Intimidate skill does not cause Fear in you, and will not stop you speaking out against the intimidating party. Magic Resistance Max: 1 You are resistant to magic. You must Oppose any incoming spell with your Willpower, just as if you were a spellcaster using Language (Magick) to dispel (see
page 237). Further, you may never learn the Arcane Magic, or Witch! Talents. Jump Up Max: 1 You are hard to keep down. You may perform a Challenging (+0) Agility Test to immediately regain your feet whenever you gain a Prone Condition. This Athletics Test is often modified by the Strength behind the blow that knocks
you down: for every +10 Strength the blow has over your Toughness, you suffer a penalty of 10 to the Athletics Test, and vice versa. Magnum Opus Max: None You are an undisputed master in your field, able to create work of such incredible complexity others can but sit back and marvel at your genius. Each time you take this Talent you may create a
single, extraordinary work of art with one of your Art or Trade Skills. This work is unrivalled in your field, a unique piece that will always impress, giving bonuses as determined by the GM, most commonly to Fellowship Tests from those who have witnessed your astounding work. Selling the piece will net you at least ten times its normal value, and
sometimes significantly more than this. Kingpin Max: 1 You have earned an air of respectability despite your nefarious ways. You may ignore the Status loss of the Criminal Talent. Lightning Reflexes Max: 1 You gain a permanent +5 bonus to your starting Agility Characteristic (this does not count towards your Advances). Marksman Max: 1 You gain a
permanent +5 bonus to your starting Ballistic Skill (this does not count towards your Advances). Linguistics Max: Intelligence Bonus Tests: Language (All) You have a natural affinity for languages. Given a months exposure to any Language (All) You have a natural affinity for languages.
attempted once per month). Note: Linguistics only works for languages used to frequently communicate with others, so does not work with Language (Magick). Master of Disguise Max: Fellowship Bonus Tests: Entertain (Acting) when being someone else You are an expert at taking on the appearance and mannerisms of others. With nothing but
posture changes, face twisting, and careful use of appropriate clothing, you no longer look like yourself without having to use a Disguise Kit. Lip Reading Master Orator Max: Initiative Bonus Tests: Perception Tests concerning this Talent You can tell what people are saying by simply watching their lips; you do not need to hear what they are saying. If
you have an unobstructed view of the speakers lower face, you can attempt a Perception Test to understand what they are saying. Max: Fellowship Bonus You are skilled at firing up crowds. You gain a gain a SL bonus equal to your levels of Master Orator to any Charm Test when Public Speaking before a crowd. Master Tradesman (Trade) Max:
Dexterity Bonus Tests: Any appropriate Extended Trade Skill by the level of your Master Tradesman Talent. Luck Max: Fellowship Bonus They say when you were born, Ranald smiled. Your maximum Fortune Points now
equal your current Fate points plus the number of times youve taken Luck. Magical Sense Menacing Max: Initiative Bonus Tests: Intuition Test whenever you encounter a spellcaster. If you pass, you sense the target is a witch
Further, Max: Strength Bonus Tests: Intimidate You have an imposing presence. When using the Intimidate Skill, gain a SL bonus equal to your levels of Menacing. 140 s kills and talents, and can reproduce them
accurately. You may replicate any accent you are exposed to for at least a day with an Initiative Test; this Test may be attempted once per day. Once passed, you may always mimic the accent, and locals will believe you to be one of their own. Night Vision Max: Initiative Bonus Tests: Perception tests in low-light conditions You can see very well in
natural darkness. Assuming you have at least a faint source of light (such as starlight, moonlight, or bioluminescence) you can see clearly for 20 yards per level of Night Vision. Further, you can extend the effective illumination distance of any light sources by 20 yards per level of Night Vision. Further, you can see clearly for 20 yards per level of Night Vision. Further, you can extend the effective illumination distance of any light sources by 20 yards per level of Night Vision. Further, you can extend the effective illumination distance of any light sources by 20 yards per level of Night Vision.
to your starting Dexterity (this does not count towards your Advances). Noble Blood not be allowed a Test (because of Talents or a Spell, for example). This Test will likely be Opposed if others are hiding, and the GM may prefer to take this Test on your behalf in secret so you do not know the results should you fail. If any troublemakers you spot start
combat, you may ignore any Surprised Condition they would normally inflict. Numismatics Max: Initiative Bonus Tests: Evaluate to establish the worth of coins You are well versed with the different coinage of the Old World, and are adept at determining their value. You can judge the true value of a coin by experience alone, not even requiring a Test
Further, you can identify forged coins with a Simple Evaluate Test; it is never Opposed by the SL of the Forger. Old Salt Max: Agility Bonus Tests: Sail (any Sea-worthy Vessels) You are an experienced seaman, and are very used to sea life. You can ignore all negative modifiers to Tests at sea derived from poor weather, rolling ships, and similar
Further, you count as two seamen towards the minimum number of crew to pilot a sea-going vessel. Max: 1 Tests: Any Test influenced by your Status You are either born into the nobility, or otherwise elevated to it by in-game events. Assuming you are either born into the minimum number of crew to pilot a sea-going vessel. Max: 1 Tests: Any Test influenced by your Status You are either born into the minimum number of crew to pilot a sea-going vessel. Max: 1 Tests: Any Test influenced by your Status You are either born into the minimum number of crew to pilot a sea-going vessel.
the Noble Blood Talent, where Status is compared as normal. Orientation Nose for Trouble Panhandle Max: Initiative Bonus Tests: Any Test to spot those seeking to cause trouble or seeking to cause you harm, even if normally you
would Max: Initiative Bonus Tests: Navigation You have an instinctual feel for direction. You automatically know which direction is north with a glimpse at the stars, trees, or whatever other signs you are familiar with. Max: Fellowship Bonus Tests: Charm (Begging) You are a skilled beggar, able to get even the most jaded individual to contribute to
your cause. You can perform a Charm Test every half hour when Begging, not every hour (see page 120). IV IV War ham mer Fantasy Role play Perfect Pitch Max: Initiative Bonus Tests: Entertain (Sing), Language (Tonal Languages, such as Elthrin, Cathayan, and Magick) You have perfect pitch, able to replicate notes perfectly and identify
them without even making a Test. Further, add Entertain (Sing) to any Career you enter; if it is already in your Career, you may instead purchase the Skill for 5 XP fewer per Advance. Talent Taken Petty Magic Max: 1 You have the spark to cast magic within you and have mastered techniques to control it at a basic level. When you take this Talent,
you manifest, and permanently memorise, a number of spells equal to your Willpower Bonus. You can learn extra Petty spells for the following cost in XP. No. of Petty Spells Currently Known XP Cost for a new spell Willpower Bonus 1 50 XP Willpower Bonus 3 150 XP Willpower Bonus 3 150 XP Willpower Bonus 4 200 XP ...and so on. So, if your
 Willpower Bonus is 3, it will cost you 50 XP for the first 3 spells, then 100 XP for the next 3, and so on. Full rules for learning new spells are provided in Chapter 8: Magic. Pharmacy, better able than most to make pills, ointments, unquents, oils, creams, and more.
You may reverse any failed Trade (Apothecary) test if this allows the Test to succeed. Pilot Max: Initiative Bonus Tests while navigating unsure waters, you may reverse the result if it will score a success; however, if you
do so, you may not score more than +1 SL as you catch the incoming danger at the last moment. Public Speaker Max: Fellowship Bonus You are a skilled orator and know how to work large groups of people. Refer to the following table to see how many people you can now influence with your Charm Skill (see page 120) when Public Speaking. Number
influenced 1 As normal 5 2 As normal 5 2 As normal 5 2 As normal 100 6 As norm
having to Test to see if you become corrupt. Rapid Reload Max: Dexterity Bonus You can reload ranged weapon. Reaction Strike Max: Initiative Bonus Tests: Initiative Tests concerning this Talent Your fast reactions have allowed you to fell
many opponents before they have even swung their blades. When you are Charged, you may attempt a Challenging (+0) Initiative Test to gain an immediate Free Attack outside the normal turn sequence. This attack is resolved with whatever weapon you are carrying in your primary hand. You may make as many Reaction Strikes in a Round as you
 have levels in this Talent, but can only attack each individual charger once each. Read/Write Max: 1 You are one of the rare literate individuals in the Old World. You are assumed to be able to read and write (if appropriate) all of the Languages you can speak. Relentless Max: Agility Bonus When you have your mind set on a target, there is nothing
anyone can do to stop you reaching them. If you use Advantage even if you may keep a number of Advantage equal to your level of Relentless. Further, you may use Advantage even if you have lower Advantage et a number of Advantage et a number of Advantage even if you have lower Advantage et a number of Advantage et a numb
resist the associated Threat Your strong constitution allows you to more readily survive a specific threat. You may automatically pass the first Test to resist the specified threat, such as Magic, Poison, Disease, Mutation, every session. If SL is important, use your Toughness Bonus as SL for the Test. Resolute Max: Strength Bonus You launch into
attacks with grim determination. Add your level of Resolute to your Strength Bonus Tests: Melee when defending You are used to desperate combats, able to turn even the direct circumstances to your Advantage. If you win an Opposed Melee Test, instead of gaining +1 Advantage, you may take all
your opponents Current Advantage. If you do this, you do not cause any Damage, even if it is your Turn in the Round. Riposte Max: Agility Bonus Tests: Melee when defending Conforming to the best defence is offence, you respond to an incoming attack with a lightning-fast counterstrike of your own. If your weapon has the Fast quality, you may cause
Damage when you are attacked, just as if it was your Action. You can Riposte a number of attacks per round equal to your Riposte level. River Guide Max: Initiative Bonus Tests: Any Lore Test concerning river matters You know all the tricks for navigating dangerous rivers. You don't need to Test for passing through dangerous stretches of water until
the Difficulty for doing so is 10 or lower you automatically pass all Tests easier than this. Further, if you have the appropriate Lore (Local) Skill, you need never Test for navigating dangerous waters you are assumed to know the route through. Robust Max: Toughness Bonus You are assumed to know the route through.
incoming Damage by an extra +1 per time you have taken the Robust Talent, even if the Damage cannot normally be reduced, but still suffer a minimum of 1 Wound from any Damage source. Roughrider Max: Agility Bonus Tests: Ride (Horse) when in combat You are at home in the saddle in even the most difficult of circumstances, and know how to
get the best out of your mount during conflict. Assuming you have the Ride skill, you can direct your mount to take an Action, not just a Move, without a Ride test. Rover Max: Agility Bonus Tests: Stealth Tests in a Rural environment, bystanders do not get passive
Perception Tests to detect you; they can only spot you if they are specifically on look-out, or watching for hidden spies. Savant (Lore) Max: Intelligence Bonus Tests: Lore (chosen Lore) You are exceptionally learned, and have a significant degree of specialised knowledge in a single field of study. You automatically know a number of pieces of correct
information equal to you Savant (Lore) level about a relevant issue without having to test your Lore Skill. Testing, as always, will provide yet more information as normal as determined by the GM. IV IV Warh a mm er Fantasy Role en lay Savvy Max: 1 You gain a permanent +5 bonus to your starting Intelligence Characteristic (this does not
count towards your Advances). Scale Sheer Surface Max: Strength Bonus Tests: Climb You are an exceptional climber. You can attempt to climb even seemingly impossible surface such as sheer fortifications, ice shelves, plastered walls, and similar, and you ignore any penalties to Climb Tests derived from the difficulty of the surface climbed.
Schemer Max: Intelligence Bonus Tests: Intelligence Bonus Tests: Intelligence Tests concerning this Talent You are a master of politics and see conspiracy around every corner. Once per session, you may ask the GM one question regarding a political situation or entangled web of social connections; the GM will perform a secret Intelligence Test and provide you some
observations regarding the situation based upon your SL. Sea Legs Max: Toughness Bonus Tests: All those taken to resist Sea Sickness You are used to the rolling motion of the oceans, and are very unlikely to get sea sick, even in the worst storms. Under normal conditions at sea, you need never Test to see if you become Sea Sick. At other times
(such as a storm, or a magically induced bout of Sea Sickness), you can ignore any penalties to Tests to avoid Sea Sickness. Seasoned Traveller Max: Intelligence Bonus Tests: Any Lore Test concerning local detail You are an inquisitive soul who has travelled far and wide, learning all manner of local information. Add Lore (Local) to any Career you
enter; if it is already in Career, you may purchase the Skill, both times a different Speciality each time, such as Altdorf, Vorbergland, or Ubersreik for 5 XP fewer per Advance. Second Sight Max: Initiative Bonus Tests: Any Test to detect the Winds of Magic You can perceive the shifting Winds of Magic that course from the Chaos Gates at the poles of
the world. You now have the Sight (see page 233). Secret Identity Max: Intelligence Bonus Tests: Entertain (Acting) Tests to support your secret identities You maintain a secret identity that allows you to appear richer, or perhaps poorer, than you actually are. With GM permission, choose any one Career. As long as you are dressed appropriately, you
may use the Social Status of the chosen Career you masquerade as rather than your own for modifying Fellowship Tests, and can even ignore the Criminal Talent. However, maintaining this identity will require Entertain (Acting) rolls when you encounter those who may recognise your falsehood. You may create a new Secret Identity for each level you
have in this Talent. Shadow Max: Against just your Perception or your Stealth Skill, whichever is higher. Sharp Max: 1 You gain a permanent +5
bonus to your starting Initiative Characteristic (this does not count towards your Advances). s kills and talents Sharpshooter Speedreader Max: 1 You can make aimed shots of exceptional accuracy. You ignore any negative Difficulty modifiers to Ranged Tests due to the size of your target. Shieldsman Max: Strength Bonus Tests: Any Test to
defend with a shield You are skilled at using your shield to manoeuvre others in combat so you can take advantage of a desperate situation. When using a Shield to defend, you gain Advantage equal to the number of levels you have in Shieldsman if you lose the Opposed Test. Max: Intelligence Bonus Tests: Research and Language Tests where speed
of reading is important You read books at a voracious pace. You may reverse a failed Research Test (make singular if previous suggestion is taken) if this will grant successful Language Test lets you read and fully comprehend a number of pages per Round equal to your SL plus
Speedreader level (minimum of 1, even if you fail the Test). Sprinter Max: Strength Bonus Tests: Athletics Tests concerning Running. Step Aside Sixth Sense Max: Initiative Bonus Tests: Intuition Tests involving your Sixth Sense You get a strange feeling when you are
threatened, and can react accordingly. The GM may warn you if you are walking into danger; this will normally come after a secret Intuition Test on your behalf. Further, you may ignore Surprise if you pass an Intuition Test on your behalf. Further, you may ignore Surprise if you pass an Intuition Test. Slayer Max: 1 When determining Damage use your opponents Toughness Bonus as your Strength Bonus if it is higher; always
determine this before any other rules modify your Strength or Strength Bonus. Further, if your target is (so, 2 steps = 2, 3 steps = 3, and so on); this multiplication is calculated after all modifiers are applied. See
page 341 for more about Size. Small Max: 1 You are much shorter than most folk in the Old World. The full rules for different Sizes are found in Chapter 12: Bestiary on page 341. Sniper Max: 4 Tests: Ranged (LongExtreme Range) Distance is of no import to your shooting skills, and you are just as adept at picking off far away targets as those nearby.
You suffer no penalties for shooting at Long range, and half the penalties for Extreme range. Max: Agility Bonus Tests: Dodge to defend against an incoming attack and win the Opposed Test, you may move up to 2 yards as you dive away, and no
longer count as Engaged. None of your opponents will gain a Free Attack when you do this. Stone Soup Max: Toughness Bonus Tests: Endurance Tests to resist hunger You are used to getting by with less, and know how to survive lean times. You can subsist on half the amount of food required without any negative penalties (bar feeling really
hungry), and need only test for Starvation every 3 days, not 2 (see page 181). Stout-hearted Max: Willpower Bonus Tests: Cool Tests to remove a Broken Condition at the end of each of your Turns as well as at the end of
the Round (see page 168 for more on this). Strider (Terrain) Max: Agility Bonus Tests: Athletics Tests to traverse the Terrain You are experienced in traversing difficult ground. You ignore all movement penalties when crossing over or through a specified terrain. Typical specialities include: Coastal, Deserts, Marshes, Rocky, Tundra, Woodlands. Strike
Mighty Blow Max: Strength Bonus You know how to hit hard! You deal your level of Strike to Injure Max: Initiative Bonus You are an expert at striking your enemies most vulnerable areas. You inflict your level of Strike to Injure in additional
Wounds when you cause a Critical Wound. Strike to Stun Super Numerate Max: Intelligence Bonus Tests: Evaluate, Gamble You have a gift for calculation and can work out the solution to most mathematical problems with ease. You may use a simple calculator to represent what your PC is capable of mentally computing. Supportive Max: Weapon Skill
Bonus Tests: Melee Tests when Striking to Stun You know where to hit an opponent to bring him down fast. You ignore the Called Shot penalty to strike the Head Hit Location when using a melee weapon with the Pummel Quality. Max: Fellowship Bonus Tests:
Social Tests to influence a superior You know what to say and when to make the most impact upon your successfully use a social Skill to influence those with a higher Status tier, you can choose to either use your rolled SL, or the number rolled on your units die. So, a successful roll of 46 could be used for +6 SL. Strong Back
Max: Strength Bonus Tests: Row and Swim You have a strong Back to your level of Strong Back. Sure Shot Strong Back to your level of Strong Back to your SL in any Opposed Strength Tests.
outside combat rounds; i.e. when you have time to do it properly You are a surgeon, able to open and close the flesh in order to heal others. You can also perform surgery to resolve internal issues with an Extended Challenging (+0) Heal Test with a target SL determined by the GM (usually
510) depending upon the difficulty of the procedure at hand. This will cause 1d10 Wounds and 1 Bleeding Condition per Test, meaning surgery has a high chance of killing a patient if the surgeon is not careful. After surgery, the patient must pass an Average (+20) Endurance Test or gain a Minor Infection (see page 187). Max: Initiative Bonus You
know how to find the weak spots in a target with a Ranged weapon, you may ignore Armour Points equal to your Strong Legs level to your Strong Legs level to your Strong Legs level to your Strong Legs able to carry you great distances when you jump. Add your Strong Legs level to your Strong Legs level to your Strong Legs level to your Strong Legs able to carry you great distances when you jump. Add your Strong Legs level to your Str
166). Strong-minded Max: Willpower Bonus You are the epitome of determination and resolve. Add your level in Strong Swimmer and used to holding your breath for a long time underwater. Gain a bonus of your level in Strong Swimmer and used to holding your breath for a long time underwater. Gain a bonus of your level in Strong Swimmer Max: Strong Swimmer and used to holding your breath for a long time underwater. Gain a bonus of your level in Strong Swimmer and used to holding your breath for a long time underwater. Gain a bonus of your level in Strong Swimmer and used to holding your breath for a long time underwater.
Swimmer to your Toughness Bonus for the purposes of holding your breath. Sturdy Tenacious Max: Strength Bonus Tests: Strength Tests when lifting You have a brawny physique, or are very used to carrying things. Increase the number of Encumbrance Points you can carry by your Sturdy level x 2. Suave Max: 1 You gain a permanent +5 bonus to
your starting Fellowship Characteristic (this does not count towards your Advances). Max: Toughness Bonus Tests: Endurance Tests for enduring hardships You never give up, no matter how impossible your travails appear. You can double the length of time successful Endurance Tests allow you to endure a hardship. This includes enduring prolonged
riding, exposure, rituals, and similar adversities. Tinker Max: Dexterity Bonus Tests: Trade Tests to repair broken items. Tower of Memories Max: Intelligence Bonus A recollection technique first
instigated by the Cult of Verena, reputedly from Elven practices taught by the Loremasters of Hoeth, Tower of Memories allows you to perfectly recall a 146 s kills and talent sequence of facts by storing them in an imaginary spire. You can recall a sequence as long as your Intelligence without having to make a Test. For every 10 more items
you attempt to memorise, you must make an increasingly difficult Intelligence Test to recall the list correctly, starting at Very Easy (+40) for +20, Average (+0) for 
the game at hand, the GM can apply bonuses to other Tests as appropriate. Each time you take this Talent you may recall an extra sequence without having to forget a previously stored one. Trapper Max: Initiative Bonus Tests to spot
traps automatically without having to tell the GM of your intention; the GM may prefer to make some of these Tests on your behalf in private. Trick Riding War Leadership Tests during War Your stern gaze and inspiring words motivate your soldiers to fight on to the end. All subordinates able to see you may add
your level in War Leader to their SL in one Willpower Test per Round. This bonus does not stack. War Wizard Max: 1 You are trained to cast magic while in the thick of combat. On your Turn, you may not cast another spell this Turn.
Warrior Born Max: 1 You gain a permanent +5 bonus to your starting Weapon Skill Characteristic (doesnt count as Advances). Waterman Max: Agility Bonus Tests: Dodge Tests on Horseback, Ride (Horse) You are capable of amazing feats of agility on horseback.
Further, when mounted, you can make your Move at the start of the Round instead of on your Turn. Max: Agility Bonus Tests: Sail Tests for river-going vessels. You can ignore all negatives to your Tests when onboard a barge derived from rolling waters, swaying vessels,
unsure footing, and similar. Further, you count as two boatmen towards the minimum number of crew to pilot a river vessel. Tunnel Rat Wealthy Max: Agility Bonus Tests: Stealth Tests when underground environment, bystanders do not
get passive Perception Tests to detect you; they can only spot you if they are specifically on look-out, or watching for hidden others. Unshakable Max: Willpower Bonus Tests: Cool Tests to resist Blackpowder panic You are a jaded veteran who has survived more than one hail of shots from Blackpowder weapons. You need only take a Cool Test to resist
a Broken Condition if you are successfully wounded by a Blackpowder weapon, not just if you are shot at. Very Resilient Max: 1 You gain a permanent +5 bonus to your starting Toughness Characteristic (this does not count towards your Advances).
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not count towards your Advances). Max: None You are fabulously wealthy, and are rarely ever short of coin. When Earning (including Income Endeavours) you secure +1 GC per time you have this Talent. Well-prepared Max: Initiative Bonus You are used to anticipating the needs of others, and yourself. A number of times per session equal to your
level of Well-Prepared, you may pull the trapping required for the current situation from your backpack (or similar) as long as it is Encumbrance 0, could feasibly been bought recently, and doesnt stretch credibility too far. This could be anything from a flask of spirits to fortify a wounded comrade to a pfennig-whistle needed by a passing entertainer
Whenever you do this, you must deduct the cost for the prepared item from your purse, representing the coin you spent earlier. Witch! Max: Willpower Bonus You are a self-taught spellcaster who has figured out how to cast magic through trial and error. Add Language (Magick) to any Career you enter; if it is already in your Career, you may instead
purchase the Skill for 5 XP fewer per Advance. Further, for the cost of a Resilience point, you may manifest (and permanently memorise) a spell from any Arcane Lore. You can do this a number of times equal to your level in this Talent. 147 IV V Warh a mm er Fantasy Role en level in this Talent.
 forward in their seats, listening intently to the GM describing the plot as it unfolds, excitedly explaining their characters actions in response and breathlessly waiting to hear what happens next Roleplaying games often work best with minimal interruptions to this narrative flow the smoother the game proceeds, the more involved everyone will be.
However, as the adventure develops, situations will arise where the outcome of a character saction is uncertain. Maybe a character leaps from a wall to hack down a pillaging Goblin will they land poised for action or flat on their face? Sometimes, especially with events that dont affect the players too much, the GM can simply decide the outcome and
relate it to the group. However, if the success or failure of the action has significant impact on the players, it is more tense and dramatic to roll some dice and let the fates and a characters capabilities determine whether they succeed or fail. Using the game rules also lets players assess their chances and make decisions accordingly its a fair and
transparent way to resolve things. At the core of the rules are Tests rolls of the dice that determine outcomes. There are also additional rules for more complex or unusual tasks see the box for a handy list with page references. The GM should be familiar with these, but as a player youll be fine so long as you know the basics of the different kinds of
Test. Rules Reference Simple Tests page 152 Opposed Tests page 152 Corruption page 153 Extended Tests page 154 Combat page 154 Combat page 154 Combat page 155 Conditions page 156 Conditions page 157 Extended Tests page 158 Extended Tests page 158 Conditions page 158 Conditions page 158 Conditions page 159 Conditions page 159 Conditions page 150 Conditions page 150
stories in the Warhammer world, so they should never be a barrier to having fun. Arguably, the most important, you will find alternative and optional rules throughout this book to support building a ruleset that best suits your group and
your style of play. If its your first game, ignore these until you become more familiar with how it all works, and you can experiment with some of the variants as the mood takes you. Be careful not to confuse fun with always succeeding a sense of risk and the real possibility of failure is an important part of drama. Things going wrong provides players
with the challenge of recovering from setbacks, a central part of any heros journey. Tests Aye, there are times when things just go wrong. Really, badly wrong. Like that time half way up the Bgen when Olaf jumped into a tree but missed and hit that jagged branch square on. I think hes there still, although theres probably not much of him left after
the animals had a seasons grazing. By Sigmars grace, sit yourself down and have some cheese, theres nothing good for you out there! Dieter Ksegeier, Cheesemonger, ex-Adventurer When your character takes an action, the GM will let you know what happens next. Sometimes, the GM will make a call based on your abilities and any other factors and
decide that you achieved what you were attempting, or that you didnt. If the GM isnt sure of the outcome, or if the situation is significant or dangerous, they can resolve the action using the rules. There are a few options, as the Using Tests box shows. Tests compare a dice roll to one of the characteristics or skills on your character sheet and provide
an outcome, churning stream? Can Wilhelm charm a lower price from the truculent merchant? Often, a quick yes or no answer to these questions allows your adventure, in which case you should use a Dramatic Test (see page 152)
instead. To perform a Simple Test, you roll d100 (see Throwing Bones on page 6) and compare the result rolled to the Skill or Characteristic best suited to the action you are attempting. Note this test may be modified by the GM if it is notably easy or hard to complete (see Difficulty on page 153). If you roll lower or equal to the Skill or Characteristic,
the Tests outcome is a success, and your Character perform the task. If you roll higher than the Skill or Characteristic, the Test outcome is a failure, and your Character perform the task. Whatever the outcome of the Test has impacted the
story. Example: Molli runs across Altdorf s Knigsplatz on a cold, winters night. The cobbles are blanketed in thick snow hiding treacherous ice beneath, but with a gang of thugs in eager pursuit Molli is not about to slacken her pace. The GM calls for a Simple Athletics Test to see if Molli can cross the slippery platz safely. Mollis Athletics is 42, and her
player rolls d100 scoring a 17. As 17 is below Mollis Athletics of 42, the result is a success, so the answer is yes, Molli can cross without mishap. The GM says that Molli crosses the open snow and darts into the relative safety of one of the many dark alleyways at the other side. If her player had rolled over 42, Molli would have slipped, and the thugs
 would have been upon her! Talents and Tests Some Talents can improve a Tests chances of success, or grant you access to unique Tests Simple Tests are used when you need to determine if your character succeeds or fails at a
simple task. Does Molli leap the 149 V Warh ammer Fantasy Roleplay Automatic Failure and Success In WFRP, no matter the odds stacked against you. Von Meinkopfs Preeminent Probability Paraphernalia If you
roll 9600 on any Test, it is always a failure. A failure occurs even if your modified characteristic or skill is less than 0105. Options: Autosuccess? Not At My Table! Not everybody likes a 5% chance of auto-success on
any Test. Similarly, not everyone likes the same chance of auto-failures. If this describes you, then simply change the numbers to your taste. The most common alternative is 9600 always fails, and 01 always succeeds. The rules use a selection of mechanics to modify or manipulate percentile rolls. The following explains these in detail: Rolling a
Double: Rolling a double means both the tens and the units die of a percentile test have rolled the same number. For example: 11, 22, 33, 44 and so on. Reroll: A reroll is when you disregard the result of a dice roll, and roll it again. Once a Test has been rerolled, it cannot be rerolled again under normal circumstances. Reverse: To reverse a percentile
roll, you swap the tens result with the units result. So, a roll of 58 becomes 85, or a roll of 51 becomes 15. Obviously, if you roll a double, it will have the same result when reversed, so 77 reverses to 77. Modifiers: These numbers are added or subtracted to the one of your Skill to make the Test easier or more difficult. This is most often referred to as
the Difficulty of the roll (see page 153). If you want to introduce some test-specific outcomes for particularly dramatic moments, you can use the methods above as a toolkit. Resolving Actions An Event or Action with uncertain outcome takes place Is success or failure going to be particularly important, exciting or dramatic? YES NO Do you need to
find out how well the Test succeeds or fails? Does the decision about succees or failure need to be made randomly? YES YES NO Make a Dramatic Test Make a Simple Test How well did you do? Roll d100 and find out. See page 152. Do you succeed? Roll d100 to score a yes or no answer. See page 149. 150 NO GM decides on success or failure based
on characters relevant abilities RULES Great Game Rules Game rules establish a mutually agreed and understood foundation for how WFRP works. They are important as they keep things fair and demonstrate the settings internal logic. But having the best game experiences depends on your interactions with the other players, too. Here are some
points to consider to help make your games the best they can be: Everyones invited to the fun: Be welcoming to new or inexperienced players. Off-limits: Respect people who dont want sex/violence/horror or other uncomfortable topics in the game, and accept they dont have to justify why. There are many very good (potentially traumatic) reasons sex/violence/horror or other uncomfortable topics in the game, and accept they dont have to justify why.
Consideration: Nobodys fun should come at anothers expense. Table manners: Discuss whats OK and not OK at the game table. Eating, use of electronic devices, drinking alcohol, texting, using social media? All of these and more are all worth discussing before play. Involve others: Dont try to hog every scene, give everyone time in the spotlight.
Teamwork: Dont be needlessly awkward or make your character wander off alone without good reason, (splitting the group slows down play). Respect your GM: Let the GM worry about the rules rules arguments are a fun killer (and you can always discuss it with the GM after the game). Contribute: Your actions should help progress the story and
develop your character. Play the game: Its not always about winning, its about the stories you tell and the fun you have. Sometimes, its just better to run away! Good mentors: If you have younger players in your group, it is everyones
responsibility to welcome, help, and maintain ageappropriate behaviour. Options: Tests Above 100% or higher when tested. If this occurs in your game, you may wish to use the following optional rule to help represent such an awesome figure. A
successful Test gains a bonus of +1 SL for each full 10% a tested Characteristic or Skill exceeds 100%. Example: Countess Emmanuelle von Liebwitz has a Charm Skill of 115%; her Fellowship characteristic or Skill exceeds 100%. Example: Countess Emmanuelle von Liebwitz has a Charm Skill of 115%; her Fellowship characteristic or Skill exceeds 100%. Example: Countess Emmanuelle von Liebwitz has a Charm Skill of 115%; her Fellowship characteristic or Skill exceeds 100%. Example: Countess Emmanuelle von Liebwitz has a Charm Skill of 115%; her Fellowship characteristic or Skill exceeds 100%. Example: Countess Emmanuelle von Liebwitz has a Charm Skill of 115%; her Fellowship characteristic or Skill exceeds 100%. Example: Countess Emmanuelle von Liebwitz has a Charm Skill of 115%; her Fellowship characteristic or Skill exceeds 100%. Example: Countess Emmanuelle von Liebwitz has a Charm Skill of 115%; her Fellowship characteristic or Skill exceeds 100%.
of +1 SL over an above what she earns by rolling or from any applicable Talents. 151 V V Warh ammer Fantasy Roleplay Dramatic Tests Simply knowing if you pass or fail is not always enough; sometimes, it is useful to know how well you succeed or how badly you fail a Test. This is especially the case when pitching your Skills against
another (see Opposed Tests), which is often the case for magic and combat. So, when you want to know exactly how well or badly you have performed a Test. Another reason for choosing a Dramatic Test is when the progress of the adventure could depend on the Test. Dramatic Test provide outcomes rather than straight success
or failure, which means that even if the test is failed the adventure continues, albeit in a more challenging way than if you had achieved a success or failure as outcomes, but the results have more detail. This detail is governed by Success Levels. the Skill being
tested is 4, and the 10s number rolled was 2, so the test succeeds with +2 SL (42=2) and he clears the wall with space to spare. Buoyed by his success, Eichengard twists around in his saddle and makes the sign of the twin-tailed comet at the horsemen pursuing him. Unfortunately, this means hes not paying attention to where hes going. The GM calls
for a Dramatic Perception Test, and Eichengards player rolls 82, significantly higher than Eichengards Perception skill of 39. The 10s number of the roll is 8, and the 10s number of the skill being tested is 3, so the test has failed with 5 SL (38=5). He has failed rather badly. As Eichengards player rolls 82, significantly higher than Eichengards sent to capture him, a
low-lying branch slams hard into his side, knocking him flying. Success Levels (shortened to SL) are used to describe the effectiveness of a Test. To determine the SL of a Test, subtract the 10s number of the rolled dice from the 10s number of the Characteristic or Skill being tested, including any modifiers (see Difficulty for more on
modifiers). The higher the SL, the better the outcome; the lower it is, the worse things have gone. Marginal results, where you succeed or fail a Test with +0 or 0 SL, could either be interpreted as succeeding or failing by a whisker, with minimal consequences either good or bad, or could give inconclusive results allowing you try again. Example:
Eichengard is careering across muddy fields atop his stallion, desperately fleeing the lands of a disgruntled noble when a wall blocks his passage. He decides to push his mount to jump, and the GM calls for a Dramatic Ride (Horse) test. Eichengard rolls 29 against his Ride (Horse) skill of 41. The 10s number of Options: Fast SL Determining your SL
involves some simple mathematics, so calculating it can slow play during fraught scenes. Fortunately, there is a fast way to calculate SL for those looking to keep their games as fast as possible. When you passed a Test, use the result of the tens die as your SL. So, if you passed a Test with a roll of 36, you score +3 SL. With this optional rule, the closer
you roll to your tested Skill, the better, rather than rolling low being best. If a Test fails, you calculate SL as normal, taking your rolled tens die from your tested Skill to determine your negative SL. Outcomes Table SL Result Have You Succeeded? +6 or more Astounding Success Yes, perfectly!: The result is as good as it can be, perhaps with extra
luck and fortunate coincidences thrown in! +4 to +5 Impressive Success Yes, and: You achieve your goal with style, exceeding your expectations. +2 to +3 Success Yes, but: You more or less achieve what you intend, but imperfectly, and perhaps with an unpredictable side effect. 1 to 0
Marginal Failure No, but: You marginally fail, perhaps accomplishing a portion of what you intended. 2 to 3 Failure No, but you also cause additional things to go wrong. -6 or less Astounding Failure No, not in any way!: Everything goes wrong in the worst possible
way. The GM will likely add to your woes with unanticipated consequences of your actions. Surely no-one is this unlucky; you have clearly offended the gods. 152 V RULES Exactly how well you succeed or fail is shown in the Outcomes Table, which can be used to inspire descriptions of what just happened. Much like simple tests offer a yes or no in
answer to do I succeed at this test?, dramatic tests also provide answers, just more of them. If you automatically fail due to rolling 9600 (see page 150), you score 1 SL or the SL you rolled, whichever is higher. If you automatically fail due to rolling 9600 (see page 150), you score 1 SL or the SL you rolled, whichever is higher. If you automatically fail due to rolling 9600 (see page 150), you score 1 SL or the SL you rolled, whichever is higher. If you automatically fail due to rolling 9600 (see page 150), you score 2 SL or the SL you rolled, whichever is higher.
Fumbles We introduce some extra rules for Criticals and Fumbles in Combat later in this chapter. They can also be used to add drama for all Tests, creating a game that feels epic in scope as extreme results become commonplace. If that describes your group, you could use the following optional rule. the GM for example: calling for a Hard (20)
 Research test there are many instances where the GM has to determine them on the fly. Making judgments like this is one of the most common functions of the Difficulty and then consult the Difficulty Table to determine the appropriate modifier. GMs may choose to assign
even greater bonuses or penalties than those shown on the table, but such modifiers should only be used in extreme situations. Example: Valentyn, a Jade Magister, tries to find the tracks of an unruly stag he is hunting. Under normal circumstances, he would perform an Average (+20) Track Test with his skill of 41, thus test against 61; however, the
GM decides that as the rain last night washed away most of the tracks the task is Very Hard and imposes a 30 penalty. Therefore, Valentyn has to roll 11 or under (4130=11) to succeed. He rolls a 35, which would have been a success under normal circumstances, but in this circumstance is a failure, indicating the rain has foiled the Jade Magisters
attempt. Difficulty Table Difficulty Table Difficulty Test Modifier Easy +40 Very Easy Any Test scoring a success that also rolls a double is a Fumble, resulting in an Astounding Failure from the Outcome Table. This optional rule works well
with Simple Tests, providing a fun addition to the yes or no results offered there. Average +60 +20 Challenging no modifier Hard -20 Difficult Very Hard -10 -30 Characteristic Tests Sometimes you may want to do something that is not covered by one of the Skills. In these rare cases, you make a Characteristic Test instead of a Skill Test. The GM
determines the most appropriate Characteristic for what you are attempting, and you Test it as normal. Difficulty Not all Tests are equal. Climbing a fence is laughably easy but ascending the face of a sheer cliff is incredibly tough. To represent this, the GM assigns bonuses or penalties to Tests called the Difficulty. While published adventures define
the difficulty for Opposed Tests Sometimes you match your capabilities directly against those of an opposed Test are an important part of WFRPs combat rules later in this chapter, but are used in many other situations, as well. An Opposed Test is handled just
like any other Dramatic Test, but both parties make a Test. The party with the highest SL wins the Test. If both participants score the same SL, the party with the higher tested Skill or Characteristic wins. In the unlikely 153 V War h a mm er Fan tasy Rolepha e levent there is still a tie, then one of two things, as determined by the GM, occurs: 1)
there is a stalemate, and nothing happens; 2) both parties re-roll until there is a clear winner. Example: Having floored an important Reiklander baron at a party, Salundra makes to leave the ballroom; however, some uneasy guardsmen block her passage, knowing they really should detain the noble captain. Salundra scowls as she approaches. The
GM calls for an Intimidate Test and opposes it with the guardsmens commanding officers Leadership Test. Both the player and the GM roll. Salundras Intimidate is 47. The officers Leadership is 46. Salundras SL is higher (4 to the officers 3), she successfully
intimidates the guards, who let her pass with barely a grumble. Like any other Tests, some Opposed Tests, it is assumed to be Challenging (+0).
If it is important to know how well the winner of the Opposed Test won, use the difference between the two results to determine a final SL. Example: Its Pie Week, an annual week-long festival for everyones favourite baked goods, and Salundra has entered a pieceating contest. Shes reached the final, and its her versus Fat Tom Brandysnap, the
Ubersreik Pie Eating Champion for the last 5 years running, and a Halfling wider than he is tall. The GM calls for an Opposed Endurance Test. Salundra rolls 51, scoring 1 SL. Salis looking a little green! But Fat Toms looking worse! He rolls 91 for 3
SL. So, even though shes failed her Endurance roll, she still wins the Opposed Test by 2 SL, though shell probably be bringing up most of those pies later! Extended Tests Sometimes the adventure will call for a specific number of Success Levels be achieved to fully succeed at a time-consuming or especially taxing task. Doing this requires a special
Dramatic Test called an Extended Test. Extended Test. Extended together to reach a specified target. If the total SL scored ever falls below 0, you can start again from scratch with the next roll. Example: On the run again, Molli is attempting to pick an
unexpectedly complex lock before she is discovered. The GM states the lock requires 5 Success Levels with a Challenging (+0) Pick Lock skill is 58, so she has a good chance of managing it, but time isnt on her side. Unfortunately for her, her first Test
scores 63: 1 SL and a terrible start, shes made no progress and will start from scratch next round. Cursing under her breath as footsteps draw closer, Molli tries again, this time scoring 11, for +4 SL! She feels tension in her picks as the lock almost springs, but she also hears the approaching guard is even closer. The GM explains the next Test is the next Test is the scoring 11, for +4 SL! She feels tension in her picks as the lock almost springs, but she also hears the approaching guard is even closer.
last one before the guard arrives, so Molli can either abandon her attempt and avoid the guard or make a desperate effort to secure the last SL she needs V RULES to pick the lock. Knowing she needs to escape, Molli risks the last SL she needs V RULES to pick the lock opens with a click! Triumphant, Molli slips
through the door and closes it behind her just before the guard arrives. of 69 (5910+20=69). However, he rolls 74, and fails, meaning all three characters have failed to find anything useful before the hobbling merchant returns. Options: Extended Tests and 0 SL Sometimes, you may be in a situation where you feel two Skills
should be tested by the same character for a single task, so it may be appropriate to combine those Skills for a single task significantly reduces your chance of
passing overall. Rolling 0 SL in an Extended Test does not benefit or hinder the running SL total, which can feel a little odd given you either passed or failed the Test, and that should perhaps come with some advantage or penalty. If this is an issue for you, use the following optional rule. A successful Test adds a minimum of +1 SL to the cumulative
total, and a failed Test removes a minimum of 1 SL from the total. The simplest way to do this is to attempt both Skills with one Test, comparing a single percentile roll to each Skill number. If both pass, you succeed at the Test. Assistance In some
situations, multiple Characters working together have a better chance of completing a task than a Character attempting it alone. With the GMs permission, a Character with the best chance to succeed rolls the dice. Example: After a string of unlikely events,
Salundra finds herself on-stage in yellow and red tights, singing and dancing in the Vargr Breughel Memorial Playhouses inaugural production of Tell Me On A Festag. The GM calls for a Challenging Combined Perform (Dance) and Entertain (Sing) Test, thinking it unfair Salundra should have to enact each Test in turn as that would significantly
reduce her overall chance of success. Salundra has Perform (Dance) at 53 from her time in court, but doesnt have Entertain (Sing), so must use her Fellowship of 43. She then rolls 46, meaning she managed the dance (succeeded with +1 SL), but hit a few off-notes with her singing (failed at -0 SL) not perfect, but good enough for the gathered
crowds; though Kym Neumann, the Altdorf Spielers theatre critic, may not be writing a favourable review... Each Character assisting provides a bonus of +10 to the Test. Other than that, the Test is rolled as normal. Limits on Assistance Characters can assist each other in most tasks; however, there are limits. To assist you require at least 1 Advance
in the Skill being tested. Assisting Characters must normally be adjacent to the Character taking the Test. You may not assist on Tests made to resist disease, poison, fear, hazards, or anything else the GM deems inappropriate. You may not be assisted by more Characters than you have in the appropriate Characteristic Bonus (see page 33). Example:
Adhemar, Perdita, and Valentyn hastily search a room when its owner, an aging merchant, leaves to find some records. The GM declares a Difficult (10) Perception Test is required. Since Perdita and Valentyn both have the Perception Test is required. Since Perdita and Valentyn both have the Perception Skill and are helping, Adhemar (who has the highest Perception Skill, at 59) gains a bonus of +20 to his Perception
Test, for a combined total 155 V Warham mer Fantasy Rolephay Combat Sooner or later you will need to stop someone will try to stop you. When diplomacy fails, is not attempted, or is not understood as a basic concept, Combat begins! In Combat, lots of individuals take actions in a short space of time, many of
them in direct opposition to each other. You will still be taking Tests to resolve these actions, but timing and a host of other factors become more important, so we have some rules to make everything work. they act in order from the highest Agility to the lowest. If they also have the same Agility, then roll an Opposed Agility Test, with the winner
choosing who goes first for the combat. Some Talents impact combat order (see Chapter 4: Skills and Talents). Example: Tollich, with an Initiative of 33. If they attack a coven of cultists, each with Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 33. If they attack a coven of cultists, each with Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 33. If they attack a coven of cultists, each with Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 33. If they attack a coven of cultists, each with Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 38, always acts ahead of his companion, Perdita who has an Initiative of 38, always acts ahead of his companion who has an Initiative of 38, always acts ahead of his companion who has an Initiative of 38, always acts ahead of his companion who has an Initiative of 38, always acts ahead of his companion who has an Initiative of 38, always acts ahead of his companion who has an Initiative of 38, always acts ahead of his companion who has an Initiative of 38, always acts ahead of his companion who has an Initiative of 38, always acts ahead of his companion who has an Initiative of 38, always acts ahead of his companion whost and his companion who has an Initiative of 38, always acts an
(33). Timing In Combat, the exact timing of actions matters more, so time is organised into: Roll For Initiative! Some groups prefer to randomise Initiative. There are several ways to do this, choose your favourite: Rounds: A Round is enough time for all characters to attempt a Test and move into position. Its normally a just few seconds. the GM can
Initiative. Each character rolls 1d10 and adds it to their Agility Bonus + Initiative Bonus. The GM notes the results in decreasing numerical order and uses this as the Initiative Order. You could use this order for every Round (quickest option) or roll each Round (gives some variety to the order; slow characters have the chance to not always go last).
Combat Summary Combat follows these steps until one side flees or is defeated: 1. Determine Surprise: The GM determines if any characters are Surprised. This normally only happens on the first round of combat. See the section below. 2. Round Begins: If the rules call for something to happen at the start of the Round, it happens now. 3. Characters
surprise gives you a big advantage. If one side is planning an attack, they can attempt to harness the element of surprise by: 156 Hiding: Make a successful Stealth Test in appropriate cover. Characters may oppose this with a Perception Test if they are wary, or if the GM is feeling generous. RULES Sneaky Tactics: Attack from behind, in the dark
through heavy fog, or from above! The GM may allow a Perception Test to spot the incoming attackers if appropriate. Distractions: Loud bangs, milling crowds and an especially engaging sermon are just some of the distractions: Loud bangs, milling crowds and an especially engaging sermon are just some of the distractions that could harbour a surprise attack! Unprepared Defenders: If the enemy are particularly unwary, the attackers
automatically surprise their victims. Something Else: Other sneaky and ingenious plans concocted by cunning players the GM will typically call for Opposed Stealth vs Perception Test, usually with the character with the worst Stealth opposing all
potential spotters. If the ambusher wins, each defeated character gains the Surprised Condition (see page 169). If no-one is surprised, proceed with the combat as normal. If anyone is surprised, they can use a Resolve point to remove the Surprised, proceed with the combat as normal.
and foe desperately weaving around each other, blades flashing as thrust follows gunshot. Surprise to be avoided. See Chapter 4: Skill and Talents for more on this. Example: Tollich and Perdita fall foul of an
can ask for more details to flesh things out and help plan your action. How thick is the chandelier rope? Could an arrow cut it?, for example. When its your Turn, youll make your Move and take Action! On your Turn you have a Move and take Action! On your Turn you have a Move and take these in any order its presumed you are probably doing both at the same time, and you can
matter too much. Use your Movement Characteristic as a guide to the ground you can cover, and the GM will let you know if the move will take more than one Turn. Reaching difficult places, perhaps by climbing or jumping, will also use your Action if you need to Test a Skill to get there (perhaps with a Climb or Athletics Test). If you are not already
Actions Some things youll want your Character to do wont count as your Action, and what you can do in a Round. A good general guide is that if an act requires you to make a Test, it is an Action rather than a Free
Action. Options: On The Defensive What if you want to prepare to dodge or parry incoming blows, to hold a defensive position in a doorway, or use Language (Magick) to defensive What if you want to prepare to dodge or parry incoming blows, to hold a defensive position in a doorway, or use Language (Magick) to defensive What if you want to prepare to dodge or parry incoming blows, to hold a defensive position in a doorway, or use Language (Magick) to defensive What if you want to prepare to dodge or parry incoming blows, to hold a defensive position in a doorway, or use Language (Magick) to defensive position in a doorway, or use Language (Magick) to defensive position in a doorway, or use Language (Magick) to defensive position in a doorway, or use Language (Magick) to defensive position in a doorway, or use Language (Magick) to defensive position in a doorway, or use Language (Magick) to defensive position in a doorway, or use Language (Magick) to defensive position in a doorway, or use Language (Magick) to defensive position in a doorway, or use Language (Magick) to defensive position in a doorway, or use Language (Magick) to defensive position in a doorway, or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to defensive position in a doorway or use Language (Magick) to 
do. The GM will then tell you if you need to make a Test to succeed at your planned Action. One of the most common Actions is to attack an opponent. To make a ranged attack, your weapon must be in range (see Chapter 11: Consumers Guide for weapon ranges) and your target
visible in line-of-sight. For melee attacks, you must be adjacent your target with a weapon ready (see Engaged). For a detailed breakdown of how to use your Action to attack another Chapter 8: Magic. Chapter 4: Skills and Talents
also contains many examples of how to use your Skills during combat. Example: Molli looks on nervously from behind a barrel as Salundra is beset by the flying fists of three pub brawlers keen to put the young captain in her place. On her Turn, Mollis player asks if the pub has an upper floor. The GM confirms it does, and that it has a balcony
overlooking the fight. Smiling, the player declares Molli will sprint upstairs and push a table down on the fight to help break it up using both her Move and Action. Given the upper floor isnt far away, the GM decides Molli can get there in a single Round but pushing the small table there will take a little effort. The GM calls for an Average (+20)
Athletics Test to heft the table over the balcony. Mollis Athletics is 34, so she needs to roll 54 or under. She rolls 21, for +3 SL, and the table flies! Molli shouts out as the table tips: Stop fighting! The GM states all combatants below must perform an Opposed Dodge Test against the +3 SL Default Combat Difficulty During combat, all Difficulty is
assumed to be Challenging (+0). So, if no Difficulty is expressly mentioned in the rules, use Challenging. 1: Roll to Hit Melee: To attack, perform an Opposed Melee Test with your Opponent (both you and your opponent and gain +1
Advantage. If you lose the Opposed Test, your opponent gains +1 Advantage and your Action is finished. 158 V RULES Ranged: Roll a Ranged Test for the weapon youre using. If you hit your opponent and gain +1 Advantage in ranged combat. In both melee and your Action is finished. 158 V RULES Ranged: Roll a Ranged Test for the weapon youre using. If you hit your opponent and gain +1 Advantage in ranged combat. In both melee and your Action is finished. 158 V RULES Ranged: Roll a Ranged Test for the weapon youre using. If you have the opposed Test, your opponent and gain +1 Advantage and your Action is finished. 158 V RULES Ranged: Roll a Ranged Test for the weapon your opponent and gain +1 Advantage and your Action is finished.
ranged Combat, its possible to score an impressive hit called a Fumble. See Criticals and Fumbles in the section below. Summary: Test to hit your opponent with your weapon. This Test is Opposed in melee. Any winner gains +1 Advantage. remaining Damage is suffered as Wounds by your opponent. If this is 1
or less, your opponent has shrugged off the worst of the attack and only loses 1 Wound. Should the Wounds lost exceed your opponents remaining Wounds total, your opponent takes a Critical Wound (see page 172) and gains the Prone Condition (see page 169). Summary: Wounds Suffered = Damage opponents (Toughness Bonus + Armour Points)
Opposing a melee Attack 2: Determine Hit Location If you successfully hit, find out where reverse the roll to hit and compare this number to the Hit Locations table. So, a roll of 23 to hit would become 32 on the table, a hit on the Right Arm. You can Oppose an incoming melee attack with more than just your Melee Skill. The most obvious choice is
Dodge, which allows you to avoid incoming blows, but Chapter 4: Skills and Talents lists many other Skills that just might be useful in combat, including Intimidate, Charm, Leadership, and more. If your GM thinks its appropriate for the situation, and youre happy missing out on the opportunity to score a Critical Hit against your opponent, then why
not give it a go. Creatures with different body shapes may use different hit location tables. Refer to Chapter 12: Bestiary for more on the different Hit Location tables. Refer to Chapter 12: Bestiary for more on the different Hit Location tables. Hit Location 
attacked, in melee combat, you count as Engaged might apply. If you dont attack each other for a full Round, you are tussling with each other for a full Round, you are no longer Engaged might Leg Summary: Reverse your Roll to hit Test result to determine a Hit
Damage characteristic (see page 293). This is usually your modified Strength Bonus for melee weapons, or a fixed number for ranged weapons. Take the SL of your Damage = Weapon Damage + SL 4: Apply Damage Using the
Damage and the Hit Location you struck, you now see how many Wounds your opponents Toughness Bonus and Fumbles During the cut and thrust of combat, accidents, mistakes, and moments of extraordinary skill can
defender in an opposed Test. 159 V Warh a mmer Fantasy Roleplay If you score a Critical Wound as your weapon strikes true. See page 172 for more on what this means. Beyond that, SL is calculated as normal, as is who wins any Opposed Tests. Oops! Table Roll Result 0120 You catch a part of
your anatomy (we recommend you play this for laughs) lose 1 Wound, ignoring Toughness Bonus or Armour Points. 2140 Your melee weapon jars badly, or ranged weapon malfunctions or slightly breaks your weapon suffers 1 Damage. Next round, you will act last regardless of Initiative order, Talents, or special rules as you recover (see page 156).
Options: Deathblow Some players like a heroic approach to combat, with characters able to wade through lesser foes. If this suits your style of play, use the following rule: 4160 Your manoeuvre was misjudged, leaving you out of position, or you lose grip of a ranged weapon. Next round, your Action suffers a penalty of 10. If you kill a melee opponent
in a single blow, you may move into the space the character occupied and attack another opponent if there is one available. You may keep doing this a number of times equal to your Weapon Skill Bonus, and may not attack the same Character more than once on the same Turn. Some creatures (see Chapter 12: Bestiary) are so big they can activate
this rule without killing any opponents. 6170 You stumble badly, finding it hard to right yourself. Lose your next Move. 7180 You overextend yourself or stumble and twist your ankle. Suffer a Torn Muscle (Minor) injury (see page 179). This counts as a Critical
Wound. 9100 You completely mess up, hitting 1 random ally in range using your rolled units die to determine the SL of the hit. If thats not possible, you somehow hit yourself in the face and gain a Stunned Condition (see page 169). Opposed Tests and Fumbles During an Opposed Test, it is possible to Fumble and still win if you score a higher SL than
your opponent. This is fine, and not a little hilarious, as you ineffectually tussle with your even worse opponent, potentially injuring yourself in the process. Example: Molli swipes her dagger at her opponent and rolls 66 for a fumble with -3 SL, but her opponent rolls 92 for -5 SL. So, Molli wins with +2 SL over her opponent, gaining +1 Advantage,
which she may quickly lose as she also has to roll on the Oops! Table to see what unfortunate accident will befall her. Fumble, which means something very unfortunate has occurred. To determine what happens, roll on the Oops! Table. Misfires! If you are using a
Blackpowder, Engineering, or Explosive weapon, and roll a Fumble that is also an even number 00, 88, and so on your weapon Misfires, exploding in your hand. You take full Damage to your Primary Arm location using the units die as an effective SL for the hit, and your weapon is destroyed. Ranged Combat There are some extra considerations that
apply to ranged attacks: 160 Ranged attacks cannot be opposed with Melee Skills unless you have a large enough shield (see page 297), where it is also allowable to Dodge. RULES You cannot make ranged attacks whilst Engaged, unless you are armed with a ranged weapon that has the Pistol Quality
(see Chapter 11: Consumers Guide). If you use your Ranged Skill when you are Engaged with your target, the target may Oppose your attack with any Melee Skill. Combat Difficulty Combat Tests can be modified in the same manner as other Tests. These modifiers can be used to reflect the effects of terrain, the weather, and a variety of other factors.
The following are some of the most common modifiers encountered in combat. For situations not covered here, use these as a guide. Remember, the GM has final say about the difficulty of any particular Test. Combat Difficulty Difficu
Blank Range (see page 297). Shooting into a crowd (13+ targets) Shooting at a Large group (712 targets). Shooting at a small group (36 targets) Shooting at Shooting at Shooting at a small group (36 targets) Shooting at Shooting at Shooting at a Shooting at S
when you spent your last Action aiming (no Test to aim required). Attacking an Engaged opponent in the sides or rear. Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an Engaged opponent in the sides or rear. Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an Engaged opponent in the sides or rear. Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking an opponent you outnumber 2 to 1. Challenging +0 Difficult 10 Attacking +0 Difficult 10 Attacking +0 Difficult 10 Attacking +0 Difficult 10 Diffic
Condition (see page 169), or otherwise beneath your target. Attacking whilst in the mud, heavy rain or difficult terrain. Shooting a small target (Child size). Hard 20 Target in soft cover (behind a hedge for example). A called shot to a specific Hit
Location. If you succeed you hit that location. Fighting in an enclosed space with a weapon with a Length longer than Medium. Shooting targets concealed by fog, mist or shadow. Attacking in a monsoon, hurricane, thick blizzard, or other extreme weather. Dodging when you have the Prone Condition, or are mounted (see page 163). Close combat in
cover (behind stone wall, for example) 161 V V Warh a mmer Fantasy Rolephions: Shooting into Melee There will be instances where multiple factors make taking a particular action more difficult than normal. Lurking in a gloomy forest as you attempt to shoot at a distant opponent through the trees is harder
than shooting at the same opponent on a bright day in an open field. When combining multiple difficulties, use the following guidelines: For most, simply choosing a target and rolling to hit is enough of a complication. However, some prefer the rules be more precise when firing at an engaged target. If this is you, use the following rules: There may be
times when you wish to shoot a target already Engaged with one or more allied targets. Ballistic Skill Tests against these opponents are resolved as normal, but suffer a penalty of 20 to hit, see Shooting into a Group). If the
situation would apply two or more penalties, simply add the modifiers together to a maximum of 30 or Very Hard (20). When combined, the Test would simply be Very Hard (30), rather than suffer a 40 modifier. Similarly, if the situation would apply two or more penalties, simply add the modifier. Similarly, if the situation would apply two or more penalties, simply add the modifier. Similarly, if the situation would apply two or more penalties, simply add the modifier.
bonuses, add the modifiers together to a maximum of +60 or Very Easy. If you would have hit the target were it not for the penalty, you instead hit one of the targets opponents, as determined randomly by the GM. If the situation would apply a penalty and a bonus, add them together to find the new difficulty. Attacking an opponent while standing in
deep snow normally requires a Very Hard (30) Test. But attacking an opponent who is Prone requires an Easy (+20) Test. In a situation where both apply, the Test would be Difficult (10) since 30 plus +20 equals 10. Size Size is an important factor when shooting at a target: it is far easier to hit a barn door than an apple. For more on Size, refer to
Traits in Chapter 12: Bestiary. SIZE Special cases Size Helpless Targets Tiny Melee Tests made to hit a sleeping, unconscious Condition for more on this (on page 169). Little Shooting into a Group Small Ranged Tests made to hit a group of targets are Average (+20) if there
is 3-6 of them, Easy (+40) if there are 7-12 of them, and Very Easy (+60) if there is 13 or more of them. Any successful hits are randomised between all likely targets as the GM prefers. Average Outnumber an enemy by 3 to 1,
you get an even larger bonus of +40 to hit. Further, at the end of every Round, all outnumbering is generally determined by how many Characters are Engaged with each other; if there is any doubt, the GM decides who is outnumbering whom. 162 Large Height or Length Examples Up to 2 feet Cat, Hawk
Human Baby Up to 7 feet Dwarf, Elf, Human Modifier Less than a Butterfly, Mouse, foot Pigeon 30 Up to 4 feet Enormous Up to 20 feet Honstrous 20 feet Honstr
prefer to fight with a weapon in each hand such as using a sword and sword-breaker, or a sword and a shield. Thefollowing applies when you are fighting with two weapons. You may use either hand to make an attack. Attacks made using your secondary
hand suffer a 20 penalty to any applicable Test. If you have the Dual Wielder Talent you may be able to attack with both weapons. See Chapter 4: Skills and Talentsfor more on this. If you lose the Opposed Test, you can do nothing but struggle as your opponent gains +1 Advantage. Those outside the Grapple gain a +20bonus to hitthe grapplers with
the lowest Advantage, and a +10 bonus to hitto the grappler with the highest Advantage. Options: Grappling With Skills Scatter On a failed Ranged (Throwing) Test, roll 1d10 and consults the following diagram to see where your weapon lands. T marks the target. 1 4 6 2 T 7 3 5 8 A roll of 1-8 provides a direction: roll 2d10 to determine the distance
old-fashioned fisticuffs. Asuccessful Melee (Brawling) Testfor unarmed combat is handled inthe same way as any other combat Test, but you have one extra option: you may enter a Grapple and immobilise your opponent. You must declare this is your intent
before rolling to hit your opponent. If you win the Opposed Test, you and your opponent are Grappling, and your opponent gains the Entangled Condition. If you begin your turn Grappling, you may break the Grappling, and your opponent are Grappling, you must make an
Opposed Strength Test for your Action. If you win, you can do one of the following: If you are Grappling, your GM may allow you to perform a Test other than an Opposed Strength Test according to the situation. Perhaps Language (Magick) to cast a spell, or Charm to wheedle your way free, or Leadership to order your grappler to stand down? As
long as your GM is happy with this, roll those dice and see what happens. But if you fail, note that you will not be concentrating on the Grapple, so the GM may rule you gain an extra Entangled Condition, which could make things very tricky! Deal SB + SL Damage using your Strength roll to determine the Hit Location affected. You ignore any Armount of the Grapple, so the GM may rule you gain an extra Entangled Condition, which could make things very tricky! Deal SB + SL Damage using your Strength roll to determine the Hit Location affected. You ignore any Armount of the Grapple is the GM may rule you gain an extra Entangled Condition, which could make things very tricky!
Points as you wrench arms and pull muscles. Either: 1) Give your opponent an Entangled Condition, or 2) Remove an Entangled Condition from yourself, plus lose an extra one for each SL by which you win. Mounted Combat Riding into Combat, sword swinging, guns blazing, is not only terrifying for those on the receiving end, it also brings bonuses to
smaller than their Mount gains a bonus of +20 to hit. If you are rolling to hit a mounted character, you choose whether to hit the rider or the mount. If you are in close combat, you also suffer a penalty of 10 to your Melee Test if you target the rider or the mount (see Size on page 162). A Mount without the Skittish Trait (see page
342) is effectively another combatant, and may use its own Action to attack Engaged targets. When Charging, you may use the Strength and Size rules of your mount for the purposes of calculating Damage. When riding, you suffer a penalty of 20 to any attempts to use the Dodge Skill unless you have the Trick Riding Talent. Note: Most mounts are
coins, cards, chits, counters, or specially designed Advantage tokens or by a tally sheet on scrap paper. Benefits of Advantage Each Advantage tokens, you have 5 Advantage tokens, you have an impressive +50 bonus to hit, defend, and resist the
influence of others. Losing Advantage If you lose an Opposed Test during combat, suffer any Conditions (see page 167), or lose any Wounds, you automatically lose all Advantage for the Round, or end the Round outnumbered, you lose 1
point. Advantage can also be used to Disengage from combat (see page 165). There are also Skills and Talents that cause you to lose Advantage some GMs prefer a more controlled combat environment that isnt so
influenced by the whimsy of dice and luck. As Advantage can swing wildly during the course of a battle, and can have a significant impact, consider using one of the following optional rules if you wish to contain this: Moving The amount of detail needed for movement depends on how you track where everyone is. Many prefer to use the theatre of the
 mind method, where you describe relative positions and distance, and the GM adjudicates if its possible to undertake the Move or Action each player describes. Even during tightly controlled compat kounds, it is usually enough to narrate now your character negotiates the frenetic action, leaping parrels, sprinting for cover, or dancing around
opponents as required. Advantage has an upper level equal to each Characters Initiative Bonus. Cap Advantage at a pre-arranged limit, such as 2, 4, or more. 10 also works well as you can easily track it with 1d10. Gaining Advantage at a pre-arranged limit, such as 2, 4, or more. 10 also works well as you can easily track it with 1d10. Gaining Advantage is secured each time you win an Opposed Test in combat, you assess the battlefield using your Skills, or
when your spirits are lifted. The following provides some examples of this, but is far from exhaustive, and the GM is encouraged to hand out Advantage. See page 169. Charging: Charging headlong into combat grants +1 Advantage. See page 165. Assess: If
you use one of your Skills to secure a tactical advantage, gain +1 Advantage. See individual Skill descriptions in Chapter 4: Skills and Talents for more details concerning this. Victory: Whenever you defeat an important NPC, gain +1 Advantage. Subduing a party nemesis may grant +2 Advantage. Winning: If you win an Opposed Test during combat
gain +1 Advantage. Outmanouevre: If you wound an opponent without engaging in an Opposed Test, gain +1 Advantage. There is also an array of Talents for more on this. 164 RULES Other groups use floorplans, grids, tokens, and Citadel Miniatures to represent where the combatants are
standing, and this method needs a bit more specific information on distance and movement. If you do this, we recommend a 1-inch grid, with each square representing a distance of 2 yards in the game world. This means if you have Movement 4, you can normally move 4 squares. Humans, Mutants, and other similarly-sized creatures occupy a single
square on the map. Larger creatures can take up 2, 4, or even more squares, according to their Size trait (see page 341). If you prefer to go gridless, keep the 1 Movement = 2 yards scale. Moving During Combat The Movement Table shows how many yards you can normally move in a single Turn, either Walking or Running, without having to make
an Athletics Test to sprint. Doing this will use your Move for your Turn. Movement Table Movemen
an opponent. If your opponent is at least your Move characteristic in yards away before you Charge, but within your Run range (see the Run entry in the Movement Table for how far you can move when Charging), you will also gain +1 Advantage as you barrel into your opponent. Disengaging If you are Engaged in combat (see page 159), and no
longer wish to be trading blows with your opponents, you have the following two options for leaving combat safely. Use Advantage: If you have more Advantage to 0, you can move away from your opponents
without penalty, perhaps choosing to Charge a new target, run away as fast as possible, or backstep a little and fire a pistol in an opponents face! Use Dodge: If you wish to escape, you will need to use your Action to make an
Opposed Dodge/Melee Test. If you succeed, you gain +1 Advantage, and can use your Move to go anywhere you wish using the normal rules. If you fail, each opponent defeating you gains +1 Advantage and makes it impossible for you to escape without a blow to your back. Fleeing If you cannot escape otherwise, you can turn your back and flee as
your Move. Often, Fleeing is involuntary, caused by Terror (see page 191) or magic. If you flee, your opponent immediately gains 1 Advantage and may attempt 1 free attack. The free attack is an unopposed Melee Test using whatever weapon is currently held, using the SL scored to Damage you as normal. As you are throwing caution to the wind,
your opponent gains +20 to hit you. If you are hit, your opponent gains +1 Advantage, and you must enact a Challenging (+0) Cool Test: if failed, gain a Broken Condition, and a further +1 Broken condition, and a further +1 Broken condition, and a further +1 Broken condition per SL below 0. Once the free attack is concluded, you may move up to your Run Movement (see the Movement Table) directly away from your
opponent, assuming you still can. Running On your turn, you can use your Action to sprint. This requires an Average (+20) Athletics Test, and the distance covered is in addition to your Run movement. So, a character with Move 4 who rolled 2 SL would
sprint an additional 14 yards (162=14). Climbing Most climb moves wont need Tests. Climbing rules are only required when the Climb is difficult or if knowing exactly how long you take to ascend is important. Climbing a ladder or similarly easy-to-climb surface does not require a Test but does slow you down. You move at half rate up or down ladders
or other easily climbed surfaces. So, it would cost 4 yards of your Movement to climb an extra Movement + SL yards. So, a character with Movement + SL yards (4+2=6). If both hands are
free, you can climb a surface with suitable handholds with a Climb Test using your Action for the turn. You ascend or descend at a rate of Movement + SL in yards. 165 V V War ha mm er Fan tasy Role play Climbing difficulty is set by the GM and varies with the nature of the climbed surface. Some climbs will be beyond the ability of most
characters without the Scale Sheer Surface Talent (see page 144). Leaping, and 3: Update Distance if the pursued and the highest SL of the pursued won, and subtracted from the Distance number if the pursuers won. Falling Jumping to reach high
ledges, leaping from rooftop, or failing both and plummeting to your death are all essential parts of the WFRP experience. Simple Athletics Tests, or perhaps a Perform (Acrobatics) Test, will be enough to determine the outcome on most occasions, but sometimes knowing exactly how high you jump, how far you leap, or what happens when
you fall is useful. Leaping 4: Determine Outcome If the Distance falls to 0 or less, the pursuers have caught their quarry! The pursuers as the rest continue to flee, or they can stop and confront their pursuers. If the slowest of the pursuer as the rest continue to flee, or they can stop and confront their pursuers.
stops to confront the unfortunate and who continues in pursuit. If the poor abandoned runner is not a priority target its quite likely the pursuers will continue their quarry and the pursuit of their target. If Distance reaches 10+, the pursuers have lost their quarry and the pursuit of their target.
can leap your Movement in feet without having to make a Test. If you want to jump farther, this takes an Average (+20) Athletics Test if you have a run up of at least your Movement in yards; if you do not, the Test is Challenging (+0). On a success, each SL adds an extra foot to the leap. If you succeeded with +0 SL, you manage an extra 6 inches with
your jump. As each Round passes, its important to describe what just happened in a fun and exciting fashion. If you score a large SL, describe tripping over crates, running into people, or slamming your coach against a wall, slowing you
down. Falling Example: Eichengard and Sigrid are chasing three cultists through the streets of Altdorf. The cultists got a decent head start, so the GM gives him a lead of Distance 2. Each character rolls an Athletics Test to start the pursuit. Sigrid scores +3 SL; the cultists score +0, +2, and +2 SL; and Eichengard scores +2 SL. When falling, you
suffer 1d10 Damage, plus 3 Damage for every yard you fall. Any suffered Damage is reduced by your Toughness Bonus, but not any Armour Points you may be wearing. If you are purposefully falling or, if you prefer, jumping downwards you can attempt an Average (+20) Athletics Test to lessen the damage you may sustain. If successful, you count as
having fallen 1 less yard, plus an extra yard less per SL scored. If you reduce the distance you count as having fallen to 0 or less, you will suffer no Damage from the fall. If more Wounds are suffered from a fall than your Toughness Bonus, you also gain the Prone Condition. Next round the cultists start at a Distance of 1 (the difference between the
next slowest cultist and Sigrid last round) so Eichengard just needs to beat them by +1 SL to catch up again. Pursuit Movement Modifiers Desperate chase scenes through busy markets and high-speed pursuits hanging from the back of careening coaches are the centrepiece of many exciting adventures. Heres how to run a pursuit: 1: Determine
Distance The GM decides how far ahead the pursued are from the pursued are from the pursuers, and assigns a number to represent the size of the head start, called the Distance. Typically, this will range from 1 for those almost beyond reach when the pursuers, and assigns a number to represent the size of the head start.
pursuit rolls a Test for their movement typically this will be a Drive, Ride, or Athletics Test depending upon the circumstances. So, after the first round, the difference between the slowest cultists. The cowardly cultists abandon their slowest
member in the hope of saving their hides, and Sigrid stops to subdue the abandoned aberrant. If some of the characters in the pursuit have a higher Movement, they gain a bonus SL equal to the difference in Movement. So, if you had Move 5 and you were chasing a Move 4 character, you would gain +1 SL on your pursuit roll. Example: Perdita is
urging her horse forwards, trying to chase down two Bandits. Her horse has Movement 8, where the Bandits are on Movement 9 horses. Thus, the first Bandit gains a bonus of +2 SL when they all roll their Ride (Horse) Tests. 166 V RULES penalties and
apply it. So, if you had the Exhausted and Prone Conditions, you would suffer a 20 penalty to all active Tests, not 30. Complete Condition List Options: Chase Complication Ablaze, Bleeding, Blinded, Broken, Deafened, Entangled, Fatigued, Poison, Prone, Stunned, Surprised, Unconscious The Pursuit rules are more than enough for a fast, fun chase
scene. However, for those looking to add more detail, consider the following two options, and embellish them as required. Dodge that!: Each round, the character who rolled the highest SL can create an Obstacle. An Obstacle could be pulling a pile of barrels into the path of a pursuer, or perhaps calling out for help to catch someone running away.
The winner chooses one Character: that Character suffers a penalty of 1 SL next round as they have to deal with the Obstacle. Make sure to take time to describe exactly what has happened to keep the chase entertaining. Consider the Environment: Perhaps there is a bridge coming up? Or a gap to jump? Or a fence to leap over? Or a city gate to pass
through? The GM can throw in different Tests as the Rounds progress, mixing up the requirement each round. So, Round 1 may need an Athletics Test as everyone runs, Round 2 may require a Leadership or Intimidate Test to pass through a guarded gate, Round 3 may need another Athletics Test to jump a small stream, and Round 4 may be sprint
across an open field (modified by Movement again). Conditions and Resolve A Condition can be removed with Resolve points so, while many are debilitating, if you are careful they can be relatively easily managed (see page 171). Master Condition List The following are the conditions used in WFRP. Ablaze You are on fire! This Condition is normally
only applied if you are flammable for example: wearing clothes that can be set alight but some magical and divine effects of things that can happen to you in the course of your adventures. The Conditions you suffer from can be recorded on a scrap
sheet of paper, or you can use chits or counters to represent them. Each Condition such as a spell or critical wound may override this. Note: If you suffer any Conditions, you immediately lose all Advantage (see page 164). Multiple Conditions You
can be subject to the same Condition more than once; indeed, sometimes you will receive multiples of the same Conditions, your elosing a worrying 3 Wounds per Round; or if you have 3 Fatigued Conditions, you suffer 30 to all Tests. You
can also be subject to multiple, different Conditions at once. When this occurs, the effects do not stack; you suffer the highest of the two 167 V Warh a minimum of 1 Wound suffered. Each extra Ablaze
Condition you have adds +1 to the Damage suffered; so, three Ablaze Conditions result in 1d10+2 Damage suffered. used to run away as fast as possible until you are in a good hiding place beyond the sight of any enemy; then you can use your Action on a Skill that allows you to hide more effectively. You also receive a penalty of 10 to all Tests not
involving running and hiding. One Ablaze Condition can be removed with a successful Athletics Test, with each SL removing an extra Ablaze Condition. The Difficulty for this Test is modified by circumstances: its much easier to put out a fire rolling around on sand than it is in the middle of an oil-soaked kitchen. You cannot Test to rally from being
Broken if you are Engaged with an enemy (see page 159). If you are unengaged, at the end of each Round, you may attempt a Cool Test to remove a Broken Condition, with each SL removing an extra Broken Condition, and the Difficulty determined by the circumstances you currently find yourself: it is much easier to rally when hiding behind a barrel
down an alleyway far from danger (Average +20) than it is when three steps from a slavering Daemon screaming for your blood (Very Hard 30). Bleeding You are bleeding badly. Lose 1 Wound at the end of every Round, ignoring all modifiers. Further, suffer a penalty of 10 to any Tests to resist Festering Wounds, Minor Infection, or Blood Rot (see
page 186). If you reach 0 Wounds, you no longer lose Wounds and instead fall immediately unconscious (gain the Unconscious Condition). At the end of Round, you have a 10% chance of dying per Bleeding Condition you have: so, if you had 3 Bleeding Conditions, you would die from blood loss on a roll of 030. You cannot regain consciousness until all
Bleeding Conditions are removed (see Injury on page 172). A Bleeding Condition can be removed with: a successful Heal Test, with each SL removing an extra Bleeding Condition can be removed, gain one Fatigued Condition. If
you spend a full Round in hiding out of line-of-sight of any enemy, you remove 1 Broken Condition. Once all Broken Condition. Deafened Whether caused by a loud noise or a blow to the head, you are unable to hear properly. You suffer a 10 penalty to all Tests involving hearing, and any opponent attacking you
in close combat from the flank or rear gains an extra bonus of +10 to hit you (this bonus does not increase with multiple Deafened Conditions). One Deafened Conditions). One Deafened condition is removed at the end of every other Round and is often replaced with tinnitus. Entangled You are wrapped in something restricting your movement; it could be ropes, spiders
webbing, or an opponents bulging biceps. On your turn, you may not Move, and all your actions involving movement of any kind suffer a penalty of 10 (including Grappling; see page 163). For your Action, you can remove an Entangled Condition if you win an Opposed Strength Test against the source of the entanglement, with each SL removing an
extra Entangled Condition. Blinded Perhaps because of a flash of light, or because of liquid sprayed in your face, you are unable to see properly. You suffer a 10 penalty to all Tests involving sight, and any opponent attacking you in close combat gains a bonus of +10 to hit you. Options: Getting Tired For GMs keen to have characters tiring as they
undertake strenuous activity, use the following rule: Gain 1 Fatigued Condition if you fail an Endurance Test again. One Blinded Condition is removed at the end of every other Round. Broken You are terrified
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defeated, panicked, or otherwise convinced you are going to die. On your turn, your Move and Action must be 168 RULES Fatigued You are exhausted or stressed, and certainly in need of rest. You suffer a 10 penalty to all Tests. Removing a Fatigued You are exhausted or stressed, and certainly in need of rest. You suffer a 10 penalty to all Tests. Removing a Fatigued You are exhausted or stressed, and certainly in need of rest. You suffer a 10 penalty to all Tests.
Fatigued Condition is caused by carrying too much (see Encumbrance on page 293), simply changing your circumstances (carrying fewer trappings, for example) can remove a Condition. How Much Rest? How much rest is required to remove a Fatigued condition is up to the GM and the style of game you are playing. Some groups prefer a relatively
realistic approach and remove a Fatigue condition per round of rest, keeping things fast and simple. Its up to you and your group to
decide how much rest you need. Poisoned You have been poisoned or injected with venom. All Tests to remove poison have their difficulty determined by the poison or venom suffered. At the end of each Round, ignoring all modifiers. Also, suffer a penalty of 10 to all Tests. If you reach 0 Wounds when Poisoned, you cannot heal any
Wounds until all Poisoned conditions are removed. If you fall Unconscious when Poisoned, make an Endurance Test after a number of Rounds equal to your Toughness Bonus or die horribly. See Injury on page 172 for more on this. At the end of each Round, you may attempt an Endurance Test. If successful, remove a Poisoned Condition, with each SL
removing an extra Poisoned Condition. A Heal Test provides the same results. Once all Poisoned Conditions are removed, gain 1 Fatigued Condition. Prone You have fallen to the ground, possibly because you have run out of Wounds, youve tripped, or because you have fallen to the ground, possibly because you have fallen to the ground, possibly because you have run out of Wounds, youve tripped, or because you have fallen to the ground, possibly because you have fallen to the ground, possibly because you have run out of Wounds, youve tripped, or because you have fallen to the ground, possibly because you have fallen to the ground you 
stand up or crawl at half your Movement in yards (note: if you have 0 Wounds remaining, you can only crawl). You suffer a 20 penalty to all Tests involving movement of any kind, and any opponent trying to strike you in Melee Combat gains +20 to hit you. Unlike most other conditions, Prone does not stack you are either Prone, or you are not. You
lose the Prone Condition when you stand up. Stunned You have been struck about the head or otherwise disorientated or confused; your ears are likely ringing, and little makes sense. You are incapable of taking an Action on your turn but are capable of half your normal movement. You can defend yourself in opposed Tests but not with Language
(Magick). You also suffer a 10 penalty to all Tests. If you have any Stunned Conditions, any opponent trying to strike you in Melee Combat gains +1 Advantage before rolling the attack. At the end of each Round, you may attempt a Challenging (+0) Endurance Test. If successful, remove a Stunned Condition, with each SL removing an extra Stunned
Condition. Once all Stunned Conditions are removed, gain 1 Fatigued Condition if you don't already have one. Surprised You have been caught unawares and you arent at all ready for whats about to hit you. You can take no Action or Move on your turn and cannot defend yourself in opposed Tests. Any opponent trying to strike you in Melee Combat
gains a bonus of +20 to hit. The Surprised Condition does not stack, so you do not collect multiple Surprised Conditions, even should you be technically surprised Condition. Unconscious You are knocked out, asleep, or otherwise
insensible. You can do nothing on your turn and are completely unaware of your surroundings. Any Melee attack targeting you automatically hits on the location of the attackers choice with the maximum possible SL it could score, and also inflicts a Critical Wound; or, if the GM prefers, any close combat hit simply kills you. Any ranged combat hit simply kills you.
automatically does the same if the shooter is at Point Blank range. The Unconscious Condition does not stack you are either Unconscious, or you are not so you do not collect multiple Unconscious. Refer to Injury on page 172 for
more on this. If you spend a Resolve point to remove an Unconscious condition, but have not resolved the cause of the incapacitation, you gain another Unconscious Conditions. 169 V V Warh a mm erFantasyRolle play Fate &
Resilience Whether its guts, luck or the favour of the gods, there is something special about you. Fate and Resilience in Characters gain their starting Fate and Resilience in Characters gain their starting Fate and Resilience to Resolve. You may
spend your points to achieve small benefits, and these pools will refill over the course of play. You spend your Fate or Resilience points for a significant benefit during play but this permanently reduces them and also reduces them are the associated pool of Fortune or Resilience points.
spend them carefully. failed Tests or gain an edge as luck favours you, and the number you have will likely fluctuate wildly during play. Fate determines how many Fortune You may spend a Fortune point from your pool to turn luck to your
advantage: hitting with that difficult crossbow shot when you would have otherwise missed; or perhaps an opponent slips, granting you a chance to land a blow. Your three options are: Reroll a failed Test. Add +1 SL to a Test after it is rolled. At the start of the Round, choose when to act in that Round disregarding Initiative order. Although they are
very rare and normally reserved for PCs, the GM may also want to apply Fate and Resilience to noteworthy NPCs, like a necromantic nemesis, a local luminary of significance, or a recurring cult leader. Spending Fate Fate Die Another Day: Instead of dying, your character is knocked out, left for dead, swept away by a river, or otherwise taken out of
action; your character will survive, no matter the fatal incidents circumstances, but takes no further part in the current encounter. How Did That Miss?: Your character completely avoids the incoming damage by some extraordinary fluke, such as slipping just as a blow is about to connect, a weapon mysteriously jamming, or an unexpected source of
light blinding an opponent; your character can continue on without penalty, but has no guarantee of survival in later rounds. and Fortune You may spend a permanent Fate point to avoid death and survive even the most unlikely situations. When you do this, choose one of the following two options: Player characters have destiny. While their ultimate
future is a mystery and there is no guarantee it will be glorious, heroic, or even pleasant, they are seemingly fated for something important. To represent this, you begin play with a number of Fate Points. Fate points mark you out from the rest of the denizens of the Old World. They allow you to survive against impossible odds and prevail where
ordinary folk fail. Fate is directly related to your Fortune points. Fortune points are spent to receive minor bonuses, including the ability to reroll V RULES The first option takes you out of play, but allows you to fight another day, for all your character may be battered, bloody, bruised, and perhaps even captured in the process! The second option
allows you to continue fighting side-by-side with your companions, but leaves you in significant danger, meaning you may need to spend more Fate points in later Rounds to ensure survival. Each option has advantages and disadvantages and disadvantages and disadvantages and disadvantages.
Spending Resolve The GM describes how you survive a given situation after spending a Fate rating point. You may spend a Resolve point to draw upon your inner reserves: maybe confronting a terrifying Ogre without flinching; or ignoring the effects of even the most powerful of blows. Your choicesare: Become immune to Psychology until the end of
the next round. SeePsychology on page 190. Ignore all modifiers from all Critical Wounds until the beginning of the next round. Remove one Condition, regain 1 Wound as you removed the Prone Condition, regain 1 Wound as you surge to your feet. Regaining Fate and Fortune You regain all Fortune points at the start of every gaming session, up to the maximum of
your current Fate. In addition, certain in-game encounters may also replenish (or remove!) Fortune points. Your GM may grant you a Fate point for an act of extreme heroism, bravery, or significance. Normally this only happens at the successful end of an important adventure, so make sure to spend them carefully as they rarely replenish. Spending
Resilience You may also choose to spend Resilience point to defy the corruption curling within, or to succeed where it would seem certain you should fail. Here, you have the following two options: Long Gaming Sessions Some players prefer short sessions of a few hours, others prefer day-long marathons. If your group prefers longer sessions,
replenish Fortune points at narratively appropriate moments, roughly every four hours. Resilience and Resolve While Fate points represent your destiny, perhaps chosen by some distant, uncaring deity, Resilience is an indication of your personal drive and determination to endure, and overcome, no matter the obstacles you face. I Deny You!: You may
choose not to develop a rolled mutation. Because you do not mutate, you do not lose any Corruption on page 182 for more on this. I Will Not Fail!:Rather than roll the result of a Test, you choose the number instead, allowing you to succeed in even the direct of situations. In an Opposed Test, you always win by at least 1 SL. You
can even choose to do this on a Test already failed. Example: A bandit leader is on the rampage, having built up 10 Advantage while evading the partys blows. Things are about to get messy! Salundra decides to attack the bandit, but loses the Opposed Test by 7 SL, which is going to hurt a lot. So, she spends a permanent Resilience point to invoke I
Will Not Fail. This means she automatically wins the Opposed Test by +1 SL. She also chooses the result of the roll to be 11, causing a Critical Wound. More importantly, his rampage comes to an end as he also loses all 10 Advantage as the fight turns in the heroes favour. Like Fate, Resilience is
directly linked to a pool of points, this time called Resolve. Resolve points are spent to push through minor obstacles, such as ignoring the negative effects of critical wounds for a Round or removing Conditions. Resilience determines your upper limit of Resolve points and can be permanently spent to push yourself through seemingly impossible
situations. 171 V Warhammer Resilience to succeed in any Test can allow you to land a blow on an otherwise impossible-to-hit
target, create an artefact that astounds all who see it with a Trade skill, or even perfectly manifest a spell you would normally find impossible to cast. When you spend a Resilience point, take time to describe the enormous feat of will your character has undertaken, and how this manifests in play. Regaining Resilience and Resolve Resolve is regained
whenever you act according to your Motivation (see Motivation on page 34). During play, whenever you feel you have done this, you may ask the GM if you can recover one or more Resolve points. Example: Griselda is a nun with the Motivation Sigmar. While her allies gossip in a tavern seeking clues, she elects to visit the local temple to make a
donation and offer prayers to her deity. As this fits her Motivation, her GM decides to replenish one of her Resolve points but tells Griseldas player that she will need to pray and donate in a different temple to receive that benefit again this week. The GM may grant a Resilience point for an act of extreme importance to your Motivation, permanently
nourishing your soul, but such an event will be very rare. Example: After many adventures, Griselda finally finances a new temple to Sigmar in her home village of Velten not far from Nuln. The GM recognises the importance of this to Griseldas faith and grants her a permanent Resilience point. Injury Almost all characters will suffer injuries during
the course of play. The injury rules show you how to deal with them and how to heal them, when possible. Wounds, and even the depletion of spiritual and mental energy reserves. By comparison, Critical Wounds are much more severe, expressing
serious injuries, broken bones, torn muscles, and ripped flesh. Gain too many Critical Wounds, and you risk death. Wounds Wounds are lost by sustaining Damage, you lose 8 Wounds. Often, especially in combat, your Toughness Bonus or Armour Points
may reduce suffered Damage. So, if you were hit in the arm for 10 Damage and your Toughness Bonus was 3, and you had leather armour on that arm for 1 Armour Points. If you lose all of your Wounds, your
collected injuries overwhelm you, and you gain the Prone Condition. Until you heal at least 1 Wound, you cannot lose the Prone Condition; worse, if youre not healed within a number of Rounds equal to your Toughness Bonus, you will pass out, gaining the Unconscious Condition. You will not regain consciousness until you heal back at least 1 Wound, you cannot lose the Prone Condition.
(see Healing on page 181). If you take enough Damage that you would be taken to negative Wounds say you suffer fewer negative Wounds than your Toughness Bonus (so, fewer than 4 Wounds if your Toughness Bonus is 4), you subtract 20 from your Critical
Table result, with a minimum result of 01 (see page 174). Note: You never actually go into negative Wounds are most commonly suffered in combat when something really wants to hurt you. The two most frequent sources of Critical Wounds are when a Critical Hit
is scored, or when you lose more Wounds than you have (see Combat on page 159 for more on how Critical Wound has, refer to the Critical Tables (see page 174). 172 V RULES Though, in the thick of combat
those lying apparently dead on the floor are almost always ignored in favour of combatants still standing. Pulling Your Blows Lastly, a few results sourced from the Critical Tables can result in death. Should any of these occur, it is time to permanently spend a Fate point if you have one (see page 170). The rules assume you wish to inflict every
possible Critical Wound you can. However, its also possible you may just want to subdue, not kill, your opponents if you declare you are pulling your blow before you roll to hit. If you do this, make sure you describe the situation
appropriately, making it clear youre using the flat of your blade or otherwise doing what you can to avoid properly hurting your opponent. Options: Sudden Death Rather than worrying about Critical Wounds and protracted deaths, you may simply wish to know if someone is dead or not. The GM can do this by using the Sudden Death rules, which
significantly accelerates play. When your targets suffer more damage than they have Wounds, they simply die in a suitably dramatic fashion or immediately gain the Unconscious Condition. Your choice. Death If you take the Unconscious Condition and have 0 Wounds, compare the total number of Critical Wounds you currently suffer with your
Toughness Bonus. If you have more Critical Wounds than your Toughness Bonus, you succumb to your horrific wounds and will die at the end of the round unless, by some miracle, someone heals one of your Critical Wounds. Sudden Death is especially useful for quickly dealing with minor foes such as Brigands, Cultists, or Wild Animals, although
should not be used for PCs or important NPCs. Also, if you have the Unconscious Condition, anyone attacking you with suitable weapons can kill you, should they wish. 173 V Warh ammer Fantas y Roleplay Critical Tables When you receive a Critical Wound, you do not determine the struck location by reversing your roll. Instead, you roll
1d100 again and refer to Determine Hit Location (see page 159), then roll another 1d100 and refer to the appropriate Critical Table to determine what has happened. You suffer the number of Wounds indicated, not modified by Toughness Bonus or Armour Points, though these will never trigger a second Critical Wound. Further, you suffer any
Additional Effects noted. If your Character suffers from the Unconscious Condition, you remain unconscious until the end of the encounter, or until you receive Medical Attention (see Healing on page 181), unless otherwise stated. If a result says you have broken bones, torn muscles, or an amputated body part, refer to Broken Bones on page 179.
Torn Muscles on page 179, or Amputated Parts on page 180, for what happens. Head Critical Wounds Roll Description Wounds 0110 Dramatic Injury 1120 Minor Cut 1 2125 Poked Eye 1 3135 Rattling Blow 2 3640 Black Eye 2 4145 Sliced Ear 2 4650 Struck Forehead 2 5155 Fractured Jaw 3 5660 Major Eye Wound 3 Major Ear Wound 3 6670 Broken
Nose 3 7175 Broken Jaw 4 7680 Concussive Blow 4 2630 6165 Ear Bash 1 1 Additional Effects A fine wound across the forehead and cheek. Gain 1 Bleeding Condition. Once the wound is healed, the impressive scar it leaves provides a bonus of +1 SL to appropriate social Tests. You can only gain this benefit once. The strike opens your cheek and
blood flies everywhere. Gain 1 Bleeding Condition. The blow glances across your eye socket. Gain 1 Blinded condition. The blow floods your vision with spots and flashing lights. Gain 1 Stunned Condition. The blow floods your eye, leaving tears and much pain. Gain 1 Bleeding Condition.
2 Blinded Conditions. Your side of your head takes a hard blow, cutting deep into your ear. Gain 2 Deafened and 1 Bleeding Conditions are removed. With a sickening crunch, pain fills your
face as the blow fractures your jaw. Gain 2 Stunned Conditions. Suffer a Broken Bone (Minor) injury. The blow cracks across your eye socket. Gain 1 Bleeding Condition. Also gain 1 Blinded Conditions. Suffer a Broken Bone (Minor) injury. The blow cracks across your eye socket. Gain 1 Bleeding Conditions. Suffer a Broken Bone (Minor) injury. The blow cracks across your eye socket.
20 penalty on all Tests relating to hearing. If you suffer this result again, your hearing is permanently lost as the second ear falls quiet. Only magic can heal this. A solid blow to the centre of your face causing blood to pour. Gain 2 Bleeding Conditions. Make a Challenging (+0) Endurance Test, or also gain a Stunned Condition. After this wound has
healed, gain +1/1 SL on social rolls, depending on context, unless Surgery is used to reset the nose. The crack is sickening as the blow hits you under the chin, breaking your jaw. Gain 3 Stunned Conditions. Make a Challenging (+0) Endurance Test or gain an Unconscious Condition. Suffer a Broken Bone (Major) injury. Your brain rattles in your skull
as blood spurts from your nose and ears. Take 1 Deafened, 2 Bleeding, and 1d10 Stunned Conditions. Gain a Fatigued Condition, make an Average (+20) Endurance Test or also gain an Unconscious Condition. 174 RULES Smashed
Mouth 4 Mangled Ear 4 9193 Devastated Eye 5 9496 Disfiguring Blow 5 9799 Mangled Jaw 5 00 Decapitated Death 8185 8690 With a sickening crunch, your mouth is suddenly filled with broken teeth and blood. Gain 2 Bleeding Conditions. Lose 1d10 teeth Amputation (Easy). Little is left of your ear as the blow tears it apart. You gain 3 Deafened and
2 Bleeding Conditions. Lose your ear Amputation (Average). A strike to your eye completely bursts it, causing extraordinary pain. Gain 3 Blinded, 2 Bleeding, and 1 Stunned Condition. Lose your eye and nose in a cloud of blood. Gain 3 Bleeding, 3 Blinded and 2 Stunned
Conditions. Lose your eye and nose Amputation (Hard). The blow almost removes your jaw as it utterly destroys your tongue, sending teeth flying in a shower of blood. Gain 4 Bleeding and 3 Stunned Conditions. Make a Very Hard (30) Endurance Test or gain an Unconscious Condition. Suffer a Broken Bone (Major) injury and lose your tongue and
1d10 teeth Amputation (Hard). Your head is entirely severed from your neck and soars through the air, landing 1d10 feet away in a random direction (See Scatter). Your body collapses, instantly dead. Arm Critical Wounds Roll Description 0110 Jarred Arm 1120 2630 2125 Wounds Additional Effects 1 Your arm is jarred in the attack. Drop whatever
was held in that hand. Minor cut 1 Gain a Bleeding Condition as your upper arm is cut badly Jarred in the attack. Drop whatever was held in that hand, which is useless for 1d10 Toughness Bonus Rounds (minimum 1). For this time, treat the hand as lost (see Amputated Parts). Sprain 1 3135 Torn Muscles 2 3640
Bleeding Hand 2 4145 Wrenched Arm 2 4650 Gaping Wound 3 5155 Clean Break 3 5660 Ruptured Ligament 3 You sprain your arm, suffering a Torn Muscle (Minor) injury. Your hand is cut badly, making your grip slippery. Take 1 Bleeding Condition.
While suffering from that Bleeding Condition, make an Average (+20) Dexterity Test before taking any Action that requires something being held in the associated hand; the arm is useless for 1d10 Rounds (see Amputated Parts). The
blow opens a deep, gaping wound. Gain 2 Bleeding Conditions. Until you receive Surgery to stitch up the cut, any associated Arm Damage you receive will also inflict 1 Bleeding Conditions. Until you receive Surgery to stitch up the cut, any associated Arm Damage you receive will also inflict 1 Bleeding Conditions. Until you receive will also inflict 1 Bleeding Condition as the wound reopens. An audible crack resounds as the blow strikes your arm. Drop whatever was held in the associated hand and gain a Broken Bone (Minor)
injury. Pass a Difficult (10) Endurance Test or gain a Stunned Condition. You immediately drop whatever was held in that hand. Suffer a Torn Muscle (Major) injury. 175 V Warh a mmer Fantasy Rolept Hand 5
9193 Mauled Bicep 5 9496 Mangled Hand 5 9799 Sliced Tendons 5 00 Brutal Dismemberment Death Gain 2 Bleeding Conditions as your arm is mangled. Gain 1 Stunned Conditions. Until you receive Surgery, every
time you take Damage to this Arm Hit Location gain 2 Bleeding Conditions. The blow crushes your elbow, splintering bone and cartilage. You immediately drop whatever was held in that hand and gain a Broken Bone (Major) injury. Your arm is wrenched out of its socket. Pass a Hard (20) Endurance Test or gain the Stunned and Prone Condition. Drop
whatever is held in that hand: the arm is useless and counts as lost (see Amputated Part). Gain 1 Stunned Condition until you receive Medical Attention, an Extended Average (+20) Heal Test needing 6 SL is required to reset the arm, at which point you regain its use. Tests made using this arm suffer a 10 penalty for
1d10 days. You gape in horror as a finger flies Amputation (Average). Gain a Bleeding condition. Your hand splays open from the blow. Lose 1 finger Amputation (Difficult). Gain 2 Bleeding and 1 Stunned Condition. For every succeeding Round in which you don't receive Medical Attention, you lose another finger as the wound tears; if you run out of
fingers, you lose the hand Amputation (Difficult). The blow almost separates bicep and tendon from bone, leaving an ugly wound that sprays blood over you and suffers a Torn Muscle (Major) injury and 2 Bleeding and 1 Stunned Condition. Your hand is left a mauled,
bleeding mess. You lose your hand Amputation (Hard). Gain 2 Bleeding Condition. Take a Hard (20) Endurance Test or gain the Stunned and Prone Conditions. Your tendons are cut by the blow, leaving your arm hanging useless Amputation (Very Hard). Gain 3 Bleeding, 1 Prone, and 1 Stunned Condition. Pass a Hard (20) Endurance Test or gain the
Unconscious Condition. Your arm is severed, spraying arterial blood 1d10 feet in a random direction (see Scatter), before the blow follows through to your chest. Body Critical Wounds Roll Description Additional Effects 1 Gain 1 Stunned Condition. Pass an Easy (+40) Endurance Test, or vomit
gaining the Prone Condition. 3135 Winded 2 0110 1120 2630 3640 Tis But A Scratch! Wounds Twisted Back Bruised Ribs 1 2 Make a Hard (-20) Endurance Test or gain the Prone Condition. Movement is halved for
1d10 rounds as you get your breath back. All Agility-based Tests suffer a 10 penalty for 1d10 days. 176 RULES Wrenched Collar Bone 2 Ragged Wound 2 5155 Cracked Ribs 3 5660 Gaping Wound 4 8690 Gut Wound 4 9193 Smashed Rib
Cage 5 Internal bleeding 5 4145 4650 9496 9799 00 Broken Collar Bone Torn Apart 5 Death Randomly select one arm. Drop whatever is held in that hand; the arm is useless for 1d10 rounds (see Amputated Parts). Take 2 Bleeding Conditions. The hit cracks one or more ribs. Gain a Stunned Condition. Gain a Broken Bone (Minor) injury. Take 3
Bleeding Conditions. Until you receive Surgery, any Wounds you receive to the Body Hit Location will inflict an additional Bleeding Condition as the cut reopens. Gain 2 Bleeding Condition as you black out from the pain. Unless you achieve 4+ SL, you also
Suffer a Broken Bone (Minor) injury. You take a significant wound to your chest, flensing skin from muscle and sinew. Take 4 Bleeding Conditions. Until you receive Surgery, to stitch the wound together, any Wounds you receive to the Body Hit Location will also inflict 2 Bleeding Conditions as the tears reopen. Contract a Festering Wound (see
Disease and Infection) and gain 2 Bleeding Conditions. Gain a Stunned Condition that can only be removed through Medical Attention, and suffer a Broken Bone (Major) injury. Gain the Unconscious Condition that can only be removed through
10 on Agility Tests until the end of the next turn. Twisted Ankle 1 You go over your ankle, hurting it. Agility Tests suffer a 10 penalty for 1d10 rounds. 2125 Minor Cut 1 Gain 1 Bleeding Condition. 3135 Thigh Strike 2 A painful
blow slams into your upper thigh. Gain a Bleeding Condition and take an Average (+20) Endurance Test or stumble, gaining the Prone Condition. 177 V Warh ammer Fantasy Role play 3640 Sprained Ankle 2 You sprain your ankle, giving you a Torn Muscle (Minor) injury. 4145 Twisted Knee 2 You twist your knee too far. Agility Tests suffer
Twisted Knee 3 You badly twist your knee trying to avoid your opponent. Gain a Torn Muscle (Major) injury. Further, take a Hard (20) Endurance Test or also gain a Stunned condition from the pain. 6670 Torn Thigh 3
Gain 3 Bleeding Conditions as the weapon opens up your upper thigh. Pass a Challenging (+0) Endurance Test or gain the Prone Condition. 7175 Ruptured Tendon 4 Gain a Prone and Stunned Condition as one of your
tendons tears badly. Pass a Hard (20) Endurance Test or gain the Unconscious Condition. Your leg is useless (see Amputated Parts). Suffer a Torn Muscle (Major) injury. 7680 Carved Shin 4 The weapon drives clean through your leg by the knee, slicing into bone and through tendons. Gain a Stunned and Prone Condition. Further, suffer a Torn Muscle (Major) injury.
(Major) and Broken Bone (Minor) injury. 8185 Broken Knee 4 The blow hacks into your kneecap, shattering it into several pieces. You gain 1 Bleeding, 1 Prone, and 1 Stunned Condition, and a Broken Bone (Major) Injury as you fall to the ground, clutching your ruined leg. 8690 Dislocated Knee 4 Your knee is wrenched out of its socket. Gain the Prone
Condition. Pass a Hard (20) Endurance Test, or gain the Stunned Condition, which is not removed until you receive Medical Attention. After this initial Medical Attention, an Extended Average (+20) Heal Test needing 6 SL is required to reset the knee at which point you regain its use. Movement is halved, and Tests made using this leg suffer a 10
penalty for d10 days. 9193 Crushed Foot 5 The blow crushes your foot. Make an Average (+20) Endurance Test; if you fail, gain the Prone conditions. If you don't receive Surgery within 1d10 days, you will lose the foot entirely. 9496 Severed
Foot 5 Your foot is severed at the ankle and lands 1d10 feet away in a random direction Amputation (Hard) (see Scatter). You gain 3 Bleeding, 2 Stunned, and 1 Prone Condition. 9799 Cut Tendon 5 A major tendon at the back of your leg is cut, causing you to scream out in pain as your leg collapses. Gain 2 Bleeding, 2 Stunned, and 1 Prone Condition
(Minor). Healing: Healing takes 10 days longer. All associated Tests are Challenging (+0). Any penalties for failed Tests increase to 10. Healing Hands Critical Wounds are frequently nasty, so if you want to survive your journeys through the Old World, it is recommended you wear armour and bring at least one companion with some form of healing
skills or spells, and perhaps even one skilled in surgery. If you do not, you may succumb to your wounds or infection long before you reach the next settlement. Broken Bones Small fractures may heal on their own accord, but severe breaks, with bone protruding at odd angles from the flesh, are a different matter entirely. If you suffer a Broken Bone,
Severed Arm or Leg to represent this (see Amputated Parts). For Head hits you will be down to a liquid diet and will suffer a penalty of 30 to your Strength and Agility Characteristics, and half your Move. Healing: A fractured bone will take
30+1d10 days to heal. At the end of this, a successful Average (+20) Endurance Test means the bone has set well, and no long-term effects will be suffered. If the Test is failed, you suffer a permanent loss of 5 to your Agility characteristic for a badly healed Body or Leg hit, or a
permanent loss of 5 to spoken Language Tests for a badly healed Head hit. A successful Average (+20) Heal Test within a week of receiving the fracture will negate the need for the binding should be undone, another Average (+20) Heal
Test enacted within a day will need to be passed to avoid the Endurance Test. Torn Muscles is sprained or torn, resulting in impaired capabilities and much pain. Suffer a penalty of 10 to all Tests involving the location. If a Leg is hit, also halve your Movement. One of your bones is badly broken, and is either resting at an
odd angle, or has splintered at the point of breakage. It is unlikely to heal properly without medical attention. Sprains or tears to your muscles or ligaments result in significant pain and possible loss of use depending upon the severity, which will be marked as minor or major. Minor 179 V War h a mmer Fantas y Roleph loss of use depending upon the severity, which will be marked as minor or major. Minor 179 V War h a mmer Fantas y Roleph loss of use depending upon the severity.
muscle will partially heal in 30 your Toughness Bonus days. Use of the Healing skill will reduce the time by 1 day, plus a further day per SL (you can gain this benefit once). Major One of your muscles or some important tendons have been severely damaged, resulting in extreme pain and a significant loss in capability of the afflicted limb. Losing a
finger results in lessened grip, causing an increased chance of fumbling Tests using that hand. For the first finger lost, any relevant, failed Test with a 1 or 2 on the units die counts as a fumble, and so on. Further, you suffer a penalty of 5 to all Tests using the
hand in question per finger lost. Once 4 or more fingers are lost on a hand, use the rules for a severed hand. Suffer the same effects as Torn Muscle (Minor), but the penalties are 20 to all Tests. Foot Healing: The muscle will partially heal in 30 your Toughness Bonus days, after which the penalty for using the limb reduces to 10 to all relevant Tests
The muscle will completely heal after another 30 your Toughness Bonus days. Use of the Healing skill does little but inform you not to use the affected Hit Location. Reduce your Move by half permanently and suffer a 20 penalty to all Tests that rely on mobility, such as Dodge. Losing both feet makes it hard to walk. Perhaps you could hire a
henchman to carry you? Hand You take a 20 penalty on all Tests that rely on the use of two hands and you cannot wield two-handed weapons; however, a shield can be strapped to the injured arm. Should the lost hand be your primary hand, you take the customary 20 penalty to Melee Tests made with weapons using your secondary hand. For every
100 XP you spend, you can reduce this penalty by 5 as you relearn how to do everything with the other hand. If you lose both hands, it is probably time to master hook fighting. Amputated Parts Many of the more severe Critical Wounds result in the loss of a body part, such as fingers, hands, feet, or even a whole leg! Should a character suffer more
than one severed body part, it is probably time to start looking for an appropriate replacement to mitigate any possible penalties (see Chapter 11: Consumers Guide). Leg Whenever you suffer a Critical Wound marked Amputation (difficulty), you must pass an Endurance Test (the difficulty is marked in the brackets) or gain a Prone Condition. On a
Failure (2) or worse, you also gain a Stunned Condition; on an Impressive Failure (4 or worse), gain an Unconscious Condition. Treat this as a lost foot, but you cannot use the Dodge skill at all. Nose A loss of a nose leaves one looking freakish in the extreme. Suffer a permanent loss of 20 to your Fellowship and suffer a penalty of 30 to all Tests
involving the sense of smell. All amputations require Surgery to heal properly, meaning 1 Wound cannot be healed until you visit a surgeon. See Surgery on page 181. Teeth Loss of teeth may be unsightly and can make eating difficult. For every two teeth you lose you also suffer a permanent loss of 1 from your Fellowship characteristic. Arm Use the
rules for lost hand, but you cannot strap a shield to the arm since you dont have one. Ear Losing an ear is painful, but you will soon learn to live without it. Should you have the bad luck to lose both your ears, permanently suffer a penalty of 20 to all hearing-based Perception Tests. Further, you suffer a penalty of 5 to all Fellowship Tests per ear lost
when others can see your earless state. Eye Fingers For all losing an eye is horrendous, but you soon learn to compensate. Should you have the misfortune to lose both eyes, suffer a penalty of 5 to all Fellowship Tests per
scarred socket others can see. Further, once more than half your teeth (Humans: 16; Elves: 18; Halflings and Dwarfs: 20) are lost, you find consuming solids significantly more difficult than your peers, doubling eating times, and making some foodstuffs nigh-on impossible to eat, which is largely a matter of roleplaying and narrative description of your
actions. Toes Loss of toes has an adverse effect on your balance. For each toe lost, suffer a permanent loss of 1 to your Agility and Weapon Skill Characteristics. Tongue A loss of a tongue leaves you grunting and humming, or relying on make-shift sign language, for communication. You automatically fail all Language Tests involving speaking. 180
RULES Healing In time, most injuries heal. But some are worse than others. The following explains how to heal Wounds Wounds and Critical Wounds and Critical Wounds and Critical Wounds and Critical Wounds. Without medical attention, you can attempt an Average (+20) Endurance Test after a good sleep once a day. You Heal Wounds and Critical Wounds.
(see Chapter 11: Consumers Guide). There is no penalty for being wounded. Lost Wounds are considered to be small cuts, bruises, and other easily ignored injuries. Healing Critical Wounds are considered to be small cuts, bruises, and other easily ignored injuries. Healing Critical Wounds are considered to be small cuts, bruises, and other easily ignored injuries.
see exactly what penalties you suffer for any Critical Wounds do not count as healed until all conditions they inflict are removed, and all non-permanent negative modifiers are resolved. When you are Critical Wounds do not count as healed until all conditions they inflict are removed, and all non-permanent negative modifiers are resolved. When you are Critical Wounds do not count as healed until all conditions they inflict are removed, and all non-permanent negative modifiers are resolved. When you are Critical Wounds do not count as healed until all conditions they inflict are removed, and all non-permanent negative modifiers are resolved. When you are Critical Wounds do not count as healed until all conditions they inflict are removed, and all non-permanent negative modifiers are resolved.
and conditions cannot be resolved until you receive medical attention. This includes, but is not limited to, the following: Successful use of a spell or prayer that heals Wounds. Surgery Some wounds are beyond simple stitching and foul-smelling poultices. If you
suffer a Critical Wound where surgery is required to attend to it (it will be marked: Surgery), you suffer the marked penalties until you visit an appropriately trained doctor or barber-surgeon, or somehow source a magical or divine surgery equivalent. Further, if you suffer an amputated body part, you cannot heal 1 of the suffered Wounds until a
surgeon successfully treats it with a Heal Test. For more information on surgery, refer to the Surgery talent in Chapter 4: Skills and Talents. Other Damage The Old World is a dangerous place, hiding countless ways to die. The following covers some of the more common other ways you can receive Damage during play. Drowning and Suffocation If
prepared, you can hold your breath for Toughness Bonus x 10 seconds without a Test. After that, you may start to suffocate immediately. Each Round you are being suffocated you lose 1 Wound. Should you reach 0 Wounds, you immediately receive the
Unconscious Condition. After that, you will die of suffocation or drowning in Toughness Bonus Rounds. Exposure Every 4 hours spent in a difficult environment such as subzero temperatures, a hot desert, or a howling storm require a Test every 2 hours. Cold: Your first failure causes a
penalty of 10 Ballistic Skill, Agility and Dexterity. The second failure reduces all other Characteristics by 10. Third and subsequent failures cause 1d10 Damage not modified by Armour Points, with a minimum of 1 Wound lost. If you reach zero Wounds, you immediately take an Unconscious condition. Certain Trappings provide bonuses to these Tests
See page 302. Heat: Your first failure causes a penalty of 10 to Intelligence and Willpower, and adds a Fatigued Condition. The second failure reduces all other Characteristics by 10%, and adds another Fatigued Condition. The second failure reduces all other Characteristics by 10%, and adds a mother Fatigued Condition. The second failure reduces all other Characteristics by 10%, and adds another Fatigued Condition. The second failure reduces all other Characteristics by 10%, and adds a mother Fatigued Condition. The second failure reduces all other Characteristics by 10%, and adds a mother Fatigued Condition.
heavy Trappings cancels 1 failed test. Thirst and Starvation Running out of provisions can be bad. Running out of water is worse. Endurance Tests to without food and water cannot heal Wounds or recover Fatigue naturally. Water: Every day without
water requires you make an Endurance test. The first failed Test causes a penalty of 10 Intelligence, Willpower, and Fellowship. Second and subsequent failures reduce all Characteristics by 10 and cause 1d10 Damage not modified by Armour Points, with a minimum of 1 Wound lost. Food: Every 2 days without food require an Endurance Test. The
first failed Tests causes a penalty of 10 Strength and Toughness. Second and subsequent failures reduce all other Characteristics by 10 and cause 1d10 Damage not modified by Armour Points, with a minimum of 1 Wound lost. 181 V V Warh a mmer Fantasy Pestag, Sigmarite priests preach from high pulpits about
the dangers of the Ruinous Powers, about how good folk must avoid the temptations of daemons whispering from every shadow. They declare all souls are in perpetual peril, mere footsteps from falling to corruption and mutation. And they might be right. Options: Encroaching Darkness Corruption points are used to show the slow, gradual slip of your
soul to the Dark Gods of Chaos. Whenever you are exposed to a potential source of corruption, you may accrue Corruption, you may accrue to embellish their dark deals with disturbing events happening in-
game. If you like the sound of this, its up to you how such events should manifest, but tailoring them to the story of the character involved is always a good idea. Perhaps you could roll on the Miscast table from Chapter 8: Magic to create a random event
(especially appropriate for wizards and witches)? Think of the Test tied to the dark deed, and then consider soul-staining events that could occur to ensure your success. Corruption points are usually gained by exposure to a place, person, or object tainted by Chaos, or to a situation especially beloved to one of the Dark Gods. If
you encounter a corrupting influence, attempt a Challenging (+0) Endurance Test, or Challenging (+0) Cool Test, as determined by the GM usually physical influence, the more SL you will need to avoid it. The following provides some
examples of corrupting influences with the number of SL needed to completely avoid Corruption points. Minor Exposure Gaining Corruption points. Minor Exposure, gain 1 Corruption points. During play, there are two primary routes to
gaining corruption: dark deals and corrupting influences. Dark Deals Sometimes, you just have to succeed. Most commonly this means passing an important Test. Should such a Test fail, you can use a Fortune points remaining? Then its time
for a dark deal. You can purposefully choose to take a Corruption point to reroll a Test, even if it has been rerolled already. This is always a choice for you, not the GM although there is nothing wrong with the GM gently reminding you that you could try again. After all, whats the worst that could happen? Witness a Lesser Daemon. Contact with a
Mutant, refined Warpstone, or Chaostainted artefact. Giving in to despair, rage, excess, or the need to change your lot. Being near Warpstone. Prolonged exposure to Chaos worshippers, Chaos Cult Temples, Skaven, Mutant Lairs, and similar. Moderate exposure to Chaos worshippers, Chaos Cult Temples, Skaven, Mutant Lairs, and similar.
all circumstances. If a Test is failed, 182 V RULES gain 2 Corruption points. On a Marginal Success (01), gain 1 Corruption points. On a Success (2+), you gain no Corruption points. Witness multiple Daemons. Contact with a Daemon, Warpstone, or profane artefact. Embracing despair, rage, excess, or the desire to become someone new. Prolonged
exposure to refined Warpstone. Brief exposure to an environment steeped with Dhar, dark magic used by Necromancers and Chaos Sorcerers. First, lose Corruption points equal to your Willpower Bonus as you mutate. Next, roll percentile dice and refer to the following table to determine whether its your body or your mind that blossoms anew. Elicated to see the contract of the following table to determine whether its your body or your mind that blossoms anew.
Halfling Human Dwarf Body 0110 0150 0105 Mind 01100 11100 51100 06100 Major Exposure If you find yourself confronted with a major exposure, gain 3 Corruption points. If you pass with a Marginal Success (01), gain 2
Corruption points. On a Success (23), you gain 1 Corruption point. Only if you score an Impressive Success (4+), do you gain no Corruption points. Witness a Greater Daemon. Prolonged exposure to an environment
steeped with dhar (see Magic for more on this). Now roll on either the Physical Corruption Table (page 184) or the Mental Corruption Table (page 185) to see what happens. Corruption Table (page 184) or the Mental Corruption Table (page 185) to see what happens.
mutations than your Toughness Bonus, or more mental corruptions than your Willpower Bonus, you have fallen to Chaos, your soul completely lost to the uncaring Chaos Gods. At this point, its time to create a new character. Your current one is now damned, becoming an NPC controlled by the GM, meaning you may well see the wretched creature
again Losing Corruption Points Once the claws of the Dark Gods have sunk into your soul, removing their vile stain is difficult, but not impossible. Beyond the less-than-desirable option of losing Corruption points: dark whispers and absolution. Dark Whispers Corrupting
No-one is left unscathed by exposure to the Ruinous Powers. Eventually, even the strongest fall, their mind and bodies twisting into new unrecognisable forms. Should you ever gain more Corruption points than your Willpower Bonus plus your Toughness Bonus, immediately attempt a Challenging (+0) Endurance Test. If passed, you have managed to
hold off your corruption for now but will have to Test again next time you gain Corruption Points. If you fail, then either your body or mind is about to mutate. Dissolution of Body and Mind As corruption ravages your psyche with
exquisite knowledge it can never unlearn. Even considering the inscrutable plans of the Dark Gods is enough to break a pious mans sanity, so trying to fathom their intent, and why they reach out to twist one mortal soul or another, is not just foolish, its extraordinarily dangerous. But reach out they do. The GM may ask to spend one of your Corruption
points to use the darkness building in your soul to twist your actions. The choice to do this or not is always in your hands, but if you agree, you lose 1 Corruption Point. Examples of what may be asked include: Letting an enemy escape. Accidentally shooting an ally. Falling asleep on watch. Of course, if you deny the GM and choose to do none of those
potentially terrible things, you keep your Corruption point, but the Ruinous Powers still hold a portion of your soul. 183 V Warh ammer Fantas y Roleplaying moments as minor betrayals spread, but
if youre playing with a group that doesnt readily understand the Old World, the points can accrue very quickly, sending characters into a spiral of mutation and madness. This should probably be avoided. Mutation is effectively a death sentence if discovered, so its important new players are cautioned when their actions may lead to corruption. Just
like every child in the Empire is warned of the dangers posed by the Ruinous Powers, players should be warned that Warpstone should be avoided at all costs. Of course, the circumstances of the adventure at hand may force your group into the
most horrendous situations with corruption around every corner, but thats WFRP. Physical Corruption Table Use the descriptions below to help create a unique version of your mutation is obvious, you not only suffer significant
Agility 1115 2125 2630 3135 3640 4145 4650 5155 5660 6165 6670 7175 7680 8185 Distended Digits Enormous Eye Extra Leg Joints Extra Mouth Fleshy Tentacle Glowing Skin Inhuman Beauty Inverted Face Iron Skin Lolling Tongue Patchy Feathers Short Legs Thorny Scales Uneven Horns 8690 Weeping Pus 9600 GMs Choice 9195 Whiskered
Snout +1 Movement +10 Dexterity +10 on Perception Tests involving sight +5 Agility Roll on the Hit Location table to see where Gain the Tentacles Creature Trait. See page 342 Effective light of a candle +10 Fellowship; you do not scar 20 to all Fellowship Tests +2 Armour Points to all locations, 10 Agility 10 to all Language Tests when speaking
Corruption Table A corrupted mind may be less obvious than a sprouting tentacle, but it can be just as devastating to your character in a new, potentially horrific way, so
you can also use your mental mutation as an opportunity to change your Motivation. D100 Description Effect 0105 Awful Cravings 5 Fellowship, 5 Willpower 0610 Beast Within +10 Willpower 1115 2125 3135 3640 4145 4650 5155 5660 6165
6670 7175 7680 8185 8690 9195 9600 Chaotic Dreams Erratic Fantasist Hateful Impulses Hollow Heart Jealous Thoughts Lonely Spirit Mental Blocks Profane Urgency Shaky Morale Suspicious Mind Thrill Hunter Tortured Visions Totally Unhinged Unending Malice Unholy Rage Worried Jitters Gain the Fatigued Condition for the first two hours of
every day 5 Initiative, 5 Willpower Subject to Animosity (see Psychology) to all not of your species +10 Willpower, 10 Fellowship 10 to any Test when alone 10 Intelligence 10 Willpower, 10 Initiative 20 Fellowship, +10
Willpower 10 to any Test not hurting another; +10 on Tests to hurt Subject to Frenzy (see Psychology), +10 Weapon Skill +5 Agility, 5 Fellowship Absolution As Corruption points build, and you feel the oppressive fist of the Dark Gods curling around your beleaguered soul, your dread may lead you to seek absolution. But simply asking forgiveness
from a local preacher wont be enough. The stain of the Dark Gods touch isnt so easily scrubbed clean. The exact limits of what is required to remove Corruption is left in the hands of the GM, but it is rarely, if ever, simple. Printed adventures may include situations where Corruption can be removed, but if you wish to seek your own route to
absolution, consider the following. Cleanse a profane temple to the Dark Gods. Though the very act may expose you to more corruption Complete a holy pilgrimage and receive a blessing from a high priest at the end of the Dark Gods. Join a
holy order and dedicate your life to one of the Gods opposed to Chaos. Options: Slow Manifestations Manifestations Manifestations of the body or mind can come quickly, but normally its a slow process, perhaps starting as an itch, patch of flaky skin, or a new tic, and only later developing into a new eye, unexpected feathers, or an entirely new mindset. If
you would prefer to draw the mutation process out, perhaps to play upon the horror of the inevitable mutations to come, you are encouraged to do so. This is left in the hands of the GM to detail according to individual taste and preference. V Wa r h a m m e r Fa n tasy R ole play Disease and Infection Blood Rot Your very blood is diseased, and
your heart now pumps sickness through your body. Leeching the rot is the accepted cure, but some doktors instead cut careful incisions near the neck to free the contaminated blood, demanding the patient accepts such remedies or not, without treatment, Blood Rot
is deadly, and will likely end in a visit from the Mourners Guild and the Cult of Morr. Plague and pestilence the purview of Nurgle, the Chaos God of Disease and Despair are an everyday fact of Old World life. Yearly outbreaks of disease plague all levels of society, although the common folk usually fare the worst. To ward against these terrible
infections, most turn to the welcoming arms of Nurgles sworn enemy, Shallya, the Goddess of Mercy and Healing, but those actually suffering a disease will often turn to any possible cure, ensuring wise women, herbalists, and travelling doktors are never out of business, even when most peddle quackery rather than true remedies. Contraction: As a
development of another disease or a Critical Wound. Incubation: Instant Duration: 1d10 days Symptoms: Blight, Fever (Severe), Malaise Disease Format The Bloody Flux Name: The name of the disease. A description of the disease is contracted. Incubation: How long before the victim demonstrates any symptoms.
Duration: How long the symptoms of the disease on the victim. See Symptoms (page 188) for a list of all the symptoms, and how they affect a character. Permanent: Some disease are so horrendous they carry permanent consequences
This section is only included if the affliction has such long-term effects. The Litany of The Bloody Flux is a persistent problem in the Empire, and widely viewed to be a curse upon the impious by the Gods. The foul disease causes its unfortunate victim to evacuate the bowels forcibly and frequently. The Bloody Flux is endemic in the State Armies,
where it is commonly claimed to kill more soldiers than any enemy. Typical cures include eating blood pudding to replace lost humours, corking, and rubbing fats into the afflicted area to lessen the sting. Contraction: 1d10 days
Symptoms: Flux (Severe), Lingering (Challenging), Fever, Malaise, Nausea Pestilence The following offers a tiny sample of the infections, poxes, and plagues festering in dark corners of the Old World and are presented as inspiration for creating your own diseases. The Black Plague Historians claim that centuries ago rats swarmed the Empire and the
Black Plague followed, wiping out nine in every ten souls. Unexplained flare-ups of the horrendous disease still occur today, and when they do, it always brings no-nonsense white nuns. The Cult of Shallya has sworn to do everything in its power to eradicate the foul disease, so, using ancient laws and rights granted to them, white-roped cordon
sanitaires are erected wherever they encounter the Plague, ensuring none can leave or enter the quarantined area until the outbreak is contained, and all bodies correctly disposed. Using Diseases Some groups love diseases as they add a grim and gritty feel to their WFRP adventures, and provide medical characters in careers like Apothecary, Hedge
Witch, Herbalist, and Physician not to mention Priests and Wizards extra utility. Others find diseases useful in specific circumstances, perhaps deployed for dramatic effect to stories including Skaven or Nurgle Chaos Cultists. And some WFRP gamers find diseases to be an easily forgotten nuisance. Contraction: Enact an Average (+20) Endurance
Test for each hour, or part thereof, spent in an area infested with infected fleas, or when exposed to infected fluids, Incubation: 1d10 minutes Duration: 3d10 days Symptoms: Buboes, Blight (Moderate), Fever, Gangrene, Malaise 186 Its up to you and your group to find the best way to include diseases in your game, but be aware some can be very
nasty, and its never fun to have a PC stuck in bed recovering as the rest of the group goes adventuring, so be careful how theyre deployed. RULES Festering Wound Infected cuts and abrasions are commonplace, meaning many superstitions exist explaining how best to treat them. Poultices fashioned from wrapped leaves and dung, the skin of toads,
and dove-feathers are common, as is rubbing the wound in Sigmars Good Soil. Most physicians rubbish such talk, and prefer more scientific curatives, such as mixing the gall of a black ox with three spoonfuls of the patients urine and half a spoon of sea salt, which is then rubbed into the festering, pus-filled wound. The screams this elicits prove just
how effective the remedy is. Contraction: If you fail an Easy (+40) Endurance Test after a combat with a creature with the Infected trait (see Bestiary). You can also develop a Festering Wound from a Minor Infection. Incubation: 1d10 days, or instantly if developed from another symptom. Duration: 1d10 days Symptoms: Fever, Lingering
(Challenging), Malaise, Wounded Galloping Trots It is said Halfling food wont give you Galloping Trots, a messy affliction all too common in the Empire given just how little care is given to the proper preparation of food, but those suffering Rumsters Revenge from the cheap, Halfling pies on sale across Altdorf, would disagree, assuming they could
escape the privy for long enough Contraction: 1d10 days Duration: 1d10 days Symptoms: Lingering (Easy), Malaise, Wounded Packers Pox A common infection amongst hunters, furriers, and traders, Packers Pox is contracted from infected
cattle and sheep, including their hides and wool, and from the bodies of those killed by the disease. It starts as a small itchy rash, but soon pink, depressed blisters spread across the whole body, concentrating on the torso and arms. Not the worst of the various poxes plaguing the Empire, but it does linger for a very long time, and can occasionally
turn deadly. Contraction: If you fail an Easy (+40) Endurance Test after any contact with infected animals, hides, or bodies. Incubation: 1d10 days Duration: 1d10 days Symptoms: Lingering (Challenging), Pox Contraction: 1d10 days Duration: 1d10 d
Symptoms: Flux (Moderate), Malaise, Nausea Itching Pox Annual outbreaks of Itching Pox Annual 
have vials of white paste on hand to relieve the itching of the afflicted. Contraction: If you fail an Average (+20) Endurance Test when an infected individual coughs or sneezes in your immediate vicinity (at a rate of about one Test per hour of exposure). Incubation: 1d10 days
Duration: 1d10+7 days Symptoms: Coughs and Sneezes, Pox Permanent: Once the disease is contracted, you become immune to catching it again. Minor Infection Minor infections slow-healing wounds with a modicum of swelling and heat are extremely common. Most heal of their own accord in time, so few worry about them until its too late, and
Morrs Portal opens. Ratte Fever Contracted from infected rodents, dreaded Ratte Fever brings inflamed rashes and ulcerations before a fever rises and the body begins to spasm. Though rarely fatal, its a debilitating disease, and it takes a long time to recover, so most are willing to try anything to lessen the symptoms. Common remedies include self-
flagellation in Altdorf which reputedly does bring some relief to the skin infections and smearing oneself in goatcheese mixed with imported Kislevite ice-peppers in Talabheim. In the bigger towns and cities, Ratte Fever is also known as Pie Fever given just how many sayoury pasties contain tainted rat in place of more expensive meat, 187 V V Warh
a m m e r Fa n ta s y R o l e p l ay Contraction: If you fail an Average (+20) Endurance Test after any combat when wounded by rodents (including Skaven) with the Infected Trait, or you fail an Average (+20) Endurance Test after any combat when wounded by rodents (including Skaven) with the Infected Trait, or you fail an Average (+20) Endurance Test after an infected source enters your mouth. Incubation: 3d10+5 days Duration: 3d10+5 days Duration: 3d10+5 days Duration 3d10+5 days Durat
Lingering (Average), Malaise, Pox, Wounded Symptoms This section explains how the symptoms for each infection manifests. Use them to create your own disgusting diseases. argue a sure sign of the Lord of Pestilences favour, believing they hide tiny, growing Daemons. Common practice is to lance these terrible expressions of taint to remove
whatever nestles within, though doing so often results in Festering Wounds. Suffer a penalty of 10 to all physical Tests, and to all Fellowship Tests if the buboes can be seen (or smelled!). Treatment: A successful Heal Test with Surgery can lance your buboes, removing the penalty. If the Test is failed, gain a Festering Wound. If your Buboes are
lanced, make a Difficult (10) Endurance Test once per day or more swell into place. Convulsions Your body periodically spasms or shakes as the infection seemingly uses you like a puppet. Stirring Nurgles Cauldron Nurgle, the Chaos God of Pestilence and Decay, keeps a bubbling cauldron in the foulest corner of its rotting garden, within which is
brewed every plague that ever was, or ever will be. And there is no reason you cant do the same! The twelve symptoms provided here are a perfect start for creating your own foul diseases. All you need do is think of a nasty infection, figure out how its contracted, decide how long it lasts, then assign a few symptoms. Say you wanted to create a
disease called Weevil Cough. You first decide how its contracted (from exposure to those already infected, or to mites in hay, wheat, and flour, requiring an Average (+20) Endurance Test to avoid), then how long its Incubation and Duration is (say, 1d10 days for each), then assign Symptoms (Coughs and Sneezes, and Malaise). Done! Suffer a penalty
of 10 to all physical Tests as your body convulses beyond your control. If this symptom is marked as (Moderate), the penalty increases to 20. If it is marked as (Severe), you need to be tied down in order not to hurt yourself, leaving you effectively incapacitated. Treatment: Rare herbs and alchemical mixes can lessen this symptom for a day, bringing
Severe down to Moderate, and Moderate down to standard convulsions. These can be created by any with the Trade (Apothecary) skill and access to the appropriate ingredients (which can cost upwards of 10 shillings or more per dose). The final medicine is Rare and usually genuine (80%), and can be bought for around 1 GC per dose from
Apothecaries, putting it beyond the reach of most citizens of the Empire. Coughs and Sneezes You intermittently cough or sneeze, spreading your disease to all around you. Any characters in your environment are exposed to the disease you carry, and need Test for Contraction once per hour, or part thereof, of exposure. Treatment: None that work.
Blight You are seriously ill and perhaps close to Morrs Portal as deadly poisons flood your body. Pass a Very Easy (+60) Endurance daily (normally when you sleep, perhaps in agony. If Blight is marked as (Moderate), this Test is Easy (+40); if marked as (Severe), this Test is Average
(+20). Treatment: None that work. Buboes You have huge swellings of the lymph nodes, possibly in the groin, neck or armpits. These are enormously painful and may bleed or seep pus. They are disgusting, smelly, and some would Fever Your temperature is high, your elikely sweating, and you really dont look at all well. Suffer a penalty of 10 to all
physical and Fellowship Tests. If your Fever is marked as (Severe), it has completely incapacitated you, leaving you bed-ridden. Take the Unconscious Condition, though expenditure of a Resolve point can bring consciousness for a few minutes. Treatment: There are many common, often disgusting, remedies for a fever, most of which dont work (only
10% of commercial cures are genuine). A successful Heal Test does little more that inform you how long the fever will likely last. The cures range from a few pennies to many shillings in cost. If genuine, they will remove the symptoms of a Fever (not a severe one) if you pass a Challenging (+0) Endurance Test. 188 RULES Flux Theres a rumble and a
grumble, then youre off for yet another sprint to the splattered outhouse. Pale and weary, youve had better days. Any given situation may be the moment you just have to go to the privy. You are expected to take every opportunity you can to pop off for an essential stop, and this is largely left in your hands. In addition, the GM can choose any point
during the sessions play to claim you need to go. You have a number of rounds equal to your Toughness Bonus to get to an appropriate place to relieve yourself; whether you get there in time or not, your body will empty itself in a spectacular fashion. If the Flux is marked as
(Severe), the GM can do it three times, and you will also lose 1 Wound per visit, as the bloody flux leaves you utterly drained. Treatment: Real cures for the Flux are rare (10% of commercial remedies are genuine), but many apothecaries and herbalists swear theirs work every time. Costs vary widely according to where you buy the cures, from a few
brass coins to small bag of silver. If genuine, the Flux can be held off for your Toughness Bonus in hours by taking a remedy. Gangrene Your flesh is turning black, dying, infected with something awful, and it isnt going to get better. Roll percentile dice to determine a Hit Location (see Combat). If you roll Body, luckily the Gangrene did not settle in
during this infection. If you roll Head, your nose is affected. If you roll Arms, its your fingers. If you ever fail more times than you have Toughness Bonus, you completely lose all capability with the affected
location. If this occurs, use the same rules as Amputation (see Critical Wounds). For as long as you have Gangrene, suffer from Blight until the affected tissue is amputated; this remains even if you are cured of the disease that
started the Gangrene. Treatment: Amputation of the gangrenous location is the only effective treatment. Lingering You have an infection that just refuses to go away. Indeed, you fear it may be getting worse After your disease reaches the end of its duration, attempt an Endurance Test with the Difficulty marked on the symptom like so: Lingering
(Average) or Lingering (Easy). If this scores a Marginal Failure (0), the duration extends for an extra 1d10 days. If it scores a Failure (2), develop a Festering Wound. On an Astounding Failure (6), you instead develop Blood Rot. Treatment: Cures for lingering infections are commonplace and usually relatively cheap, rarely costing more than a shilling
However, almost all are fake or based on faulty lore. Any bought cure has only a 10% chance of being genuine, but if so will negate the need to roll the Endurance Test if taken on the correct day (which will require a successful Heal Test to determine). Malaise You dont feel at all well. You are tired, find it hard to concentrate, and just generally ill.
Take a Fatigued Condition that you can only remove when you have recovered from your illness. Treatment: Medicine treating Malaise, costing anything from a few pence to a handful of silver, is usually genuine (75% chance); and, if so, pass a Challenging (+0) Endurance Test to ignore the symptom for the day. Nausea You feel very sick and are
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prone to vomiting if you move around too quickly. Whenever you fail a Test involving physical movement, your nausea overwhelms you and you vomit. You gain the Stunned condition, which represents you being sick repeatedly or dry heaving, depending upon your current circumstances. Treatment: Remedies for Nausea are Common and usually and you womit.
genuine (60% chance), and typically cost around thirty pennies; if genuine, pass a Challenging (+0) Endurance Test, and the Nausea can be ignored for a number of hours equal to your Toughness Bonus. Pox You are covered in pustules, inflamed swellings, disgusting rashes, or itchy spots, which are unlikely to be your most attractive feature. Pox are
largely a cosmetic issue, resulting in a penalty of 10 to Fellowship Tests. Additionally, remember to roleplay and describe all the scratching; if you want to withhold from this for a while, pass an Average (+20) Cool Test. When the Pox ends, attempt an Average (+20) Cool Test. When the Pox ends, attempt an Average (+20) Cool Test. When the Pox ends, attempt an Average (+20) Cool Test. When the Pox ends and apply permanent scarring to that Hit
Location, showing an area where you scratched and the pox there healed badly. If the Hit Location is the head, permanently lose 1 in Fellowship. See Combat for more on Hit Locations. Treatment: Poxes are exceedingly common, and so are remedies, which are usually creams or oils. Larger temples of Shallya often keep a stock of the cream for free
(though donations are expected) and apothecaries and herbalists of all kinds sell similar products for relatively low prices (rarely more than six or seven pence for a weeks worth of treatment, with a 90% chance of being genuine medicine). Using a cream increases all Cool Tests to resist scratching to Very Easy (+60), but is usually unsightly
Wounded You have a wound or open sore that does not heal properly because of an infection. For each Wounded symptom you have, you cannot heal one of your Wounds, which stays open and sore, possibly seeping foul-smelling pus. Every day, take an Easy (+20) Endurance Test or gain a Festering Wound if you do not already have one. 189 V V Wa
r h a m m e r Fa n ta s y R o l e p l ay Fear (Rating) Treatment: A daily successful Heal Test ensures the Wound is clean and does not require an Endurance Test to be further infected. The Fear trait represents an extreme aversion to something. Creatures that cause Fear have a Fear Rating; this value reflects the SL you are required to pass on an
Extended Cool Test to overcome your Fear. You may continue to Test at the end of every round until your SL equals or surpasses the creatures Fear rating. Until you do this, you are subject to Fear. Psychology Our emotions and instincts have a powerful impact on how we react in certain circumstances. These rules bring another level of drama to
your game and help bring the Old Worlds inhabitants to life. When subject to Fear, you suffer 1 SL on all Tests to affect the source of your fear. You may not move closer to whatever is causing Fear without passing a Challenging (+0) Cool Test, or gain a Broken Condition.
Psychology Test Frenzy If you are exposed to one of the following Psychological traits, you may resist its effects by passing a Cool Test at the beginning of the Round, with the Difficulty set by the GM. A successful Test lasts until the end of the current encounter, although additional Tests may be required if circumstances change. With a Willpower
Test, you can work yourself into a state of frenzy by psyching yourself up, howling, biting your shield, or similar. If you succeed, you become subject to Frenzy. Example: Brokk has Animosity (Elves). When the Dwarf encounters some haughty Elves quaffing wine and laughing loudly in a tavern, he Tests his Cool to control himself; he passes, so is not
subject to Animosity, though he does choose to spit on the ground as he passes the sneering things. Later, when one of the Elves jostles his arm, spilling his ale, his GM asks Brokk to Test again. This time he fails. So, setting down his tankard, he turns around to have a word with the offending Elf, unable to stop himself from launching into a tirade
about exactly what he thinks of their so-called nimbleness! Psychological Traits The following are the most common Psychology traits in WFRP. Animosity (Target) You harbour an enmity for the Target, which will normally be a group of people or creatures, such as Nordlanders, Beastmen, or Nobles. You must attempt a Psychology Test whenever you
encounter the group. If you pass, you may grumble and spit, but only suffer a penalty of 20 to all Fellowship Tests towards that group. Should you fail you are subject to Animosity to an end. If you do not, the effects of Animosity naturally come to
an end when all members of the specified group in your line of sight are utterly pacified or gone, or you gain the Stunned or Unconscious Condition, or you must immediately attack the disagreeable creatures, either socially (insults, jibes, and similar) or physically (most commonly
with fists), as appropriate. You also gain a bonus of +1 SL on any attempts to socially or mentally attack the group. Animosity is over-ridden by Fear and Terror. While subject to Frenzy you are immune to all other psychology, and will not flee or retreat for any reason; indeed you must always move at full rate towards the closest enemy you can see in
order to attack. Generally, the only Action you may take a Free Action Melee Test each Round as you are throwing everything you have into your attacks. Lastly, you gain a bonus of +1 Strength Bonus, such is your ferocity. You remain in Frenzy until all
enemies in your line of sight are pacified, or you receive the Stunned or Unconscious condition. After your Frenzy is over you immediately receive a Fatigued condition. Hatred for the Target, which is normally a group of people or creatures, such as Hochlanders, Bog Octopuses, or Slavers. You will never
socially interact with someone or something you hate in this manner. On encountering the object of your Hatred, you must attempt a Psychology Test to bring the Hatred to an end. If you do or not, the effects of Hatred naturally come
to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Hatred, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune
to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will
otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you are subject to Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of
the specified group in your line of sight are gone, or you gain the Stunned or Unconscious Condition, or you become subject to another Psychology. You must come to their aid if the group is threatened physically or socially, and you gain a bonus of +1 SL to any Tests to defend or support the group. When subject to Prejudice, you must immediately
insult the target of your prejudice. Loudly. Example: Love Terror (Rating) Some creatures are so profoundly unsettling as to provoke a dire, bone-chilling terror; if you fail, you receive a number of Broken conditions
equal to the creatures Terror Rating, plus the number of SL below 0. After resolving the Psychology You can create your own psychological traits to reflect the events of your game. This is something that will vary depending on your group, and the style of
game you choose to play. It is also an area that should be treated sensitively, and if in any doubt avoid anything that could upset a member of the group. In addition to the mechanical effects of these custom traits, they are a wonderful opportunity for roleplaying; taking on custom psychological traits allows you to show off or practice your roleplaying.
skills, and maybe earn some extra XP. See Advances in Chapter 2: Character for more about this. When making custom traits, you should consider both what provokes the trait to manifest, and what the effect will be. Will it make the character immune to some, or all other psychology traits? Will it offer a bonus in some situations? A penalty in others?
As always, your GM is the ultimate arbiter in this situation. Sample bonuses or penalties a Psychological traits prescribed or Proscribed Actions and Moves Gaining Conditions The following are some examples of custom traits to inspire your own. Example:
Camaraderie Camaraderie reflects positive feelings towards a group of individuals. Example: Amhold had a difficult childhood, growing up on the streets without a family. Despite his gruff demeanour, he has Camaraderie (Orphans). Poets write endlessly of love, and every minstrel of the Reikland knows dozens of songs praising the power of love. If
your character has the Love trait towards one or more individuals, this reflects a deep and enduring emotional connection. This may be the intense romantic love for a sibling, parent, or child, or an especially strong friendship. You must come to the aid of someone you love if they are threatened
physically or socially. You are immune to Fear and Intimidation while defending your loved ones, and you gain a bonus +1 SL to all related Tests. Example: Rilla is a riverwoman and travels the Reik with her close-knit family, you mess with Rilla! Example: Phobia A
phobia reflects a specific fear; it may be towards a type of creature, or towards a particular object or circumstance, such as Phobia (Insects), Phobia (Books), or Phobia (Books), or Phobia is especially powerful. Example: Doktor Johannsen is a
renowned antiquarian. Despite his many adventures and tales of derring-do, he suffers from Phobia (Snakes); no matter this aversion, he seems to encounter them with alarming regularity. Example: Trauma The life of most Reiklanders is nasty, brutish and short: that goes double for adventurers, whose lives are often especially traumatic. Everyone and tales of derring-do, he suffers from Phobia (Snakes); no matter this aversion, he seems to encounter them with alarming regularity.
processes trauma differently, and you may choose to reflect that in a range of different ways: nightmares, substance abuse, flashbacks, Animosity or Hatred towards a particular group, or a Phobia. A character who has suffered a traumatic experience may manifest that in a range of different ways over time. Example: Horsts village was destroyed in
terrible fire he can still hear their screams at night. If Horst sees any characters friend or foe with the Ablaze Condition, he must make a Challenging (+0) Cool Test. If he fails, he receives a Stunned Condition for each SL below 0. Additionally, every night Horst makes an Easy (+40) Cool Test; if he fails, he
suffers nightmares and gains the Fatigued Condition. 191 VVI Warh ammer Fantasy Roleplay between adventures Of course there is something wrong with us. This world has more than enough sorrow and pain to go about. So, what do we do? We seek out things that even the courageous fear and confront them in the dark. Truly, we are the
favoured pawns of the Gods. So: what do I do with my time when Im not on some foolish quest? I drink. Lieselotte Aderhold, Adventurer It may take many game sessions, but eventually all adventure begins. This chapter
provides tools to quickly detail what happens in this downtime. To begin, you will randomise an Event. You will then spend any money you acquired on your last escapade, and engage in a variety of activities called Endeavours, ranging from commonplace tasks such as working a trade, or managing their affairs to more specialised undertakings such
 as consulting a sage or attempting to learn a new skill. Once this is concluded, youll resolve any matters that arise from your choices, and are then ready to start your next adventure. 192 Options: Its All Optional Every rule in this chapter is optional. Some will love the quick rules it offers to explain events between adventures, others will prefer to
detail this time fully with roleplay, seeing it as as an opportunity to give depth to characters or to pursue leads and ideas that could become adventures in their own right. There is no right or wrong way. Treat this chapter as a source of inspiration and do your own thing! Events Before selecting your Endeavours, you first roll 1d100 on the Events
table opposite. Some Events will only affect you, others may affect the whole party. Betweenta We enture a terrible crime. A character with a Law Guild Licence can spend an Endeavour to free the ally with a successful Average (+20) Lore (Law) test. Otherwise, 3
Endeavours spent by the party will exonerate their ally (or, if guilty, manufacture an alibi). If the ally is freed, gain a Major Favour (see Do Me a Favour Endeavour on page 198) for future use. If not, their ally hangs! 0406: Arcane Auction The belongings of a recently deceased neighbour are auctioned, including a dusty, old book of unknown origin. If
you are able to pay the 10 GC asking price, the book is yours! Beyond any other advantage the book may bring as determined by the GM, any Academic characters attempting the Research Lore Endeavour gains +20 on the Test. 2629: False Silver To the horror of the merchants, a run of counterfeit coins plagues the characters locale. A fifth of all
coins are affected. Characters who undertake the Banking Endeavour will lose 20% of money banked, and characters undertaking the Income Endeavour similarly reduce any money earned by 20%. 3033: Flowing Profit Business is particularly good for folk involved in river trade. All Riverfolk make an additional 50% from any Income Endeavour
pursued during the next batch of Endeavours. 3436: Forewarned you are given a cryptic omen by a dream, Strigany mystic, or Celestial Magister you encounter on the street. During your next adventure, your maximum Fortune points are increased by 1. 0710: Betrayed! 3740: Festivities 1114: Bolt from the Blue 4144: Inclement
Weather A friend, family member, or ally turns on you, the ramifications of which will impact your next adventure. If you have no friends, family, or allies, your time between adventures is blissfully uneventful though somewhat dull. A lazy ostler didnt lock the stable door, and your mount bolted! If you succeed at an Average (+20) Animal Training
(Horse) Test, your well-trained beast returns to the hand that feeds it. If you fail, your steed is gone, unlikely to be ever seen again. If you dont have a mount, you have developed a painful new blister on your feed and how.
This person will not pass up an opportunity for petty revenge, probably during the next adventure... 1921: Crime Crackdown The Watch is cracking down on crime hard. Roques can get no funds from the Income Endeavour, and if Roques undertake a Banking Endeavour, they may only select a High-risk deposit, as legitimate banking houses wont
handle dirty money. 2225: The Exciseman Cometh An unexpected visit by the tax collector (with several soldiers in tow) sweeps through your local settlement. All characters lose 30% of their funds before any can be spent on Endeavours. 193 A celebration is called! Decide the nature of the event with the GM. Possibilities include a local wedding, and the event with the GM. Possibilities include a local wedding, and the event with the GM. Possibilities include a local wedding, and the event with the GM. Possibilities include a local wedding, and the event with the GM. Possibilities include a local wedding, and the event with the GM. Possibilities include a local wedding, and the event with the GM. Possibilities include a local wedding, and the event with the GM. Possibilities include a local wedding, and the event with the GM. Possibilities include a local wedding, and the event with the GM. Possibilities include a local wedding with the event with the GM. Possibilities include a local wedding with the event with the GM. Possibilities include a local wedding with the event with the GM. Possibilities include a local wedding with the event with the GM. Possibilities include a local wedding with the event with the GM. Possibilities include a local wedge.
bountiful harvest, or a public execution! You are caught up in the event (and its aftermath) and lose an Endeavour. Particularly bad weather arrives. For the next adventure, all social Skill Tests suffer a penalty of 10 (everyone is in a foul mood) and food prices increase by 20% (due to spoiling of stored provender). 4548: Glorious Weather Beautiful
conditions inspire you and give you cheer. You can add a new Short-term Ambition. When its concluded, you do not replace it with a new one. 4952: Local Crop Failure Food becomes exceedingly scarce and many folk suffer terribly. Characters from the Peasant class cannot undertake the Income Endeavour, and food prices are doubled in the area for
the duration of the next adventure. 5356: Malicious Malady The Bloody Flux sweeps through town. Make an Easy (+40) Toughness Test. On a success, the Flux passes by. On a failure, you and the Washers Guild are soon to know each other very well. Contract the Bloody Flux see page 186. 5760: Monstrous Complications A monster (chosen by the
GM from Chapter 12: Bestiary) is causing panic among the locals. The Income Endeavour provides no funds until the beast is dealt with. The characters VI VI Warh a mmer Fantasy Role encounter should be roleplayed). If you succeed, you gain a free Income
Endeavour to represent their individual rewards, and a feast is held in their honour. If not, or if the party chooses to ignore the creature, it will move on or be killed by a local rival. 6163: Morrs Embrace One of the characters relatives, friends, or allies dies. It could be of natural causes, an accident, or the beginning of something sinister 6465: New
Moon The nights are particularly dark. All Rogue characters undertaking the Income Endeavour receive a +20% bonus to their monies earned. 6667: Old Debts You have a Major or Significant Favour called in. Dealing with the favour will be part of your next adventure and you lose one Endeavour in preparation for what is to come. Characters of the
Courtier Class cannot take the Income Endeavour as, no matter how many bodyguards they hire, it isnt even vaguely safe for them to be abroad on business. Further, any deposits at reputable banks (see page 196) must immediately check to see if the violence and disruption has caused their bank to go out of business. However, players attempting a
Foment Dissent Endeavour receive +10 bonus to all related Tests. 8385: Sticky Fingers You fall foul of a Witch Hunter who suspects you have been consorting with Mutants, Cultists, or worse on your socalled adventures. It takes a Very Hard
(-30) Charm Test to convince the hunter you are innocent. Failure to do this means you have earned an implacable nemesis who is certain to cause trouble in the future 8991: Under Suspicion 6869: Opportunity Saunters Through the area, and characters willing to suck up
reap the benefits. Burgher and Peasant Class characters gain +50% money from the Income Endeavour until after their next
adventure. 7071: Peace and Quiet 9294: Uneventful Its times like these that remind you what life is all about: good sleep and fine cheese. Be smugly content at the start of your next adventure. 7273: Pedlar A wizened, well-travelled pedlar who likes a gossip passes through. For the price of a flagon of ale 3d you receive a +10 bonus to any Latest
News Endeavours you attempt. 7476: Pestilential Pet One of your animals falls ill; make a Challenging (+0) Animal Care Test. If successful, your beast pulls through. If not, the unfortunate creature dies. If you have no animals, you are troubled by ill omens of the GMs creation. 7779: Ransacked Before you can undertake a Banking Endeavour, your
stash is raided, and all your money is taken. If your money amounts to less than 1 GC, the thieves also steal your most highlyvalued trapping. 8082: Riots The common folk are furious at the high and mighty! Little of interest occurs, perhaps leaving you with a boredominspired appetite for taking risks! 9597: Unexpected Esteem Someone you helped in
the past has a chance to repay your efforts. The precise nature of the reward should be appropriate to your past deeds, and the NPCs you have assisted during play or in your back story. The tokens of gratitude may vary from a single high-quality item, to a purse of silver (which will be available at the start of the next adventure). Of course, all that
glitters is not gold, and not all gifts are what they appear 9800: Unusual Mercenaries one or more rare mercenaries will gladly train
any character in any martial Skills or Talents, at a 20% reduction in costs, should the characters undertake a Training Endeavour gain a +20 bonus to any relevant Test. 194 VI B e t w e e n A dv e n t u r e s Endeavours Duties & Responsibilities In-between
adventures, you have a selection of activities you can undertake these are known as Endeavours in total, regardless of how long the gap between adventures may be. The rest of your time, whether it be weeks,
months, or years, is taken up with living your life in relative peace whatever that may to look like to your character. While most of these Endeavours can be attempted by anyone, some are better suited to a particular Class or Career. If the period between adventures is particularly long, you can discuss with the GM how to lengthen the narrative
scope of your Endeavours. For instance, if you want to commission a new sword with the Commission Endeavour, you may first have to find a skilled smith, then the correct materials, then wait for other commissions to be completed, then maybe your sword is stolen, and so it goes on. to The common folk will never understand my burdens. The sheer
weight of the duties I bear. The guilty will not judge themselves and there are always so many villages to cleanse, for our enemies are legion. Lothar Metzger, Witch Hunter As you climb the ranks of your career, you accrue expectations and responsibilities that cannot be avoided. Noble Lords must see to the affairs of their estates, Guildmasters must
oversee their guilds work, and Watch Captains must watch their watchmen. If you neglect your responsibilities, you will soon lose status amongst your peers. With this step backwards in your Career Path, you will soon lose status amongst your peers. With this step backwards in your Career Path, you will soon lose status amongst your peers.
more about Status. The loss in status does not remove any Advances acquired while you were in your character is considered spent. All of it
The silver lifted from a Burghers purse? Gone. The booty liberated from pirates? Also gone. That Troll hoard you raided? Gone, too. All of it. What happened to it? It was spent, stolen, drunk, gambled, used for repairs, to pay off debts or taxes, given as a charitable donations or votive offerings, spent on bribes, or used in whatever other way you prefer
You should concoct the best story for what happens to those funds, as it explains a lot about your character. If you want to keep some of your hard-won coin to use in the future, you should undertake the Banking Endeavour on page 196. If you want to keep some of your hard-won coin to use in the future, you should undertake the Banking Endeavour on page 196. If you want to keep some of your hard-won coin to use in the future, you should undertake the Banking Endeavour on page 196. If you want to keep some of your hard-won coin to use in the future, you should undertake the Banking Endeavour on page 196. If you want to keep some of your hard-won coin to use in the future, you should undertake the Banking Endeavour on page 196. If you want to keep some of your hard-won coin to use in the future, you should undertake the Banking Endeavour on page 196. If you want to keep some of your hard-won coin to use in the future, you should undertake the Banking Endeavour on page 196. If you want to keep some of your hard-won coin to use in the future, you should undertake the Banking Endeavour on page 196. If you want to keep some of your hard-won coin to use in the future, you should undertake the Banking Endeavour on page 196. If you want to keep some of your hard-won coin to use in the future, you should undertake the Banking Endeavour on page 196. If you want to use in the future, you should undertake the banking Endeavour on page 196. If you want to use in the future, you should undertake the Banking Endeavour on page 196. If you want to use in the future, you should undertake the Banking Endeavour on page 196. If you want to use in the future, you should undertake the Banking Endeavour on page 196. If you want to use in the future, you should undertake the Banking Endeavour on page 196. If you want to use in the future, you should undertake the Banking Endeavour on page 196. If you want to use in the future, you should undertake the banking Endeavour on the future, you should undertake the banking Endeavour on the futu
should undertake the Income Endeavour on page 198. With Great Power If you have attained one of the top two tiers of your Career Path and do not undertake the Income Endeavour, which reflects taking care of your the third, or the third to the second. This costs
no Experience Points, acting as a free Career change, albeit downwards. Year In, Year Out Money You must once again pay the XP cost to re-enter the higher level of your Career and retake your proper place in society. Elf
 Improvement There are times when I can barely stand Altdorf. It is not the stench though that is abhorrent it is not the noise, either it is just that you are all so very ugly to look upon, I feel that I must gaze at something beautiful for a time or I know that I shall start screaming, and never stop. Irlianmaris Ellarel, Asur Envoy Elves, even those residen
 within the borders of Empire, do not consider themselves citizens of the Empire. There are High Elves with diplomatic positions in Karl-Franz Is court, as well as traders and merchant princes in many of the Empire. There are High Elves with diplomatic positions in Karl-Franz Is court, as well as traders and merchant princes in many of the Empire.
Reiklander friend. The Wood Elves are even more removed: nearly mythical, rarely seen, and when they do appear they always have their own concerns that they rarely share with others, 195 VI War ham mer Fantas vRole play Banking Elf Esteem You will note high-ranking Elven characters who do not wish to lose Career status will only be
able to undertake a single free Endeavour. This is intentional, designed to offset some of the innate advantages Elven Characters receive, as well as reflecting the prolonged time it takes the long-lived Elves to adapt to change. Of course, if you feel this is unfairly penalising an Elf character, or making the game less fun, ignore one or both restrictions
Between adventures, all Elven characters must undertake one Endeavour maintaining contact with their own kind, seeing to their responsibilities to their people. High Elves commonly give reports on interesting things they elearned to agents of Ulthuan in either Altdorf or Marienburg, whereas Asrai do the same with the spies from their arboreal
homes. This Endeavour offers no advantage beyond the inherent advantage of being an Elf. Note: Elves only lose an Endeavours to complete. General Endeavours Below you will find details of the Endeavours any character may undertake between
where did the money go? And did the thieves leave any clues? Animal Training You spend time training one of your animals. Make an Average (+20) Animal Training Test. If successful, add one skill to your animal from the Training one of your animals. Make an Average (+20) Animal Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test. If successful, add one skill to your animal from the Training Test.
coin remaining at the end of your Between Adventures phase is lost before the next adventure begins unless it is saved with this Endeavour. So, if you have a lot of money spare it may be worth a trip to the bank. If you are using a Banking Endeavour to retain your money, you must first decide whether to save your money by investing it with a
reputable banking institution, or to stash it somewhere less secure. Investing: You must be of the Gold and Silver social tiers to save with a banking house. Your money in a bank, determine the interest rate of your account, by choosing a
number between 1 and 10 (alternatively you may simply roll 1d10). This is the rate of interest you will accrue, and also how risky the investment is. Withdrawing funds requires another Banking Endeavour, or after subsequent adventures have occurred. Roll 1d100: if you roll equal to or less
than your rate of interest, the venture has gone bankrupt and you have lost all of your money. If you roll over the interest rate, you receive your initial funds, plus the interest accrued. Stashing: All characters may choose to stash their loot. This is a risky strategy, involving hiding it on your person, in your mattress, or burying it somewhere. Stashed
money never accrues any interest. Players may withdraw money from a stash before the start of an adventure, without undertaking an Endeavour. Roll 1d100: if you recieve your initial funds. If you successfully withdraw your funds they will be available for
you when you start your next adventure, in addition to any funds secured via an Income Endeavour. Example: Gerhard and Ullis courage in the face of a Greenskin horde (not to mention some judicious looting) has earned them a haul worth 10 gold crowns each. The ever-prudent Gerhard decides to place his money with the esteemed banking house
Bent, Crooke & Scarper. The GM rolls 1d10 with a result of 6. Gerhard will earn 6% interest on his deposit (12 silver shillings, see page 288), and the bank will fail if he rolls 6 or less on d100 when he tries to make a withdrawal. Ulli a gambler at heart buries his money near a mile-marker on the road to Ubersreik. He doesnt need to make an
Endeavour to get access to his loot, but tragically he rolls 07 when he tries to recover it, and finds nothing but freshly disturbed earth, an empty chest, and whole heap of regret. Changing Career In a society as rigidly hierarchical as the Empire, changing Careers may require grit and perseverance. Taking time to forge the right connections, and
learn what is expected of you, can help, significantly. Assuming you GM agrees, and you have completed 196 VI Betweent Career, you can move to any Career Level that fits the story of your Character for free. If you have not completed your current Career, the change costs 100 XP. The time spent on this Endeavour
represents making the appropriate introductions, doling out bribes, acquiring permits and licences, advertising, and similar activities. Commission So, you wish to own one of Von Meinkopts legendary repeating pistols? Or a custom helm, with a personalised crest representing your epic victories? The Commission Endeavour allows you to acquire
unusual or highly specialized items that are never simply stocked in the shops of the Empire. It also allows for you are seeking an item with an Exotic rarity and know a source capable of acquiring or manufacturing it, then undertake this Endeavour, spend the necessary
funds, and place your order. The item will then be ready for collection after your next adventure. A character can only commission Endeavours are unaware of an appropriate source for their item, you will first have to undertake the
Consult an Expert Endeavour. Consult an Expert Endeavour. Consult an Expert The Old World is replete with ancient and arcane knowledge, yet this information is not readily available on some magical box in your pocket. If you want to seek out some piece of obscure arcana, you must first seek out an expert. You may undertake the Consult an Expert Endeavour either to facilitate
another Endeavour for example: Commission, Training, or Unusual Learning Endeavours), or to secure a piece of specific knowledge. There are two stages to this Endeavour for example: Commission if you have already identified an appropriate expert
during your adventures). Attempt a Challenging (+0) Gossip Test (the Difficulty of this Test will vary according to the settlement where your character is currently living). If you succeed, you have located your expert. If you fail, you have located the loudest self-proclaimed specialist in your location, and the GM is given free rein to vary the
quality or accuracy of the advice procured. You can of course refuse to deal with this somewhat suspect source, but you never know if you might have found a diamond in the rough. GMs are contrary like that sometimes. (see Do Me A Favour!) which may be called in during a future adventure, or bought off by spending Endeavours between future
adventures. The level of Favour owed depends on the complexity and danger of the information you want as determined by the GM. The precise nature of the information gleaned depends on the expert consulted and what you seek to know. Academics will know the origins and full history on a subject with which they are familiar; Magisters of the
Colleges of Magic in Altdorf understand the history of magic and various mystical objects, particularly aspects relevant to their own order; an Apothecary General can identify even the rarest poison; a Verenan scholar may have information relating to any number of historical incidents. In short, the experts background will influence how the
knowledge is presented, and with which biases. In addition to any specific information the GM imparts to their player, a successful Consult an Expert Reroll (mark this on your character sheet under Notes). This reroll may only be used on a Test
specifically relating to the lore revealed and must be used before the end of your next adventure. Crafting allows you to make any trapping from Chapter 11: Consumers Guide (or anything else the GM allows) if you have the
correct Trade Skills. To do this, you require appropriate Trade Tools, raw materials, and access to an appropriate workshop. In general, the raw materials to create the trapping of your choice will cost a quarter of the trapping list price, and must be purchased before Crafting begins (with an Availability as determined by the GM); the GM may rule
the raw materials are cheaper or more expensive according to the trapping to be created, and the nature of the raw materials required. Custom Gear With a GMs permission, a character may undertake two (or more) consecutive Commission Endeavours to acquire even more unusual items: personal commissions from the Engineering Guild, a rare
and virulent poison, or a magically ensorcelled item. The prices for such things generally range from very high to staggering and may well involve a Favour or two (see Do Me a Favour!) or even an entire adventure to acquire raw materials. Once successfully locate an expert, you then need to convince them to talk with you. Depending on what you
wish to know, this may require no more than a Simple Charm Test or a modest donation to the local Temple of Verena. In more extreme cases, you may have to commit to performing one or more Favours 197 VI Warham me extreme cases, you may have to commit to performing one or more Favours 197 VI Warham me extreme cases, you may have to commit to performing one or more Favours 197 VI Warham me extreme cases, you may have to commit to performing one or more Favours 197 VI Warham me extreme cases, you may have to commit to perform mediate assistance of
some sort. In the Old World, breaking ones sworn word is considered bad form and carries significant social ramifications. No-one trusts oath breakers, meaning your Status is reduced by 1 (see page 49). Powerful and dangerous follow. The
powerful often find it is far more useful to have various individuals owing them Favours than merely soliciting money in return for their help. Whats more, it can be an investment: help a student today, call in a favour from a successful Lawyer years later. Favours may be referred to as boons, services, or obligations by different folk, but in the end,
they all amount to the same. Favours come in three levels: Minor, Major, and Significant. Regardless of a Favours level, in almost all cases, the person owed the Favour will take into account the capabilities and sensibilities of the person owed the Favour will take into account the capabilities and sensibilities and sensibilities of the person theyre asking. Theres no point in demanding that a Priestess of Shallya assassinate a merchant, for example, even
if she does owe you a Significant Favour. That being said, Favours are ripe for NPCs to exploit in order to put pressure on your moral compass. A Minor Favour represents a simple task that can be completed in no more than a few hours. Perhaps you need volunteer at a Shallyan mercy-house or put in a good word for someone. With the GMs
permission, you may undertake an Endeavour to pay off this favour. A Major Favour is a more time-consuming or risky undertaking. It could take up to several weeks to achieve and Teamsters Guild to back down from a guild war, or
to transport a package to a different city. With the GMs permission, you may undertake two or more consecutive Endeavours to pay off this favour. A Significant Favour is relatively rare and will almost certainly involve risking life and limb. Months of travel may be involved, and major violence is likely. Perhaps you will be asked to eliminate a rival
gang boss, wipe out a Goblin encampment, or instigate a riot. Significant Favours cannot be paid off via Endeavour you spend Crafting allows you to make one roll towards your Extended Test. Unfinished work can be kept in whatever you have that amounts to lodgings, or carried around spend Crafting allows you to make one roll towards your Extended Test.
with you as you adventure, should that be possible. To craft the trapping, attempt an Extended Trade Test, with a Difficulty Average (+20) List Price SL Difficult (10) Brass 5 Silver Scarce Challenging (+0) Exotic Very Hard (30) Rare Gold The
number of SL required to succeed at the Test is also set by the GM, using the listed price for the trapping in the Consumers Guide as a reference. The SL required, and each Quality adds +5 (worked out after halving for Flaws). Income 10 15+
This Endeavour covers the many ways you can make money between your bouts of adventuring. The majority will most likely work in a recognized profession bounty hunters hunt bounties, riverwardens ward rivers, troll slayers slay Trolls others may rely on a lucrative skill. Wealthier characters, such as Nobles and Merchants, might collect a stipency
by (briefly) indulging their 198 B e t w e e n A dv e n t u r e s family, or collecting interest on their investments and business ventures. Roguish types have any number of means to acquire funds, though its best not to ask for any details. money to the tutor. Training for Basic Skills and all Characteristics costs XP+1d10 brass pennies, where XP is the
number of XP it costs to buy the Advance. Tutoring in all Advanced Skills costs double that amount. For more, see Advances, see page 43. You should briefly narrate exactly how your character makes money. This is intended more for fun background detail than to have any direct consequences, though GMs may well gather useful or sinister ideas for
future use depending on what you describe. You then acquire the income youll start your next adventure with, which is your standard income determined by your Status (see page 51). Certain results on the Events Table on page 193 may directly affect your income. The money you get from an Income Endeavour is given to you after your money from
the last adventure is spent (see Money to Burn). You should be able to find a tutor for most skills, certainly in a city-state like Altdorf, but some particularly unusual skills may require you seek out the right instructor, likely by using the Consult an Expert Endeavour Professionals who can teach you how to properly pick a lock generally dont advertise,
after all. Other skills, especially Lore Skills, often require an institution of learning, and some are flat out forbidden in the Empire. Finding a tutor capable (and willing) to instruct someone in proscribed matters such as those relating to the Ruinous Powers or Necromancy may be particularly dangerous, and perhaps an adventure to even source such
an individual. Such tutors will also ask for far more than the going rate for tutoring and will likely require a Significant Favour (see Do Me A Favour!). In addition to acquiring funds for later use, if you are in the third or fourth level of a Career and undertake this Endeavour, you automatically maintain your standing in your career. See With Great
Power on page 195 for details. Invent! Invent! Invent allows you to invent new trappings, you wish to combine to create Repeating Pistols, and Pigeons and been combined with other Pistols to create Repeating Pistols, and Pigeons and been combined with other Pistols to create Repeating Pistols, and Pigeons and been combined with other Pistols to create Repeating Pistols, and Pigeons and been combined with other Pistols to create Repeating Pistols, and Pigeons and been combined with other Pistols to create Repeating Pistols, and Pigeons and Been combined with other Pistols to create Repeating Pistols, and Pigeons and Been combined with other Pistols to create Repeating Pistols and Pigeons and Been combined with other Pistols and Pigeons and P
with Bombs to create Pigeon Bombs. Let your imagination go wild. Once you have your plan, its time to make the blueprints, which costs 1 Endeavour to attempt. Take a Trade (Engineer) Test, with a Difficulty set by how outlandish your proposed trapping combination is as determined by the GM. If you succeed, you are ready to start Building. Each
SL scored adds +1 SL to the attempt to build your invention, as the plans are well laid out and easy to follow. To Build the invention, you must either undertake a Crafting or Commission Endeavour. If its Crafting, you are building the invention, you must either undertake a Crafting or Commission Endeavour. If its Crafting or Commission Endeavour. If its Crafting, you are building the invention, you must either undertake a Crafting or Commission Endeavour. If its Crafting, you are building the invention, you must either undertake a Crafting or Commission Endeavour. If its Crafting or Commission Endeavour
combining Pigeons with Bombs, you would need Animal Training and Trade (Explosives). The Difficulty to craft the invention cost twice the listed price for the trappings being combined, and have an Availability rating equal to the most scarce of the
trappings used in your invention. If you Commission the invention, you will likely need to undertake a Consult an Expert Endeavour first to find someone with the required Skills. That done, follow the Commission the work. The exact rules for your
new invention are left to your GM to finalise. Training The Training Endeavour allows you to train in a Skill or Characteristic outside of your Career, treating it as if it were inCareer. In addition to the normal XP cost, you must also pay Unusual Learning It is one thing to pick up a Skill that can be readily practised, quite another to learn something for
which one may have no aptitude at all. This Endeavour allows you to attempt to learn a Talent outside of your Career. There is a good chance you will fail to learn the Talent you hope to acquire, expending XP and money to no avail. 199 VI VI Warham mer FantasyRoulle at all.
can only learn a Talent if you have an appropriate tutor. In most big cities, this will not be a problem, but if the Talent is particularly obscure, or you are far from a large city, the GM may require you complete a Consult an Expert Endeavour first. Once you have acquired a tutor, the fee to train the Talent is 2d10 shillings per 100 XP it costs to
purchase the Talent. If you pay this fee, attempt a Hard (-20) Test using the Characteristic or Skill most relevant to the Talent as determined by the GM. If you succeed, you have learned the Talent as determined by the GM. If you succeed, you have learned the Talent. If not, you have failed this time but can try again with a future Endeavour and gain a +10 modifier for each failed attempt. Class Endeavours Class
 Endeavours tend to be simpler than General Endeavour, and often offer benefits more suited to characters in specific Ulasses. Any character can undertake any Class Endeavour, but if you dont currently belong to the Classes specified under the Endeavour, any Tests you take are one Difficulty Level harder so, Hard (20) instead of Difficult (10), for
example. Combat Training Rangers, Warriors Warriors too long from the field can find their fighting skills lose their edge. Hard regular training not only mitigates this, it can add an extra advantage when the time comes. If you undertake this Endeavour, you spend your days training with the weapons you know, honing your skills for the day when it
matters most. After undertaking this Endeavour, attempt a Challenging (+0) Test using either a Melee or Ranged Skill. If you succeed, you may reverse a Test with the associated Skill once during your next adventure. Note this on your character sheet. You can enact this Endeavour multiple times if you wish. Foment Dissent Burghers, Peasants If you
are looking to sow civil unrest, undertake the Foment Dissent Endeavour. By talking with local citizens, leading meetings, and involving yourself, you can direct conversations to slowly feed anger and resentment towards a specific individual, group, or institution. But this takes time, so Fomenting Dissent takes two Endeavours to attempt (and will also
count as an Income Endeavour if you are in the Agitator career). To undertake the Endeavour, you must first attempt an Average (+20) Gossip Test to understand the local movers and shakers. If you succeed, attempt a Charm Test with the Difficulty determined by how unpopular the target may be. Rousing anger against an oppressive noble may be
an Easy (+40) test, while raising a mob to protest the good work of a Shallyan hospice may be Hard (20). If you fail either of these tests, the Endeavour fails. If successful, you will find it easier to invoke the wrath of crowds upon your chosen target
with the difficulty determined by the GM according to how well-planned the mob-to-be is. A single success means you gather enough angered townsfolk to confront the target, shouting insults, demanding justice, throwing rotting vegetables, and generally accosting the focus of their ire. An Impressive or Astounding Success may lead to uncontrollable
lynch mobs, or even attempted burnings! Bet ween A dventure means folk have no stomach for wrath; failing by several SL may mean the target, or their sympathisers, become aware of your actions Once you have the ear of a mob (successfully undertaking this Endeavour), you can attempt to rally the mob against a different target
during an adventure, although this is more difficult, and the Difficulty of the Charm Test is two levels higher. The Latest News Rangers, Riverfolk This Endeavour allows you to learn an interesting rumour; each SL adds another rumour, and they may even be
connected to your upcoming adventure. If you fail particularly badly (an Impressive Failure) you learn something false you are convinced is true; to allow this, the GM may make this roll in secret on your behalf. of interesting, useful, or hidden knowledge about the subject researched; each SL adds another piece of relevant information. If you fail
particularly badly (an Impressive or Astounding Failure)) you learn something false that you are convinced is true; to facilitate this, the GM may want to make this role in secret on your behalf. Study a Mark Rogues You use this Endeavour to observe a potential target and gain advantages during future criminal enterprises. A Charlatan may study a
merchant in order to better impersonate them during a future scam, or a Grave Robber may linger about a Temple of Morr, watching the coming and going of the priests to get an idea of their practices and their Garden of Morrs layout. Reputation Academics, Burghers, Courtiers Money talks, as they say. If you are looking to exert your influence and
elevate your Status, you had best be willing to spread your wealth around. Any boost to your meximum Earning income
(see page 52) so, if you would normally earn 4d10 pennies, it costs 40d and requires a Challenging (+0), ti increases by +2. If you score an Astounding Failure (6), your toadying has so infuriated your money. If you score an Astounding Failure (6), your toadying has so infuriated your money.
peers, your standing decreases by -1 (to a minimum of 0) for the entire duration of your next adventure. Research Lore Academics This Endeavour allows you to seek greater knowledge concerning a specific subject, such as the site of a battle, a famed historical event, or an individual. The character must have access to an appropriate storehouse of
lore, such as a library, the annals of a Dwarf Hold, the records of a Guild, or a Temple of Verena. Attempt an Average (+20) Lore Test, using the appropriate Lore Specialisation and are literate, you can still attempt to learn something, but it will take a Difficult (10)
Intelligence Test. If you succeed, you learn one piece Attempt a Challenging (+0) Perception Test, though the difficulty may be modified for especially easy or difficult marks. If you succeed, you may reverse a Test concerning your matk once during your matk once during your mark once during your matk once 
you wish. Further, the GM should provide information (or disinformation!) concerning your mark according to the SL you scored. 201 VI WI Warhammer Fantasy Role play Religion and Belief The Classical Gods Signs of religion are everywhere in the Old World, from the magnificent temples in the great cities to the humble wayside shrines
and household altars. Old Worlders do their best to stay on the right side of their gods. The Classical Gods spread from the southern lands of Tilea, Estalia, and the Border Princes through trade and diplomatic contact. Today, their worship is popular in the cosmopolitan towns and cities, and some nobles and townsfolk secretly regard them as more
sophisticated than the Old Gods though few would risk voicing such opinions aloud! High-ranking clerics are wealthy and powerful, wielding as much influence and prestige as the greatest nobles. At the other end of the scale, village priests tend to the spiritual needs of rural communities, preaching the tenets of their faith and interceding with their
patron deities on behalf of their flocks. Several faiths also support templar orders: these private armies of priestsoldiers answer to the head of their faith rather than to any noble or elector count, which can cause significant political friction. The most widespread cults of Classical Gods in the Empire are dedicated to Verena, Myrmidia, Shallya, and
 Ranald, patrons of wisdom, strategy, mercy, and trickery. Hiding behind these, there is also Khaine, the God of Murder, though his cult is outlawed in most places. The Provincial Gods The Empire hosts a wide variety of deities patrons of provinces, towns, forests, lakes, rivers, crafts, and much more besides. Formed into complicated
pantheons by local legends and myths, the Provincial Gods often have small cults dedicated to them, but few have much influence. However, there are exceptions: standing high above other Provincial Gods, worship of Handrich, the God of Trade, has spread significantly with commerce and now boasts a significant cult-presence amongst the Empires
rising merchant class. The people of the Old World recognise many deities. Some are worshipped across the whole of the Empire In the Empire, the pantheon of gods is split into three broad categories: the Old Gods, the
Classical Gods, and the Provincial Gods. Standing apart from these is Sigmar, the first Emperor, and patron deity of the Empire as a whole. Sigmar The Old Gods refer to the pantheon of deities worshipped when the Empire as a whole. Sigmar The Old Gods refer to the pantheon of deities worshipped when the Empire as a whole.
tribes, and to this day some are still associated with the old geographical hunting grounds of those ancient peoples. Although few say so out loud, many citizens of the Empire regard the Old Gods as the true deities of the Empire, and the Classical Gods as relative newcomers. As time passed, five gods rose to prominence amongst the Old Gods,
worshipped by dominant cults spread from one end of the Empire to the empire to the Empire over two-thousand years ago, and his legend recounts how he conquered unthinkable foes and overcame impossible odds. Reigning
for fifty years, he eventually abdicated and turned east to return his magical warhammer, Ghal-Maraz, to its forgers: his old allies, the Dwarfs. He was never seen again. Not long after, oracles and prophets claimed Sigmar had ascended to godhood, invested by Ulric before the entire pantheon of old gods and new. Today, many centuries later, the cultivated sigmar had ascended to godhood, invested by Ulric before the entire pantheon of old gods and new. Today, many centuries later, the cultivated sigmar had ascended to godhood, invested by Ulric before the entire pantheon of old gods and new. Today, many centuries later, the cultivated sigmar had ascended to godhood, invested by Ulric before the entire pantheon of old gods and new. Today, many centuries later, the cultivated sigmar had ascended to godhood, invested by Ulric before the entire pantheon of old gods and new.
of Sigmar, patron of the Empire, has spread to such an extent that its leader, the Grand Theogonist, is arguably more powerful than the emperor himself. Other Pantheons The different countries and species of the Old World all have deities of their own. Some, according to theologians, are aspects of other deities worshipped under different names.
Others are 202 VII Religion and Belie f Gods of Reikland Like all of the grand provinces, Reikland Like all of the grand provides an example of some of these. God Spheres Worshippers Offerings Bgenauer River Bgen Boatmen, Merchants, and Bgenhafeners Coins
sheaves of A single temple in Bgenhafen with no full-time reeds, rolled stones clerics; shrines line the river. Borchbach are found in Altdorf. Clio History Scholars Ancient artefacts, peaches, carvings A significant temple to the
 Classical God Clio is attached to Altdorf University. Dyrath Women Womenfolk Fruit, honey, menses Dyrath has no temples; instead, a secretive cult is spread through the villages and hamlets of the Hgercrybs. Grandfather Reik River Reik Merchants, bargees, fishermen Beer, eels, silver Shrines dot the length of the river Reik, but there is no forma
cult. Katya Disarming Beauty Bawds, lovers, the lonely Coins, jewellery, clothing Temples to Katya double as brothels in the towns of the Vorbergland. particularly revered by a particular species: examples include Grungni, the Dwarfen God of Mining and Dwarf Pride; Isha, a Goddess of Fertility and Nature who is seen as the mother of all Elves; and
Esmerelda, the Halfling Goddess of Hearth, Home, and Family. The Chaos Gods The Daemonic gods of the Realms of Chaos are the greatest threat to the Old World, each determined to bring absolute ruin to the mortal realm. Their worship by lost and damned souls is pervasive and clandestine, with uncounted dark cultists infiltrating all levels of
society. Khorne, Nurgle, Tzeentch, and Slaanesh: Gods of Rage, Despair, Ambition, and Excess. Few dare whisper their twisting names, for they harbour malevolent power, and leave mutation and horror in their wake. Notes Orders Most Old World cults are split into orders, with each order focusing on different aspects of their gods concerns. Orders
come in many different forms, including monastic orders of knights, priestly orders of knights, priestly orders that attend to holy needs in the community, and mendicant orders of friars that wander the Old World, usually subsisting from alms. Each order is organised differently according to individual cult law and tradition, but in all cases they
swear allegiance to the head of their cult, not the local nobility. Holy Sites The Old World has many cults dedicated to appealing to deities and promoting the ideals they embody. Leaders of their gods, but also command hundreds or perhaps
thousands of clerics and templars: temporal power that cannot be ignored. The cults maintain holy sites across the Old World, many of them associated by buildings such as temples, abbeys, chapterhouses, or monasteries. Some older sites, or those not so well known, may only
be marked by a shrine or unattended chapel. Cult buildings are usually decorated beautifully inside and out with scenes from the religions mythology. They vary widely in size and layout and often follow regional styles of architecture. Some hold extreme wealth, especially in the towns and cities where a more affluent population provides greater
tithes. Larger cult buildings support dozens of people, including lay craftspeople, quards, and servants, while smaller sites are run by a handful of staff aided by volunteers from the community. In villages, a single priest is the norm, supported by the faithful. To manage their numerous members, most of the larger cults are split into orders, many of
which operate from significant holy sites or temples. Shrines and chapels are more modest affairs, the size of a oneroom house or smaller. They do not normally have a full-time priest, although they may come under the charge of a nearby The Cults 203 VII Warh a mmer Fantas a wandering priest
who travels from one village and shrine to another. In a priests absence, local villagers pray unsupervised, leave small offerings, and keep the shrine in good repair. Primary Cults of the Empire Although many hundreds of gods are worshipped by cults spanning the grand provinces
and granted a special position by Magnus the Pious over two-hundred years ago. The Grand Conclave When Emperor Magnus the Pious rebuilt the Empire after the Great War Against Chaos, he realised previous schisms and civil wars besetting his realm were often sourced in religious unrest. Options: Little Prayers To help prevent this happening
again, Magnus created the Grand Conclave, a meeting of the primary cults in the Empire held every five years to air grievances and discuss resolutions, with the emperor sitting as chair. Prayers to the gods are rarely answered by those not Blessed (see page 134), but the gods do listen sometimes. Prayers offered in holy sites have a chance of
receiving divine attention. If the offering, circumstances, and motivation are appropriate, the GM may secretly roll d100 to see if your prayers are heeded. On a roll of 01, they are. If you have the Pray Skill, the GM may increase that chance. When such prayers are heeded. On a roll of 01, they are. If you have the Pray Skill, the GM may increase that chance. When such prayers are heeded. On a roll of 01, they are. If you have the Pray Skill, the GM may increase that chance.
not simply grant wishes but it will almost always be something that is important to the deity. This might be a bonus to a dice roll, or a one-shot use of a Skill or Prayer that is otherwise unavailable, or some other advantage. Though enormously controversial at the time, the Grand Conclave is now fully accepted, and is
held alongside great celebrations and festivities, with the representatives of the following gods required to attend: Manaan, Morr, Myrmidia, Ranald, Rhya, Shallya, Sigmar, Taal, Ulric, and Verena. Although other influential cults exist such as the Cult of Handrich, which is currently lobbying for a seat on the Conclave the ten currently sitting are
widely perceived as the most important in the Empire. Primary Gods of the Empire God Spheres Worshippers Offerings Manann The seas, oceans, the Wasteland Sailors, fishermen, merchants Fish, gems, gold Morr Death and dreams, Ostermark Undertakers, the bereaved, undead hunters, mystics Silver coins, incense, candles Myrmidia Strategic
warfare, Tilea, Estalia Estalians, strategists, Tileans Spears, shields, vows of duty, trophies Ranald Trickery, thieves, luck, the poor Rogues, gamblers, and the poor Rogues, gamblers, gamblers,
Food, medicine, coins Sigmar The Empire, Reikland Folk of the Empire Hammers, coins, food Taal The wilds, spring, Talabecland Herders, foresters, and other rural folk Land left wild, first kill from a hunt, animals Ulric War, winter, wolves, Middenland Warriors, Middenland Warriors, Middenland Warriors, Middenland Folk of the Empire, Reikland Folk of the Empire,
Scribes, lawyers, scholars Books, knowledge, just acts 204 VII R e l igi o n a n d B e l i e f The Cult of Manann, God of the Sea Primary Orders: Order of the Mariner Major Festivals: Spring Equinox, Autumn Equinox Popular Holy Books: The 1000
Shanties, Tales of the Albatross, Liber Manaan Common Holy Symbols: Five-tined Crown, Waves, Anchors Penances from Manann often involve hazardous, maritime pilgrimages, tests of sailing skills, or expeditions against the sea-gods enemies, especially followers of the heretical cult of Stromfels, God of Pirates, Wreckers, and Sharks.
Volatile Manann, the son of Taal and Rhya, is the capricious King of the Sea, Master of the Maelstroms, and Summoner of Storms. Known for his black moods and erratic temper, folk claim his cult is needed more than any other, for if ever there is a god that must be appeared, its Manaan. Hes depicted as an enormous, blackbearded man with
seaweed in his hair and a great, five-pointed crown of black iron upon his troubled brow. Hes said to dwell at the bottom of the ocean, the rise and fall of his massive chest forming the waves and tides as the greatest monsters of the deep gather in his court. Worshippers Manann is worshipped along coasts throughout the Old World, wherever people
make their living from the sea or live close enough for storms and floods to threaten their homes. Even those who know little of Manann will throw a coin or other small treasure into the water beginning a sea voyage in the hope of a smooth crossing. The cult has a significant number of orders, mostly monastic, tasked to guard isolated, sacred
islands. The Order of the Albatross is largest, comprised of priests who maintain temples across the Old World and bless merchant or naval vessels with their presence. Often accompanying them, the Order of the Mariner is the military arm of Manann, the cults templar-marines, sworn protectors of Marienburg. Mananns clerics usually wear robes of
dark greenish-blue or blue-grey, trimmed with a white wave-pattern. Holy Sites Mananns temples are found in all coastal towns and cities, and in most river ports where seagoing vessels berth. The high temple is in the great port-city of Marienburg: a huge, lavishly decorated complex open to the tides. The Matriarch of the Sea, head of the Order of
the Albatross, is based there, a woman who ostensibly leads the entire cult of Manann, although in practice the sea-gods clerics are as mercurial as their god, and as likely to be stubborn as to serve. The cult also maintains many monasteries and abbeys on small isolated islands, most dedicated to one of Mananns many saints. 205 Strictures No
whistling or swearing when at sea or on holy ground. Never harm an albatross. First catch to Manann. A silver and fish to every Manannite temple and shrine approached. Hunt down the servants of Power: Luccini, Tilea Head of the
Cult: Custode del Portale Primary Orders: Order of the Shroud, Order of the Shroud, Order of the Raven Common Holy Symbols: Portals, Ravens, Black Roses storage until it is needed for a funeral service. Shrines
to Morr also take the form of a gateway, usually consisting of two plain pillars and a lintel. In some cases, one pillar is white marble and the other black basalt. Penances Urbane Morr, God of Death and Shallya. He sends divine ravens to guide
dead souls to the Portal, the pillared gateway between the mortal realms and the realm of the gods. He then leads each soul from there to its final resting place: either Morrs Underworld, or the afterlife of another god. He is commonly portrayed as a tall, darkhaired man of aristocratic bearing, with a brooding, intense air. Morrs penances typically
involve hunting Necromancers and destroying Undead, or finding and restoring burial places and holy sites fallen to disuse and disrepair. He also occasionally requires servants of Khaine be stopped from fulfilling their dark deeds. Worshippers Outside Ostermark, where Morr has special importance, few wish to attract the God of Deaths attention, so
normally only the bereaved pray to him. However, those desperate or brave enough may pray for dreams of what the future may bring, though it is said he rarely divulges anything not associated with dying. The Order of the Shroud dominates the cult, directly controlling all other orders and the Mourners Guild, those responsible for overseeing
burials and burial grounds. Supporting them, the Black Guard are the cults largest templar order, tasked to guard temples and hunt down the Undead. The Order of Doomsayers: these wandering priests of Morr tour the land performing Doomings for all
Human children on their tenth year. Bringing them all together, every decade a grand convocation of the priesthood of Morr is held at Luccini in Tilea, where the future for the cult is discussed around city-wide festivities. All Morrs clerics wear plain, black, hooded robes without adornment or trimming. Holy Sites Temples of Morr are within Gardens
of Morr: great graveyards wrapped with black roses that bloom all year, and are rarely used for anything other than funeral services. Most are plain structures of dark stone, distinguished by a broad doorway with a heavy lintel-stone representing Morrs Portal. The doors are always open, like the doors to the Kingdom of Death. Inside, the temples are
bare. Any necessary furniture and other equipment is kept in 206 Strictures Respect and protect the dead. Hunt down Necromancers and the Undead wherever they may gather. Pay heed to your dreams. Never refuse to conduct a funeral service. At no time be a party to raising the dead, unless allowed by Morr. VII R e l igi o n a n d B e l i e f The Cult
of Myrmidia, Goddess of Strategy Seat of Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle, Order of the Engle, Order of the Engle, Order of the Engle, Order of the Engle Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle, Order of the Engle, Order of the Engle, Order of the Engle, Order of the Engle Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle, Order of the Engle, Order of the Engle, Order of the Engle Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle Power: Magritta, Estalia Head of the Engle Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle Power: Magritta, Estalia Head of the Cult: La Aguila Ultima Primary Orders: Order of the Engle Power: Magritta, Estalia Head of the Engle 
shield, eagles, suns rectangular halls. Their exteriors are often carved with low reliefs showing battle scenes or tableaux of weapons and shields. Shrines may take the form of miniature temples, statues of the goddess, or free-standing sculptures of stacked weapons, shields, and armour. Myrmidias holy sites are also known for their scandalous
depictions of the goddess and her saints, who are often presented wearing little more than scarves about their waists, which many Sigmarites find completely unacceptable. In the Empire, bronzed Myrmidia, daughter of Verena and Morr, sister of Shallya, is the Goddess of Strategy and Scientific Warfare. However, in the sun-drenched south,
Myrmidia is much more than this: she acts as the patron deity of both the Estalian Kingdoms and the Tilean City States, and is fanatically worshipped in both realms. Because of this, her cult is the largest in the Old World, for all it has a limited presence in the Empire. She is commonly portrayed as a tall, muscular, young woman armed and equipped
in archaic, southern stylings. She is known for her calm, honourable approach to all matters, and her clerics do what they can to emulate this. Penances from Myrmidia are usually military in nature. A cultist may be ordered to defeat an enemy champion in single combat, or to train a group of peasants and lead them in the defence of their
village. Protecting pilgrimage routes to sites of importance to Myrmidia are also not uncommon. Worshippers Myrmidia grants generals the insight to win battles with minimal losses, and soldiers the skill-at-arms to defeat enemies guickly and without significant losses. Because of this, her cult is steadily growing among the armies and garrisons of
the Empire, especially in the Reikland, Averland, and Wissenland. In the Empire, the cult has three orders of significance. The Order of the Eagle tends to the temples and their surrounding communities, and is led from Nuln by the Eagle tends to the temples and their surrounding communities.
chapterhouse attached to each of these temples, each commanded by the local high priest. A second templar order of the Engire normally wear blue cowls over white robes with red edging, with her symbol
either sewn onto the left breast or worn as a cloak-clasp. Holy Sites Most of Myrmidias holy sites are found in Estalia and Tilea, and are associated with the goddess campaigns across those realms when she manifested as a mortal over two-thousand years ago. In the Empire, the goddess has much less of a presence, with temples only in major towns
and cities, and only a single monastic order cloistered in the Monastery of the Black Maiden in Wissenland. Temples to Myrmidia tend to follow the architectural styles of Tilea and Estalia, with domed roofs covering square or 207 Strictures Act with honour and dignity in all matters. Respect prisoners of war, and never kill an enemy who surrenders.
Show no mercy to the unrepentant enemies of Humanity. Obey all honourable orders. Preserve the weak from the horrors of war. VII Warham mer Fantasy Roleplay Though rumours persist of a cult leader marked with ten crosses Primary
Orders: The Crosses, the Brotherhood, the Crossed Fingers Major Festivals: The Day of Folly Popular Holy Books: The Riddles Ten, Midnight and the Black Cat, The Great Joke Common Holy Symbols: Crossed fingers, Cats, Magpies Luck. The latter are often maintained by local shrine clubs which operate as both social and religious bodies, and are
usually led by one of the Crooked Fingers. Shrines are almost never elaborate, often just a simple, smiling statue with crossed fingers behind the back, or a crudely depicted cat or magpie, often fashioned as if smiling. Penances According to myth, Ranald was once mortal, a gentle bandit who robbed from the rich and gave to the poor. This so
charmed Shallya that the goddess fell in love. One fateful day, she found Ranald drink from her holy chalice, granting the rogue eternal life. But it was all a trick Ranald had faked it all and, laughing, the new god gleefully danced into the heavens. While
generally portrayed as a dapper Human wearing a perpetual smile, there is little consistency to the height, weight, skin colour, or even gender of Ranald, though the god is more commonly portrayed as male in the Empire. More a cheerful trickster than outright criminal, Ranald is said to have a love of deflating pride with clever tricks and ruses.
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Ranalds penances usually involve stealing into locked and guarded locations to recover precious items or leave a token of their presence. Humiliating oppressors of the poor is also common perhaps by framing a brutal Watch captain for a ludicrous crime, for example, or locking him in his own cells. Ranald often sends favoured and disfavoured cultists
alike on a Pilgrimage of Fingers, a set of tasks proving capability and loyalty. Worshippers Ranald most commonly stands as a patron to thieves and rogues, but the cult of Ranald is, by general perception, a disorganised rabble of charlatans, thieves, and neer-
do-wells. However, it is more coordinated than it appears, and split into three primary orders. The Crosses are the most accepted a priesthood overseeing the cults gambling-dens, typically using the proceeds to administer to the poor. The Brotherhood is less open, and is somewhat akin to a secret society of merchants they use business to bring the
pompous and greedy to their knees. Lastly, and most widespread, is the publicly disavowed Crooked Fingers, the thieves, rogues, and liars of Ranald, a group that is roundly distrusted. Cultists of Ranald have no conventional garb to identify them, but always work cross symbols into their clothing somewhere, perhaps as a repeating pattern. Holy Sites
Ranald has no formal temple organisation, although the cult maintains seemingly unconnected gambling dens in most towns and cities. Small shrines are found in the headquarters of many criminal gangs and merchant houses, and the poorer quarters of many cities have street-corner shrines dedicated to the God of 208 Strictures One coin in ten
belongs to Ranald. Never betray another to the authorities; there is no greater sin than informing. Violence is prohibited except in self-defence. It is better to live free and die than live under oppression. There is no honour among thieves, but there is amongst Ranaldans. VII R e l igi o n a n d B e l i e f The Cult of Rhya, Goddess of Fertility Seat of
Power: None officially Head of the Cult: None Primary Orders: None Major Festivals: Summer Solstice, with equinoxes also celebrated Popular Holy Books: None, though many oral traditions exist Common Holy Symbols: Sheaf of wheat, fruit, spirals Shrines to Rhya are usually simple statues of the goddess, often piled high with offerings of food and
drink. Older shrines are often made of small standing stones marked with worn, spiralled patterns. Penances Bountiful Rhya is the Goddess of Fertility and Summer, widely known as the Earth Mother and She Who Sustains Life. Though typically depicted as the wife of Taal, myths connect her to many gods, and she has children from many of those
relationships. Most commonly portrayed as a tall, beautiful women wreathed in leaves and bedecked in fruit, Rhyas statues are normally nude, pregnant, and surrounded by her children. Many theologians tie Rhya to the Old Faith, a prehistoric cult comprised of ancient farmers and hunters who wrested a living from the land before the Empire was
born, and one still found in secluded communities to this day. Rhyan penances may involve replanting devastated areas, helping broken households, and maintaining sacred groves. It is also common to find Rhyans tasked to protect helpless families, which can often put them at odds with local bailiffs and law enforcement. Worshippers Rural folk
across the Old World venerate Rhya, relying on her to provide the crops upon which their lives depends. Womanfolk comprise the main body of the cult, and most midwives pay at least lip-service to Rhyas Wisdom, a set of oral traditions surrounding childbirth. Although she is not openly worshipped in the towns and cities townsfolk often turning tcc
Shally a in her stead her name is frequently tied with Taals, so she is still well known amongst such people. Because the cult has no great temples and protects no holy books or relics of significance, many scholars believe her worship to be declining, and possibly already dead. Her many cultists do nothing to contradict such talk. Rhyas cultists have no
fixed vestment or preferred garb, though greens are very common, as is using plants, flowers, or herbs to accessorise any clothing. They often dress in a fashion considered far too revealing by Sigmarite doctrine, which can cause friction as the Rhyans believe giving in to such prudishness is tantamount to encouraging the Prince of Excess into your
lives, as it builds forbidden desires. Devotees of Sigmar invariably disagree, believing abstinence and restricting temptation is a better response to such dangers than indulgence. Holy Sites Rhya has no large temptes, though many ancient sites constructed from oghams (standing stones) are centres of worship for her cult, and some still echo each
equinox with the cries of fevered celebrants. 209 Strictures Defend families, children, and crops from all harm. Never feel shame for the flesh Rhya gave you. Life is sacred, do no harm lest another life is in danger. Never judge whom another loves. Interrupt the work of the Prince of Excess wherever it may thirst. VII Warham mer Fantasy Rolling and Strictures Defend families, children, and crops from all harm. Never feel shame for the flesh Rhya gave you.
e p l ay The Cult of Shallya, Goddess of Mercy Seat of Power: Couronne, Bretonnia Head of the Cult: Grande Matriarch Primary Orders: Order of the Bleeding Heart, Order of the Bleeding Heart, Order of the Chalice Major Festivals: None Popular Holy Books: The Book of Suffering, Livre des Larmes, The Testament of Pergunda Common Holy Symbols: White doves, keys, heart
with a drop of blood Shallya is the Goddess of Healing, Mercy, and Compassion. She is the daughter of Verena and Morr, and the sister of Myrmidia. Shallya is normally portrayed as a young, beautiful maiden whose eyes are perpetually welling with tears as she weeps for the worlds pain. It is said Shallyas compassion knows no bounds, and in some
myths such as the stories of Ranald tricking her into granting him immortality, or Manaan trapping her at the bottom of the sea she seems trusting to the point of foolishness. However, her cultists maintain her mercy is available to all, without judgment. True foolishness consists of presuming to judge who is worthy of Shallyas grace and who is not.
smaller subsidiary chapels, commonly endowed by local families, and are often connected to hospitals. Shrines are usually simple, often with the dove or heart of Shallya always involve helping the sick, poor, or downtrodden. A
cultist might be sent to a village struck by a plague to tend the sick until the disease has passed. Shally often tasks her servants to help the wounded at war, or patrol popular pilgrimage routes for those unable to complete their journeys due to ill health. Strictures Always render assistance without judgement, based only on a persons need. Never kill
except in self-defence or when facing followers of the Fly Lord. Hunt down servants of the Fly Lord wherever they may fester. Shallyas work is never done, so turn not to selfindulgence. Never take up arms; a walking stick and courage will suffice. Worshippers Most Old Worlders think of Shallyas cult as composed of healers and physicians, but her
worshippers also include many who work to help alleviate suffering of other kinds: charitable souls who help the poor; workers in orphanages, asylums, and refuges; and even brave folk who go in search of lost and missing people on behalf of their loved ones. The cult is ruled by the far-reaching Order of the Bleeding Heart, which maintains all the
temples, hospices, mercyhouses, and other holy sites. The significantly smaller Order of the Chalice tasks its mendicants to cleanse the Fly Lords influence, tackling the worst diseases and plagues wherever they may fester. Shally sites The
high temple of all Shallyas cult is in Couronne, Bretonnia, built over a famous healing spring. Locals claim the magical waters were once poured there from the same chalice Shallya used to grant Ranald immortality, which they claim is the holy grail of the Lady, the patron Goddess of Bretonnia. Whatever the truth, it is a popular destination for
pilgrims, many of whom travel there to be healed from intractable disease. Elsewhere, every town or city of any size has a temple to Shallya normally consist of a courtyard with a temple on one side and an infirmary on the other, all constructed in southern
styles. Larger temples have 210 VII R e l igi o n a n d B e l i e f The Cult of Sigmar, God of the Empire Seat of Power: Altdorf, Reikland Head of the Cleansing Flame, Order of the Torch Major Festivals: Sigmarday (28th Sigmarzeit) Popular Holy
Books: The Book of Sigmar, Deus Sigmar, Deus Sigmar, The Geistbuch Common Holy Symbols: Ghal-maraz (Sigmars Warhammer), twin-tailed comets, griffons of priests and lay workers, and guarded by at least two orders of templars; at the other end of the scale, a village chapel may be visited just once every week by a travelling priest, who serves the needs of
several small settlements. Shrines can be found in most homes, and wayshrines dot every major highway, mostly marked with hammers or comets. Penances Sigmarite cultists may be ordered to destroy a cell of Chaosworshippers, or expose a corrupt official who is secretly in league with the Ruinous Powers or a foreign power. It is also common to be
tasked with building, or rebuilding, local communities to better promote unity and strength in the Empire. Sigmar was once the emperor, his worship is inextricably interwoven with politics, and three of the cults highest-ranking members are directly involved with electing new
emperors. According to legend, 2,500 years ago Sigmars birth was heralded by a twin-tailed comet, and he was born the first son of the Unberogen tribe. When older, he received the magical warhammer Ghal-maraz (Skull-splitter) as a gift from the Dwarf king Kurgan Ironbeard for saving his life from Greenskins. Sigmar later allied with
the Dwarfs and their combined forces defeated the Greenskins. He was then crowned as a god by Ulric, Sigmars patron in life. Strictures Worshippers Most folk of the Empire pay at least
lip-service to their patron deity. In the most devout provinces, like Reikland, Sigmar worship is an unquestioned part of daily life. Folk attend weekly throngs where the lessons of Sigmar are preached. Many also attend temple to train as local militia, confess sins and purify the soul, or receive advice on how to be more like the God-King of old.
 Sigmars cult is comprised of an uncounted number of different orders. The largest is the Order of the Torch: Sigmars priests who lead their local communities. Other orders of importance include: the Order of the Torch: Sigmars priests and yet more
witch hunters; and the Order of the Anvil, a monastic order concerned with preserving Sigmars Blood, the fanatical Knights of the Fiery Heart, and the militaristic Knights Griffon. Given the cult is so large, there are many different uniforms,
vestments, and robes worn, all of which have different colours, cuts, and accessories according to local tradition and requirement. Holy Sites Every city, town, and village in the Empire has at least one temple to Sigmar. The Grand Cathedral in Altdorf is staffed by hundreds 211 Obey your orders. Aid Dwarf-folk, never do them harm. Promote the unity
of the Empire. Bear true allegiance to the imperial throne. Root out Greenskins, Chaos worshippers, and foul witches without mercy. VII Warhammer Talabheim, Talabecland Head of the Cult: The Hierarch Primary Orders: Order of the Antler, The Longshanks Major
Festivals: Spring Equinox, with other equinoxes also celebrated Popular Holy Books: The Book of Green, Rites of the Ancient Grove, Tome of Summers Path Common Holy Symbols: Antlers, oaks, stone axes Taal is the God of Wild Places and Animals, and the King of Nature. He is the husband to Rhya, and father to Manaan, and is perceived by Taalites
to be the king of the gods, though other cults dispute this. All nature is under his purview, from the snaking rivers to the tallest mountains, from the smallest insect to the greatest beast. He is normally portrayed as a powerfully built, virile man with long, wild hair and great spreading antlers, and is known for his volatile moods and his need to hunt.
forest groves, and other natural places are also used as shrines, and usually only a local or a devout follower of Taal can find them. Penances usually involve clearing diseased or mutated monsters from wild areas, replanting sacred trees, and maintaining groves important to the cult. A cultist might also be ordered to climb a high
mountain and leave a stone on a cairn at the top, or clear an obstruction at the top of a waterfall. Whatever the specific task that must be undertaken, Taals penances almost always challenge the cultist to survive in the wild. Strictures Offer a prayer of thanks for every animal taken. Spend a week alone communing with the wilderness every year.
Eschew metal armour; clad yourself in the hides of Taal. Rely on your own skill, not the advances of gunpowder or cold technology. Never harm an animal except in self-defence or for food or sacrifice. Worshippers Rural folk across the Old World venerate Taal, and any who make their living in wild places take care not to offend him. Taal is the patrons
deity of Talabecland in the Empire, where his cult holds significant sway, influencing all levels of society. Taals cult has a variety of smaller orders dedicated to holy sites and groves throughout the Old World, but two orders drive the cult forwards. The Order of the Antler are the priests of the cult, who are tasked to teach Taals ways and protect the
wild places from intrusion. These Taalites are particularly widespread in Talabecland, and their forest temples are hubs of activity for rural folk. The Longshanks are a mix of warrior-priest and templar who typically wander as individuals, cleansing Taals wild places of corruption and ensuring rural communities do nothing to upset Father Taal. Holy
Sites Normally, temples to Taal are small, rustic affairs, built of wood and rough stone in a manner unchanged for countless centuries, and mountains, and often have small sweat lodges attached. The high temple of Taal in Talabheim is something of an
anomaly when compared to this. It appears more a well-maintained, albeit wild, noble garden than a temple, and huge services are held there under the spreading rowan trees weekly. Officially, the Hierarch leads the cult from there, though he spends most of his time in the wild groves of the nearby Taalgrunhaar Forest. Shrines to Taal are barely
structures at all. Some old trees are regarded as sacred, and offerings pile up at their bases. Caves, 212 VII Religion and Belief The Cult: Ar-Ulric Primary Orders: Order of the Howling Wolf, Order of the Knights of the White Wolf Major Festivals: Campaign Start,
Hochwinter, Campaign End Popular Holy Books: Liber Lupus, Teutognengeschichte, The Ulric Creed Common Holy Symbols: White Wolves, stylised Us, claws Ulric is the ferocious God of Wolves, Winter, and Warfare. He is the brother of Taal and, according to Ulrican lore, the king of the gods, although other cults dispute this. He is normally
portrayed as a massive, heavily bearded barbarian wearing a white wolfpelt cloak, and bearing a mighty war-axe named Blitzbeil. Hes a distant, harsh, and unforgiving god who expects his cultists to rely on individual strength and prowess. He despises weakness, cowardice, and trickery, and favours the direct approach in all matters. and by an ever-
stocked fire in a circular hearth tended by the priesthood. Behind the fire, usually against a rear wall, stands a statue of Ulric enthroned, often flanked by a pair of enormous wolves. Shrines are similar but smaller, with a lamp in place of a fire and small statues just a foot or two tall. Penances Penances set by Ulric are almost always tests of strength,
courage, and martial skill. Slaying a powerful monster, or clearing out a nest of Beastmen or outlaws, are typical tasks. Strictures Obey your betters. Defend your honour in all matters, and never refuse a challenge. Stand honest and true; outside an ambush, trickery and deception are forbidden. Only wear pelts from wolves killed by weapons crafted
of your own hands. Blackpowder, helmets, crossbows, and technology are not Ulrics way. Worshippers Ulrics cult is strongest in the north of the Empire. The city-state of Middenheim, with its enormous high temple to Ulric, is the heart of his cult, and the god is regarded as the citys patron. Elsewhere, he is worshipped mainly by warriors and
soldiers. Devout Ulricans can usually be spotted by their long hair and beards, for most choose not to cut it, imitating their wild deity. Ulrics cult is split into just two orders: the priestly Howling Wolves, and the templar White Wolves. The Howling Wolves are not very popular outside Middenland and Nordland, viewed by most folk to be too coarse for
this enlightened era. By comparison, the Knights of the White Wolf are enormously popular, easily the largest knightly order in the Empire, and the oldest templar order in the Knights of the White Wolf are enormously popular, easily the largest knightly order in the Empire, and the oldest templar order in the Empire 
Ulrics high temple is in Middenheim, and the cults leader, ArUlric (which means the son of Ulric, a huge, ever-burning, argent fire granted by the winter god to guide his people. This miracle is the focus of several pilgrimage routes, and all Ulricans of
Middenland are expected to bathe in its cold light at least once in their lives. Smaller temples are found in every city and town of any size, but are grander and more numerous in the north than in the south. Chapels and shrines can be found in barracks and forts throughout the Old World. Temples resemble fortified keeps and are normally square.
The interior of the main hall is lit by small windows high in the walls, 213 VII Warham mer Fantasy Roleplay The Cult of Verena, Goddess of Wisdom Seat of Power: None Head of the Cult: None Primary Orders: The Order of Everlasting Light Major Festivals: Year
Blessing Popular Holy Books: Canticum Verena, Eulogium Ve
usually carries a sword and a set of scales. As the patron of justice she is concerned with fairness rather than the letter of the law: she opposes tyranny and oppression as much as crime. seated with a book in her lap, a pair of scales in her left hand, and her right hand resting on the hilt of a sword. Smaller rooms lead off from the main temple,
including a library and chambers for the attendant priests. Each temple has at least one meeting room where negotiations can take place under the eyes of the goddess. Penances Penances Penances set by Verena normally involve the recovery or preservation of knowledge, the righting of an injustice, or the resolution of a dispute. Cultists may also be sent to
recover a longforgotten book of lore, or to mediate in a difficult quarrel. This could be anything from a farmers boundary dispute to unpicking the complicated politics of two realms on the brink of war. Strictures Never refuse to arbitrate a dispute when asked. Always tell the truth without fear or favour. Protect knowledge at all costs. Combat must be
a last resort when all alternative routes are fruitless. Never become a tool of injustice or heresy. Worshippers Verena is worshipped throughout the Old World, especially in the south. Her devout followers include scholars, lawyers, and magistrates, as well as some magisters of the Colleges of Magic, particularly of the Grey and Light orders. The cult
of Verena has no rigid hierarchy: it is said that Verena alone heads the cult, and no mortal intermediary is needed because truth is self-evident and requires no interpretation. Temple priests from the Order of Lorekeepers are tasked to preserve knowledge and community. They keep up a voluminous correspondence with each
other, exchanging information and news. Priests from the equally influential Order of Scalebearers are much sought after to act as judges, arbitrators, and go-betweens, because of their famed impartiality and mastery of the law. The Order of Scalebearers are much sought after to act as judges, arbitrators, and go-betweens, because of their famed impartiality and mastery of the law. The Order of Scalebearers are much sought after to act as judges, arbitrators, and go-betweens, because of their famed impartiality and mastery of the law.
wherever it may lie. The last major order is the Knights of the Everlasting Light, templars famed for their sword skills, sense of fairness, and legendary bad luck. Verenas cultists usually wear plain white robes, symbolic of pure truth and impartiality. Holy Sites Temples to Verenas can be found in most cities and larger towns, generally situated in the
administrative or university quarters. Most libraries and court-houses include a shrine to the goddess, and smaller shrines can be found in the homes of learning presented in low relief. Inside is a large statue of Verena
normally 214 Religion and Belief Dwarfs venerate their ancient ancestor Gods Was many thousands of years ago, the Dwarfs still hold records of that time in their oldest Holds. Many names echo from that era, creating a broad, inter-related
pantheon, but three Ancestor Gods are of especial importance and are known by all Dwarfs: Grimnir, Grungni, and Valaya, each a progenitor of the species as a whole. In addition to the oldest Ancestor Gods, Dwarfs also revere the founders of this
pantheon are the true gods, and those worshipped by other species are simply different aspects of the Elven originals. Elven Priests Both High Elves and Wood Elves have priesthoods for the gods, but they do not have blessings and miracles. The Elves dont believe the gods manifest in this fashion, and instead see magic as a gift from the gods
 Because of this, if you wish to be an Elven priest, use the Wizard career, and chose from an appropriate Lore of Isha, the Lore of Life, and devotees of Asuryan use the Lores of Light or Fire. Those dedicating themselves to the cults of the
Ancestor Gods do not use the Priest, Nun, or Warrior Priest Careers, as Dwarfs have a very different relationship with their gods, seeking to emulate them rather than worship or appease them. Because of this, if you wish to play a Dwarf dedicated to one of the Ancestor Gods, simply choose an appropriate career to best act like that god. So, if you
wanted to emulate Grimnir, effectively becoming a priest of Grimnir, perhaps play a Slayer and join the Cult of the Slayer, or maybe become a Soldier. Elven Gods The Elves worshipped their own gods long before Humans and most other species existed in their current forms. Their pantheon is extensive, with different groups of deities being held as
important by Wood Elves and High Elves. Loosely, there are two groups of gods, the Cadai and the Cytharai. The Cadai and the Cytharai rule the underworld, and care little for the Elves. Standing apart from both these courts are a loose
group of unaligned gods, the most prominent being Morai-Heg the Crone, Goddess of Fate and Death. The High Elves especially revere the Cadai, and have sophisticated priesthoods dedicated to their teachings. They appeare the Cytharai when necessary, but it is unlawful to worship any but Mathlann, whose aid is sought by mariners. According to
their myths, Asuryan, the God of Creation, is king of all the gods, able to pronounce judgement upon them all. The Wood Elves take a much more balanced approach and have temples and forests, they revere Isha the Mother
and Kurnous the Hunter above all others, and rumours persist that both gods Some say that Halfling Gods Some say that Halfling gods and goddesses have to do with hearth and home, cooking, herb lore, earthy matters
and general day-to-day concerns. Halfling gods are practical rather than philosophical: as the saying goes: Deep thoughts butter no parsnips. Halflings dont really gods are practical rather than philosophical as the saying goes: Deep thoughts butter no parsnips. Halflings dont really gods are practical rather than philosophical as the saying goes: Deep thoughts butter no parsnips. Halflings dont really gods are practical rather than philosophical as the saying goes: Deep thoughts butter no parsnips.
have priests, and they certainly dont build temples (though Humans seem happy to do it for them, especially Sigmarites). There are better things to do than warble on about someone elses business. Of course, they respect the gods, and have shrines on-hand should they need to have a quick natter, but none make a career exclusively talking to just
one god why make yourself so exclusive? Should a particular god need to be appeased, it is usually left up to a local elder to do whats required on behalf of the community, often after a great deal of talking with relevant experts and peers. 215 VII VII Warh a mmer Fantasy Rolley Primary Dwarf Gods God Sphere Worshippers Offerings
Notes Grimnir Warriors, Courage Soldiers, slayers Axes, gold jewellery, resolved grudges High temple in Karak Azul. Husband to Valaya; brother to Grungni Grungni Mining, Metalworking, Stoneworking, 
brother to Grimnir. Valaya Brewing, Hearth, Healing Artisans, scholars, Beer, shields, food physicians High temple in Karaz-a-Karak. Wife to Grimnir and Grungni. Primary Elven Gods Sphere Worshippers Offerings Notes Asuryan All Creation, the Heavens, Phoenixes Rulers, judges, lawyers in general White feathers, masks, white crystals The Creator
and king of all the gods. Asuryan created the mortal and divine realms, and separated them. Isha Fertility, life Rural folk of all kinds Food, tears, green crystals The Mother. Wife of Kurnous. Isha created the mortal and divine realms, and separated them. Isha Fertility, life Rural folk of all kinds Food, tears, green crystals The Mother. Wife of Kurnous. Isha created the mortal and divine realms, and separated them. Isha Fertility, life Rural folk of all kinds Food, tears, green crystals The Mother. Wife of Kurnous. Isha created the mortal and divine realms, and separated them. Isha Fertility, life Rural folk of all kinds Food, tears, green crystals The Mother. Wife of Kurnous. Isha created the mortal and divine realms, and separated them. Isha Fertility, life Rural folk of all kinds Food, tears, green crystals The Mother. Wife of Kurnous. Isha created the mortal and divine realms, and separated them. Isha Fertility, life Rural folk of all kinds Food, tears, green crystals The Mother. Wife of Kurnous. Isha created the mortal and divine realms, and separated them. Isha fertility, life Rural folk of all kinds Food, tears, green crystals The Mother. Wife of Kurnous Animals, and separated them. Isha fertility, life Rural folk of all kinds Food, tears, green crystals The Mother. Wife of Kurnous Animals and the mortal and t
Snakes, gems, pale pink crystals The Lady of Desire. Atharti unlocked Elven emotions after their creation. The High Elves largely forbid her worship. Khaine War, blood-shed, violence Warriors and soldiers of all kinds Gold, fish, turquoise crystals The Lord of the
Deeps. Has little love for anything land-bound, including Elves. Death, fate, crows The bereaved Bones, black feathers, The Crone. Worship is generally shunned as it black crystals is seen as unwise to attract her attention. Cadai Cytharai Unaligned Morai-Heg Primary Halfling Gods God Sphere Worshippers Offerings Notes Esmerelda Hearth, home,
hospitality All Halflings try to emulate Esmerelda Food, fire, comfort The Many-Times-Grandmother Hyacinth Childbirth, Fertility, Sex Midwives, pregnant women, revellers Boiled water, palliative herbs Has a fondness for twins and triplets. Josias Farming, domesticated animals Farmers, herders, gardeners Crops, food, thick soups The Faithful.
Josias is known for working hard and resting hard. Quinsberry Knowledge, ancestry, tradition Scholars Books, tapestries, gold Has a library detailing the complete history and bloodline of every Halfling 216 VII R e l igi o n a n d B e l i e f Chaos Gods The Ruinous Powers of Chaos are the foremost existential threat to the Old World, but much about to
them remains a mystery. Merely seeking such knowledge is punishable by death without permission from the Cult of Sigmar. And seeking such permission attracts intense scrutiny of your person and motives, and is seldom granted. The Ruinous Powers are seen by the common folk as the punishing manifestation of sin, and the reason that all must
behave within socially acceptable boundaries as espoused by the cults. Indulging in violence, lust, slovenliness or unseemly curiosity has direct repercussions for the individual (as they are corrupted and come to a sticky end) and for their community, as their deviant behaviour attracts the destructive attention of these evil forces. The average person
will know of the most powerful of these forces through euphemistic names, such as the Blood God, the Plague Lord, the Lord of Change, and the Prince of Pain. Even these obscene powers, or if they even have an agenda beyond their primal impulses. It seems there are
competing factions dedicated to different aspects of ruin, and they are as much enemies to each other as to the rest of the Old World. On the rare occasions when they co-operate, much like they did during the Great War Against Chaos over two-hundred years ago, the world trembles. Some claim cults dedicated to the Chaos Gods have infiltrated the
Empire. Most dismiss this as nonsense, for no right-thinking individual would be so foolish as to worship one of the Blessing and Miracles are prayers spoken by one of the Blessing and Miracles are prayers spoken by one of the Blessing and Miracles are prayers spoken by one of the Blessing or Miracles are prayers spoken by one of the Blessing and Miracles are prayers spoken by one of the Blessing and Miracles are prayers. If you score a Success, your
Blessing or Miracle manifests according to its rules, and a high SL will give you bonus effects. If you score a Failure, your words are spoken, but your god, for whatever reason, refuses to listen. If you Fumble the Pray Test, you have offended your god and must roll on the Wrath of the Gods table. Limitations You must be able to speak to intone the
required prayer, rite, chant, or song to enact a Blessing or Miracle. Each of your Blessings or Miracles can only be in effect once, meaning you have to wait for an existing one to come to an end before using the same prayer again. Multiple invocations of the same prayer by different individuals do not offer cumulative bonuses. Thus, intoning two
Blessings of Finesse will only provide a bonus of +10 to Dexterity. Sin Points The Blessed are watched closely by the gods, and risk gaining the disfavour of their deities if they should act contrary to their gods will. In game, this is represented with Sin points. If you violate any of the Cult Strictures listed under your god, the GM will award one or more
Sin Points. Every time you receive a Sin point, it is added it to your running total. There is no maximum to the number of Sin points you can earn. The more points you have, the more upset your god is likely to be should you call upon divine aid. Prayers A small number of the faithful stand apart from their peers, seemingly able to appeal for their
deitys direct intervention in the form of miracles. Those who perform such feats are known by many names in different parts of the Old World including: Living Saints, Gods Servants, The Hallowed, Divine Wills, Anointed Ones but, in the Empire, they are most commonly referred to as Blessed, which is often used as a title. So, if Sister Anna where to
be Blessed by Sigmar i.e. granted Sigmars grace, able to have her prayers answered she would become Blessed Anna, or, in full, Blessed Anna, Sister of Sigmar. Its a Sin! There are many different ways Blessed Anna, or, in full, Blessed Anna, Sister of Sigmar. Its a Sin! There are many different ways Blessed Anna, or, in full, Blessed Anna, Sister of Sigmar. Its a Sin! There are many different ways Blessed Anna, or, in full, Blessed Anna, or, in full, Blessed Anna, Sister of Sigmar i.e. granted Sigmar i
proportionately, normally scoring 1 to 3. For instance, one of the strictures of the cult of Myrmidian priest were to deny a thirsty prisoner of war. If a Myrmidian priest were to deny a thirsty prisoner of war a drink of water, this may earn a single Sin points. Torturing or killing a helpless of the cult of Myrmidian priest were to deny a thirsty prisoner of war.
 gods for more powerful Miracles. For more on these Talents, see Chapter 4: Skills and Talents. Kind GMs may wish to warn players before they commit infractions, especially if they are new to WFRP. 217 VII War ham mer Fantas y Roley before they commit infractions, especially if they are new to WFRP. 217 VII War ham mer Fantas y Roley before they commit infractions, especially if they are new to WFRP. 217 VII War ham mer Fantas y Roley before they commit infractions, especially if they are new to WFRP. 217 VII War ham mer Fantas y Roley before they commit infractions, especially if they are new to WFRP. 217 VII War ham mer Fantas y Roley before they commit infractions, especially if they are new to WFRP. 217 VII War ham mer Fantas y Roley before they commit infractions are new to work and they are new to work an
 Whenever you make a Pray Test, if the units die of the result is equal to or less than your current Sin point total, then you will suffer the Wrath of the Gods, even if the Pray Test, or when the units die of a Pray Test is equal or lower than your
current Sin points. The GM may also use it, or pluck results from it, whenever you foolishly insult any of the gods. When rolling and applying the result, reduce your Sin points by 1, to a minimum of 0. Options: Preach It, Sister! Each of the gods have
different styles of prayers, designed to be intoned in different ways. Whether these are the warcries of Ulric, the shanties of Manaan, or the threnodies of Morr, each requires the words be spoken (or sung) firmly, and with conviction. Youve Got To Pray! If a character behaves in a particularly pious manner, such as completing an arduous pilgrimage,
or making a significant donation to their cult, the GM may wish to remove one or more Sin Points with a successful Pray Test, used to show you are begging for absolution. This, of course, also risks the chance of Wrath of the Gods. Otherwise, the only way to remove Sin Points is by rolling on the Wrath of the Gods table. To represent this, the GM may
require that any Pray Tests that are intoned quietly or without confidence have a higher Difficulty. The Wrath of the Gods Table Percentile Roll Result 01-05 Holy Visions: Visions of your god plaque your senses. Attempt an Average (+20) Endurance Test. If you fail gain one Stunned Condition. The GM determines what the visions may be. 06-10 Think
Over Your Deeds: Any successful Pray test cannot achieve more than +0 SL for the next usek. 11-15 Heed My Lessons: You suffer a penalty of 10 to your Pray Skill for the next 1d10+Sin points Rounds. 16-20 Prove Your Devotion: Gain the Prone Condition. This Condition is not removed until you score a Success with an Average (+20) Pray Test. 21-
25 You Try My Patience: You cannot enact any Pray Tests for 1d10 Rounds. 26-30 You Do Not Understand My Intent: You suffer a penalty of 10 to any Skills associated with your deity (as determined by the GM) for the next 1d10+Sin points
Rounds. 36-40 Share My Pain: You suffer 1+Sin points Wounds, ignoring Toughness Bonus and APs. Also attempt an Average (+20) Endurance Test. If you fail gain one Stunned Condition. 41-45 Your Cause Is Unworthy: Your targets gain the Prone condition. Any Blessings or Miracles of your deity targeting them automatically fail for the next
1d10+Sin points days. 46-50 Cease Your Prattling: You cannot enact any Pray Tests for the next 2d10+Sin points rounds. 51-55 Feel My Wrath: You suffer 1d10+Sin points Wounds. Also attempt a Challenging (+0) Endurance Test. If you fail gain one Stunned Condition. 218 R e l igi on a n d B e l i e f 56-60 I Shall Not Aid You: You suffer a penalty of
10 to a Skill associated with your deity (as determined by the GM) for the next 1d10+Sin Points days. 61-65 Divine Wounds: Gain 1+Sin points Bleeding conditions, which can only be removed by passing a Challenging (+0) Pray Test, with Success removing 1 + SL
Blinded Conditions. 71-75 What Will You Sacrifice?: You suffer 1d10+Sin points Wounds, ignoring Toughness Bonus and APs. Also attempt a Difficult (10) Endurance Test. If you fail gain one Stunned Condition. 76-80 You Have Sinned Against Me: Your god is extremely annoyed and forces you to you enact Pray Tests as your Action for the next
1d10+Sin Points Rounds as a penance. 81-87 Purge the Flesh: You suffer 2d10+Sin points Wounds, ignoring Toughness Bonus and APs. Also attempt a Hard (20) Endurance Test. If you fail gain one Stunned Condition. If you fail with 4 SL or fewer, gain an Unconscious Condition that lasts a minimum of 1d10 Rounds. 88 Daemonic Interference: The
Dark Gods answer your pleas instead of your patron. 1d10 Lesser Daemons appear within 2d10 yards of your position, and attack the nearest targets. 89-95 Fear my Wrath: Gain 1+Sin points Broken Conditions. 96-100 Go On Penance. 101-105 Castigation: You are not there already) then
gain an Unconscious Condition, which cannot be removed until you regain at least 1 Wound. 106-110 Do Not Use My Name In Vain: You lose the Bless and Invoke Talents for the next 1d10+Sin points days. 111-115 Rely Not Upon Your Vanities: You have all of your trappings removed, leaving you naked. For each Penance you complete, you will have
one taken Magical Item returned to you, should you have any. 116-120 You Abuse My Mercy: You lose the Invoke and Bless Talents for the next 2d10+Sin points days. 121-125 Behold Your Wickedness: You suffer excruciating visions of all your failures, which seem to take an eternity, but are over in a moment. Discuss with your GM to build a custom
Psychology (see page 190) to reflect your character dealing with the traumatic experience. 126-130 Thunderbolts and Lightning: Your god smites you. You are reduced to 0 Wounds (if you are not there already) and gain the Ablaze condition. 131-135 Suffer As I Suffer: You gain 1+Sin points Bleeding conditions every morning, until you have
performed a Penance. 136-140 Excommunication: You lose the Invoke and Bless Talents until you perform 2 Penances; the first Penance returns the Bless Talent, and the second returns the Invoke Talent. All cultists of your god are automatically Wery Hard (30), and may not
 be positively modified above this. 141-145 Prove Your Worth: A Divine Servant of your deity appears within d100 yards and attacks, intervenes, berates, or similar according to the nature of the offended god. 146-150 I Cast You Out: You are abandoned by your god. You permanently lose the Bless and Invoke Talents, and lose all Pray Advances.
Further, all cultists of your god are automatically aware of your circumstance; all Tests to interact with them are automatically Very Hard (30), and may not be positively modified above this. 151+ Called To Account: You are summoned before your god to face final judgement. Unless you have a Fate Point, you never return. If you spend a Fate Point
you are returned at a point of the GMs choosing, and also suffer the effects of I Cast You Out. 219 VII Warh a mmer Fantasy Rolepha Blessing and Miracle Format The Name of the Blessing or Miracle Format The Name of the Blessing and Miracle Format The Name of the Blessing or Miracle Format The Name of the Blessing and Miracle Format The Name of the Blessing or Miracle Format The Name of the Blessing or Miracle Format The Name of the Blessing and Miracle Format The Name of the Blessing or Miracle Format The Name of the Blessing or Miracle Format The Name of the Blessing and Miracle Format The Name of the Blessing or Mirac
you. Duration: The duration of the Blessing, usually expressed as Instant or as a number of Rounds. They tend to take the form either of a favoured animal such as a
white wolf for Ulric or a golden eagle for Myrmidia or a departed devotee of the god, such as a legendary priest or templar. To construct Divine Servants appropriate to the god at hand, use the rules in Chapter 12: Bestiary, modifying an animal, Human, or Daemon as you see fit. Options: Petty Concerns The gods grow irritated when the Blessed
abuse their privileges. If the GM wishes, multiple uses of Blessings and Miracles in the same scene, on the same injury, on the same target, or similar can anger the gods, and result in Sin Points, typically ranging from 1 to 3. Penance Some Wrath of the Gods results require penance. The GM can decide upon a suitable penance depending on your
misdeed, or they may prefer you to choose your own penance, with further punishment awaiting if you are insufficiently penitent. Examples of typical penances are listed in each cult description. Penances may come in the form of a vision, divine inspiration or, very rarely, by direct communication from your deity. If you are not worthy of such contact
a penance may be conveyed through another member of your cult. Alternatively, a Divine Servant of the cult could manifest this could be a dead teacher, a figure of legend, or an appropriate animal and inform you what is required. The GM should consider the sins involved, and how the god in question would likely react to these. Blessings Success
Levels For every +2 SL you score in a Pray Test when attempting a Blessing, you may choose one of the following benefits: Range: +6 yards Targets: +1 Duration. You may choose the same option more than once. For instance, if you rolled +4 SL on a
Blessing of Healing, you could heal three targets you were touching, two targets up to 6 yards away, or one target up to 12 yards away, or one target up to 12 yards away. Blessings for their cult as listed in Blessings by Cult. Blessings by Cult Manann Morr Myrmidia Ranald Rhya Shallya
Sigmar Taal Ulric Verena Battle Breath Battle Breath Battle Conscience Consci
Might Righteousness Recuperation Protection The Hunt Savagery Wisdom Righteousness Fortune For
 imperceptible to those without the Holy Visions Talent, their manifestation usually indistinguishable to good fortune. In this way, Clerics of the Old World without the Blessing Talent often appear to be as effective as those with it. By comparison, Miracles are overtly manifest, always accompanied by holy signs and portents, which should reflect the
circumstances and relevant deity. For instance, an Ulrican Miracle may be accompanied by a chill wind and the spectral howl of wolves, while those receiving a Miracle of Manann may find themselves drenched in saltwater. Blessing of Breath Bl
Fortune Range: 6 yards Target: 1 Duration: 6 rounds Your targets next failed test may be rerolled. The reroll must stand. Range: 6 yards Target: 1 Duration: 6 rounds Your target does not need to breathe and ignores rules for suffocation. Blessing of Grace Blessing of Charisma Blessing of Hardiness Blessing of Conscience Blessing of Healing Range: 6
yards Target: 1 Duration: 6 rounds Your target gains +10 Fellowship. Range: 6 yards Target: 1 Duration: 6 rounds Your target must pass a Routine (+20) Willpower Test to break any of the Strictures of your deity. If they fail, they are overcome with Shame and do not take the action. Blessing of Courage Range: 6 yards Target: 1 Duration: 6 rounds
 Your target gains +10 Willpower. Blessing of Finesse Range: 6 yards Target: 1 Duration: 6 rounds Your target gains +10 Dexterity. Range: 6 yards Target: 1 Duration: 6 rounds Your target gains +10 Willpower. Blessing of Finesse Range: 6 yards Target: 1 Duration: 6 rounds Your target gains +10 Willpower. Blessing of Finesse Range: 6 yards Target: 1 Duration: 6 rounds Your target gains +10 Willpower. Blessing of Finesse Range: 6 yards Target: 1 Duration: 6 rounds Your target gains +10 Willpower.
Wound. Blessing of The Hunt Range: 6 yards Target: 1 Duration: 6 rounds Your target gains +10 Ballistic Skill. Blessing of Protection Range: 6 yards Target: 1 Duration: 6 rounds Enemies must make a Average (+20) Willpower Test to attack your target as
shame wells within for considering 221 violence. If they fail, they must choose a different target, or a different Action. Blessing of Recuperation Range: Touch Target may only be attempted once per instance of a disease per person.
Blessing of Righteousness Range: 6 yards Target: 1 Duration: 6 rounds Your targets weapon counts as Magical. Blessing of Savagery Range: 6 yards Target: 1 Duration: 6 rounds When your target may remove
1 condition. Blessing of Wisdom Range: 6 yards Target: 1 Duration: 6 rounds Your target gains +10 Initiative. VII Warham mer Fantasy Roleplay Drowned Mans Face Names Each Cult has unique names for every Blessing and Miracle sometimes
more than one name. For instance, the Cult of Sigmar may refer to the Blessing of Battle as The Litany of Sigmars Wrath, while the cult of Ulric may call it The Sharp Bite of Winter. The words spoken will be different, but the end effect will be the same. Range: Fellowship yards Target: 1 Duration: Fellowship Bonus Rounds You implore Manann to
drown your foes. Your targets lungs continuously fill with saltwater while the Miracle is active, and their hair floats around the floats ar
Challenging (20) Endurance Test. If a Failure is scored, also inflict a Prone Condition. Miracles are major manifestations of a gods will, awe-inspiring events everyone will notice; a character with the Invoke Talent can empower one of the Miracles for their cult from the following lists. Success Levels For every 2 Success Levels you achieve in
a Miracle Pray test, you may add additional range, duration or targets equal to the initial value listed in the Miracle with a Range and Target of You may only target the Blessed Priest making the Pray Test, and can never have the range
or targets increased. Similarly, if the Miracle has no duration, there is no benefit in choosing to extend its duration. Certain Miracles may have additional, benefits for additional SL written into their descriptions. Miracles may have additional, benefits for additional SL written into their descriptions. Miracles may have additional SL written into their descriptions. Miracles may have additional SL written into their descriptions.
the wind from the sails of a ship or boat. It is completely becalmed. Even in stormy weather an area of eerie calm and smooth waters surrounds the vessel, and if the ship is propelled by some other method, such as
oars, the area of calm travels with it. Fair Winds Range: Initiative Bonus Miles Target: 1 sailing vessel within Line of Sight Duration: 1 Hour The target vessels sails fill with favourable winds, speeding them safely towards their destination. While this Miracle is active, the sailing vessel moves at top speed, no matter the prevailing wind, tide, or
current, and all Tests made to steer the vessel gain a bonus of +10. Mananns Bounty Range: Touch Target: 1 Duration: Instant You implore Manann to provide enough fish for 2 people. For every +2 SL, you may feed
another person. 222 VII R e ligi o n a n d B e lie f Sea Legs Last Rites Range: Fellowship yards Target: 1 Duration: Fellowship Bonus Rounds Your targets are immediately drenched in saltwater, and reel as if on the rolling deck of a tempest-tossed vessel. Their hair is whipped by spectral winds, and a torrent of spray lashes their skin. They gain one
each of the Blinded, Deafened, and Fatigued Conditions, and must attempt an Average (+20) Agility Test to use their Move. If they fail, they also gain a Prone Condition. Range: 1 yard Target: 1 Duration: Instant You chant a solemn requiem over a corpse. This miracle ensures that the soul is sent through the portal to Morrs realm, and guarantees the
cadaver may not be targeted by any Necromantic spells. If the Miracle targets a foe with the Undead and Construct Creature Traits, it will be destroyed. Waterwalk Range: Touch Target: Area of Effect Duration: Special You draw a line up to 8 yards long on the ground while incanting a dirge to Morr. Upon enacting the Miracle, an indistinct, shadowy
portal seems to manifest to the hoarse croaking of ravens. Creatures with the Undead Creature Trait must pass a Challenging (+0) Willpower Test to cross the line. Creatures with both Undead and Construct simply cannot cross the line. Creatures with both Undead and Construct simply cannot cross the line. The Miracle remains in effect until dawn. Portals Threshold Range: You Target: You Duration: Fellowship Bonus
minutes You call on Manann to allow you to cross a stretch of open water as if it were solid ground. This only works on larger bodies of Morr Stay Morrs Hand Death Mask Range: You Target: You Duration: Fellowship
Bonus Rounds Morr works through you, piercing the Portal to make his presence known to your foes. Your visage takes on a cadaverous mien, and you gain Fear 1. Destroy Undead Range: You Target: Area of Effect Duration: Instant You call the power of Morr to smite all Undead. A black fire ripples forth from your body in a perfect circle for
Fellowship Bonus yards. All potential targets with the Undead Creature Trait lose 1d10 Wounds, ignoring Toughness Bonus and AP. Any Undead destroyed by this Miracle can never be raised with Necromancy again under normal conditions. For every +2 SL, you may increase the area of effect by +Fellowship Bonus yards. Dooming Range: Touch
Target: 1 Duration: Instant Gazing deeply into your targets eyes while muttering a threnody to Morr, you are granted a vision of the targets Doom, a glimpse of what the future holds. This is almost always related to the targets death. This Miracle may only be performed on a character once, after which the Doomed Talent may be purchased with XP as
if it were in the targets Career. Range: Touch Target: 1 Duration: Fellowship Bonus Hours (Special) You touch the eyes of someone close to death and request Morr guide the soul within, but not take it. The target must have 0 Wounds and be willing. For the duration of the Miracle, the target gains the Unconscious Condition and will not deteriorate
until the Miracle ends, staving off disease, ignoring critical wounds and poisons, and similar. This miracle comes to an end should appropriate healing be provided, or should you perform the last rights. If you do this, which takes about a minute, the targets soul will pass through Morrs portal upon death, and the resulting corpse may never be targeted
by Necromancy. Miracles of Myrmidia Blazing Sun Range: You Target: Area of Effect Duration: Instant You call on Myrmidia to scour the battlefield of dishonourable foes, and a blinding flash of golden light bursts forth. All nonMyrmidians looking in your direction receive 1 Blinded Condition. For every +2 SL, they receive +1 Blinded Condition
Eagles Eye Range: Fellowship yards Target: You Duration: Fellowship Bonus Rounds You call on Myrmidia to send a Divine Servant to grant you knowledge of your enemies. A spectral Eagle manifests, soaring into the sky above. The eagle looks like and has the capabilities of a 223 VII Warham er Fantasy Role play everything the cat
be harmed in any way. While the Miracle is in effect, you can see through the eagles eyes and control its flight, surveying the battlefield and spying upon your enemies. Your vision is acute, but you do not have access to any of your own sense-enhancing Talents such as Night Vision. While looking through the eagles eyes, you cannot see through your
own eyes, leaving you potentially vulnerable. Furys Call Range: Fellowship yards Target: Intelligence Bonus Rounds Your passionate prayers instil your allies with a furious disdain for their foes. All allies affected receive the Hatred Psychology towards any engaging them in combat. Inspiring Range: Fellowship yards
Target: Intelligence Bonus allies Duration: Fellowship Bonus Rounds Your rousing prayers incite Myrmidia to shield
your allies in glittering, gossamer strands of light, warding enemy blows. All those affected gain +1 AP on all locations. Ranalds Grace Range: Touch Target gains +10 Agility, +10 Stealth, and +1 Catfall Talent for the duration of the
 Miracle. Spear of Myrmidia Range: You Target: You Duration: Fellowship Bonus Rounds If wielding a spear, it gains the Impact Quality, and counts as Magical. Miracles of Rich Man, Poor Man, Beggar Man, Thief Range: 1 Duration: Fellowship Bonus Minutes You smile at Ranald as you cheekily ask others what, exactly, is wealth? For each
target affected, choose one option: Ranald An Invitation Range: 1 yard Target: 1 Duration: Instant You spin one of Ranalds riddles concerning portals, and whether they exist if closed. A door, window, or hatch you target another
method of securing the door, window, or hatch. Cats Eyes Range: Fellowship yards Target: You Duration: Fellowship Bonus Rounds Does anything exist that cannot be seen? You riddle with Ranald, who sends a Divine Servant in the form of a cat as an answer. The cat looks like and has the capabilities of a normal cat, but cannot be harmed in any
way. While the Miracle is in effect, you perceive the targets attire appears empty the targets attire appears rich and finely crafted a single valuable item is impossible to perceive For every +2 SL you may select an additional effect for one of your targets. Stay Lucky
Range: You Target: You Duration: Special Crossing your fingers, you pose Ranalds enigma and ask what, exactly, is luck? Gain +1 Fortune points. 224 VII R e l igi o n a n
d Belief You Aint Seen Me, Right? Rhyas Touch Range: Fellowship yards Target: 1 Duration: Fellowship Bonus Rounds You spin a complex conundrum concerning the reality of that which is unperceived. Targets affected by this Miracle may pass unnoticed and remarked, providing they do nothing to draw attention to themselves, such as touching,
attacking, calling out to someone, casting a spell, or making a loud noise. You may only invoke this Miracle if no-one is looking directly at you. Miracles of Range: Touch Target: 1 Duration: Special You lay hands upon an injured or diseased target as you sing your prayers. Choose one of the following effects: Heal Fellowship Bonus wounds Cure 1
naturally occurring disease For every + 2 SL, you may choose another effect, and may choose the same effect repeatedly. This Miracle is slow, with the effects taking at least 10 minutes to manifest. If interrupted, the Miracle will need to be attempted again. Rhya Rhyas Children Range: You Target: Area of Effect Duration: Fellowship Bonus Rounds
Laying hands on the earth, you chant a prayer to Rhya appealing for her aid in understanding her Realm. This Miracle may only be invoked outdoors, outside settlements. You sense the presence and passing of all sentient creatures within Fellowship yards. Each +2 SL extents the area of effect by +Fellowship yards. Rhyas Union Rhyas Harvest
Miracles Range: Touch Target: Special Duration: Fellowship Bonus Hours You bless and consecrate the union between two souls. While the Miracle is in effect, if biologically possible, the couple will conceive a child. Range: Touch Target: You Duration: 1 Round You chant to Rhya, and life springs forth. Edible fruit, vegetables, and fungi grow at the
point where you touch. For each round in which the Miracle is in effect, you cause enough food to feed 1 person to grow. The type of food depends on your location: in a cavern you may grow mushrooms, while outdoors you may cause many different fruits and vegetables to spring forth. Rhyas Shelter Range: You Target: You Duration: Special You
sing one of Rhyas hymns concerning shelter and safety. You may only invoke this Miracle outdoors and outside settlements. You discover a perfect location to camp for the night. The spot is protected from all naturally occurring wind and rain, and lasts as long as you remain
camped there. The shelter is large enough for 1 person. For every +2 SL it fits another individual. When you break camp, the shelter cannot be rediscovered, as though it only existed through your goddesss will. Rhyas Succour Range: Fellowship your goddesss will. Rhyas Succour Range: Fellowship bonus allies Duration: Instant You chant Rhyas song of revitalisation. All affected
targets have 1 Condition removed. If this removes all suffered Conditions, the targets feel as refreshed as if they had just awoken from a good nights sleep, and gain a bonus of +10 to any tests on their next Turn. of Shallya Anchorites Endurance Range: Fellowship yards Target: 1 Duration: Fellowship Bonus Rounds Your earnest prayers appeal to
Shally a to grant the target the strength to endure. The target feels no pain, and suffers no penalties caused by Conditions. Balm to a Wounded Mind Range: Touch Targets. All Psychology traits are removed for the duration, and afterwards the targets
enter deep and restful slumbers that last until next sunrise, assuming they are not disturbed. Unwilling targets may make a Challenging (+0) Cool Test to resist sleeping. Bitter Catharsis Range: Touch Target: 1 Duration: Instant In answer to your heartfelt prayers, Shallya draws a poison or disease into you and purges it, completely removing it from
your targets system. For every +2 SL you may purge another disease or poison. For each poison removed or disease cured in this manner, you suffer Wounds equal to 1d10 your Fellowship Bonus, not modified for Toughness Bonus or Armour Points. 225 VII War had men er Fan tasy Role equal to 1d10 your Fellowship Bonus, not modified for Toughness Bonus or Armour Points.
yards Target: 1 Duration: Fellowship Bonus Rounds You intone prayers concerning Shallyas need to take on the worlds pain. Any Damage taken by your targets are instead suffered by you. If you suffer any Damage taken by your targets are instead suffered by you. If you suffer any Damage taken by your targets are instead suffered by you. If you suffer any Damage taken by your targets are instead suffered by your targets are instead suffered by you.
You Target: You Duration: Fellowship Bonus Rounds You chant benedictions of Sigmars might. If wielding a warhammer, it counts as Magical, deals +Fellowship Bonus Rounds You passionately appeal to Shallya to spare a poor,
wounded soul as tears flow freely down your cheeks. You pray for 10 your Fellowship Bonus Rounds, at which point you heal the target of 1 Critical Wound. For every +2 SL you may heal another Critical Wound. If your prayer is interrupted, the target receives no benefit. This Miracle cannot reattach amputated body parts. Unblemished Innocence
Range: Touch Target: 1 Duration: Instant Laying hands on the afflicted, you beg Shallya to rid them of recently acquired corruption. The target loses 1 Corruption point, and can lose another per +2 SL scored. However, the Chaos Gods do not like to be so directly opposed. Should an attempt to invoke the Miracle Fumble, you and the target both gain
1d10 Corruption points on top of any other effects. This Miracles of Effect Duration: Fellowship Bonus Rounds As you bellow prayers in Sigmars name, you become infused with holy fire of righteousness. All
allies with Line of Sight to you instantaneously remove all Broken Conditions, and gain the Fearless Talent while the Miracle is in effect and they remain in your Line of Sight to you are subject to Fear 1. Heed Not the Witch Range: You Target: Area of Effect Duration: Fellowship Bonus Rounds You call on Sigmar to
protect those close to you from the fell influence of Chaos. Any spells that target anyone or anywhere within Fellowship Bonus yards suffer a penalty of 20 to Language (Magick) Tests, in addition to any other penalties. For every +2 SL, you may increase the area of effect by your Fellowship Bonus in yards. Soulfire Range: You Target: Area of Effect
Duration: Instant You call the power of Sigmar to smite the enemies of the Empire. A holy fire explodes from your body blasting outwards for Fellowship Bonus yards. All targets within range take 1d10 Wounds ignoring Toughness Bonus and APs. Targets within range take 1d10 Wounds ignoring Toughness Bonus and APs.
you may increase the area of effect by +Fellowship Bonus yards, or cause an extra +2 Damage to any Greenskins, Undead, or servants of the Ruinous Powers affected. Twin-tailed Comet Range: Fellowship yards Target: Area of Effect Duration: Instant You invoke litanies to Sigmar, calling on him to smite his foes. A twin-tailed comet, blazing a trail of
fire in its wake, plummets from the heavens to strike a point within Line of Sight and range. Everything within Fellowship Bonus yards of the point of impact suffers 1d10 + SL Damage, ignoring Toughness Bonus and Armour Points, and gains the Ablaze condition. The target location must be outdoors, and may only target those Sigmar would deem an
enemy. 226 VII R e l igi o n a n d B e l i e f Vanquish the Unrighteous Tanglefoot Range: Fellowship Bonus Rounds Your prayers instil your chosen allies with a furious disdain for the enemies of Sigmar. All allies affected receive the Hatred Psychology towards Greenskins, Undead, and any
associated with Chaos. Miracles of Range: Fellowship yards Target: Area of Effect Duration: Instant You call on Taal, chanting prayers to protect his wild places. Roots, vines, and creepers wrap themselves around your foes. All targets within Fellowship Bonus yards of the target point gain an Entangled Condition. For every +2 SL you may increase
the area of effect by your Fellowship Bonus in yards, or inflict an extra Entangled Condition. Tanglefoot has a Strength equal to your Willpower for the purposes of breaking free. Taal Animal Instincts Range: Touch Target: 1 Duration: Fellowship Bonus in yards, or inflict an extra Entangled Condition. Tanglefoot has a Strength equal to your Willpower for the purposes of breaking free.
the Miracle is in effect, you gain +1 Acute Sense (choose one) Talent and, if you rest, you will automatically awaken should any threats come within Initiative yards. Miracles Ulric Hoarfrosts Chill King of the Wild Range: Fellowship yards Target: 1 Duration: Fellowship Bonus Rounds You chant a low prayer, and Taal answers with a wild animal
appropriate for the surrounding area, which will act according to your wishes for the duration of the Miracle. See The Beasts of the Reikland on page 314 for sample animals that may be summoned. Leaping Stag Range; You Duration; Fellowship Bonus Rounds You chant to Father Taal, and he grants you with speed
and agility. You gain +1 Movement and +1 Strong Legs Talent. Further, you automatically pass all Athletics Tests to jump with at least +0 SL; should you score lower, increase the SL to 0. Range: You Target: Area of Effect Duration: Fellowship Bonus Rounds You scream angry prayers, and cold Ulric answers. Your eyes gain a steely blue glint and the
air around you grows unnaturally cold. You cause Fear (1) (see page 190) in all enemies, and all within your Fellowship yards range lose 1 Advantage at the start of each Round, as they are chilled to the bone. Howl of the Wolf Range: Fellowship yards range lose 1 Advantage at the start of each Round, as they are chilled to the bone. Howl of the Wolf Range: Fellowship yards range lose 1 Advantage at the start of each Round, as they are chilled to the bone.
Divine Servant in the form of a White Wolf. The wolf fights your enemies for the duration of the Miracle, before vanishing to Ulrics Hunting Grounds with a spectral, blood-chilling howl. The Wolfe Hunting Grounds with a spectral, blood-chilling howl. The Wolf (see page 317) with the Frenzy, Magical, and Size (Large) Creature Traits. Ulrics Fury Range: Fellowship yards Target:
1 Duration: Fellowship Bonus Rounds You chant furious prayers, and Ulrics ferocity spreads. Targets gain the Frenzy psychology. Lord of the Hunt Range: You Duration: Fellowship Bonus Hours You call on Taal to guide you in the hunt for your quarry, which must be an animal you have seen, or an individual you know (as limited by the
GM). While the Miracle is in effect, you cannot lose your quarry trail save by supernatural means. Should your quarry while under the influence of the Miracle. Tooth and Claw of Pelt of the Winter Wolf Range: Touch Target: 1 Duration: Fellowship
Bonus Hours Your bellowed prayers bring Ulrics attention, allowing your targets to survive the bite of his realm. While targets still feel the pain and discomfort caused by cold and wintry weather, they suffer no mechanical penalties. Range: You Duration: Fellowship Bonus Rounds You call on Taal to grant you the ferocious might of his
kingdom. Gain the Bite (Strength Bonus+3) and Weapon (Strength Bon
Fa n ta s y R o l e p l ay Blind Justice ignoring Toughness Bonus and Armour Points. If the GM rules that the target is neither weak, cowardly, or deceitful, you suffer the effects instead. Winters Bite Range: You Duration: Fellowship Bonus Rounds You roar prayers concerning Blitzbeil, Ulrics ever-thirsty axe. If wielding an axe, it counts as
Magical, causes an additional + SL Damage, and any living targets struck must make a Challenging (+0) Endurance Test or gain a Stunned Conditions. Miracles of Verena As Verena Is My Witness Range:
You Target: You Duration: Fellowship Bonus Rounds By calling Verena as your witness, the truth of your words shines out for all to see. For the duration of the Miracle, providing you speak only the truth, all listeners will believe you speak truly. This does not necessarily mean they will agree with your conclusions, of course. Range: You Target: You
Duration: Fellowship Bonus Rounds You articulate prayers concerning Verenas acute perceptions, able pierce through to the truth of all things. You may make a Simple Challenging (+0) Perception Test to see through spells and Miracles of involving illusion or misdirection. You may also make a Average (+20) Intuition Test to see through spells and Miracles of involving illusion or misdirection.
speaking to you is lying. Note: this will only tell you if the character believes they speak the truth, it will not alert you if they are mistaken. Shackles of Truth Range: Fellowship yards Target: 1 Duration: Fellowship yards Target: 1 Duration: Fellowship yards Target: 1 Duration: Fellowship yards Target committed a crime and
claims they did not, while affected by this miracle they gain an Entangled Condition that cannot be removed for the duration. If you have falsely accused the target, Verena is displeased with your lack of wisdom: you gain +1 Sin point and must immediately roll on The Wrath of the Gods table. Sword of Justice Range: You Target: You Duration:
Fellowship Bonus Rounds You pray to Verena to guide your blade to strike down the unjust. If wielding a sword, it ignores APs, and counts as Magical. Further, if struck opponents are criminals (as determined by the GM), they must make an Average (+20) Endurance or suffer an Unconscious Condition that lasts for at least Fellowship Bonus Rounds.
If any crime is perpetrated on the unconscious opponents, you suffer +1 Sin point per crime. Truth Will Out Range: Fellowship Bonus yards Targets a single question. It will be immediately answered truthfully and fully. If desired, targets may attempt to
resist, by contesting your SL with a Average (+20) Cool Test. If successful, they may stubbornly refuse to answer. If they achieve +2 SL they may withhold minor information. +4 SL allows them to withhold significant information while +6 SL allows them to lie outright. You will know if they resist successfully, though you will lack specific knowledge
about their deceit, or proof of their dishonesty. Wisdom of the Owl Range: You Target: You Duration: Fellowship Bonus Rounds You call on Verena to instil you with her wisdom and knowledge. You gain a bonus of +20 on all Intelligence Tests while this Miracle is in effect. Further, your pupils dilate widely, and your gaze becomes piercing and
unsettling: gain +1 Menacing and Acute Sense (Sight) Talent. 228 VIII m agi c Magic Keep your cannons, you Nulner idiot! We dont need them. Thyrus Gorman, Patriarch of the Eright Order Magic in Altdorf, those able to wield magic
were reviled outlaws. Nowadays being a witch is not illegal, but casting magic without a licence is. Spellcasters within the Empire must either study at the Colleges of Magic, refrain from casting spells, or hope no-one notices their illicit activity. Even licenced Magisters are generally feared and avoided legal status has done nothing to reduce the
superstitious dread of the common folk. Magic is seen as unnatural and is notorious for its darker elements: the crippling hexes of witchcraft, the raising of the dead, and the summoning of Daemonic entities. Even when practiced according to the teaching of the Colleges, magic can be the cause of trouble. The very source of magic is unstable, and
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even the most experienced spellcaster can lose focus, resulting in dangerous accidents and unexpected side-effects. The Aethyr Scholars of magic derive their learning from the Elves, who explained the source of all magical power is the Aethyr. This infinite dimension, said to be the spawning ground of daemons and spirits, exists beyond the physical
world. The Elves taught that far to the north of the Empire, a great ragged wound was torn through the fabric of the world, gathering and eddying in great heavenly whorls, only to rain down and permeate the land and the creatures
dwelling upon it. It is these powerful winds that wizards and witches use to fuel their spells. The Winds of Magic As magical power bursts into the mortal realm and sweeps down from the north, it splinters and separates, like light splitting through a prism. The Colleges of Magic state this creates eight discrete Winds referred to by colour, each with
its own character and strengths. The Elves support this, teaching the same eight winds to their apprentices before moving on to more powerful magics. Only a small minority of Humans can perceive the Winds clearly commonly
known as Second Sight, or just the Sight with many also able to learn how to cast magic. Dwarfs disdain magic, perhaps because they are partially immune to it, and no Dwarf wizards are known. Halflings are largely indifferent towards magic: except when it delivers impressive or entertaining spectacles. The Elves directed (as a condition of their
tuition) that Human spellcasters should each only use a single Wind of Magic. They What is the Aethyr? There is much heated debate between experts on the nature of magic. They was the nature of magic and the nature of magic. They was the nature of magic. They was the nature of magic and the nature of magic and the nature of magic. They was the nature of magic and the na
of mechanisms, props, and hidden pulleys responsible for the drama viewed by the audience. Others resort to mathematical metaphors, complete with incomprehensible esoteric diagrams. Although such may end with an air of confident finality, it will only be met with polite coughs, raised hands, and a litany of objections and exceptions. 229 VIII War
h a m m e r Fa n ta s y R o l e p l ay argued that while it is possible to cast spells by drawing from multiple winds, doing so is a risky proposition for the feeble, corruptible Human mind. This wisdom has been adopted by the Colleges, and each specialises in a single colour. Some witches outside the College system consider these restrictions ludicrous,
an attempt by the Elves to keep the most powerful magics to themselves. Drawing on multiple winds is a quick route to power, but also to damnation. Many an unlicensed witch has proved unable to resist this temptation, a practice usually called Dark Magic, only to be brought low by Witch Hunters. Spells from the Lore of Light are some of the most
powerful, including piercing rays of blinding light, and those that banish Daemons and Undead creatures from the mortal plane. There are also more gentle applications of Hysh used to heal comrades or clarify thought. Others believe magical energies are not so easily categorised. Many different types of wizard and witch can be found throughout the
Old World, with some practicing magic that seems to lie outside colour magic, such as the cold-hearted Ice Witches of Kisley, or the shamans and sorcerers found amongst some of that seems to lie outside colour magic, such as the cold-hearted Ice Witches of Kisley, or the shamans and sorcerers found amongst some of that seems to lie outside colour magic, such as the Creenskins. The Language of Magick The Winds of Magick may blow through all things incessantly, but they are
relatively harmless until harnessed by the Language of Magick. For reasons not fully understood, when certain sounds are uttered by those attuned to magic, the Winds answer. The Colleges of Magic teach a complex language called the lingua praestantia which form the basis of their spells, originally taught to Humanity by the Elves. Although
extraordinarily difficult to correctly annunciate, it is a significant simplification of the Elves are not alone in their knowledge of the Language of Magick. Its complex forms are also spoken by many magical creatures
found across the Old World, including Spirits and Daemons. Many witches seem to instinctively understand the language, almost as if it somehow wormed inside them, begging to be spoken as a spell. The Lore of Metal The Lore of Me
coalescing within dense metals such as lead and gold. The Alchemists of the Gold Order have a reputation for being unusually prosaic in their attitudes for wizards, and many are as interested in learning the facts of physics and chemistry as they are in the working of magic. The Eight Lores Each of the eight Winds of Magic has an associated Lore, a
body of spells and knowledge its adepts use. Each of the eight Colleges of Magic is dedicated to the study of a single Lore, and their buildings are constructed to focus their Wind to perceive and manipulate
appearing diffuse even to those skilled with the Sight. This makes it tricky to manipulate but less unpredictable than other Winds. Hysh is associated with patience, and devoted opposition to Chaos. 230 VIII m agi c Spells from the Lore of Metal
often involve the transmutation or alteration of metal. On the battlefield, alchemists have been known to cause fine steel armour, or to enchant their allies weaponry with uncanny power, elemental forces, blasting their enemies with bolts of lightning, or even
drawing down shooting stars from the heavens. The Lore of Life The Lore of
roots of plants from where it goes on to nourish all living things. The Druids of the Jade Order often prefer life away from the cities, attuned to the seasons and the natural world. To the Sight it appears a thick fog, gathering in pools wherever intrigue and deceit are practiced,
rising into great storms and tempests when conflict breaks out. Magisters of the Grey Order, known as Grey Guardians, are secretive in their ways and given to uncertain loyalties. Despite this, the Grey Order is renowned for its wisdom and skill in negotiations, and is often called upon for diplomatic missions. Spells from the Lore of Life commonly
involve healing and rejuvenation, from healing wounds to causing a barren field to burst with life. They can have offensive applications, too. The enemies of a Druid may find themselves suddenly tangled up in wickedly sharp brambles and vines. The Lore of Heavens The Lore of Heavens relates to Azyr, the blue wind. It cascades through the skies
over the Old World, crackling through the heavens, like a great charged cloud. Astromancers of the Celestial Order, known for their calm and contemplative manners, use the wind to scry the future, the lens of Azyr influencing what they can see in the stars. Spells from the Lore of Heavens involve the manipulation of fate, throwing up protective
barriers, or cursing a foe with an unnatural run of bad luck. On the battlefield, Astromancers also control 231 VIII Warham mer Fantasy Rolepha with an unnatural run of bad luck. On the battlefield, Astromancers also control 231 VIII Warham mer Fantasy Rolepha with an unnatural run of bad luck. On the battlefield, Astromancers also control 231 VIII Warham mer Fantasy Rolepha with an unnatural run of bad luck. On the battlefield, Astromancers also control 231 VIII Warham mer Fantasy Rolepha with an unnatural run of bad luck. On the battlefield, Astromancers also control 231 VIII Warham mer Fantasy Rolepha with an unnatural run of bad luck. On the battlefield, Astromancers also control 231 VIII Warham mer Fantasy Rolepha with an unnatural run of bad luck. On the battlefield, Astromancers also control 231 VIII Warham mer Fantasy Rolepha with an unnatural run of bad luck. On the battlefield, Astromancers also control 231 VIII Warham mer Fantasy Rolepha with a supplied with a supp
their foes, eviscerating the most well-protected troops, yet leaving armour eerily intact. Bright wizards are also adept at inspiring their courage and inspiring their courage and inspiring bravery and loyalty in the troops with which they serve. The Lore of Death The Lore of Death relates to Shyish, the purple wind. It is attracted to places of death, such as
battlefields, Gardens of Morr, and sites of execution. The wind is said to blow strongest during times of transition, so wizards of the Amethyst Order tend to work their greatest rites during times of transition, so wizards of the Amethyst Order tend to work their greatest rites during times of transition, so wizards of the Amethyst Order tend to work their greatest rites during times of transition, so wizards of the Amethyst Order tend to work their greatest rites during times of transition, so wizards of the Amethyst Order tend to work their greatest rites during times of transition, so wizards of the Amethyst Order tend to work their greatest rites during times of transition.
the dead, which uses the dark magic of Dhar in lieu of Shyish. Indeed, the Amethyst Order, much like the Cult of Morr, works tirelessly to combat the threat of Necromancy. The Lore of Beasts The Lore of 
Ghur seems to blow weakly in areas where the wilderness has been tamed and settlements constructed. This may explain why the Shamans of the Amber Order often take up a hermitic existence and shun their targets of life force,
spread fear among their enemies, and contact the spirits of the departed. The Lore of Fire relates to Aqshy, the red wind. Aqshy is a hot and searing wind associated with brashness, courage, and zeal and is drawn to empirical heat. The Pyromancers of the Bright Order are bold and hottempered and make for impressively destructive
Battle Magisters. Many of the spells from the Lore of Fire are offensive in nature, enabling the caster to conjure up great balls of fire, or cause the blades of their allies to burst into flame. Even their non-offensive spells, such as crude healing magics, are still destructive in nature. The spells of the Lore of Beasts allow a Shaman to communicate with
animals, request their aid, and even summon them to battle. Shapeshifting magic may also be used by the wizard to adopt animal forms. 232 m agi c Elven Magic than those of humanity. High Elven mages usually train in several, sometimes all, of the
eight winds as part of their apprenticeships, before the most promising move on to study High Magic: Qhaysh. This is the blending of multiple winds of magic together into a blinding, coruscating energy. This magic is impressive and difficult, and Elves claim it is beyond the capacity of humankind. In less frequented corners of the Empire, in villages
and rural communities far from the influence of the Colleges of Magic, older forms of magic are still practised by Humans are Hedgecraft and Witchcraft. The Lore of Hedgecraft The Wood Elves, too, make
use of the eight Winds of Magic, though their Spellsingers usually focus upon the Jade and Amber Winds. The most powerful usually go on to study either High Magic like High Elves, or dread Dark Magic While difficult to master Qhaysh is the safe blending
of multiple Winds of Magic, Dhar, known commonly as Dark Magic, is much more dangerous method of casting spells using multiple winds. It is usually only practiced by evil sorcerers, Necromancers, and powerful witches, offering them a seductive source of raw power, yet one laced with terrible side-effects. Few can channel Dhar for long, without
succumbing to the corrupting influence of the malevolent wind, their bodies and minds being warped into unnatural states. Dhar resembles a stagnant mire to those with the Sight, pooling in places where great workings of several of the Winds of
Magic took place. Dhar is so dense and potent that it can independently coalesce or crystalize into physical matter, eventually forming the widely feared substance called warpstone. Practitioners of Hedgecraft generally live quiet lives on the fringes of smaller human settlements, in service to local communities. Just as they live their lives in the hedge
between civilisation and the wilds of nature, so much of their magic concerns itself with the liminal space between the material world, as well as means to aid the rural communities which shelter them. Once a relatively common sight in the Empire, over
two centuries of persecution since the founding of the Colleges of Magic has all but wiped them out. The Lore of Witchcraft while the Lore of Witchcraft while the Lore of Witchcraft is not inherently malicious, or tied to the gods of Chaos, it has a justly earned reputation for evil and unpleasantness. Often self-taught and using multiple Winds of Magic, those practising the Lore of
Witchcraft lack the discipline or knowledge of College Magisters and are at a significant risk of corruption. The combination of the Empire often makes these Witches bitter, spiteful souls, their hearts hard and flinty, their gaze baleful and ill-omened. Magic Rules Second Sight
Warpstone The Second Sight Talent (see page 144) allows you to perceive the Winds of Magic, and how it manifests is dependent on individual experience and training: So, where Agshy may have a hot, cinnamon odour to one pyromancer, it could feel like searing
ear itches to another. Close examination of the substance is not to be undertaken lightly. Warpstone is the stuff dooms themselves to catastrophic
warping of body and mind. Nonetheless, the world is full of reckless, ambitious fools who know that the volatile and dangerous substance is a tremendous source of energy for spells and rituals. If you have Second Sight, you may use any appropriate Skills with your aethyric senses, most commonly your Intuition, Perception, and Track Skills. For
example, a Magister following the trail of a fleeing witch could make a Track test, following the faint traces of Dhar in the witchs path, rather than their literal footsteps. Or a Witch looking to see what kind of magic had gathered locally could use Perception to examine the Winds more closely. Like the mundane senses, Second Sight does not simply
switch off, which is a source of great discomfort to those who would rather have no truck with the Winds of Magic but cannot help what they perceive. This means the GM may request Tests, or take Tests on your behalf, to see if you spot subtle magical details in your surrounding environment, even if youre not looking for them. Warpstone is a lump of
pure magic in the material plane. Its unnatural provenance is immediately obvious to all who see it, as it hurts the eyes and mutates anything drawing close for too long. Although its form varies, it often holds hard facets like flint, and radiates a queasy green glow. The followers of Chaos and the Skaven do not hesitate to use it. To them, warpstone is
a literal gift from the gods to be valued above gold and jewels, and to be used against their enemies. 233 VIII VIII Warh ammer FantasyRolle amounts of magic. Arcane Spells are generic spells open to those
studying any Lore of Magic or Chaos Magic. Lore spells are those you can only learn if you know that Lore; i.e. to learn spells from the Lore of Fire, you need the Arcane Magic (Fire) Talent. Chaos spells are those practiced by those whove lost their souls to Chaos. Memorising Spells Holding the complex linguistic structures of Language (Magick) in
mind is a challenging task, so simply transcribing a spell into your grimoire does not allow you learn a spell and therefore be able to cast it without access to your grimoire you typically need to spend the amount of XP noted in your spellcasting Talent (see Chapter 4: Skills and Talents). Once a spell has been memorised, a
spellcaster knows it permanently, barring special circumstances. Casting Test To cast a spell, make a Language (Magick) Test. If you succeed, match your SL is equal to or higher than the CN of the spell, it is cast as explained in the spells description. If
failed, the spell attempt fails, and nothing else happens. Critical Casting If the casting roll is a Critical (see page 159), the Winds of Magic have flared dangerously high, granting you extra power, but at a cost. Unless you have the Instinctive Diction Talent, you roll on the Minor Miscast Table as the power moves beyond your control, but you may also
choose one of the following effects: Critical Cast: If the spell is cast, no matter its CN and your rolled SL, but can be Dispelled. Unstoppable Force: If you scored enough SL to cast your spell, it cannot be Dispelled. Minor Miscast Table 01-05 Witchsign:
the next living creature born within 1 mile is mutated. 11-15 Blight: Willpower Bonus fields within Willpower Bonus miles suffer a blight, and all crops rot overnight. 21-25 Witchlight: You glow with an eerie light related to your Lore, emitting as much light as a large bonfire, which lasts for 1d10 Rounds. 06-10 16-20 26-30 31-35 Soured Milk: All milk
within 1d100 yards goes sour instantly. Soulwax: Your ears clog instantly with a thick wax. Gain 1 Deafened Condition, which is not removed until someone cleans them for you (with a successful use of the Heal Skill). Fell Whispers: Pass a Routine (+20) Willpower Test or gain 1 Corruption point. Rupture: Your nose, eyes, and ears bleed profusely.
Gain 1d10 Bleeding Conditions. 36-40 Soulquake: Gain the Prone Condition with a Strength of 1d105 to resist. 41-45 51-55 56-60 61-65 66-70 71-75 76-80 Unfasten: On your person, every buckle unfastens, and every lace unties, which may
cause belts to fall, pouches to open, bags to fall, and armour to slip. Curse of Temperance: All alcohol within 1d100 yards goes bad, tasting bitter and foul. Souldrain: Gain 1 Fatigued Condition, which remains for 1d10 hours. Driven to Distraction: If engaged in combat, gain the Surprised Condition. Otherwise, you are completely startled, your heart
racing, and unable to concentrate for a few moments. Unholy Visions: Fleeting visions of profane and unholy acts harass you. Receive a Blinded Condition; pass a Challenging (+0) Cool Test or gain another. Cloying Tongue: All Language Tests (including Casting Tests) suffer a 10 penalty for 1d10 Rounds. The Horror!: Pass a Hard (20) Cool Test or
gain 1 Broken Condition. 81-85 Curse of Corruption: Gain 1 Corruption point. 91-95 Multiplying Misfortune: Roll twice on this table, rerolling any results between 91-00. 86-90 96-00 Double Trouble: The effect of the spell you cast occurs elsewhere within 1d10 miles. At the GMs discretion, where possible it should have consequences. Cascading
Chaos: Roll again on the Major Miscast Table 01-05 06-10 11-15 16-20 21-25 26-30 31-35 36-40 41-45 46-50 51-55 56-60 61-65 66-70 71-75 76-80 81-85 86-90 91-95 96-00 Ghostly Voices: Everyone within Willpower yards hears darkly seductive whispering of voices emanating from the Realm of Chaos. All sentient
creatures must pass an Average (+0) Cool Test or gain 1 Corruption point. Hexeyes: Your eyes are discoloured, you have 1 Blinded Condition that cannot be resolved by any means. Aethyric Shock: you suffer 1d10 wounds, ignoring your Toughness Bonus and Armour
Points. Pass an Average (+20) Endurance Test, or also gain a Stunned Condition. Death Walker: Your footsteps leave death in their wake. For the next 1d10 hours, any plant life near you withers and dies. Intestinal Rebellion: Your bowels move uncontrollably, and you soil yourself. Gain 1 Fatigued Condition, which cannot be removed until you can
change your clothes and clean yourself up. Soulfire: Gain an Ablaze Condition, as you are wreathed in unholy flames with a colour associated with your Lore. Speak in Tongues: You gabble unintelligibly for 1d10 rounds. During this time, you cannot communicate verbally, or make any Casting Tests, although you may otherwise act normally. Swarmed:
You are engaged by a swarm of aethyric Rats, Giant Spiders, Snakes, or similar (GMs choice). Use the standard profiles for the relevant creature type, adding the Swarm Creature Trait. After 1d10 rounds, if not yet destroyed, the swarm retreats. Ragdoll: You are flung 1d10 yards through the air in a random direction, taking 1d10 wounds on landing,
ignoring Armour Points, and receiving the Prone Condition. Limb frozen: One limb (randomly determined) is frozen in place for 1d10 hours. The limb is useless, as if it had been Amputated (see page 180). Darkling Sight: You lose the benefit of the Second Sight Talent for 1d10 hours. Channelling Tests also suffer a penalty of 20 for the duration.
Chaotic Foresight: Gain a bonus pool of 1d10 Fortune points (this may take you beyond your natural limit). Every time you spend one of these points, gain 1 Corruption point. Any of these points remaining at the end of the session are lost. Levitation: You are borne aloft on the Winds of Magic, floating 1d10 yards above the ground for 1d10 minutes
Other characters may forcibly move you, and you may move using spells, wings or similar, but will continually return to your levitation ends. Regurgitation: You spew uncontrollably, throwing up far more foul-smelling vomitus than your body can
possibly contain. Gain the Stunned Condition, which lasts for 1d10 Rounds. Chaos Quake: All creatures within 1d100 yards must pass an Average (+0) Athletics Test or gain the Prone Condition. Traitors Heart: The Dark Gods entice you to commit horrendous perfidy. Should you attack or otherwise betray an ally to the full extent of your capabilities,
regain all Fortune points. If you cause another character to lose a Fate Point, gain +1 Fate Point, foul Enfeeblement: Gain 1 Corruption point, the Prone Condition, and a Fatigued Condition Hellish Stench: You now smell really bad! You gain the Distracting Creature Trait (see page 339), and probably the enmity of anyone with a sense of smell. This
lasts for 1d10 hours. Power Drain: You are unable to use the Talent used to cast the spell (usually Arcane Magic, though it could be Chaos Magic, though it could be Chaos Magic, or a similar Talent), for 1d10 minutes. Aethyric Feedback: Everyone within a number of yards equal to your Willpower Bonus friend and foe alike suffers 1d10 minutes. Aethyric Feedback: Everyone within a number of yards equal to your Willpower Bonus friend and foe alike suffers 1d10 minutes.
Armour Points, and receives the Prone Condition. If there are no targets in range, the magic has nowhere to vent, so your head explodes, killing you instantly. 235 VIII VIII Warham mer Fantas y Roleplay Fumbled Casting Test,
you suffer a Miscast. Roll 1d100 and consult the Minor Miscast Table. Ingredient spells. Doing this offers protection against Miscasts as the attuned ingredient absorbs the worst of any magical backlash. If you use an ingredient when casting, any
suffered Major Miscast becomes a Minor Miscast, and any Minor Miscast, and any Minor Miscast has no effect. If used in this way, the ingredient is consumed or destroyed by the process, even if no Miscast was rolled. Ingredient is consumed or destroyed by the process, even if no Miscast was rolled. Ingredient is consumed or destroyed by the process, even if no Miscast was rolled. Ingredient is consumed or destroyed by the process, even if no Miscast was rolled. Ingredient is consumed or destroyed by the process, even if no Miscast was rolled. Ingredient is consumed or destroyed by the process, even if no Miscast was rolled. Ingredient is consumed or destroyed by the process, even if no Miscast was rolled. Ingredient is consumed or destroyed by the process, even if no Miscast was rolled. Ingredient was rolled. Ingredient was rolled. Ingredient was rolled in this way, the ingredient was rolled in the roll
supports; ingredients only work for specific spells, not for all spells in your Lore. For those looking to add character to their ingredients, sample ingredients for each of the primary Lores of Magic are provided by the individual spell lists. Malignant Influences Casting close to sources of Corruption makes controlling the Winds of Magic much more
difficult. When attempting a Language (Magick) or Channelling Test in the vicinity of a Corrupting Influence (see page 182), any roll of an 8 (representing the eight-pointed symbol of Chaos) on the units die results in a Minor Miscast as the Magic goes wild. If you already have a Minor Miscast on the Test for another reason, the Miscast escalates to a
Major Miscast. Limitations Duration If a spell is successfully cast, it remains in effect for its Duration unless it is dispelled. You may not simply end your spells already in play, but you may attempt to Dispel them. As spells are spoken, you must be able to speak not gagged, strangled, or underwater to cast. If your voice is inhibited, the Difficulty of your
 Language (Magick) Test to cast a spell should be increased by the GM. Further, the Language of Magick needs to be spoken (or sung, for those using the Lore of Light) clearly, and often loudly, to ensure spell is chanted. Grimoires Each of your
spells can only be in effect once, meaning you have to wait for a cast spell to come to an end, or be dispelled, before using the same spell again. Further, spells providing bonuses or penalties do not stack. Instead, the best bonus and worst penalty is applied from every spell cast upon you. So, if you had a spell providing a bonus of +20 Willpower, and worst penalty is applied from every spell cast upon you.
another providing +10 Willpower, you gain a bonus of +20 Willpower, not +30. Magic Missiles Lastly, unless otherwise specified, you always need to be able to see i.e. have Line of Sight to your target. Some spellcasters own a spellbook, or grimoire, in which they transcribe their spells. Apprentices copy spells from their master, while experienced
Magisters will actively seek out new spells from other Magisters, often trading spells for favours. A spellcaster may cast a spell directly from a grimoire if the spell belongs to a Lore they possess. Doing so doubles the Casting Number. Some spells are marked as magic missiles; these are damagecausing spells that all follow the same rules. When a
magic missile is successfully cast and targets another character, the Hit Location struck is determined by reversing the dice rolled on the Language (Magick) Test and referring to the Hit Location Table (see page 159). The SL of the Language (Magick) Test and referring to the Hit Location Table (see page 159).
Damage. This Damage is reduced by the targets Toughness and Armour Points as normal. Touch Spells in Combat Certain spells require you to touch the target is unwilling to be touched, you must make an Opposed Melee (Brawling) Test.
spell from the same Lore cast upon it in that Round, gain +1 Advantage as you cast, as the upswelling of your Wind aids channelling magic. See page 164 for Advantage rules. VIII m agi c Channelling Test Some magical spells require far more magic than can normally be found ambiently flowing through the world. To power such spells, it is possible
to draw the Winds of Magic and concentrate them into a more powerful form by using the Channelling Skill. Channelling Skill. Channelling Skill. Channelling Test. When your SL reaches the CN of your selected spell, you
have channelled enough magic to cast it. On the next Round, you can cast your spell using the normal Casting rules, but count the chosen spells Casting Number as 0. If the casting Test fails, you also lose all your channelling If you roll a
Critical when Channelling, you have channelled a mighty flow of magic and can cast your spell next Round regardless of the SL youve scored in the Extended Test so far; however, so much magic so quickly concentrated in one place results in some magical backlash: roll 1d100 on the Minor Miscast Table unless you have the Aethyric Attunement
Talent (see page 132). Fumble Channelling the Winds of Magic in a large flow is dangerous. You count any double or any roll ending in a 0 over your Skill as a Fumble, so, 00, 99, 90, 88, and so on. If you fumble a Channelling Test, you suffer a Miscast. Roll 1d100 and consult the Major Miscast Table. Interruptions Concentration is vital when
channelling. If you are distracted by anything loud noises, suffering damage, flashing lights, or similar you must pass a Hard (20) Cool Test, or suffer a Minor Miscast and lose all SL you have accrued in the Extended Channelling Test so far. Repelling the Winds Wearing colours appropriate to the Wind of Magic you are manipulating helps attract the
magic to you. This is the reason most Magisters choose to dress in the traditional garb of their order. All Casting and Channelling Tests suffer a 1 SL penalty if you are dressed inappropriately for the Winds: metal is laden with
the golden wind Chamon, while leather retains traces of the amber Ghur. As such, spellcasters wearing armour suffer 1 SL penalty to all Casting and Channelling Tests for every Armour without penalty; those with Arcane Magic (Beasts)
Talent may ignore penalties from leather armour. Dispelling If a spell targets you, or a point you can see within Willpower yards, you may oppose the Casting Test with Language (Magick) Test. If you win the Opposed Test, you dispel the incoming spell; if you lose, the spell uses the SL
of the Opposed Test to determine whether the casting was successful as normal. You may only attempt to dispell has a lasting effect, you may attempt to dispell has a lasting effect, you may attempt to dispell has a lasting effect, you may attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may attempt to dispell has a lasting effect, you may attempt to dispell has a lasting effect, you may attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect, you may only attempt to dispell has a lasting effect.
ongoing spell, you successfully dispel it. Multiple spellcasters attempting to dispel the same Lore, they may decide to make an Assisted Test instead. Using Warpstone Officially never used within this
college. Officially, I cannot say what unofficial uses it might have. But unofficially, I might be able to say it has certain unofficial uses. But certainly it is officially unofficial. Wilhelm Holswig-Schliestein, Grey Guardian, Raconteur, and Liar 237 VIII War has me er Fantasy what unofficial uses. But certainly it is officially unofficial uses.
fragment of the stuff will offer enough magic to power any spell in short order. Of course, the wisdom of powering any spell with Warpstone upon your person, is debateable. A wizard using Warpstone when Casting and Channelling doubles their SL for the appropriate tests. In addition, Casting or Channelling
 with Warpstone is a corrupting influence. See page 182 for details of Corruption, and page 236 for casting near Malignant Influences. Spell Lists Petty spells are listed first, followed by 2 Dark Lores, and finally 1 spell for each of the 3 Chaos Lores. The Dark
Lores and Chaos Lores are much shorter than the others given they are presented for NPC characters. Any special rules for each Lore of Beasts: Page 245 Lore of Beasts: Page 246 Lore of Heavens: Page 248 Lore of Beasts: Page 248 Lore of Beasts: Page 240 Lore of Beasts: Pa
of Life: Page 251 Lore of Light: Page 252 Lore of Necromancy: Page 253 Lore of Multiple Arcane Lores If your ean Elf, you can learn a number of Arcane Lores equal to your Willpower Bonus. If you have Willpower
65, you can learn 6 of the 8 Arcane Lores. However, doing this takes time and effort. You cant purchase a new Arcane Magic Talent until you have mastered your previous one by taking at least 20 Advances in the Channelling Skill of, and learning at least 8 spells from, your Lore. Alternatively, any wizard can learn a single Dark Lore in addition to
another Lore, assuming they are foolish enough and can find a teacher or forbidden grimoire to study. Overcasting Options: The Swirling Winds The Winds of Magic swirl in unfathomable patterns and unpredictable gusts. Before every scene or even every round in magically turbulent areas the GM can roll for the strength of the Winds relevant to the
scene, to see whether they are blowing strongly or weakly. The modifier can be added to your Casting and Channelling Tests. The GM could decide to do this only in areas where the Winds of Magic are particularly wild, for example in the aftermath of powerful spells, at magical loci, near Chaotic portals, and when Morrslieb is at its fullest. If you have
the Second Sight Talent, an Easy (+40) Perception Test will spot such disturbances. 1d10 1 2-3 4-7 8-9 10 For every +2 SL you achieve in a Casting Test, you may add additional Range, Area of Effect, Duration, or Targets equal to the initial value listed in the spell. Spells with a Range and Target of You may only ever target the spellcaster making the
Casting Test. Spells with a Range of Touch may not be extended. If the Spell has no Duration, you cannot extend it. You may choose the same option more than once. For instance, if you achieved + 4 SL above your Casting Number on a spell with a Target of 1, you may now Target 3 individuals. Certain Spells may have additional, optional benefits for
additional SL noted in their description. Grimoires If you start play with a Grimoire, it is up to the GM to determine how many spells your master has recorded within it. Some Masters are more generous than others, but most provide at least four new spells to study, and few provide more than eight. If you have a spell Memorised, you do not need
access to your Grimoire to cast it. If you have not yet memorised a spell, you may use your Grimoire to cast it using both your hands. This doubles the CN of the spell and exposes your Grimoire to possible damage or theft. Modifier 30 10 +10 +30 238 VIII m agi c Spell Format CN: This is the Casting Number of the spell. Range: This is the range of
the spell, generally indicated in yards. If the range is you, it can only be cast on the spellcaster. If the range is touch, the target must be touched by the spell. Often this will be 1 or more individuals. Spells marked AoE (Area of Effect) affect all individuals within that diameter. If the target is
noted as Special, this will be clarified in the description. Spells with Special for Target cannot use Success Levels to affect additional targets. Duration expressed as related to a Characteristic Bonus Rounds/minutes/hours etc means a number of
that unit of time equal to the Characteristic Bonus of the caster. Description: The effect of the spell is described here. The Colleges of Magic and Petty Spells, or cantrips as the Colleges of the prefer to call them, use miniscule amounts of whatever winds are around, and are often learned instinctively by spellcasters as their talent first
manifests. As such, once their training within the Colleges has begun, Magisters rarely learn new Petty spells. Technically, they are classed as Witchcraft, and are thus illegal in the Empire. While the Colleges of Magic generally turn a blind eye to their use given they are so minor, Witch Hunters are not always so understanding. 239 VIII Warham manifests.
er Fantasy Rolephay Petty Spells Bearings For Elves, this is just a part of growing up, and those with interest in magic are schooled to develop their burgeoning talents. For Humans, assuming they avoid being lynched, it likely means years of training as an apprentice to a Magister from one of the Eight Colleges of Magic, after which they
should never use the little tricks they learned when young again. But most do. Dazzle For the few Humans blessed or cursed, depending upon your point of view with the spark of magic, it generally manifests around puberty, and almost always before 25 summers have passed. The first indications of impending witchery are often little tricks, knacks
cantrips, or similar, showing the wizard-to-be should probably be trained for everyone elses safety. As Petty spells are not formally codified, they have many different names. Players are encouraged to devise their own, more characterful names, reflecting their personality. Animal Friend CN: 0 Range: 1 yard Target: 1 Duration: 1 hour You make
friends with a creature that is smaller than you and possesses the Bestial Creature Trait. The animal trusts you completely and regards you as a friend. CN: 0 Range: You Duration: Willpowen
Bonus Rounds The target gains 1 Blinded Condition, and gains 1 Blinded Condition at the start of each round for the duration of the spell. Careful Step CN: 0 Range: You Duration: WP minutes The magic flowing through your feet ensures any organic matter you tread upon remains undamaged: twigs do not break, grass springs back to its
original position, and even delicate flowers are unharmed. Those seeking to use the Track skill to pursue you through rural terrain suffer a 30 penalty to their Tests. Conserve CN: 0 Range: 1 pard Target: 1 Duration: Willpower Bonus days You preserve up to a days worth of rations. During this time they will not rot, develop mould, or go stale,
although they can still be harmed by external factors, such as getting wet or being burned or poisoned. Dart CN: 0 Range: Touch Target: 1 Duration: Instant You touch your fingers. This is a magic missile with a Damage of +0. Drain CN: 0 Range: Touch Target: 1 Duration: Instant You touch your
targets, draining their life. This counts as a magic missile with Damage +0 that ignores Armour Points. You then Heal 1 Wound. 240 m agi c Eavesdrop CN: 0 Range: Willpower yards Target: 1 Duration: Initiative Bonus minutes You can hear what your targets say as if you were standing right next to them. Gust CN: 0 Range: Willpower yards Target: 1 Duration: Initiative Bonus minutes You can hear what your targets say as if you were standing right next to them.
Special Duration: Instant You create a brief gust of wind, strong enough to blow out a candle, cause an open door to slam, or blow a few pages to the floor. Light CN: 0 Range: You Duration: Willpower minutes You create a small light, roughly equivalent to a torch, which glows from your hand, staff or some other part of your person. While
the spell is active, you may choose to increase the illumination to that of a lantern, or decrease it to that of a candle, if you pass a Average (+20) Channelling Test. Magic Flame CN: 0 Range: You Target: You Duration: Willpower Bonus Rounds You kindle a small flame that flickers to life in the palm of your hand. It will not burn you, but will emit heat
and set flammable objects alight, like a natural flame. Marsh Lights CN: 0 Range: Willpower minutes You create a number of flickering magical lights up to your Action you may control the lights
by passing a Average (+20) Channelling Test; a success allows you to send the lights moving in any direction. They will move at walking pace in a straight line, passing through any objects (or witnesses) in their path, unless you test again to change their direction. Murmured Whisper CN: 0 Range: Willpower yards Target: Special Duration: Willpower
 Bonus Rounds You cast your voice at a point within Willpower yards, regardless of line of sight. Your voice sounds from this point, and all within earshot will hear it. Open Lock CN: 0 Range: Touch Target: Special Duration: Instant You
reach into a bag, pocket, or hat, or under a rock, bush or burrow, producing a small animal of a type you would expect to find in the vicinity, such as a rabbit, dove, or rat. If there are no appropriate local animals, the spell does nothing. The temperament of the animal is not guaranteed. Protection from Rain CN: 0 Range: You Target: You Duration:
Toughness Bonus hours You can keep yourself dry whatever the weather, unaffected by precipitation. This affects rain, hail, sleet and snow, and any similar water falling from the heavens, but not standing water flask, stein, or
jug. All non-magical impurities, such as poison or contaminants are removed, leaving crisp, clear, potable water. If the vessel contained another liquid that is predominantly water such as ale, or wine this is also purified, turning into delicious, pure, non-alcoholic water. Rot CN: 0 Range: 1 yard Target: Special Duration: Instant You cause a roughly fist
sized volume of organic material to immediately rot. Food stuffs perish, clothes crumble, leathers shrivel (losing 1 Armour Point on 1 hit location), and similar, as dictated by the GM. Sleep CN: 0 Range: Touch Target: 1 Duration: Willpower Bonus Rounds You touch your opponent, sending them into a deep sleep. If the target has the Prone Condition,
they gain the Unconscious Condition as they fall asleep. They remain unconscious for the duration, although loud noises or being moved or jostled will 241 VIII VIII Warh a mmer Fantasy Roley hit the ground, gaining the
Prone Condition, but remaining conscious. If your targets are not resisting, and are suitably tired, they will, at the spells end, pass into a deep and restful sleep. Spring Warning CN: 0 Range: Touch Targets
Special Duration: Willpower Bonus Rounds You touch the ground and water bubbles forth at the rate of 1 pint per Round, to a total of your Initiative Bonus in pints. Shock CN: 0 Range: Touch Target: 1 Duration: Instant Your target receives 1 Stunned Condition. Arcane Spells Sly Hands The Arcane spells represent common formulations of the lingua
 praestantia. How these spells manifest in practice will depend on your Arcane Magic (Shadows) may make it slightly insubstantial, causing the object to overheat, while one with Arcane Magic (Shadows) may make it slightly insubstantial, causing the object to literally slip between the targets fingers. Sounds
Treat Arcane spells as extra options for every Lore of Magic, including Witch, Dark, and Chaos Lores. They are counted as Lore spells in all ways, meaning the same Arcane Magic Talent. CN: 0 Range: You Target: You Duration: Willpower Bonus Rounds
You teleport a small object no bigger than your fist from about your person into your hand. CN: 0 Range: Willpower yards Target: Special Duration: Willpower Bonus Rounds You create small noises nearby. You can create quiet, indistinct noises that sound as if they come from a specific location within range, regardless of line of sight. The noises can
evoke something specific, such as footsteps, whispers or the howl of an animal, but nothing so distinct that it might convey a message. While the spell is active, you may control the sounds by passing a Average (+20) Channelling Test. A success allows you to move the sounds to another point within range, or to increase or decrease their volume.
Twitch CN: 0 Range: Willpower Bonus yards Target: Special Duration: Instant You cause a small object to move, slightly. Something may fall from a shelf, or a book may slam its pages shut. If the object is held, the holder must pass an Average (+20) Dexterity Test or drop the object. Note: Any spell marked with a + at the end of the Duration gains the
following extra text: When the spell should end, you may make a Willpower Test to extend the Duration for +1 round. Aethyric Armour CN: 2 Range: You Target: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Target: You Target: You Duration for +1 round. Aethyric Armour Point to all Hit Locations as you wrap yourself in a protective swathe of magic. Aethyric Arms CN: 2 Range: You Target: You Duration for +1 round. Aethyric Armour Point to all Hit Locations as you wrap yourself in a protective swathe of magic. Aethyric Arms CN: 2 Range: You Target: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. Aethyric Arms CN: 2 Range: You Duration for +1 round. 
Duration: Willpower Bonus Rounds+ You create a weapon with a Damage equal to your Willpower Bonus. This may take any form, and so use any Melee Skill you may possess. The weapon counts as Magical. 242 m agi c Arrow Shield previous target, inflicting the same Damage again. It may leap a maximum number of times equal to your Willpower Bonus.
Bonus. For every +2 SL achieved, it may chain to an additional target. CN: 3 Range: You Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus Rounds+ Any missiles containing organic matter, such as arrows with wooden shafts, are automatically destroyed if they pass within the Area of Effect, causing no damage to their target. Missiles
comprising only inorganic matter, such as throwing knives or pistol shots, are unaffected. Corrosive Blood CN: 4 Range: You Duration: Willpower Bonus Rounds You infuse yourself with magic, lending your blood a fearsome potency. You gain the Corrosive Blood CN: 4 Range: Willpower yards Target: You Duration: Willpower Bonus Rounds You infuse yourself with magic, lending your blood a fearsome potency.
AoE (Willpower Bonus yards) Duration: Instant You channel magic into an explosive blast. This is a magic missile with Damage +3 that targets everyone in the Area of Effect. Dark Vision CN: 1 Range: You Target: You Duration: Willpower Bonus Rounds You boost your Second Sight to assist your mundane senses. While the spell is active, gain the
Dark Vision Creature Trait (see page 339). Bolt CN: 4 Range: 1 Duration: Instant You channel magic into a damaging bolt. Bolt is a magic missile with a Damage of +4. Distracting Breath CN: 6 Range: 1 yard Target: Special Duration: Instant You immediately make a Breath attack, as if you had spent 2 Advantage to activate
the Breath Creature Trait (see page 338). Breath is a magic missile with a Damage equal to your Toughness Bonus. The GM decides which type of Breath attack best suits your Arcane Magic Talent. Bridge CN: 4 Range: Willpower yards Target: AoE (see description) Duration: Willpower Bonus Rounds + You create a bridge of magical energy, with a
maximum length and breadth of your Willpower Bonus in yards. For every +2 SL you may increase length or breadth by your Willpower Bonus in yards. Chain Attack CN: 6 Range: Willpower yards Target: Special Duration: Instant You channel a twisting spur of rupturing magic into your target. This is a magic missile with a Damage of +4. If Chain
Attack reduces a target to 0 Wounds, it leaps to another target within the spells initial range, and within Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: Willpower Bonus yards of the CN: 4 Range: You Duration: You Du
339). Dome CN: 7 Range: You Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus Rounds You create a dome of magical energy overhead, blocking incoming attacks originating outside the dome. Those within may
attack out of the dome as normal, and the dome does not impede movement. Drop CN: 1 Range: Willpower yards Target: 1 Duration: Instant You channel magic into an object being held by an opponent. This could be a weapon, a rope, or someones hand. Unless a Challenging (+0) Dexterity Test is passed, the item is dropped. For every +2 SL you may be a weapon, a rope, or someones hand. Unless a Challenging (+0) Dexterity Test is passed, the item is dropped. For every +2 SL you may be a weapon, a rope, or someones hand. Unless a Challenging (+0) Dexterity Test is passed, the item is dropped. For every +2 SL you may be a weapon, a rope in the contract of t
impose an additional 10 on the Dexterity Test. 243 VIII VIII WarhammerFantasy Roleplay Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range: Willpower yards Target; under the play Entangle CN: 3 Range; under the play Entangle CN: 3 Range; under the
to your Intelligence. For every +2 SL, you may give the target +1 additional Entangled Conditions are removed. Fearsome CN: 3 Range: You Duration: Willpower Bonus Rounds Shrouding yourself in magic, you become fearsome and intimidating. Gain Fear 1. For every +3 SL, you may increase
your Fear value by one. Flight CN: 8 Range: You Duration: Willpower Bonus Rounds+ You can fly, whether by sprouting wings, ascending on a pillar of magical light, or some other method. Gain the Flight (Agility) Creature Trait (see page 339). Magic Shield CN: 4 Range: You Duration: Willpower Bonus Rounds You encase
yourself in bands of protective magic. While the spell is active, add +Willpower Bonus SL to any dispel attempts you make. Move Object CN: 4 Range: WP yards Target: 1 Duration: 1 Round Using magic, you grab hold of an non-sentient object no larger than you, moving it with the sheer force of your will, which is considered to have a Strength equal
to your Willpower. You may move the object up to Willpower Bonus yards. If anyone attempts to impede the object is moved by Willpower Bonus yards. Mundane Aura CN: 4 Range: You Target: You Duration: Willpower minutes You drain
all the Winds of Magic from within your body and your possessions, removing any magical aura. For the duration of the spell you appear mundane to the Magical Sense Talent and similar. You effectively have no magical ability and your magical ability and your magical nature cannot be detected by any means. While this spell is in effect, you cannot cast any other spells.
Mundane Aura is immediately dispelled if you make a Channelling Test. Push CN: 6 Range: You Duration: Instant All living creatures within Willpower Bonus yards are pushed back your Willpower Bonus in yards and gain the Prone Condition. If this brings them into contact with a wall or other large obstacle, they take Damage equal to
the distance travelled in yards. For every +2 SL, you may push creatures back another Willpower Bonus in yards. Teleport CN: 5 Range: You Duration: Instant Using magic, you can teleport up to your Willpower Bonus in yards. This movement allows you to traverse gaps, avoid perils and pitfalls, and ignore obstacles. For every +2 SL you
may increase the distance travelled by your Willpower Bonus in yards. Terrifying CN: 7 Range: You Duration: Willpower Bonus Rounds You wrap yourself in protective magic, gaining the Ward (9+) Creature Trait (see page 191). Ward CN: 5 Range: You Duration: Willpower Bonus Rounds You wrap yourself in protective magic, gaining the Ward (9+) Creature Trait
(see page 343). 244 m agi c Colour Magic retain enough residual respect and fear not to attack you, unless compelled to. Your allies may not be so fortunate. The following provides eight lists of eight spells, with one list for each colour of magic. The Lore of Beast Tongue Beasts The Amber wind, Ghur, carries with it a chill, primal ferocity, that is
 unnerving to beasts and sentient creatures alike. Whenever you successfully cast a spell from the Lore of Beasts, you may also gain the Fear (1) Creature Trait (see page 190) for the next 1d10 Rounds. Ingredients: Shamans use animal fur, skin, bone, and pelt, wrapped in sinews and daubed with blood runes to focus the Amber wind. Often claws are
scrimshawed, organs dried, and feathers dipped in rare humours, and its not uncommon to find excrement, urine, and other excretions also used. Amber Talons of crystal amber. Unarmed attacks made using Melee (Brawling) count as
magical, have a Damage equal to your Willpower Bonus, and inflict +1 Bleeding Condition whenever they cause a loss of Wounds. CN: 3 Range: You Duration: Willpower minutes You can commune with all creatures possessing the Bestial Trait. Ghur clogs your throat, and your language comes out as snarls, hisses, and roars as befits the
gestures or Language (Battle). Note, this also means you cannot cast any spells, or dispel, while Beast Tongue is active. Flock of Doom CN: 8 Range: Willpower Bonus yards Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards) Duration: Willpower Bonus yards Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards) Duration: Wi
You Duration: Willpower minutes You infuse your very bones and flesh with Ghur, warping your body into that of a creature. When cast, select a new form from any of the Beasts of the Reikland section of the Beasts of the Re
While in Beast Form, you look like a normal version of the creature, with amber and brown colouring. You may not speak, which means you cannot cast spells, or attempt to dispel. Beast Master CN: 10 Range: Willpower Bonus yards Target: 1 Duration: Willpower Bonus days Your breath steams and your eyes take on a shining amber sheen as Ghur
suffuses you. Your gaze and words convince 1 creature possessing the Bestial trait that you are its pack master, and it will fight to the death to protect you. While subject to your mastery it will follow your instructions. If the creature is released from the spell through the duration running out, or their
 spell being dispelled it will 245 VIII VIII Warh amm er Fantasy Roleplay The flock attacks everyone in the Area of Effect who does not possess the Arcane Magic (Beasts) Talent ferociously, inflicting a +7 Damage hit at the end of the Round. The flock remains in play for the duration of the spell. For your Action you may make an Average
(+20) Charm Animal Test to move the flock to another target within range. While within the Area of Effect, all creatures gain +1 Blinded Condition. Hunters Hide CN: 6 Range: You Duration: Willpower Bonus Rounds You cloak yourself in a shimmering mantle of Ghur. While the spell lasts, gain a bonus of +20 Toughness and the Dark
Vision and Fear (1) Creature Traits (see page 339), as well as the Acute Sense (Smell) Talent. The Lore of Death The purple wind of Shyish carries with it dry, dusty winds and the insistent rustling of sand passing through Times hourglass. Targets afflicted by spells from the Lore of Death are drained of life, energy and listless. You may assign +1
Fatigued Condition to any living target affected by a spell from this lore. A target may only ever have a single Fatigued Condition gained in this manner at any one time. Ingredients: The bones of sentient creatures feature heavily in Amethyst magic, as do the trappings of death, including wood or nails from coffins, embalming fluids, hourglasses,
silver coins, and grave dirt, all carefully presented or engraved. Purple gemstones, materials, and flowers (particularly roses) are also common. Caress of Laniph CN: 7 Range: Touch Targets corpus. This counts as a magic missile
with a Damage of +6 that ignores Toughness Bonus and Armour Points, For every 2 Wounds inflicted, you may recover 1 Wound. Dying Words The Amber Spear CN: 8 Range: Willpower vards Target: Special Duration: Instant You hurl a great spear of pure Ghur in a straight line. This is a magic missile with a Damage of +12. It strikes the first
creature in its path, ignoring APs from armour made of leather and furs. If the target suffers any Wounds, also inflict +1 Bleeding Condition, after which the spear fails to inflict any Wounds, its progress is stopped and the spell comes to an end. The
Amber Spear only inflicts the minimum 1 Wound (see page 236) on the first target it strikes. Wyssans Wildform CN: 8 Range: You Duration: Willpower Bonus Rounds You call on the wild power of Ghur to infuse you, surrendering to its savage delights. Gain the following Creature Traits (see page 338): Arboreal, Armour (2), Belligerent,
Big, Bite (Strength Bonus +1), Fear (1), Fury, Magical, Weapon (Strength Bonus +2). While the spell is in place you are incapable of using any Language or Lore skills. CN: 6 Range: Touch Target: 1 Duration: Willpower Bonus Rounds Touching the body of a recently departed soul (one that passed away within the last day), you call its soul back
briefly. For the spells duration, you can communicate with the dead soul, though it cannot take any action other than talking. It is not compelled to answer you, but the dead do not lie. Purple Pall of Shyish CN: 9 Range: You Duration: Willpower Bonus Rounds You pull about you a pall fashioned from fine strands of purple magic. Gain
+Willpower Bonus Armour Points on all locations, and the Fear (1) Creature Trait (see page 339). For every +2 SL you may increase your Fear rating by 1. Sanctify CN: 10 Range: Touch Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards) Duration: Willpower Bonus yards in the Fear (1) Creature Trait (see page 339). For every +2 SL you may increase your Fear rating by 1. Sanctify CN: 10 Range: Touch Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards) Duration: Willpower Bonus yards in the Fear (1) Creature Trait (see page 339). For every +2 SL you may increase your Fear rating by 1. Sanctify CN: 10 Range: Touch Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards) Duration: Willpower Bonus yards in the Fear (1) Creature Trait (see page 339). For every +2 SL you may increase your Fear rating by 1. Sanctify CN: 10 Range: Touch Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards) Duration: Willpower Bonus yards (see page 339). For every +2 SL you may increase your Fear rating by 1. Sanctify CN: 10 Range: Touch Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards) Duration: Willpower Bonus yards (see page 339). For every +2 SL you may increase your Fear rating by 1. Sanctify CN: 10 Range: Touch Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards (see page 339). For every +2 SL you may increase your Fear rating by 1. Sanctify CN: 10 Range: Touch Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus yards (see page 339). For every +2 SL you may increase yards (see page 339). For every +2 SL you may increase yards (see page 339). For every +2 SL you may increase yards (see page 339). For every +2 SL you may increase yards (see page 339). For every +2 SL you may increase yards (see page 339). For every +2 SL you may increase yards (see page 339). For every +2 SL you may increase yards (see page 339). For every +2 SL you may increase yards (see page 339). For every +2 SL you may increase yards (see page 339). For every +2 
Undead. Creatures with the Undead Creature Trait cannot enter or leave the circle. 246 VIII magic Country Skill. It acts like a normal scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe, which can be wielded in combat, using the Melee (Polearm) Skill. It acts like a normal scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe, which can be wielded in combat, using the Melee (Polearm) Skill. It acts like a normal scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe, which can be wielded in combat, using the Melee (Polearm) Skill. It acts like a normal scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe, which can be wielded in combat, using the Melee (Polearm) Skill. It acts like a normal scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe, which can be wielded in combat, using the Melee (Polearm) Skill. It acts like a normal scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe with a Damage equal to your Willpower Bonus Rounds You conjure a magical scythe with a Damage equal to your William And You conjure a magical scythe with a Damage equal to your William And You conjure a magical scythe with a Damage equal to your William And You conjure a magical scythe with a Damage equal to your William And You conjure a magical scythe with a Damage equal to your Willi
Bonus+3. Enemies with the Undead Creature Trait do not receive Advantage when Engaged in combat with you. Soul Vortex CN: 8 Range: Willpower Bonus yards Duration: Instant You hurl a shimmering ball of Shyish which erupts into purple flames, swirling with ghostly faces, mouths agape in silent terror. Targets
within the Area of Effect receive +1 Broken Condition. Against targets with the Undead Creature Trait, Soul Vortex is a magic missile with a Damage of +10 that ignores Toughness Bonus and Armour Points. The Lore of Fire, and the Bright wind of Aqshy, is anything but subtle. Its spells are bellowed with fervour and manifest
themselves in bombastic fashion, with bright flame and searing heat. You may inflict +1 Ablaze Condition on anyone targeted by spells from the Lore of Fire, unless they also possess the Arcane Magic (Fire) Talent. Every Ablaze condition within Willpower Bonus yards adds +10 to attempts to Channel or Cast with Agshy. Ingredients: Pyromancers use
a wide selection of flammable materials as ingredients, which are often immolated as the spell is cast, including coal, oils, fats, and ruddy woods. Trappings immune to fire are also common, such as iron keys, carved sections of fire-grate, and small oven stones. Agshys Aegis CN: 5 Range: You Duration: Willpower Bonus rounds You wrap
yourself in a fiery cloak of Agshy, which channels flame into the Aegis. You are completely immune to damage from non-magical fire, including the breath attacks of monsters, and ignore any Ablaze Conditions you receive. You receive the Ward (9+) Creature Trait (see page 343) against magical fire attacks including spells from the Lore of Fire.
Cauterise Steal Life CN: 7 Range: Willpower yards Target: 1 Duration: Instant Thin strands of purple mist connect you briefly to your target, who wastes away before your very eyes. This counts as a magic missile with a Damage of +6 that ignores Armour Points and inflicts +1 Fatigued Condition. Further, you remove all Fatigued Conditions you
currently suffer, and may heal yourself up to half the Wounds the target suffers, rounding up. Swift Passing CN: 6 Range: Touch Target: Special Duration: Instant Your touch brings the release of death to a single mortally wounded target. If you successfully touch a target with 0 wounds remaining and at least 2 Critical Wounds, death swiftly follows
Further, the target cannot be raised as Undead. CN: 4 Range: Touch Target: 1 Duration: Instant Channelling Aqshy through your hands you lay them on an allys wounds will not become infected. Targets without the Arcane Magic (Fire) Talent, must pass a
Challenging (+0) Cool Test or scream in agony. If Failed by 6 or more SL, the target gains the Unconscious Condition and is permanently scarred, waking up 1d10 hours later Crown of inspiring fire about your brow. Gain the Fear (1)
Trait and +1 War Leader Talent while the spell is active. For every +2 SL, you may increase your Fear value by +1, or take War Leader Talent again. Furthermore, gain a bonus of +10 on all attempts to Channel and Cast with Agshy while the spell is in effect. 247 VIII War ha m mer Fan tasy R ole play Flaming Hearts CN: 8 Range: Willpower
yards Target: AoE (Willpower Bonus Your voice takes on a rich resonance, echoing with Agshys fiery passion. Affected allies lose all Broken and Fatigued Conditions, and gain +1 Drilled, Fearless and Stout-hearted Talent while the spell is in effect. Firewall CN: 6 Range: Willpower yards Target: AoE (Special)
Duration: Willpower Bonus Rounds You channel a fiery streak of Agshy, creating a wall of flame. The Firewall is Willpower Bonus yards wide, and 1 yard deep. For every +2 SL you may extend the length of the Firewall by +Willpower Bonus yards wide, and 1 yard deep. For every +2 SL you may extend the length of the Firewall by +Willpower Bonus yards wide, and 1 yard deep. For every +2 SL you may extend the length of the Firewall by +Willpower Bonus yards wide, and 1 yard deep.
Willpower Bonus, handled like a magical missile. the Arcane Magic (Bright) Talent, and they fumble an attack with the Flaming Sword, they gain +1 Ablaze Condition. Purge CN: 10 Range: Willpower yards Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus Rounds You funnel intense flame to burn away the taint and corruption in an
area. Anything flammable is set alight, and any creatures in the area takes +SL Ablaze conditions. If the location contains a Corrupting Influence, such as Dhar, warpstone, or a Chaostainted object, it too will smoulder and blacken, beginning to burn. This spell may be maintained in subsequent rounds by passing a Challenging (+0) Channelling Test.
The precise time needed to eliminate the Corrupting Influence will be determined by your GM. As a rough guideline, a small quantity (smaller than an acorn) of warpstone fist-sized or a more potent Chaos-tainted object may
require double this. A powerful Chaos Artefact may take hours, or even longer See page 182 for detail on Corrupting Influences. The Lore Great Fires of UZhul CN: 10 Range: Willpower yards Target: AoE (Willpower Bonus yards) Duration: Willpower Bonus You hurl a great, explosive blast of Aqshy into an enemy, which erupts into a furious
blaze, burning with the heat of a forge. This is a magical missile with Damage +10 that ignores Armour Points and inflicts +2 Ablaze Condition on a target. Everyone within the Area of Effect of that target suffers a Damage +5 hit ignoring Armour Points, and must pass a Dodge Test or also gain +1 Ablaze Condition. The spell
stops behaving like a magic missile as the fire continues to burn in the Area of Effect for the duration. Anyone within the Area of Effect at the start of a round suffers 1d10+6 Damage, ignoring APs, and gains +1 Ablaze Condition. of Heavens Arcane spells cast from the Lore of Heavens are accompanied by the crackling of lightning and the smell of the same of Effect at the start of a round suffers 1d10+6 Damage, ignoring APs, and gains +1 Ablaze Condition.
ozone. Spells causing Damage ignore Armour Points from metal armour, and will arc to all other targets within 2 yards, except those with the Arcane Magic (Heavens) Talent, inflicting hits with a Damage equal to your Willpower Bonus, handled like a magical missile. Ingredients: Astronomical instruments, charts, lenses, and symbols dominate
Celestial magic, as do ingredients associated with augury, such as animal innards, mirrors, glass balls, and bird tongues. Some wind-based spells use wings and feathers, where those involving electricity prefer slivers of carved metal. Flaming Sword of Rhuin CN: 8 Range: Willpower yards Target: 1 Duration: Willpower Bonus Rounds You wreathe a
sword in magical flames. The weapon has Damage +6 and the Impact Quality (see page 298), and anyone struck by the blade gains +1 Ablaze Condition. If wielders do not possess 248 Seers The Seer Career can gain access to the Arcane Magic (Heavens) Talent. Seers who take this Talent can only take these spells (and none other, even Arcane
Spells): Fates Fickle Fingers, Starcrossed, The First Portent of Amul, The Second Portent of Amul, The Wizard career. VIII m agi c Cerulean Shield The First Portent of Amul CN: 7 Range: You Duration: Willpower Bonus
Rounds You encase yourself in a crackling cage of sparking electricity and Azyr. For the spells duration, gain +SL Armour Points to all locations against melee attacks. If attacked by metal weapons such as daggers, swords, and spears with metal tips your attacker takes +Willpower Bonus Damage. CN: 3 Range: You Target: You Duration: Initiative
Bonus Rounds Gain +1 Fortune Point. For every +2 SL, gain +1 more. Any of these points unused at the end of the Duration are lost. The Second Portent of Amul Comet of Casandora CN: 10 Range: Initiative yards Target: AoE (Initiative Bonus yards) Duration: Special You channel all the Azyr you can muster and reach out to the skies, calling down a
comet to wreak havoc amongst your foes. Select a target point within range. At the end of the next round, make an Average (+0) Perception Test. For every +SL you achieve, you may move your point of impact by Initiative Bonus yards in a random direction. Comet of
Casandora then acts as a magical missile with Damage +12 that hits all targets in the Area of Effect, who also gain +1 Ablaze and the Prone Condition. Fates Fickle Fingers CN: 7 Range: Willpower yards Target: 1 Duration: Initiative Bonus Rounds While this spell is active, you can spend Fortune Points to force an opponent to reroll Tests. TEsslas Arc
CN: 7 Range: Willpower yards Target: 1 Duration: Instant A crackling bolt of lightning shoots from your fingertips, striking your target. This is a magic missile with Damage +10 that inflicts +1 Blinded condition. The Third Portent of Amul CN: 12 Range: You Duration: Initiative Bonus Rounds Gain +1 Fate Point. If the Fate point is not
used by the end of the Duration, it is lost. The Lore CN: 6 Range: You Target: AoE (Initiative Bonus yards) Duration: Willpower Bonus Rounds All allies within the Area of Effect, excluding those with the Arcane Magic (Heavens) Talent, create a single pool for their Fortune Points. All may draw on the pool, first come, first served. When the spell ends,
you reallocate any remaining Fortune Points as fairly as possible. Starcrossed CN: 6 Range: You Duration: Initiative Bonus Rounds Gain +SL Fortune Points as fairly as possible. Starcrossed CN: 6 Range: You Duration: Initiative Bonus Rounds Gain +SL Fortune Points as fairly as possible.
metallic substances. Spells from this lore are accompanied with golden light and heat, and are especially effective against foes foolish enough to encase themselves in metal armour Points from met
Location struck. So, if your spell hit an Arm location protected by 2 Armour Points of metal armour, it would cause an additional +2 Damage and ignore the Armour Points. Ingredients, though many spells also use trappings associated with a forge,
including sections of a bellows marked with mathematical formula, inscribed chunks of an anvil, or fragments of a furnace. Crucible of Chamon CN: 7 Range: Willpower Bonus yards Target: 1 Duration: Instant You channel Chamon into a single non-magical, metallic object, such as a weapon or piece of armour. The item melts, dripping to the floor as
molten metal, cooling almost immediately. If held, the item is dropped. If worn, the wearer takes a hit like a magic missile with Damage equal to your Willpower Bonus that ignores Toughness Bonus. While the object is destroyed, the metal retains its base value, and may be used by a smith as raw material. 249 VIII Warh a mmer Fantasy Role p
l ay Enchant Weapon CN: 6 Range: Touch Target: special Duration: Willpower Bonus rounds You encase a single non-magical weapon with heavy bands of Chamon, enhancing its potency. For the duration of the spell it counts as magical, gains a bonus to Damage equal to your Willpower Bonus, and gains the Unbreakable Quality (see page 298). For
every +3 SL you may also add 1 Quality or remove 1 Flaw from the weapon, while the spell is in effect. Feather of Lead CN: 5 Range: Willpower Bonus Rounds Calling on the golden wind, you alter the density of your targets belongings, raising or lowering their weight. For the
duration of the spell, choose one effect for everyone within the area of effect: Count as Encumbered Do not count as Encumbered See page 293 for details on Encumbered See page 293 for details on Encumbered Do not count as Encumbered See page 293 for details on Encumbered See page 293 for de
For the duration of the spell, all metal in the object becomes gold. This is not an illusion: it has actually transformed into gold. When the spell ends, the item reverts to its original metal. This spell can ruin good weapons, make armour too heavy to wear, and turn lead coins into something much more appealing. Spot effects arising from this spell are
left in the hands of the GM. (9+) Creature Trait (see page 343) against all attacks and spells targeting you. Each hit successfully saved increases the Wards effectiveness by 1, to a maximum of Ward (3+). Mutable Metal CN: 5 Range: Touch Target: 1 Duration: Willpower Bonus Rounds You touch a non-magical object made of metal, which instantly
becomes warm to the touch as you squeeze Chamon into it. You may bend and mangle the object with an Average (+20) Trade (Smith, or similar) Test instead. Transmutation of Chamon CN: 12 Range: Willpower yards Target: AoE (Willpower Bonus
yards) Duration: Willpower Bonus Rounds You wrench Chamon from the metals worn by your foes, and the earth itself, briefly transforming the flesh of your Willpower Bonus; the spell ignores Toughness Bonus and inflicts +1 Blinded, Deafened
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and Stunned Condition, all of which last for the duration of the spell. All affected targets gain +1 Armour Point from the gold wrapped about their bodies, but also suffer from Suffocation (see page 181). If targets die while the spell is in effect, they are permanently encased in a shell of base metals, a macabre reminder of the risks of sorcery. Forge of
Chamon CN: 9 Range: Willpower Bonus yards Target: Special Duration: Willpower minutes You alter the quality or remove another Flaw. Glittering Robe CN: 5 Range: You Target: You Duration: Toughness Bonus Rounds Wild
flurries of Chamon whirl around you, deflecting blows and intercepting missiles and magical attacks. Gain the Ward 250 m agi c The Lore of Life Spells cast with Ghyran, the Jade Wind, are suffuse with life, tending to manifest with a vibrant green light, and are often accompanied by natural phenomena given supernatural qualities. Vines,
undergrowth, trees, and rivers all bend to the Druids wills. Receive a +10 bonus to Casting and Channelling rolls when in a rural or wilderness environment. Living creatures e.g. those without the Daemonic or Undead Creature Traits targeted by Arcane Spells from the Lore of Life have all Fatigued and Bleeding Conditions removed after any other
effects have been applied as life magic floods through them. Creature Trait, on the other hand, suffer additional Damage equal to your Willpower Bonus, ignoring Toughness Bonus and Armour Points, if affected by any spell cast with the Lore of Life. Ingredients: Druids use a wide variety of naturally occurring ingredients,
ranging from rare seeds and nuts, humours gathered from sentient creatures in the flush of life, uncommon tree saps, fertile loam, spring waters, and a variety of living ingredients, including plants and smaller animals. creatures in direct contact with the earth within AoE heal Wounds equal to your Willpower Bonus at the start of every Round.
Earthpool CN: 8 Range: You Target: You Duration: Instant On casting the spell, you immediately disappear into the ground in a wild torrent of Ghyran. You appear at the start of the next Round at any point within your Willpower in yards, erupting from the earth violently. For every +2 SL you may increase the distance travelled by your Willpower in
yards. Any enemies engaged by you on your appearance gain the Surprised Condition. This spell will not allow you to move through stone but will allow you to move through water. Fat of the Land CN: 4 Range: Touch Targets body with nourishing Ghyran. The target need not eat or drink, but
will still excrete as normal, though any leavings will be verdant green. Forest of Thorns CN: 6 Range: Willpower Bonus yards) Duration: Willpower Bonus yards of wickedly spiked brambles and tangled vines to burst
upwards, covering the Area of Effect. Barkskin CN: 3 Range: Touch Target: 1 Duration: Willpower Bonus Rounds You cause the targets skin to become hard and rough like the bark of a tree. While affected by the spell, add +2 to the targets skin to become hard and rough like the bark of a tree. While affected by the spell, add +2 to the targets and the targets are the targets and the bark of a tree. While affected by the spell, add +2 to the targets are the targ
(Willpower Bonus yards) Duration: Willpower Bonus Rounds To cast this spell, any While the spell, any While the earth. Standing barefoot counts. For the duration of the spell, any While the spell is active, anyone attempting to traverse the area on foot without the Arcane Magic (Life) Talent must make a Hard (20) Agility Test. Failure means they
gain 1 Bleeding Condition, and 1 Entangled Condition, with your Willpower used for its Strength. After the spell concludes, the growth remains, but loses its preternatural properties. Lie of the Land CN: 5 Range: Initiative Bonus miles Target: You Duration: Special Touching the earth, your senses flow through the Ghyran tracing the nearby area.
After communing for 1 minute, you receive a detailed mental map of all-natural features land, forests, rivers, but not settlements within range. Settlements may be alluded to areas of clear terrain, or dug trenches, for example. Each time you increase the range with SL increases the time taken communing with the land by +1 minute. 251 VIII VIII Wa
r h a m m e r Fa n ta s y R o l e p l ay Lifebloom Blinding Light Clarity of Thought CN: 8 Range: Willpower Bonus yards Target either a dry riverbed, well, field, or a domestic animal. If you successfully cast the spell, the target bursts to life: A dry
river begins to flow once again A dry or polluted well becomes clean and fresh A planted field, vineyard or orchard bursts into life, with all crops immediately reaching full ripeness A sick or unproductive animal becomes healthy. The affected beast is now healthily productive (cows produce milk, hens lay eggs, coats and hides of sheep and cows are
healthy and lustrous) and any diseases are cured. CN: 6 Range: Touch Target: 1 Duration: Intelligence minutes You calm your targets mind, allowing them to think clearly. All negative modifiers on their thinking processes from Conditions, Mental Mutations, Psychologies, or any other source are ignored while the spell is in effect. Regenerate
Daemonbane CN: 6 Range: Touch Target: 1 Duration: Willpower Bonus Rounds Your target gains the Regenerate Creature Trait (see page 341). The Lore of CN: 10 Range: Willpower Bonus yards Target: 1 Duration: Instant You summon a blast of Hysh that passes through the border between the Realm of Chaos and the material world. The Casting
Test is Opposed by the target making a Willpower Test. If you win, you obliterate a target with the Daemonic Creature Trait with a blinding white light, sending it back whence it came. If the spell successfully banishes a Daemon, everyone looking at your target, unless they possess the Arcane Magic (Light) Talent, receives +SL Blinded Conditions.
Light Arcane Spells sung from the Lore of Light tend to emit dazzling rays of blinding white light, or shroud the caster in shimmering waves of radiant purity. You may inflict one Blinded Condition on those targeted by Lore of Light spells, unless they possess the Arcane Magic (Light) Talent. If a target has the Daemonic or Undead Creature Traits,
spells also inflict an additional hit with Damage equal to your Intelligence Bonus that ignores Toughness Bonus and Armour Points. Ingredients: Hierophants of the Lore of Light use many artefacts associated with holiness and holy places, supplemented by crystals, glass, pyramidions, and small statues, all carved with sacred symbols, twisting snakes
and moral tales. White candles, silver carvings, and bleached paper are also common. Banishment CN: 5 Range: Willpower yards Target: You Duration: Instant You emit a bright, blinding flash of light from your hand or staff. Everyone looking at you, unless they possess the Arcane Magic (Light) Talent, receives +SL Blinded Conditions. CN: 12 Range
You Target: AoE (Willpower Bonus yards) Duration: Instant You send a cleansing halo of Hysh out from hands, affecting all creature Trait (see page 343). If they already have the Unstable Trait,
they are reduced to 0 Wounds. Healing Light CN: 9 Range: Willpower Bonus yards Target in the last hour is also
lost. Net of Amyntok CN: 8 Range: Intelligence Bonus yards Targets Intelligence Bonus Rounds You cast a delicate net woven from strands of Hysh over your targets, whose minds are overcome with conundrums and puzzles, leaving them paralysed with indecision. Targets gain +1 Stunned Condition, which they cannot lose while
the spell is in effect. When recovering from the Condition, targets test their Intelligence instead of the Endurance Skill. Targets with the Bestial Creature Trait are immune to this spell. 252 m agi c Phs Protective aura of pure, holy
light. Profane creatures those with mutations, and those with mutations, and those with mutations, and those with mutations than their Willpower Bonus combined cannot gain any Corruption
points while the spell is active. Speed of Thought CN: 8 Range: You Target: You Duration: Willpower Bonus Rounds A lattice of Hysh overlays your mind, allowing you to think rapidly. Gain a bonus of +20 to Intelligence and Initiative. The Lore of automatically fool anyone without the Second Sight Talent, though some may note if any of your
mannerisms are incorrect. Those with that Talent must pass a Difficult (10) Perception Test to notice you are disguising your form. This does not let them see through the spell. They must dispel it to do so. Illusion CN: 8 Range: Willpower minutes You spin a web of intricate strands of
Ulgu, obfuscating the Area of Effect with an illusory image of your choosing. You will automatically fool anyone without the Second Sight Talent. Those with that Talent must pass a Difficult (10) Perception Test to notice the illusion. This does not let them see through the spell. They must dispel it to do so. The illusion is, by default, static. For your
Action, you may make a Hard (20) Channelling Test to make the illusion move for that Round. Shadows Are surreptitious and sly, and so the lingua praestantia may be muttered stealthily. Any protective spells you may cast wreath you in shadows and billow smoke, making your body insubstantial, possibly
even allowing blades to pass through you seemingly without harm. Further, all spells cast from the Lore of Shadows inflicting Damage ignore all non-magical Armour Points. Ingredients, scents, scents, spectacles, mirrors, and wigs. Items drawn from
professions steeped in intrigue and wisdom are also common, with diplomatic artefacts, symbols of rank, and the ultimate expression of power a blade prevalent. CN: 6 Range: 1 yard Targets mind, causing all prior memory of you to disappear for the spells duration
Once the spell is over, the Target must pass an Average (\pm 20) Intelligence Test, or the memory loss becomes permanent until dispelled. Mystifying Miasma CN: 6 Range: Willpower Bonus yards Target: 1 Duration: Willpower Bonus Rounds You wrap shadowy tendrils of Ulgu around your foes necks. Assuming they need to breathe, they gain \pm 1
Fatigued Condition, cannot talk, and are subject to rules for Suffocation (see page 181). CN: 6 Range: Willpower Bonus Rounds You conjure forth a swirling mass of mist shot through with roiling shadow that flits and confounds the senses. Anyone within the mist who does not possess
the Arcane Magic (Shadows) Talent is affected by the Miasma, gaining +1 Blinded, Deafened, and Fatigued Condition, which remain for the spells duration. Anyone affected by the Miasma, gaining +1 Blinded, Deafened, and Fatigued Condition, which remain for the spell must make a
Routine (+40) Initiative Test, or gain the Stunned Condition. Doppelganger Shadows CN: 10 Range: You Duration: Intelligence Bonus minutes You weave a mask and cloak of Ulqu around your form, assuming the likeness of another humanoid creature with whom you are familiar (as determined by the GM). Your
appearance will CN: 6 Range: Willpower Bonus yards Target: 1 Duration: Until the next sunrise You summon forth a shadowy steed. The creatures unnatural flesh is black as midnight, and at times it appears to be both solid and insubstantial. Use the rules for a riding horse. When 253 VIII VIII Warh a mm er Fantasy Roley levels to be both solid and insubstantial.
Shadowsteed is out of sunlight, it also gains the following Creature Traits: Dark Vision, Ethereal, Magical, Painless, Stealthy, Stride, Fear (1) and Ward (+9). 1 + SL ingredients on a successful foraging roll, using Lore (Herbalism), as described under Gathering Food and Herbs on page 127, or you can buy them for 5 brass pennies each. Even when
insubstantial, Shadowsteeds may be ridden. Riders with the Arcane Magic (Shadow) Talent do so with a bonus of +20 to Ride Tests. Shadowsteeds are tireless, so need no rest (though their unsettled riders might!). As the first rays of dawn break over the horizon the steeds melt into insubstantial
mist. If still being ridden when the spell ends, or when dispelled, the rider will suffer Falling Damage (see page 166). Ingredients: Hedgefolk use easily sourced local materials prepared to exacting standards using special tools. So, ingredients: Hedgefolk use easily sourced local materials prepared to exacting standards using special tools.
beeswax on Sonnstill, or bones buried beneath a hedgerow for a winters month. Shadowstep CN: 8 Range: Willpower yards Target: You Duration: Instant You create a shadowy portal of Ulgu through the aethyr. You disappear from your current location and immediately appear up to your Willpower yards away. Any enemies Engaged by you on your
disappearance or reappearance gain the Surprised Condition. Shroud of Invisibility CN: 8 Range: Touch Target becomes invisible and cannot be perceived by mundane senses. The spell will automatically fool anyone without the Second Sight Talent. Those with
the Talent must pass a Challenging (+0) Perception Test to notice that someone is nearby, though they will not be able to pin down the precise location. They must dispel the Shroud of Invisibility to do so . You are still perceptible to the other senses, and the spell will come to an end if you bring attention to yourself by making large noises or attacking
someone. Witch Magic The following provides two lists of six spells for spellcasters nor yet absorbed into the Colleges of Magic, who are almost always on the run from Witch Hunters and Sigmarites. The Lore of Hedgecraft The Hedgefolk believe their Lore is a gift from the Gods, referring to their spellcasters as the Blessed Few. Due to their ancient
traditions and ingrained belief, their spells cannot be cast without ingredients, which are an integral part of their spellcasting process. Fortunately, the ingredients they use are easily found on the fringes of settlements and are usually herbs or plants. You receive Goodwill CN: 0 Range: You Target: AoE (Fellowship Bonus yards) Duration: Willpower
Bonus Rounds You create an atmosphere conducive to friendliness and good spirits. All Fellowship Tests within the Area of Effect receive a bonus of +10, and Animosity and Hatred Psychologies have no effect. Mirkride CN: 0 Range: You Duration: Willpower Bonus minutes Speaking ancient words of magic, your spirit leaves your body,
stepping into the Hedge, the dark space between the material world and the spirit realm. For the duration, your stand apart from the world, able to witness it invisibly, but not affect it in any way. Physical barriers are no impediment to you, and you may walk through non-magical obstacles at will. Your body remains in place, immobile and insensate.
At the end of the spell you will be pulled suddenly back to your body. If your body is killed while you are walking the Hedge, your spirit will wander aimlessly for eternity. Nepenthe CN: 0 Range: Touch Target: Special Duration: Willpower Bonus Rounds You mutter words of power over a premade potion of herbs, magically transforming it into a potent
philtre. If drunk while the spell is in effect, the target may choose to completely forget one individual, permanently. Nostrum CN: 0 Range: Touch Target: Special Duration: Willpower Bonus Rounds You incant a spell over an already prepared draught, imbuing it with magical power. If drunk while the spell is in effect, the target immediately heals your
Willpower Bonus in Wounds and is cured of one disease. For every +2 SL you may cure an extra disease. 254 VIII m agi c Part the Branches Creeping Menace CN: 0 Range: You Duration: Willpower minutes Your pupils dilate as you complete your incantation, and you are able to see into the Spirit world. This allows you to perceive
invisible creatures, spirits, and Daemons, even those marked as impossible to see. CN: 6 Range: Willpower yards Target: 1 Duration: Willpower Bonus Rounds You summon a swarm of Giant Rats, Giant Spiders, or Snakes. Use the standard
profiles for the relevant creature type, adding the Swarm Trait. For your Action you may make a Challenging (+0) Charm Animal Test to direct 1 or more swarms to attack a different target. Protective Charm CN: 0 Range: Touch Target: Special Duration: Willpower Bonus days You imbue a protective charm with a spell of protection. Those bearing the
charm gain the Magic Resistance Talent. If they already have that Talent, the charm does nothing more. The Lore of When the spell ends, any remaining swarms disappear into the shadows. Curse of Crippling Pain CN: 10 Range: Willpower Bonus Rounds Stabbing a crude representation of your target a doll or
puppet you inflict crippling pain. When successfully cast, choose which hit location to stab: Witchcraft Spells from the Lore of Witchcraft draw on whichever winds of magic are available, without care or concern for mingling the winds and the potentially horrific results. Each time practitioners of Witchcraft roll on a Miscast table, they also gain 1
Corruption point. Further, you may inflict one Bleeding Condition on anyone targeted by spells from the Lore of Witchcraft. Lastly, channelling or casting spells from this Lore automatically require a roll on the Minor Miscast table unless cast with an ingredient, where the ingredient provides no further protection should you roll a Miscast.
Fortunately, ingredients for the Lore of Witchcraft are cheap and readily available: body parts of small animals for the most part. Ingredients, as yells CN in brass pennies, instead of silver shillings, to purchase. Alternatively, a Witch may forage for parts, using the Outdoor Survival skill: a successful foraging roll receives 1 + SL ingredients, as
described under Gathering Food and Herbs on page 127. Ingredients: Witches use a horrific mixture of animal body parts, often harvested when a creature is still alive. It is not uncommon to find them clutching lizard eyes, dog toes, donkey gizzard, or much, much worse in their bloody hands as they cast their foul magics. Blight CN: 14 Range:
Willpower Bonus yards Target: Special Duration: 
longer produces anything (cows produce no milk, hens produce no eggs, coats and hides grow mangy and unusable) and will die in 10SL days Leg becomes useless, as if it was Amputated (see page
180). If target was holding anything in that hand, it is automatically dropped. Body Target doubles up in agony, gaining +1 Fatigued Condition, and must pass a Hard (20) Endurance Test or gain the Unconscious Condition for the
Duration. While the spell is in effect, for your Action you may make a Channelling Test, stabbing the doll again, to affect a different location. Curse of Ill-Fortune CN: 8 Range: Willpower Bonus miles Target: 1 Duration: Willpower Bonus days The ingredient for this spell is something belonging to the target, either a personal possession or a strand of
hair. For the duration, your target suffers a penalty of 10 to all Tests, in addition to any other minor narrative effects inconvenience them. The target suffers a penalty of 10 to all Tests, in addition to any other modifiers, and may not spend Fortune points. 255 VIII Warhaunting Horror CN: 8 Range: Touch Target: AoE (a
single location) Duration: Willpower days You target a single location, such as a house or clearing, and inflict haunting dreams and waking nightmares on any who enter there. Those entering while the spell is in effect are unnerved by eerie sensations, flitting shadows, and whispered voices lurking on the threshold of hearing. Unless they possess the
Arcane Magic (Witchcraft) Talent, they gain +1 Fatigued Condition. Then, unless they pass an Average (+0) Cool Test, they gain another +1 Fatigued Condition. The Evil Eye CN: 6 Range: Willpower yards Target: Special Duration: Instant You lock eyes with a single
target, who must be looking at you. Perform an Opposed Intimidate/Cool Test, adding any SL from your casting roll to your result. Your opponent gains 1 Fatigued Condition. Dark Magic The following provides two short lists of four Dark Magic spells. Lore of
Daemonology The forbidden Lore of Daemonology is concerned with summoning, binding, and controlling Daemons, typically to empower the spellcaster. It is horrifically dangerous, usually leading to the Daemonologists downfall as their soul is taken by the Ruinous Powers and a new Chaos Sorcerer is born. Destroy Lesser Daemon CN: 6 Range:
Willpower yards Target: 1 Duration: Willpower Bonus Rounds Your spell disrupts the Daemonic Creature Trait and a lower Willpower than you loses Wounds equal to your Willpower Bonus, ignoring Toughness Bonus or Armour Points. In turn, you may increase one of
your Characteristic by +10 for the duration as you siphon profane energies. Detect Daemon CN: 4 Range: Willpower yards Target: Special Duration: Instant Your spell homes in on the daemonic influences in the surrounding area. You automatically know if there is a manifested Daemon within range, be it summoned, bound into an artefact, possessing
another, or similar. Manifest Lesser Daemon CN: 8 Range: Willpower Bonus yards Target: Special Duration: Willpower Bonus Rounds You channel a sickening flow of Dhar, briefly forcing a rent into the fabric of reality. A Lesser Daemon ette).
Perform an Opposed Channel (Dhar)/Willpower Test with the Daemon will respond to one command issued by you, quite literally, then vanish (assuming the command is completed before the Duration ends). If failed, the Daemon immediately attacks. Octagram CN: 10 Range: Touch Target: AoE (maximum, Willpower Bonus
yards across) Duration: Willpower minutes Daubing an octagram to the floor, and marking it with unholy symbols, you ward against all daemonic Creature Trait cannot enter or leave the octagram unless their Willpower is more than twice yours. Lore of Necromancy Necromancy is an ancient and bloody magic art
concerned with mastering death and seeking immortality, often by carving up rotting corpses. Considered one of the foulest and most heretical of magics, few take to studying its fell secrets lightly, for the horrors of the dead, and the undead, cannot be underestimated. Raise Dead CN: 8 Range: Willpower vards Target: AoE (Willpower Bonus vards)
Duration: Until sunrise You channel a heavy flow of Dhar into bare earth, causing old bones to gather and rise. SL+1 Skeletons will claw upwards into the affected area at the end of the Round, which are organised as you prefer within the area of effect. They start with the Prone Condition. The summoned undead are entirely under your control and
can perform simple orders as you command. If you are killed or gain an Unconscious Condition, the spell comes to an end and the summoned Undead collapse. For each +2 SL you score, you may summon an extra SL Skeletons. Reanimate CN: 8 Range: Willpower yards Target: AoE (Willpower Bonus yards) Duration: Until sunrise You channel
worming strands of thick Dhar before you, sinking it into corpses, reanimating that which was once dead. Reanimate Willpower Bonus + SL dead bodies (as Zombies) or skeletons 256 VIII m agi c (as Skeletons) within range. They start with the Prone Condition. The summoned Undead are entirely under your control and can perform simple orders as
you command. If you die or gain an Unconscious Condition, the spell comes to an end and the reanimate an extra Willpower Bonus +SL Skeletons or Zombies. Screaming Skull CN: 8 Range: Willpower yards Target: Special Duration: Instant You shriek the high-pitched words of
the spell and a large, black skull wreathed with greenish-purple fire forms before you, then flies forwards, screaming and cackling as it goes. The skull moves in a straight line for the spell range, following the contours of the land, passing through any obstacles in its way. Screaming Skull is a magic missile that only affects targets without the Undead
Creature Trait, and has a Damage egual to your Willpower Bonus, Any suffering Wounds from the spell must pass a Challenging (+0) Cool Test or also take a Broken Condition. Vanhels Call CN: 6 Range: Willpower vards Targets filling them with overwhelming
energy. Intelligence Bonus targets with the Undead Trait gain a free Move or Action you choose one or the other to affect all targets this is taken the moment the spell is cast. For each +2 SL you score, you may invigorate an extra Intelligence Bonus targets this is taken the moment the spell is cast. For each +2 SL you score, you may invigorate an extra Intelligence Bonus targets this is taken the moment the spell is cast. For each +2 SL you score, you may invigorate an extra Intelligence Bonus targets this is taken the moment the spell is cast.
Khorne, the Blood God, who abhors treacherous magic and all it stands for, has no Lore of his own. One spell is provided here for each of the primary Chaos Lores, which can be added to provide flavour to your Chaos Cultists in addition to the Arcane Spells and the Lore of Nurgle The Lore of Nurgle spreads foul disease and
filth, mixing bloated excesses of the Jade Wind with whatever corruption comes to hand, then spewing it everywhere. Stream of Corruption attack as if you had spent 2 Advantage equal to your Toughness Bonus, and it ignores Armour Points. The attack
Slaanesh brings torture and excess, all splayed before the Prince of Pain and Pleasure for its eternal enjoyment, typically pressuring a perverse mix of the Amethyst, Gold, and Jade Winds into something twisted and exotic. Acquiescence CN: 5 Range: Willpower yards Target: 1 Duration: Willpower Bonus Rounds Your magic pierces deep within your
target, flooding the soul with an acute awareness of their broken dreams. The targets Initiative Characteristic drops to 10, if it was not already lower, as the mind turns inwards. On the targets Turn, all movement is randomised as determined by the GM as the character bemoans life, lewdly telling all what should have been as hands are flung in the
air. Further, the target can only perform an Action if a Challenging (+0) Cool Test is first passed; if failed, the Target is far too busy bemoaning what could have been to do anything else. Lore of Tzeentch epitomises this, as it boasts a multitude of powerful spells focusing
upon change, all drawing heavily from the Grey, Amethyst, and Bright Winds. Treason of Tzeentch CN: 6 Range: Willpower Bonus Rounds You channel fine strands of traitorous mergings of the Winds of Magic directly into your targets mind, twisting motivations, undermining desires, and fanning fires of discontent
The target can no longer use Talents, and doesnt add Skill Advances when making Skill Tests, meaning the target only Tests against unmodified Characteristics. CN: 9 Range: Special Duration: Instant Your maw distends horrifically before you womit forth a foul stream of diseased filth and horror. Immediately make a Breath 257 IX Wa
most important responsibility of a GM is to make sure everyone has fun, including you. Youll be juggling roles of storyteller, umpire, and host, but dont lose sight of the fact that the reason everyone is playing the game is to have a good time. Balance your storytelling with allowing Players spotlight time and autonomy in their actions. If a scene isnt
working, wrap it up quickly and move on. Balance the game rules with everyones enjoyment of the game if something seems counter-intuitive or is taking too long, change it. Always focus on what your group finds fun. You are the world. Everything the Players interact with comes from you. You provide the world they explore. Your descriptions tell
them what they see, hear, touch, smell, and taste. You describe the outcome of every action they take and determine how the game rules are applied. You are the rules so the game runs smoothly and quickly. Be familiar with the rulebook so
you can find what you need. Choose quickly if you are going to resolve an action with a GM decision or if you want the Player to make a Test. This choice will partly be a matter of personal style do you and your Players like relying on the Character sheets to define what happens or do you prefer to save dice rolls for only the most important situations?
Correctly and openly interpreting the results of Tests demonstrates to your Players that their actions have consequences, and that you are consistent and fair in your application of the rules. You are the place, and who is involved in them. It is
generally a good idea to have some contingency plans in place should the Players leap to the wrong conclusions and go off at a tangent (they will do this more often than you might think!). Make sure you have all the game information for the main characters in the adventure, along with anyone or anything the Characters might have to fight. Be
familiar with the adventures background and the area it takes place in, and you will be able to improvise effectively. You can also prepare some stock events to use in case improvisation is required. You are the leader. Encourage good playing by making sure that everyone has a chance to participate, and that the game runs smoothly. Remind Players
that rules discussions take place 258 The Gamemaster outside the game, and that you need to be able to get on with running the game to achieve maximum fun! Be thoughtful and respectful of your Players. Be aware of content that might be uncomfortable for some people, for instance graphic violence, sex, or horror. Check its okay before those
subjects come up in a game. Justify your authority by being fair to everyone, consistent in how you apply the rules, and running the best Sigmar-blessed game this side of the Worlds Edge Mountains. General Advice on running the best Sigmar-blessed game this side of the Worlds Edge Mountains.
a lot of advice to the Cubicle 7 website keep checking back as we plan to keep building up that section. The rest of this chapter provides some specific advice for what to do at different stages of a game. As a starter or refresher for experienced GMs heres a condensed list of things to think about: Get to know this book well. Give the players what they
how to use them to good effect. Ensure the challenges you set your Players are achievable, and that any enemies that need to be defeated can b
parts of the adventure need to be successful to make the story satisfying, and how will you ensure they happen without making your players feel too railroaded? When it comes to the results of Tests, be firm but fair. Be ready to make a big deal of players using or gaining Fate and Resilience points. Make a list of descriptive phrases appropriate for the
locations the adventure is taking place in, to help improvised scenes. If in doubt, err on the side of having fun. Give Characters meet, but a single feature an accent, catchphrase or tic helps make everyone memorable! Rules Notes As you play more
games of WFRP, the rules will become increasingly familiar. To give you a head start, these points are worth initially bearing in mind: Tests: Use of the different methods of resolving actions (see page 150) give you considerable control over the pace of the game use them! Fortune Points: Encourage your players to spend these during play or you will
find cautious players repeatedly have several at the end of the session unused, and have probably failed some Tests they could have passed. Advantage is lost when you lose a round, or if you are hit by ranged or magical attacks Advantage is not as
scary as it first appears, even if it stacks high. Should Characters become overwhelmed, they may wish to consider disengaging, then either fleeing or attacking from afar. Characters become overwhelmed, they may wish to consider disengaging, then either fleeing or attacking from afar. Characters become overwhelmed, they may wish to consider disengaging, then either fleeing or attacking from afar.
Tests are Opposed, meaning that someone always wins, even if both combatants effectively fail their individual Tests. Remember, the difference in SL will always secure a winner. This means even very poor combatants will be landing blows right from the outset just without any skill or finesse. No Opposition: Should you find opponents who refuse to
defend themselves for fear of rolling poorly in an Opposed Test, then clearly their Characters are doing nothing, meaning they count as Helpless (see page 162). Character Creation Before your first WFRP game begins, the Players will need to create Characters, or choose one of the ready-made characters provided on the Cubicle 7 website or the
WFRP Starter Set. The ready-made Characters are already formed into a group and 259 IX IX Warham er Fantasy Roleplayers are creating their own, you should guide them through the process. Character Creation can take a while, so it can be worth devoting the first game session to it, so let the Players
know this in advance to manage their expectations. You can take Players through each step of character creation, but Players through how the different parts of their Character will be used in the game, and encourage Players to coordinate their choices so they can build
a broadly capable group. A good spread of Classes gives both you and the Players more options during play. If the group has no spellcasters for example, you cant run adventures that require the Players follow magical clues. Having a good idea of the adventures you have planned means you can weave connections to them into each Characters
background. If youve got a smuggler in the group, and you know part of the forthcoming adventures involve a smuggling ring, work your smugglers into that Characters family will be a secret member of the cult. These personal details
will make for a more involving game that really immerses the Players in the game world. If your group are not cooperating, you can always try external motivations. For example: the promise of an incredible reward the Character creation phase is
also a great place to discuss the kind of game everyone wants to play. Identifying content to avoid for instance graphic violence, sex, or horror is just as important as determining the game your Players will enjoy. Some people might not be communicate
with you privately about it, and dont ask for the reasons why the preference is enough. If in any doubt, err on the side of caution, and remember the goal is for everyone to have fun. At the Table During sessions where you are running games of WFRP as the GM, heres what youll be doing: 1. Set the scene At the start of the game, the GM should give a
summary of what has happened in the adventure so far in the first session of an adventure this will instead be some background to the adventure about to begin. Its the recap part of a TV series: Previously on WFRP: keep it short and sweet. Encourage Players to involve other Characters in their own Characters background and provide suggestions to
help. This helps bind the group together and should make it easier for them to choose a Group Ambition. Avoid creating a group of disparate desperadoes who wont work together and never cooperate on anything. That gets old fast and can lead to unsatisfying gaming experiences. The group should have a reason to stick together, work together, and
be motivated to engage with the adventures awaiting them. A good way to make sure the group has this is to simply ask your Players to explain exactly why their Characters work together, and why they will adventure together in future. You may be surprised at just how inventive your Players can be. Next, youll describe where the Characters are and
what is happening around them. Provide immediate prompts to action make sure that the game gets off to an exciting start. End with an event or question that means the Players have to get involved right away even a simple knock on their door, or thrown jar of ale arcing gently across the taproom towards them immediately leads to action! 2. Listen
to the Players The Players The Players will react to the scene-setting and will interpret what is going on, often in a way that us GMs would describe as interesting. As GM, you already know the plot of the adventure, but the Players will need to puzzle it out, perhaps with a false start or two. Dont panic if they head off in the wrong direction theyll get there in the
end, and youll have a lot of fun along the way. So, resolve their immediate actions in the game while listening carefully to how they are going to react to the wider plot to give 260 The Gamemaster you thinking time for the next part. Make sure each Player has the opportunity to contribute actively ask any Player who hasnt yet participated what their
Character is going to do. 3. Describe the consequences of the Players actions Youll react to the Players actions to one of the characters youve described as being present in the scene, youll respond to them in the role of that person. If they are taking actions that require Tests to resolve, youll
decide which Skill is being tested, any modifiers on the Test, and interpret the outcome what happens because of that action. Sometimes this will be the start of a sequence of events, which other Players might join, or it may be a simple action that is quickly resolved. Again, make sure everyone has an opportunity to do something and contribute to the
game. Ask quieter Players directly to make sure they get a go. This Player-directed phase of the game can go on for quite some time, as you all take turns to move the story forward, and the GM is largely in a reactive role. Even experienced GMs can be amazed at the tangents Players can pursue, and some very memorable games come from this
improvised style of play. 4. Describe events from the ongoing plot While the Player-directed phase is going on, the GM will be aware of the adventure plot circling in the Aethyr. At the appropriate times, events from the players will now be reacting to events from the plot will come crashing in. The Players will now be reacting to events from the plot will be aware of the adventure plot circling in the Aethyr. At the appropriate times, events from the plot will be aware of the adventure plot circling in the Aethyr. At the appropriate times, events from the plot will be aware of the adventure plot circling in the Aethyr. At the appropriate times, events from the plot will be aware of the adventure plot circling in the Aethyr. At the appropriate times, events from the plot will be aware of the adventure plot circling in the Aethyr. At the appropriate times, events from the plot will be aware of the adventure plot circling in the Aethyr. At the appropriate times, events from the plot will be aware of the adventure plot circling in the Aethyr. At the appropriate times, events from the plot will be aware of the adventure plot circling in the Aethyr. At the appropriate times, events from the adventure plot circling in the Aethyr. At the appropriate times, events from the adventure plot circling in the Aethyr. At the appropriate times, events from the adventure plot circling in the Aethyr.
inevitably haphazard style. These moments can be used as course-corrections, giving additional clues on what is really happening, and helping get Players back on track. Be careful not to be too blunt or obvious with these events however no-one likes to feel like they are being forced towards an inevitable conclusion. Allow Players the autonomy to
really mess things up, but also dont be afraid to modify your plot on the hoof if it makes for a more enjoyable game. Travel Travelling in the Old World can be dangerous. Brigands, mutants, and beasts lurk in the shadows, an ever-present threat, perhaps joined by those specifically out to thwart the Players actions. Some parts of the Empire have been
corrupted by magic, Chaos, Necromancy, or worse, and can easily consume the unwary traveller. Even the weather poses a threat! 261 IX IX Warh a mmer Fantasy Rolepha with journeys with a simple
description of how long the journey was, and the key points along the way. Most journeys will either be by road or by river, with road the more dangerous, and cheaper, option. Travel Costs All the costs listed here are per mile travelled, and are loose guides only. Faster coaches and barges generally cost twice as much. Slower examples cost as little
as half as much. Increase or decrease speed by +/1 for faster or slower examples. Travel by Road The roads of the Reikland are often crude but reliable. The routes between major cities are relatively safe and well-maintained. However, far-flung routes can be little more than muddy tracks. Regardless of the quality, all roads need to be maintained, so
most are tolled. Transport There is an extensive network of coach routes throughout the province. The busiest routes have coaches running several times per day. The many Coaching Houses of the Reikland are in fierce competition, so the prices are often reasonable and reliability is good. The Four Seasons is the biggest coach company, and is
represented along all the major routes. BARGE Roadside inns are often placed at the convenience of the Coaching Houses. Therefore, journeying by foot, especially away from the major routes, runs the risk of not reaching a safe place to rest before nightfall. Cost Distance Inside /2 per mile Outside /1 per mile Cabin /5 per mile Deck /2 per mile
COACH Movement 6 8 CAB 6 /3 per district FERRY 4 /1 per 20 yards Travel at approximately 3 miles per hour. So, if a partys slowest Movement to determine travel at approximately 3 miles per hour. So, if a partys slowest Movement to determine travel at approximately 3 miles per hour.
boat going to and from convenient locations. Dedicated passenger barges only travel between the major towns and cities, but can be bribed or persuaded to drop people off along the way. Getting to more obscure locations usually requires hitching a ride with a cargo boat, which can be difficult for large parties. Taking into account rests, necessary
stops, and a typical topography, a party can travel the equivalent of 6 hours a day without requiring Endurance Tests. If travelling faster or farther, give a Fatigue Condition to those failing this Test, with extra Fatigue if Encumbered (see page 293). Travel Prices The prices listed in Travel Costs do not include meals, lodging, or fodder, although
coaches and passenger boats usually charge for the whole package for longer journeys. Package prices can be worked out by combining travel with food and boarding prices. On some ferries, lodging is not required, as passengers sleep on the vessel, either on deck or in a private cabin. Cargo barge travel-costs should be individually haggled with
barge masters. Often, such passage can be secured for a greatly reduced price, or even for free, if the passenger is willing to work and they know what theyre doing. High class travel is available and de rigueur among the nobility, and can cost many times the listed price, typically ten times or more. Opulent passenger vessels ply between the great
cities of the Empire, like the famous Emperor Luitpold plying the River Talebec between Altdorf and Talabheim. Barge speed can increase or decrease by up to 30% if going downstream or upstream, as you determine is appropriate fee and then
arrive at their chosen destination, every now and again its good to throw in some travel events. Its an opportunity to show off a different aspect of the Old World, or to give a change of pace to the adventure. An intrigue-focused game can sometimes do with a clearly defined goodies vs. baddies Beastmen attack. A tense, bleak session can benefit from
a nights entertainment sharing camp with a travelling circus. Further, you can work these encounters into your ongoing narrative if you wish. Finding the burned-out caravans of the circus later in the journey is a poignant way of making the antagonists actions personal. Travel events are also great for foreshadowing events to come, or reinforcing the
themes of an adventure. 262 The Gamemaster It is up to you how much of an issue you want these travel events to be for your players. Some could form the basis of an entire session of play. Some GMs prefer to roll 1d10 per day of travel and have an event occur on the roll of an 8 (signifying the
8-pointed symbol of Chaos something unexpected and random has 1d10 occurred), others like a single event for each journey of a day or more. This is left for you to determine, though if you are playing a printed adventure by Cubicle 7 that includes a journey, suggested events and travel times will be included. So, the following table can be used as
you prefer, and presumes a single event for the journey travelled. Event 1 Restful Journey: The journey is blessedly uneventful, the Characters get good rest, the scenery is particularly inspiring, and perhaps they meet an NPC healer or helpful priest. The Characters get good rest, the scenery is particularly inspiring, and perhaps they meet an NPC healer or helpful priest. The Characters get good rest, the scenery is particularly inspiring, and perhaps they meet an NPC healer or helpful priest.
chance encounter on the road with other travellers, a particularly good inn or shrine, or an intriguing ancient ruin gives a wonderful story to share. 3 Now Thats Useful!: The Characters find out something relevant to their adventure gossip, a lost message, a sight they werent meant to witness, or similar. 4 Tiring Journey!: The route is blocked. A
bridge could be down, a river blocked or road flooded, or some other insurmountable obstacle. One Character makes a Average (+20) Outdoor Survival Test to find a good alternative route, otherwise everyone arrives a day late, with a Fatigued Condition. 5 Pursued!: An enemy picks up the Characters trail and has to be dealt with or put off the scent
before they can reach their destination. If they dont have an obvious enemy yet, look to the Characters backgrounds there will be something in there somewhere. The confrontation could be violent unless they can talk their way out of it, and losing their tail could add days to their journey. 6 Thieves!: Somehow the Characters get robbed. Perhaps it
was someone travelling with them, sharing their campfire for the night or just a brief conversation on the road. Do they stop to chase down their belongings or write it off as a risk of the adventurous life? 7 Not Them Again!: A rival or other source of annoyance plagues the Characters on their journey. Play this for laughs but make them genuinely
annoying and a recurring minor bane of the Characters lives. Never enough to fall to violence, but close. They could be a rival guild member obsessed with winning over a member of the group, or a coach passenger with an especially irritating demeanour. 8 Bad Influence!: The Characters encounter someone who appears to help them but has sinisten
intentions. That bad-smelling guy who knows a shortcut through the Garden of Morr and insists you go first. The characters find themselves in danger from
nature. Deadly animals, lightning storms, disease, insects, you name it. This could result in violence, or in them receiving a Condition, or in a small but vicious encounter when they choose the wrong shepherds hut as a shelter. 10 Attacked!: The Characters are attacked on their journey. It could be an unlucky encounter relevant to the area they are
travelling through (Beastmen in the deep forest, for instance) or something planned by their opponents (hired thugs to stop the Characters reaching their destination). If they fail a Routine (+20) Perception Test, they may even be ambushed! 263 IX IX Warh a mm er Fantas y Role ep lay You might like to give Players the opportunity to avoid
nasty events with a successful Perception Test, or Outdoor Survival, or whatever other Test makes sense at the time. If they are travelling in paid-for transportation, you might decide that gives them help in overcoming any adversities. After the Recovering Fate and Resilience A Player spending a point of Fate or Resilience is a significant event
Characters generally have few of these points, and they are powerful, so they should be spent wisely. After all, spending Fate or Resilience will also reduce the number of Fortune and Resolve points a character has available. Game Try to end your session in a narratively satisfying way, either with a moment of resolution, mystery, or they should be spent wisely.
dreaded cliffhanger, leaving your Players waiting until the next session before learning what happens to their Characters. Awarding XP Additional bonuses of 25-50 XP could be awarded for excellent roleplaying, teamwork, or otherwise getting in the spirit of things. If you are playing a published adventure from Cubicle 7, it will list suggested XP
awards for every session. At the end of every session you should award your players XP. This is your opportunity to reward those who did. People will soon get the
message! Awarding Players Fate and Resilience points is likewise a rare and special occurrence. The end of a long adventure or campaign of significant importance could be rewarded with a Fate point. Or a Character achieving something of extraordinary personal significant importance could be rewarded with a Fate point. Or a Character achieving something of extraordinary personal significant importance could be rewarded with a Fate point.
Exceptional 250 264 X Warhammer Fantasy Role play Glorious Reikland To his Imperial Majesty, Emperor Karl-Franz the First, by the Grace of the Gods, Elector Count and Grand Prince of Reikland, Prince of Altdorf, Count of the West March, Defender of Sigmars Faith, do I commend this text, an examination of his most illustrious realm
the Grand Princedom of Reikland, heartland of Our Holy Empire. Long may he rule! Herein learn of the Empire, and of its hard-working people who are united by the worship of the Empire, and their generous
cultural, magical, and academic powerhouse without par, attracting the most impressive artisans, wizards, and scholars to its many learned institutions, cementing its reputation as the greatest domain of the Old World. Truly, to be born a Reiklander is to be born blessed by the Gods Themselves. Give thanks to Sigmar and be praised. The words of
Holy Mother Halma Habermann of Sigmar Recorded faithfully by the humble scribe Melistius of the Order of the Anvil in 2510 IC Standing proud in the heart of the Old World, the Reikland is the richest and most powerful of the Empires grand provinces. Known for its engineers, wizards, and merchants, and for being the birthplace of the Cult of
Sigmar, it is a realm of soaring mountains, snaking rivers, dark forests, and powerful trading centres. From his throne in the city of high-spired Altdorf, Emperor Karl-Franz I rules not only the Reikland, but all the Empire that lies beyond. Glorious Reikland, but all the Empire that lies beyond. Glorious Reikland lies in the shadow of the forbidding Grey Mountains, snaking rivers, dark forests, and powerful trading centres.
and its lowlands are entirely forested save for cleared regions around the grand provinces multitude of prosperous towns and villages. It has no coastline, but the Reik the largest river in the Old World that defines most of the Reiklands twisting eastern and northern borders is so wide and deep an entire navy of warships and merchant vessels plies its
length. Much of the land near the Reik is waterlogged and marshy, with long stretches of bogs, swamps, and dangerous mud plains, the largest of which is the Grootscher Marsh on the border with the Wasteland to the west. Farther inland, the Reikland climbs upwards to the craggy Skaag Hills and the haunted Hyercrybs, two forested uplands hidin
isolated regions nigh-on untouched by human hand. The forests eventually give way as the land rises towards the Grey Mountains, the Reiklands natural border with Bretonnia to the south, and Vorbergland The Reikland is a rugged
realm, its undulating forests broken by peaks, crags, and ridges, many topped by ruined castles and watchtowers from previous, war-torn eras. Rising above this multitude of minor ranges are the Hgercrybs and the Skaag Hills, two highland regions in central and northern Reikland, their heavily fortified mines responsible for much of the realms
recent prosperity. Farther south, the trees thin out to the exposed plains and foothills of the fertile Vorbergland that lie between the Reikwald forest and the danger in equal measure. The Grey Mountains, peaks that offer enormous wealth and danger in equal measure.
and topped with ruined skybridges from the time when Dwarfs ruled the region. But that era has passed, and only a handful of determined clans remain to defend their ancestral holds, with recently reclaimed Karak Azgaraz and towering Karak Ziflin being two of the largest still standing. So high is the glacial spine of the Grey Mountains that it is all
but impassable, forming a near impenetrable border between the Reikland and the Bretonnian duchies to the south-east. Only two reliable passes pierce the frozen heights: the welldefended Axe-Bite Pass guarded by the fortresses of Helmgart and Monfort, and the winding Grey Lady Pass leading from Ubersreik to Parravon. Both passes are heavily
patrolled and taxed, leading some impoverished merchants and smugglers to hire mountain guides to lead them across lesser passes such as the Crooked Corridor or Durak Way, an undertaking few would recommend. The Hgercrybs Dominating the centre of the Reikland, the mist-shrouded Hgercrybs extend from the Princedom of Altdorf in the
north all the way to the Freiburg of Ubersreik in the south, and are so heavily forested that no road pierces through their heights from east to west, resulting in long journeys for those traveling from one side to the other. The foothills are mostly populated by sheep and their shepherds, but, antiquarians claim, the Hgercrybs were once the sacred
burial ground of the Unberogens, the Human tribe of Sigmar Himself. Supporting this, ancient cairns can be seen rising from clearings on many of the highlands, some of which are also marked by looming menhirs. Perhaps because of these, the Hgercrybs have a foul reputation for being haunted, and few are willing to stray too deep into its forests. It
is said those who do encounter thick fogs rising from ancient barrows, with moans of the dead echoing from within. Locally, such talk is nervously dismissed as the ravings of shepherds drunk on too much hard cider, for the alternative is to believe tales of ancient kings hungry for the blood of the living. Ignoring such talk, lords of the Hgercrybs
repeatedly order mines be sunk into the hills in the search of rare metals and minerals. Most fail, their miners never seen again, but a handful are successful, and have brought considerable wealth to the area. The Skaag Hills The mountains and the tunnels beneath them are now overrun with Orcs and Goblins, Mountain Trolls, Skaven, and worse.
While this makes the Grey Mountains especially dangerous, many claim the fallen Dwarf holds hide treasures lost to time, so the foolhardy and desperate are drawn to the ancient halls like moths to a flame. Few survive their greed. The rocky Skaag Hills lie to the west of the River Bgen and run along the southern bank of the Reik before falling
beneath the trees of the Duchy of Gorland. Near the centre, the Reikwald recedes from the stony crags and layers of stratified rock rise to the south, starting at Trosreut in the shadow of Castle Grauenberg and wending its way through to
Holthausen, but many minor tracks and trails also cross the region, most of which started as goat tracks. Clinging precariously to the craggy edge of the Grey Mountains, the southern lords of the Reikland have sunk many mines seeking to extract the significant mineral and metal wealth of the range. These are protected by lone watchtowers and high
fortresses that stand guard against attack from the mountains, each surrounded by the rubble of older fortifications that failed. Once, the hillsides were bustling with small mines boasting rich veins of silver and iron. Down through the centuries most of these played out, leaving many abandoned settlements, many of which the forest reclaimed. Locals
now approach such ruins cautiously, for hunters, outlaws, and far more sinister folk are said to make use of what intact buildings remain. 267 X X Warh a mm er Fantasy Role play The Vorbergland, a hilly region extending the
length of the Reikland known for its fertile valleys, rolling grasslands, and windswept plains. The productive south-eastern provinces around Bhrn, Ubersreik, Stimmigen, and Dunkelberg are known locally as Suden Vorbergland, and are the most heavily cultivated regions of the Reikland. They are peppered with many flourishing towns, villages,
farms, and vineyards, and are often referred to as Ranalds Garden for the vast quantities of wine they produce for export. Further west, the Vorbergland is sparsely populated, little more than a hunting ground for wild animals and monsters from the
peaks. This makes the local baronies and duchies a popular destination for game hunters and natural historians from the Imperial Zoo seeking to capture rare creatures, though only the unwise travel this region without a heavy guard and knowledgeable guide. Drachenberg Soaring high above central Vorbergland, its base wrapped by the shimmering
River Bgen, the twisting peak known as the Drachenberg can be seen for miles around. Whenever trouble arises, the nearby townsfolk of Wheburg cast an eye towards the mountain and make the comet sign of Sigmar to ward evil, for Drachenberg has a fell reputation. Its name roughly translates to Dragon Peak and, true to its name, the mountain
has long been a favoured haunt of the great beasts, as well as to other monstrous creatures such as Basilisks, Wyverns, and Manticores. The immense Red Dragon, Caledair the Scythe of Fire once made her lair in caves near the peak of the mountain, and hunted across the fields of the Vorbergland for uncounted generations. While she has not been
seen for more than a century, none can say for certain if she is truly gone or if she sleeps in the mountain still. The Drachenberg is treacherous, with steep sides that thwart climbers, and no easy routes to its sheer summit. Though trees clog its foothills, they are sparse along its upper slopes and the top soil is very loose, which has caused more than
one imprudent climber to slide free to a broken death. Even so, the brave and the foolish still attempt to climb the Drachenberg, for who knows what treasures may lie hidden within its unknown heights? The Grim, Dark Forests The widespread forests of the Reikland are regarded as some of the safest in the Empire, but stray from the busy rivers and
treelined roads and such impulsive talk is soon forgotten. Uncharted miles of towering oak, pine, elm, and beech hide much more than desperate bandits and wild animals. And the deeper one goes, the more dangerous it is. The Reikwald blankets almost all the Reikland outside the Vorbergland, only thinning around the jagged Skaag
Hills or where it is cleared by the towns and villages lining the Reik river and its many tributaries. Most travellers through the region prefer the relative safety of river travel to journeying along uncertain roads, and with good reason; the Reikwald is a favoured haunt of outcasts, cut-throats, and other lawless folk. While all major routes are patrolled
by road wardens, their numbers are too few and the roads too long, so its not uncommon to encounter upturned coaches and other signs of banditry. The majority of the open clearings and abandoned ruins from past wars are claimed as camps by outlaws or by one of the herds of Beastmen roaming the deeper wood, and forays to clear these isolated
places by regiments of the Reikland State Army are not uncommon. Glorious Reikland State Army are not uncommon.
Unberogen tribe of Humans ranged across this misty forest alongside older tribes whose names are now lost to memory. Concentric rings of carved standing stones called oghams still exist from this era, though many are overgrown and almost impossible to find without a guide. Isolated communities still following ancient ways old beliefs said to
predate the coming of Sigmar are said to hold such sites sacred. Intellectuals from the Colleges of Magic postulate terrible battles were once fought for these ancient, megalithic sites, and its not uncommon to find richer magisters funding explorations into the Reikwalds depths to learn more about the magical stones. Bloodpine Woods South of
Altdorf an outcrop of pine trees grows down the southern face of the magical Amber Hills and spills into the depths of the Reikwald. Called bloodpine for its deep-maroon wood, the lumber here is greatly desired by the artisans of Altdorf, and is most often used to produce exquisite furniture destined for the high-class markets of Marienburg and Nuln.
Recently, bloodpine has become hard to source, for the Bloodpine Woods are plagued by Forest Goblins of the Spiders. Few dare to work there now, for those attempting to cut the trees simply disappear, their cries echoing from the mists high in the trees before suddenly
falling silent. This has, of course, only served to increase the value of bloodpine, which has deeply enraged purchasers, several of whom have taken to hiring mercenaries and private parties to clear the Goblins, figuring it is cheaper to throw bodies at the problem than pay more for their new filing cabinet. The Grissenwald The south-easternmost end
of the Reikwald branches southwards along the Stirland border and thins out as it heads upriver towards the City-State of Nuln. This wide section of the forest is known locally as the Grissenwald, a tight woodland packed with distorted trees and twisted undergrowth, the depths of which are said to be swarming with Beastmen, Witches, and tribes of
feral Mutants. Because of this, most local woodsmen travel in groups and seldom stay outdoors come nightfall, and its commonplace to find fluttering bills posted on roadside trees offering rewards for the retrieval of lost family and friends from the bowels of the forest. The Rivers, Canals, and Lakes The many rivers spilling from the glacial lakes and
waterfalls of the Grey Mountains down to the Reiklands economic success. Barges brimful with merchandise navigate the largest of these rivers, bringing diverse goods to the Reiklands economic success. Barges brimful with merchandise navigate the largest of these rivers, bringing diverse goods to the Reiklands wide-
ranging mercantile ambitions, the richer noble and merchant houses invest in extensive canals planned and constructed by Altdorf s famous engineers. The impact of these impressive waterways is undeniable, with trade goods moving faster than ever before, but they require maintenance and protection, both of which are costly. To ensure the
wreckers and river pirates the canals attract have minimal impact, road wardens, guards, and riverwardens are employed as required, but frequently these are little better than the criminals they purportedly thwart. The Reik The Reik carries more traffic and trade than all the other rivers in the Old World combined. Indeed, so massive is the river
that almost half the fresh water of the Old World flows down its length, for it not only drains all the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reik flows into the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond. By the time the Reikland with its many tributaries, but most of the Empire beyond with its many tributaries and the Reikland wit
immense watercourse approaches Altdorf to meet the dark waters of the Talabec, both rivers split into a complex network of channels that spread outwards to form the foggy Altdorf is a natural centre for trade as it is the only place where the Reik can be crossed
on foot for many hundreds of miles. This single fact has secured Altdorf s dominance of the area, both militarily and fiscally. Beyond the Altdorf Flats, the boggy channels reconverge and the Reik begins its long journey westwards to the sea. By this point, it is so wide the opposite bank sometimes slips into mist, and is so deep that even the largest sea-
faring vessel can navigate without fear. Resultingly, warships of the Imperial Navy, some so large to have crews out-numbering from the Reiksport, a deep-water harbour built on the shores of Altdorf. Rocky islands are common in this last stretch, most
of which are secured with ancient fortresses, overridden by river pirates, or abandoned completely, boasting nothing more than a handful of old smugglers coves. The Bgen The people of Bgenhafen claim Bgenauer, their towns patron deity, is responsible for the commerce-blessed state of the Bgen. A relatively placid river with a clear, smooth, but not
overly swift flow, the Bgen readily allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down. Its great depth allows traffic to sail upriver nearly as easily as down.
causes heavy mists to gather along its banks. Most evenings, fingers of roiling fog rise from the Bgen, wrapping tendrils about nearby settlements and the surrounding Reikwald. This is frequently thick enough to obscure vision, so thieves, smugglers, and worse use it to conceal their nocturnal activities. 269 X X Warham mercanic activities.
ay The Grnberg Canal The Grnberg canal is a recent addition to the waterways of the Reikland. Commissioned by Emperor Luitpold III as part of an extensive dowry paid to the previous Baron of Grnburg, it was completed in 2506IC and has seen heavy use ever since. The canal bypasses the treacherous shallows of the Reikland. Commissioned by Emperor Luitpold III as part of an extensive dowry paid to the previous Baron of Grnburg, it was completed in 2506IC and has seen heavy use ever since.
Castle Reikguard, and it now takes much of the canal system. Oueues are common at first light and dusk, but otherwise the tollhouse sees
infrequent business. At the north end there is a lock-keepers house on the outskirts of Prieze that doubles as a barracks and stables for the twelve road wardens paid to patrol the canal path and help any barges as required. This help typically comes in the form of impromptu protection taxes, which if not paid leave the offending barge open to bandit
attacks. Attacks that inevitably follow for any who refuse to pay. The Teufel The Teufel flows down from the mountains to Ubersreik, then northwards to the Reik through Auerswald and Grnburg. Its waters have a distinctly reddish hue caused by iron deposits in the mud and silt, though storytellers suggest its the unending wars between the Grey
Mountain Dwarfs and Goblins that have permanently stained the river red. A great deal of rain feeds into the Teufel and it regularly overflows, especially in spring, frequently flooding its mud-filled waters deep into the surrounding forest. Inns often built high to avoid floodwater are common along the Teufel, as are bandits, since much of the river
runs through the Reikwald. Road wardens regularly patrol the banks of the Teufel and they are not fond of any that linger without good reason. The Vorbergland Canals are an engineering marvel. Commissioned by the previous Archduke of Upper Teufel in conjunction with merchant houses from Nuln and Marienburg, the
canals are the pride of the south, carrying trade from Wissenland across the Vorbergland and back again. Comprised of five canals connecting five major tributaries of the Reik, the system links Nuln through to Carroburg, skipping the high taxes of Altdorf completely. Recently, the Dwarfs of Karak Azgaraz sent delegations to the lords of Suden
Vorbergland demanding the canals be shut, claiming old treaties from centuries past were being broken by an unacceptably large display of shoddy workmanship. This has caused an uproar from graduates of the Imperial Engineers School who see the steam locks and clever water-pumps as a pinnacle of human engineering. The Weissbruck Canal
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Connecting the Bgen and Reik rivers bypassing Middenlands Carroburg taxes in the process the Weissbruck canal sees steady traffic year-round as trade flows to and from Altdorf. A toll to use the canal is paid once at whatever end a vessel enters. The canal is 25-feet wide, with frequent berthing points and numerous places to stay along its length
Local bargees do not readily discuss it with strangers, but there are many unusual stories whispered about the canal. Supposedly, the Dwarf engineers that designed it unearthed pre-Unberogen artefacts when they first dug the waterway, and things have never been right in the area since. Some even swear that should Morrsleib the smaller of the
two moons be full, one can sail the canal north to somewhere other than the Reik Glorious Reikland are no less waterlogged, frequently giving way to
fens, mires, and dangerous mud plains, especially down the length of mighty River Reik. The largest of these is the Grootscher Marsh on the Wasteland, but many other examples exist, such as the Altdorf Flats, the Reiker Marshes, and the Uhland Bogs. Grootscher Marsh The largest wetland of the Reikland, the Grootscher Marsh
spreads out on both banks of the Reik. It extends some fifty miles into the Reikland and Middenland from the border with the Wasteland, and is considered by many to be a cursed place, for it is the site of one of the Empires most famous military defeats of the last century: The Battle of Grootscher Marsh, where the Wasteland secured its
independence from imperial rule. In modern times, the Grootscher Marsh remains the foulsmelling fenland it always was, filled with ill-sounding birds and infested with River Trolls. In leaner years, when meat cannot be found for their rotting larders, the Trolls grow hungry and rumour holds they slip into the Reik to pluck the unwary from passing
ships. Being sent to clear out the Grootscher Marsh is considered one of the worst punishment details imaginable by the State Armies of the Reikland; even the hardiest soldiers hesitate when ordered there. Travellers on the Reikland; even the hardiest soldiers hesitate when ordered there.
the marsh, and wise locals note Trolls dont make use of such. Old hands on the Reik agree, and then swiftly change the subject Shroom Boom Physicians, apothecaries, and scholars all pay high prices for the multitude of rare mushrooms and unusual plants that only grow in the perilous Cursed Marsh about the city of Marienburg. However, several
crops of Daemons Tand, Rood Puffball, and Dodeshors Polypore, three of the most valuable Wastelander fungi, have recently been discovered growing in the willage of Oberseert overlooking the marsh, is hiring mushroompickers willing to
brave the wetlands. This brings increased activity that not only attracts hungry River Trolls to the area, but also Goblins keen to capture them. Klaes cares little for such trivialities, and certainly wont mention them; all he wants is a steady crop of lucrative fungus. Those with stern hearts and keen eyes can reap real rewards here or become meat for a
Trolls larder. Altdorf Flats The rivers Reik and Talabec split around the city of Altdorf into hundreds of shifting channels, black-soiled mudflats, and marshes that spread north and south of the great city. Known as the Altdorf Flats, these wide wetlands are dominated by rushes and reeds, and are notorious for their foul stench and slurping, River-Troll-
infested bogs. Some twenty miles west of Altdorf, the snaking channels converge again into the wide River Reik, where the waters flow further westwards to the Princedom of Carroburg. The flats are crossed by six primary causeway is punctuated by several stone
bridges, some of which are Dwarf-wrought and date from the Time of Sigmar. Their roads are ever-busy with coaches and merchant trains coming to and from the capital, so are heavily patrolled by road wardens. Similarly, the marshy waterways are a haven for smugglers looking to circumvent Altdorf s heavy tolls and taxes, so riverwarden and
Shipswords are a frequent sight plying the unsure waters, seeking criminals and driving back larger marsh monsters. Reiker Marshes Lying between the Reiker Marshes are notoriously treacherous, and inexperienced captains frequently
run aground in its deceptively shallow waters. Tattered flags and corroded signposts mark the most perilous sections, but these are woefully insufficient. River guides locally known as huffers are available to guide boats through the waters for a reasonable price, most of whom gather in the towns of Prieze and Babenborn on the Reik, and in
significantly fewer numbers in Buxhead on the Teufel. The waters are at their most dangerous in the five-mile stretch at the emperor who tried, and failed, many times to dredge the red-silted waters in order to make it safe for deep-drafted ships, wise barge captains
avoid it completely, preferring to pay tolls to pass through the Grnberg Canal rather than risk their crew and cargo. Uhland Bogs are pierced through by the Westerfluss, the river that forms the natural border between the Wasteland and the Reikland.
Towers of peat cut from the bog can be found stacked in the small villages near the mire, where dried blocks are used to fuel local fires in winter or shipped downriver to be sold along the Reik. In the south-west depths of the bog a number of ancient, carved stones rise from the sodden land, drawing local cultists of Rhya and older deities to worship
during important equinoxes. One group of these stones, called the Crowstones, has a particularly foul reputation, and the surrounding bog is permanently blackened. Locals warn never to travel to the stones near the festival days of Geheimistag or Hexenstag, for they claim crows gather in impossible numbers and unspeakable things rise from the
bog to wreak terror upon the living. 271 X Timeline of the Reikland. c. -500 IC The Unberogen tribe of Humans settle the land where Altdorf now lies, and begin fortifying the area. It will be sacked many times by rival tribes, Beastmen, Orcs, Goblins, and
other vile creatures. Nevertheless, the site is strategically important at the confluence of the Reik and Talabec, and a mixture of conquest and trade helps the settlement flourish. Soon, scholars claim, the fortified town is known as the rich village, or Reichsdorf. As centuries pass, this becomes Reikdorf, with the surrounding land called the Reikland.
-30 IC A twin-tailed comet streaks through the sky, heralding the birth of Sigmar to Chief Bjrn of the Unberogen tribe in Reikdorf. The comet leads a crazed warparty of Orcs to Sigmar with a life-long hatred of Greenskins. -1 IC The First Battle for Black Fire Pass. The largest
horde of Orcs and Goblins the world has seen is defeated by Humans and Dwarfs led by High Chief Sigmar and King Kurgan, ending the centuries-long Goblin Wars. 0 IC Sigmar is crowned emperor over the chiefs of the twelve tribes and the Empire is born. The Dwarf Runesmith Alaric the Mad is commissioned to create twelve runeswords, one for
each of the tribal chiefs, as a symbol of their office and as thanks for their sacrifices to end the Goblin Wars. -8 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -7 IC Sigmar becomes chief of the Unberogen tribe. -8 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -8 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -8 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -8 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -8 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -8 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -9 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -9 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -9 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -9 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -9 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -9 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -9 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -9 IC After his father dies, Sigmar becomes chief of the Unberogen tribe. -9 IC After his father dies (IC After his f
his rule. -2 IC After several years of warfare and diplomacy, Sigmar binds twelve of the human tribes under his rule and allies himself with several more. Sigmar locks it away beneath Reikdorf. 11 IC Battle of Drakenmoor. The Great Enchanter, Constant
Drachenfels, leads an army of Goblins and Daemons against Sigmars new capital and suffers the first defeat of his eternal existence. This shocking loss will haunt him long after he reincorporates several centuries later. 15 IC Battle of the River Reik. Nagash, the Lord of Undeath, gathers a shambling horde of unliving monsters, and attempts to claim
the Crown of Sorcery from Sigmar. The Undead almost overwhelm the Reiklanders and their Dwarf allies, but, after an exhausting battle, Sigmar eventually strikes Nagash down, causing the unliving army to crumble to dust. 50 IC -15 IC A merchant-train from Karaz-a-Karak is ambushed by Orcs, and they capture King Kurgan Ironbeard. Sigmar
rescues the king, and in return is named a dawonger, Dwarffriend, and given the kings greatest heirloom, the magical warhammer Ghal-Maraz. c. 7 IC 1 IC The First War Against Chaos. The war is desperate, short, and devastating. Eventually, Morkar is
slain by Sigmar in a day-long battle that was said to have split the earth and rent the sky. c. 2 IC Sigmar names the twelve tribal chiefs his counts, which modern scholars claim can be sourced in the Classical word comes, meaning companion, for they were his companions on the battlefield against the Greenskins and against the Chaos tribes from the
north. After five decades of extraordinary rule, Sigmar vanishes. To avoid destroying Sigmars empire, the tribal chiefs eventually agree to vote for a new emperor from their own number, and select Siegrich of the Asoborn tribe. Thus, the counts became elector counts, and each swears to be a companion and protector of their elected emperor. 51 IC
Emperor Siegrich I dies in a hunting accident. After a fraught month, Prince Hedrich of the Unberogens is elected Emperor Hedrich I, bringing the seat of the Empire back to Reikdorf. 69 IC Johann Helstrum arrives in Reikdorf and claims to have holy visions concerning Sigmar. He preaches that he witnessed Sigmars Ascension to Godhood. Such is
the love the Unberogens have for their lost emperor, Helstrum is readily believed. 73 IC Johann Helstrum builds a temple to Sigmar, and the first man to recognise Sigmars divinity. c. 100 IC Emperor Hedrich I receives the twelve runeblades from Alaric
the Mad that were commissioned 100 years earlier. Each of these Runefangs is a unique weapon of extraordinary power, and they are passed to the Elector Counts. 246 IC A High Temple to Sigmar is completed in Reikdorf, and it acts as the centre of worship for a cult that now
extends throughout the Empire. This rapid expansion leads to open conflict with the cults of Ulric and Taal. 1106-1110 IC Rise of the Drakwald; sacking villages, towns, and fortifications across the Drakwald province. When the last heir to the Drakwald
throne is slain in battle with an enormous Bestigor, Emperor Boris I chooses to place the Drakwald Runefang in his Altdorf palace. Publicly, when a suitable heir is found, the Runefang will be passed on. Privately, Boris has no intention of ever giving up the magical blade. 1111-1115 IC The Black Plague. Disease sweeps through the Reikland, killing
nine in every ten people, and debilitating half of those left alive. Skaven then erupt from their under-Empire and attack. When Emperor Ludwig I, commonly called Ludwig the Fat, grants the Grand Theogonist a vote to select the next emperor. Though
some Elector Counts cry foul, and the other cults are astounded at the blatant favouritism, Emperor Ludwig appears far more interested in the lavish banquets prepared for him by the Cult of Sigmar in Reikdorf. 1053-1115 IC The Rule of Boris Goldgather. Emperor Boris I proves to be exceptionally unpopular and corrupt, with his rule known for
exorbitant taxes, weak leadership, and a complete neglect of the military. Age of Wars. Emperor Mandred II is assassinated by the Skaven in 1152 IC. The Elector Counts cannot agree on a successor as they are too concerned about rivals invading their devastated grand provinces, so a fraught interregnum ensues for over two centuries. During this
time, the Princes of the Reikland rule their Grand Province unfettered as civil war rages across the Empire. 1359-1547 IC The Time of Two Emperors. In a desperate bid to end the bloodshed, the Electors meet in Altdorf and eventually agree on a choice for emperor, crowning Elector Count Wilhelm of Stirland as emperor by a majority of one. Elector
Countess Ottila of Talabecland is outraged at this, and claims the vote is rigged. When she returns to Talabheim she declares herself Empress without a vote, and is supported in her claim by the Cults of Talabheim she declares herself Empress without a vote, and is supported in her claim by the Cults of Talabheim she declares herself Empress without a vote, and is supported in her claim by the Cults of Talabheim she declares herself Empress without a vote, and is supported in her claim by the Cults of Talabheim she declares herself Empress without a vote, and is supported in her claim by the Cults of Talabheim she declares herself Empress without a vote, and is supported in her claim by the Cults of Talabheim she declares herself Empress without a vote, and is supported in her claim by the Cults of Talabheim she declares herself Empress without a vote, and is supported in her claim by the Cults of Talabheim she declares herself Empress without a vote, and is supported in her claim by the Cults of Talabheim she declares herself Empress without a vote, and is supported in her claim by the Cults of Talabheim she can be a vote, and is supported in her claim by the Cults of Talabheim she can be a vote, and is supported in her claim by the Cults of Talabheim she can be a vote, and is supported in her claim by the Cults of Talabheim she can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported in her can be a vote, and is supported
IC Shipbuilding rises to prominence in Altdorfs natural harbour, the Reiksport. Soon, quality vessels built in the Reikland are plying the Reik river system. 1489 IC 1000 IC 1000 years after Sigmar was crowned emperor, the Cult of Sigmar completes a new High Temple in Reikdorf. It is the largest temple in all the Empire, and cements Sigmar
worship as the primary cult in the Reikland. In celebration, Emperor Ludwig I renames his city Altdorf, demonstrating its age and importance to the Empire as a whole. 1152-1359 IC 1115-1124 IC The Rat Wars. Skaven move to systematically enslave the remaining population of the Empire, and effectively wipe-out what remains of the Drakwald
province. In response, Elector Count Mandred of Middenland rallies a desperate defence, and with the help of Elven allies from the Laurelorn Forest, finally drives the Skaven back below ground. At the end of the war, the victorious Mandred is elected emperor by the three surviving elector bloodlines. The prince of the Reikland formally commissions
a navy, worried about the influence of ships sailing from Talabheim, Carroburg, Nuln, and Marienburg. To help limit their influence, Altdorf builds several low bridges across the Reik and Talabec to block larger ships and to control trade. 1547-1979 IC The Time of Three Emperors. After Sigmarites botch an assassination attempt when Electors refuse
to back their choice for the next emperor, the Elector Count of Middenland denounces the imperial elections as a corrupt sham, and declares himself the rightful emperors. The Empire now has three Emperors: The Electoral Emperor supported by the
cult of Sigmar, the Ottilian Emperor supported by the Cult of Taal, and the Wolf Emperor supported by the Cult of Ulric. The civil wars intensify. c. 1450-1550 IC Knights returning rich from the crusades against Araby found new knightly orders and chapterhouses across the Reikland. They also fund the first temple of Myrmidia in Altdorf, a simple
building sponsored by the newly invested Knights of the Blazing Sun. 1681 IC The Night of the Restless Dead. The dead stir in the Gardens of Morr. Corpses rise, bones rattle, and the dead walk the land, sowing terror and confusion. Entire towns and villages are overrun before dawn brings a reprieve from the rapacious hunger of the deceased. 1979
2303 IC The Dark Ages. Elector Countess Magritta of Westerland is elected empress, but the Cult of Sigmar refuses to crown her, or indeed any other Electoral system collapses, and soon most provinces fight only for themselves. Petty warlords claim titles
on a whim as new kingdoms, counties, duchies, princedoms and more rise and fall as terror spreads across the former Empire. 2010-2146 IC The Vampire Wars. The Empire has collapsed into thousands of competing factions, and the Vampire Wars. The Empire has collapsed into thousands of competing factions, and the Vampire Wars.
counts attempt to eradicate the fractured Empire. Each time, the Vampires are driven back through a mixture of unlikely alliances, desperate gambits, and clever strategy. 1707-1712 IC WAAAGH! Gorbad! and the First Siege of Altdorf. Taking advantage of the divided Empire, the Orc Warboss Gorbad Ironclaw invades with a tide of Greenskins at his
back, destroying the Grand Province of Solland, sacking Nuln and much of Wissenland, and eventually sweeping through the Reikland razing almost a third of its settlements before his green wave eventually breaks against the walls of Altdorf; but not before the Prince of Altdorf, and Electoral Emperor, Sigismund IV is killed. 1940 IC The Poisoned
Feast. The Great Enchanter, Constant Drachenfels, in one of his most famous treacheries, invites the Electoral Emperor, Carolus II, and the entire imperial court and its families, to a great feast held in his castle. Drachenfels poisons his guests, paralysing them. He then starves them to death in front of the marvellous banquet he prepared. This wipes
out several important noble bloodlines of the Reikland, deeply destabilising the grand province and the Electoral Emperors as a whole. 2135 IC Third Siege of Altdorf. The vampire lord Mannfred von Carstein launches a surprise winter attack on the Reikland capital as it recuperated from a summer of civil conflicts but is eventually driven back when
the Grand Theogonist of Sigmar uses a forbidden spell to unbind the vampires necromancy. 2203 IC A rift into the Realms of Chaos opens at Castle Drachenfels, resulting in the annihilation of almost every living soul from Bgenhafen to Ubersreik. After more than a week of terror, the rift mysteriously closes. 2302-2304 IC The Great War Against
Chaos. Asavar Kul, Everchosen of Chaos, leads a horde of unimaginable size into Kislev, laying waste to everything in his path. In response, Magnus von Bildhofen, a young Nulner noble claiming to be inspired by Sigmar, rallies the fractured and broken Empire into a mighty army to relieve Kislev. He eventually defeats Asavar Kul at the Gates of
Kislev alongside Kislevite, Dwarf, and Elven allies. 2304-2369 IC 2051 IC Second Siege of Altdorf. The vampire lord Vlad von Carstein is slain. His wife, Isabella von Carstein is slain.
Four Armies ended in multiple assassination attempts by supposed allies on the Empire side, it is decided that it is time to elect an emperor to pull everyone together. Elector Count Helmut is the most popular candidate for this, until its discovered he is actually a zombie in the thrall of Konrad von Carstein, the very vampire lord they are trying to
defeat. All plans to elect an emperor are abandoned. The Reign of Magnus the Pious. Magnus the Pious. Magnus the Pious at housand years. Riding the wave of popularity he secured by winning the Great War Against Chaos, he immediately initiates
sweeping reforms to end the corruption that previously brought the Empire to its knees, creating new laws to limit the nobility, cults, guilds and much more. He also oversees the foundation of many new institutions, including the formal creation of the Empire State Armies, Imperial Navy, and, controversially, the Colleges of Magic in Altdorf, making
magic legal across all the Empire for the first time. 2308-2310 IC The Third Parravon War. The Bretonnian duchy of Parravon invades the Reikland across the Grey Lady Pass, claiming the military escalation in Ubersreik caused by the mustering of the new State Army breaks an ancient treaty. They are quickly driven back, and the following year
Parrayon is besieged. Eventually, after a year of occasional skirmishes outside Parrayon with Emperor Magnus I, ending the war. 2402-2405 IC The Fourth Parrayon War. The Bretonnian duchy of Parrayon again invades
the Reikland across the Grey Lady Pass. Ubersreik is besieged twice during the war, but doesnt fall. Peace is eventually brokered by the intervention of Emperor Dieter IV who agrees to pay the Parravonese an extortionate sum of money to retreat, drawing much criticism at court. 2415 IC The Night of a Thousand Arcane Duels. War erupts between
the Eight Colleges of Magic in Altdorf, razing large sections of the eight Patriarchs. The Cult of Sigmar pressures the Prince of Altdorf and Emperor Dieter IV to lock the Colleges down, which they do, resulting in the execution of many magisters, and effectively bringing legal magic use to an end in the
Empire. Many of the surviving magisters flee the Colleges, never to return. Elector Counts depose Dieter in the ensuing scandal. He is replaced by Grand Prince Wilhelm III, starting the imperial dynasty that rules the Empire to this day. The Battle for Grootscher Marsh.
Emperor Wilhelm III, under pressure from the Elector Counts to respond to the Wastelands secession from the Empire, gathers the State Armies to invade Marienburg. In late Autumn, the opposing forces meet at the Grootscher Marsh just outside Siert, and the Empire is routed by the advanced Marienburg navy, well-trained mercenaries and
militias, and the magics of the Wastelands High Elven allies. Begrudgingly, Wilhelm verbally recognises the Wastelands independence, but refuses to ratify it with a treaty. Marienburg accepts this and draws their new border at Siert. 2429 IC Westerland buys its independence from the Empire by bribing Emperor Dieter IV, reforming itself as The
Wasteland with Marienburg as its capital. Using anticorruption laws put in place by Magnus the Pious almost a hundred years earlier, the Fourth Siege of Altdorf. The Liche King, Arkhan the Black, invades the Reikland with a seemingly endless swarm of walking corpses that march straight for Altdorf. Once the siege begins, Arkhan slips unnoticed
into the High Temple of Sigmar and steals the dreaded Liber Mortis kept within. Minutes after he escapes, his army collapses, leaving thousands of carcasses mouldering outside the city walls as state soldiers look on in confusion and relief. 2480 IC In Drachenfels Castle, Constant Drachenfels is slain by Crown Prince Oswald von Knigswald of
Ostland. 2483 IC Emperor Luitpold III signs treaties with the Wasteland to allow warships of the Imperial Navy to pass through the city-port of Marienburg. For the first time since the secession of the Wasteland to allow warships of the Imperial Navy to pass through the city-port of Marienburg. For the first time since the secession of the Wasteland, the Reiklander navy is sailing the high seas, although the tolls to do so are extortionate. 2502 IC Emperor Luitpold III dies in his sleep. In
close vote, Luitpolds son is elected to replace him, and is crowned Emperor KarlFranz I in the High Temple of Sigmar in Altdorf. 2420-2424 IC WAAAGH! Grom! The Goblin Warboss Grom the Paunch leads an enormous horde of Greenskins across the Empire, sacking many Reikland towns and villages, before eventually heading westwards,
undefeated, where he then takes to the sea. The lack of Magisters from the suspended Colleges of Magic is widely blamed for the repeated military defeats suffered by Reiklands armies. 2453 IC 2505 IC 2430 IC Appalled at the State Armys inability to effectively counteract the Elven mages and Marienburg ships, Emperor Wilhelm III reinstates the
Colleges of Magic after their 15-year suspension and invests significant resources into shipbuilding at the Reiksport, 2431 IC The Great Fire of Altdorf alight when a spell misfires, burning many buildings to the ground. Many lobby Emperor Wilhelm III hard to suspend the colleges again
but eventually he decides to keep them open, but with greater oversight from the Cult of Sigmar. By imperial appointment, the playwright Detlef Seirk attempts to stage an ambitious play in Castle Drachenfels for Emperor Karl-Franz and the gathered nobility of the Empire. It goes disastrously wrong. 2508 IC Malathrax the Mighty, an enormous
Doomfire Dragon, terrorises the Vorbergland, razing villages and taking livestock, before its driven north across the Hgercrybs. After several months of pursuit, and the eradication of the entire Knightly Order of the Ebon Sword, the Dragon is slain by the Imperial Huntsmarshal, Markus Wulfhart, who places three arrows in its heart. X Warham method is made and taking livestock, before its driven north across the Hgercrybs.
er Fantasy Roler play Politics The Reikland perceives itself as a progressive, civilised realm, standing apart from the backward barbarity of the other provinces. It is ruled by an Elector Count bearing the title Grand Prince of the Reikland the grand appellation indicating the prince is an elector for the next emperor when the current one dies. The
grand princes land is divided into a patchwork of individual fiefs governed by dukes, counts, margraves, high priests, abbots and other rulers. These provinces, whose lords swear directly to the grand prince, are collectively titled the Reikland Estates, most of which have been ruled by the same families or institutions for uncounted generations,
affording them significant influence. The grand princes decrees are ratified by the Reikland Diet, an assembly comprised of the lords of the Reikland Estates. However, certain powers were reserved for the crown during Magnus the Piouss Imperial Reforms two centuries ago, including: the right to summon and command the State Army of the
Reikland, the raising of emergency taxes in times of crisis, the right to authorise new coinage, and the right to call a High Lord Stewards Council meets
weekly in the Wilhelm Chamber of the Council of the Reikland, are appointed by the grand prince to attend in person. The High Lords of the Reikland The Ten High Lords of the Council of the Reikland, are appointed by the grand prince. Whilst most
commoners could never hope to encounter such luminaries, their agents and representatives can be found everywhere. High Lord of the Chair Achibold von Lilahalle, was
granted the influential position after being gravely wounded whilst saving the life of Emperor Luitpold III from an assassins blade. Lingering, painful injuries confine him to a steam-driven wheelchair; an irony only the unwise note aloud. High Lord Steward The High Lord Steward is the only man legally allowed to judge a crime committed by the lord
is Archduke Adelbert von Bgenberg, a quiet man with little experience of the law, but a shrewd understanding of people. As much to the High Lord of the Chairs chagrin. High Lord Treasurer The High Lord Treasurer is responsible for
the Reiklands treasury and for raising revenues. The position is extraordinarily important and is almost always held by a close ally of the crown. The current High Lord Treasurer is the aging genius Grafina Elena von Midwald, a dear friend of the previous grand prince, well known for her outspoken appreciation of fine wine and fine men. Gloria or isolated by a close ally of the crown.
Re ik l and High Lord Ambassador The High Lord Ambassador organises the Reiklands foreign relations and runs the Altdorf Black Chamber: the infamous spies of the Reikland. Graf Liepmund Holzkrug, the current High Lord Ambassador organises the Reiklands foreign relations and runs the Altdorf.
He is known for his vindictive nature, his ruthless politics, and his love of hunting rare and exotic game. High Lord Judge is the ultimate voice on all Reikland also serves as Supreme Law Lord of the Empire: Lector Agatha von Bhrn of
Verena. She is experienced in all legal matters, and widely regarded as one of the most intelligent people in the Empire, especially by those who have bribed her. High Lord Chancellor The High Lord Chancellor is High Priestess
Halma Habermann of Sigmar, a robust woman with a pale complexion, rosy cheeks, and thick limbs. Though generally charming and approachable, she is zealously out-spoken in her opposition to the Colleges of Magic, and rumours abound regarding the atrocities she witnessed during her service in the Order of the Silver Hammer. High Lord
Chamberlain The High Lord Chamberlain runs the Palace of Altdorf and the adjoining Volkshall. The position is arguably one of the most influential in the Reikland, as most high-level imperial politics take place within the chamberlains domain. The current High Lord Chamberlain is rake-thin Duchess Elze von Skaag, an astute negotiator and careful
planner who publicly supports Emperor Karl-Franz in all matters. Elzes husband, Duke Alardus von Skaag, is said to be deeply frustrated at his wife residing in Altdorf and not in Skaggerdorf with him; by comparison, it seems to suit her perfectly as most evenings she can be found carousing through the city with her bodyguards. High Lord
Reiksmarshal The High Lord Reiksmarshal is responsible for leading the armies of the Reikland, and ensuring each of the Reikland State Regiments is raised, financed, and made available to the current grand prince Emperor Karl-
Franz and said to be the finest swordsman in the Empire. Helborgs military commitments ensure that he rarely takes his seat on the council, a circumstance that suits his natural inclination. High Lord Constable is
smiling Grafina Matrella von Achern, a woman with no interest in genealogy, but a voracious appetite for political intrigue. She has made the most of this relatively inconsequential position, by chairing several private councils on the Grand Princes behalf. It is hard to reconcile the bubbly, maternal demeanour she projects, and her reputation amongst
her peers as the most ruthless woman in the Reikland. High Lord Admiral is responsible for the Admiral is the venerable Sea Lord Adalmann von Hopfberg. The Sea Lord who is now quite senile took residency in the Great Hospice some fifteen
years ago, and the Admiralty has governed the navy without his influence or interference since then. The Reikland Diet, which meets as required in the Holzkrug Chamber of the Volkshall in Altdorf, is responsible for scrutinising decrees issued by the Grand Prince of Reikland, either passing them or returning them to the crown with
 suggested amendments. As most lords of the Reikland Estates dont have time to attend the diet themselves, they generally send favoured children, spouses, relatives, or minions in their place, although decrees of significant import will often bring worried lords from across the Reikland to attend in person. Given the number of agents the Grand Prince
of Reikland tasks to influence the Reikland Diet, most votes are a formality. The Reikland Estates are ruled by vassals of the Grand Prince of Reikland Diet, most votes are a formality and friends as they wish though the creation of new hereditary titles requires the approval of the
Prince of Reikland and the Reikland Diet. Each estate has a range of distinct legal and military obligations to the crown, but all are required to build and maintain at least one regiment for the Reikland State Army, soldiers typically used in peacetime as watchmen, road wardens, or guards. Most Reikland Estates are feudal, comprised of smaller fiefs
three with hereditary titles Baron Markham of Siebbach, Countess Osterhild of Kaltenwald, and Baron Baltzer of Ettlindal and three with non-hereditary titles, all of which were appointed by Agetta personally Warden Fabian of Ort, Warden Luethold of Koff, and Castellan Fronika of Neumarkt. The three hereditary vassals have, in turn, a total of seven
vassals of their own. The Baroness does not attend the Reikland Diet; instead she relies on her influential younger sister, Lector Agatha von Bhrn, to watch over it in her place. Agatha resides in Altdorf serving as a member of the Imperial Council of State and the Reikland Council, as well as tending to her duties as a Lector of Verena. Settlements
Altdorf The Reikland prides itself as one of the extraordinary dangers found in the great forests elsewhere in the
Empire, the darker corners of the Reikwald are still home to all manner of terrible creatures. So, even after two thousand five hundred years of expansion, most Reikland settlements are found along the Reik and its many tributaries, connected by river if not always by road. It is only to the south of the Vorbergland, in the breadbasket of the Reikland, in the Breadbasket of the Breadbasket of the Reikland, in the Breadbasket of the Bre
that rural settlements spread freely, connected by wellmaintained roads and the rivers lead to Altdorf, the largest, richest city of the Empire, but there are many other interesting places to visit beyond that citys high, white walls. Numerous towns, both large and small, can be
found across the Reikland, most acting as centres of trade or manufacture. A growing number of these flourishing centres of commerce also hold the status of freistadt, meaning they are free towns: granted charters to govern themselves, usually via a council of burgomeisters with little or no interference from the local noble houses. Altdorf Emperor
Karl-Franz I holds court in Altdorf, the capital of the Empire as a whole. It stands proudly at the confluence of the mighty Reik and Talabec rivers, as well as at 278 X G l o r i o u s R e ik l a n d the emode france of the mighty Reik and Talabec rivers, as well as at 278 X G l o r i o u s R e ik l a n d the empire as a whole. It stands proudly at the confluence of the mighty Reik and Talabec rivers, as well as at 278 X G l o r i o u s R e ik l a n d the empire as a whole. It stands proudly at the confluence of the mighty Reik and Talabec rivers, as well as at 278 X G l o r i o u s R e ik l a n d the empire as a whole. It stands proudly at the confluence of the mighty Reik and Talabec rivers, as well as at 278 X G l o r i o u s R e ik l a n d the empire as a whole. It stands proudly at the confluence of the mighty Reik and Talabec rivers, as well as at 278 X G l o r i o u s R e ik l a n d the empire as a whole. It stands proudly at the confluence of the mighty Reik and Talabec rivers, as well as at 278 X G l o r i o u s R e ik l a n d the empire as a whole. It stands proudly at the confluence of the mighty Reik and Talabec rivers, as well as at 278 X G l o r i o u s R e ik l a n d the empire as a whole. It stands proudly at the confluence of the mighty Reik and Talabec rivers, as well as at 278 X G l o r i o u s R e ik l a n d the empire as a whole at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s R e ik l a n d the empire as at 278 X G l o r i o u s 
fresh, wide-eyed hopefuls arriving daily, and more commissions for new bridges, buildings, and engineering marvels presented weekly to the citys burgomeisters than most cities consider in a year. famed Imperial Engineers School founded by Tilean genius Leonardo da Miragliano also lies within Altdorf s walls. Here some of the Empires bravest, and
most reckless, souls devise new and inventive methods for raining fiery death on the enemies of mankind. Perhaps unsurprisingly, the school has been rebuilt over a dozen times since it was founded. Today, Altdorf is a city of steam-powered bridges, mismatched islands, enormous tenements, and seemingly endless hordes of people: one cannot
traverse its crooked streets without becoming intimately familiar with complete strangers. Because it draws merchants and diplomats from across the Known World, it is also surprisingly cosmopolitan; not only do folk of all ranks, species, creeds, and backgrounds rub shoulders freely, but even wizards are a common sight, rarely receiving more
hostility than a wary glance or muttered blessing. Arguably the most significant educational institution in Altdorf is also its most mysterious: The Colleges are guided by the principles and precepts of the elven Loremaster Teclis. The colleges are
charged with training magically gifted citizens to channel their dangerous talents in the defence of the Empire. Rumours of the warping influence of the capital have been twisted, and certain college buildings are believed to be
hidden from all but those few blessed or should that be cursed with witchsight, but few believe such talk. Always surprising outsiders, a populous Elf quarter thrives near the Reiksport Altdorf s deep-water harbour and shipyard founded by High Elf merchant princes trading up the Reik from Marienburg over a century ago. The old alliance between
the Empire and Dwarfs has stood since Sigmars time and ensures many Dwarf clans also reside there in tight-knit communities, some having toiled on the citys stonework for untold generations, though naturally their stubborn natures preclude them from ever calling Altdorf home. There is even a healthy Halfling population, with most earning their
crusts serving fine food and better ales in Altdorf s hostelries, many of which are guarded by the citys sizeable Ogre population. Even odder creatures also call the city home, with none more fantastic than those found in the Imperial Zoo, which boasts myriad monsters and animals including the Abomination of Stirland and the Drakwald Gibberbeast.
each caged and displayed for the amusement of all. Standing in stark contrast to the arcane mysteries of the Colleges of Magic, and as a bulwark against any errant witches or rogue magisters, Altdorf is also the beating heart of the Colleges of Magic, and as a bulwark against any errant witches or rogue magisters, Altdorf is also the beating heart of the Colleges of Magic, and as a bulwark against any errant witches or rogue magisters, Altdorf is also the beating heart of the Colleges of Magic, and as a bulwark against any errant witches or rogue magisters, Altdorf is also the beating heart of the Colleges of Magic, and as a bulwark against any errant witches or rogue magisters, Altdorf is also the beating heart of the Colleges of Magic, and as a bulwark against any errant witches or rogue magisters, Altdorf is also the beating heart of the Colleges of Magic, and as a bulwark against any errant witches or rogue magisters, Altdorf is also the beating heart of the Colleges of Magic, and as a bulwark against any errant witches or rogue magisters, Altdorf is also the beating heart of the Colleges of Magic, and as a bulwark against any errant witches or rogue magisters, and as a bulwark against any errant witches or rogue magisters and a bulwark against any errant witches or rogue magisters.
emperor within the boundaries of modern Altdorf, and fittingly the city now boasts more Sigmar in the city. Special Delivery A merchant is offering a ludicrously large fee to whomever will
deliver a package. The catch is the package is bound for one of the Colleges of Magic; the merchant claims to be terrified of wizards. To complicate matters, no-one actually knows where the college in question the Light College can be found, with some claiming that it exists outside of normal space whatever that means. The package is warm to the
touch and seems to vibrate faintly when pressed; just how desperate for cash are the would-be messengers? This enormous and varied population helps secure one of Altdorf s more notorious traits: it is infamously smelly, known affectionately, as The Great Reek. During the hot, summer months the stench rolling in from the
seemingly trivial actions of the local burgomeisters and nobles can earn their ire; but the fact that many of their protests are entirely fair does not lessen the crowns fervour in quashing any rebellious rabbles that many of their protests are entirely fair does not lessen the crowns fervour in quashing any rebellious rabbles that many of their protests are entirely fair does not lessen the crowns fervour in quashing any rebellious rabbles that many of their protests are entirely fair does not lessen the crowns fervour in quashing any rebellious rabbles that many of their protests are entirely fair does not lessen the crowns fervour in quashing any rebellious rabbles that many of their protests are entirely fair does not lessen the crowns fervour in quashing any rebellious rabbles that many of their protests are entirely fair does not lessen the crowns fervour in quashing any rebellious rabbles that many of their protests are entirely fair does not lessen the crowns fervour in quashing any rebellious rabbles that many of their protests are entirely fair does not lessen the crowns fervour in quashing any rebellious rabbles that many of their protests are entirely fair does not lessen the crowns fervour in quashing any rebellious rabbles that many of their protests are entirely fair does not less and the crowns fervour in quashing any rebellious rabbles that many of the crowns fervour in quashing and the crowns fervour in quashi
matriculate at the University of Altdorf, often with little regard to academic ability; those with scholarly potential, but without the financial clout to match it, often find their way to the High Temple of Verena, for the Goddess of Wisdom always has space for those blessed with intellect. The The lively town of Auerswald rises by the confluences of the
Teufel, Tranig, and Ober rivers, so is on one of the busiest and thus best patrolled trade routes of the Reikland. The folk of Auerswald tend to be strong willed and determined, but their easy charm and famous wit ensures no matter how steely their negotiations, they rarely cause offence. The ruling graf, Ferdinand von Wallenstein, leaves the running
of Auerswald to a council of burgomeisters, far preferring his luxurious palaces in Altdorf and Nuln to dirtying his hands 279 X Warh ammer Fantasy Rolepha with direct rule. His uncle, Lord Adelbert von Wallenstein, is a grizzled but hale, old warhorse who spends most of his days rooting out Goblins and bandits in the Reikwald to the east
of the town. Much of Auerswald is built on thick stilts over the floodplain of the river Teufel, which is often in spate. Connected by a bewildering labyrinth of ramps, bridges and rope ladders, outsiders can easily become lost. More than one careless carouser has fallen to a muddy death after over-indulging themselves in the local taverns. In recent
years, rumours have sprung up about an organised gang of blackmailers and confidence tricksters operating from the town, though no witnesses have lived long enough to testify to their existence. Dirty Business The citizens of Bgenhafen are justifiably proud of their bustling town for many reasons, not least of which is their extensive sewers that are
well-maintained by the towns Masons Guild. Pleasing local gangs of criminals, the privacy of the sewer system has proven to be something of a boon to smugglers looking to avoid the taxes, tariffs, and fees levied by the guilds and nobles of the unknowing town above. The town watch regularly hires interested citizens to sweep the sewers for
miscreants and neer-do-wells; of course, criminal gangs arent the only danger that might be found lurking beneath Bgenhafen lies in the very heart of the Reikland and serves as the crossroads of the grand province. Lying equidistant between the capitals of
Altdorf and Monfort, it is a crucial stop on the Empire are traded here for local lumber, wool, and metals shipped down from the Grey Mountains. Bgenhafen is located in Graf Wilhelm von Saponatheims duchy, but he is quite content to let the
town be run by a local council whose membership is dominated by members of the local Merchants Guild, as well as representatives from the Stevedores and Teamsters Guild so long as they keep the money flowing his way. As goods coming north are transferred from wagon to barge in Bgenhafen, the city is always well stocked with warehouses full
to the brim of fine wines and expensive, fragrant cheeses. Diesdorf One of many towns lying on the River Reik between Altdorf and Nuln, Diesdorf and expensive, fragrant cheeses. Diesdorf One of many towns lying on the River Reik between Altdorf and Nuln, Diesdorf and Expensive, fragrant cheeses.
die off, the town itself may follow. However, those who visit Diesdorf may conclude that its chief export is, in truth, religious fervour. Magnus the Pious once gave a legendarily powerful speech in the town after folk travelled far and wide to hear him. Ever since, Diesdorf became a major pilgrimage site for devout Sigmarites, and on holy days the
towns population is frequently doubled. Despite its relatively small size, Diesdorf has numerous temples and shrines to Sigmar, and most families in the town have at least one member serving in the Sigmarite clergy. Glorious Remines to Sigmar, and most families in the town have at least one member serving in the Sigmar, and most families in the town have at least one member serving in the Sigmar, and most families in the town have at least one member serving in the Sigmar families in the Sigmar families in the town have at least one member serving in the Sigmar families in the Sigmar famili
across several hills along the banks of the River Grissen. The older, richer portions of the town sit high on the hills, giving the nobles, and the rising merchant class wealthy enough to afford the older, richer portions of the townhouses, a commanding view of the surrounding countryside. Despite its ever-increasing size, travellers note Dunkelbergs rustic feel, with regular
markets clogging its winding streets. There shoppers can purchase livestock; local produce; several excellent, fruity wines produced by the surrounding villages; and hand-crafted goods from across the Suden Vorbergland. Wide-ranging bleachfields extend from the town, where local linen is dyed white by the sun around crops. Dunkelbergs position
near the looming Grey Mountains and the wild Graugrissen forest leads to regular raids by Goblin tribes. While the richer portions of the town are well fortified and protected by a high, stone wall, the rest lack any significant defences. As such, the poorer citizenry have learned not to grow too attached to their homes, belongings, or loved ones.
epicures travel to the town to sample its wares from the many drinking houses, breweries, and vineyards on offer. Some claim the high number of visiting Bretonnians drawn by the excellent wine may account for the locals recent enthusiasm for beer. Grnburg Downriver from several major trading towns, Grnburg is no stranger to trade goods bound
for the Reik, but it is in riverboat manufacture that Grnburg truly excels. The towns boatyards are in constant operation, churning out the barges that keep the Reiklands trade afloat. The open fields to the south-east of Grnburg appear verdant and peaceful, but it is in riverboat manufacture that Grnburg truly excels. The towns boatyards are in constant operation, churning out the barges that keep the Reiklands trade afloat. The open fields to the south-east of Grnburg appear verdant and peaceful, but are known locally as the Battle Plains. It was here, long ago, the ruthless advance of the
fearsome Orc Warlord Gorbad Ironclaw was finally stalled. Uniquely in Imperial military history, the Battle of Grnburg was almost entirely contested by mounted troops on both sides. This quirk of history has made the Battle Plains a site of interest for archaeologists, antiquarians, and grave robbers, all keen to excavate debris from beneath the blood-
soaked earth. Orphan White Dunkelberg has an excess of orphans, the result of frequent Goblin raids, diseases, and other unpleasant occurrences. Rather than leave them underfoot, the local duke has established a number of orphanages to provide shelter and sustenance for the children; however, to earn their keep, he puts the orphans, clad in their
distinctive white uniforms, to work in the bleachfields. Visitors to Dunkelberg may be shocked to see so many urchins deployed as a labour force, though the callous disregard many of the wealthy of the town have developed toward orphan children is perhaps worse. Sister Alella, a local Shallyan priestess, has recently expressed concern over the
wellbeing of these urchins, even claiming that a number of the children have vanished under suspicious circumstances, and is looking for help to uncover the truth of whats really happening. Eilhart Known and celebrated by wine drinkers throughout the Old World, the vineyards around Eilhart produce the succulent grapes, and thus the wine, that
shares its name. Eilhart is widely considered one of the Reiklands best white wines, valued not just for its crisp, light flavour, but also for its famously mild hangovers that grow no worse no matter how much of it was quaffed the night before, or so Eilhart rescently, Eilhart has recently also become famed in the Reikland, and as far afield as
Marienburg, for its sharp, acidic beers making use of fragrant hops and local grain. Given the excellent quality of its alcoholic beverages, Eilhart has become a popular destination for riverboat cruises, wherein Holthusen is a major point on the trade route between Eilhart and Marienburg. The town
primarily deals in wine and beer, and the barrels in which they are stored. The coopers of Holthusen are rightly renowned for their sturdy barrels, most famously the Holthusen Hogshead, allegedly stout enough to withstand direct cannon fire, while leaving the precious drink within unscathed. The majority of the vintners and brewers of the western
Vorbergland use Holthusen barrels; indeed, many age their stock here in specialised warehouses sunk deep into the ground to keep them cool. Holthusen is enclosed in several rings of tall palisades and the folk of the town are frequently on edge, for while few bandits would dare to menace the town, wild Beastmen living deep in the nearby Reikwald
regularly attack without warning before melting back into the forest. Many citizens believe that the creatures have an insatiable thirst for wine, though some fear blood is their tipple of choice. Whatever the case, the town has taken to leaving barrels of cheap wine at the outskirts of the surrounding forest in the hopes the beasts will take their
offerings and leave in peace. Of course, should any Witch Hunters hear of this appeasement, there will likely be a reckoning 281 X X Warham mer Fantasy Role en leave in fancy, possibly even predating the towns founding. Because of this, many of the locals have an especially strong affinity withham mer Fantasy Role en leave in fancy, possibly even predating the towns founding.
Morr, a situation rarely seen in the Empire outside Ostermark, and highly unusual for the strongly Sigmarite Reikland. This is something local Sigmarites are keen to rectify. The Rime Tree, as few miles to the north-east of Holthusen stands a tree unique in all the Reikwald: a magnificent pine locked in ice all year round. The Rime Tree, as few miles to the north-east of Holthusen stands a tree unique in all the Reikwald: a magnificent pine locked in ice all year round. The Rime Tree, as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-east of Holthusen stands as few miles to the north-
it is called, never melts, and sends constant flurries of ice and snow cascading down onto the frosty undergrowth below. The tree is freezing to the confluence of the Schilder and Reik rivers, Schilderheim is one of the Reiklands most
important trading towns. It is also home to a surprisingly diverse array of wildfowl, particularly wading birds. Most notable is the red crane, a sedentary river clams. The site has been claimed by the Cult of Ulric, and is the major terminus for devout
Ulricans on pilgrimages south of the Reik. For those of an arcane bent, the perpetually icy bark of the tree has certain useful and therefore valuable magical properties. But Ulricans are rarely happy to have wizards poking about their sacred sites, so obtaining some of the bark safely is something of a risky endeavour. Therefore, Lord Magister
Schlotter of the Bright Order is willing to pay good coin for brave men to secure what he cannot. Kemperbad An ancient town with a long and convoluted history, the Grand Freistadt of Kemperbad lies on the eastern bank of the Reik
historically the town has been fought over, and ruled by, nobles from Talabecland, Stirland, and the Reikland, changing hands time and again through a series of marriages, treaties, and wars. Since gaining a charter affording it the right to self-rule in 1066IC from Boris Goldgather, Kemberbad has been a Freistadt led by a local council. Its prime
location on the river, coupled with the ability to impose and retain its own taxes, has made the town very rich indeed. Because of this, the merchants of Kemperbad are legendarily ostentatious, dressing in outfits so gaudy as to shame a peacock, and costly enough to beggar folk of more modest means. Unsurprisingly, the neighbouring nobility regard
Kemperbads coffers with envious eyes, and some send agents to destabilise the town. Schdelheim Marienburg and Altdorf, boasting a high number of inns and berths for passing
 ships and barges. Ferries here regularly run travellers back and forth over both rivers, and it is a hub for the disparate communities of the nearby marshlands. Just south of the centre of the town lies an ancient temple dedicated to Morr, the God of Death. The grand, crumbling Though already a prosperous town, the Merchants Guild and
burgomeisters of Schilderheim have grander aspirations, eyeing the wealth of Altdorf and Marienburg enviously. Wanting their piece of this pie, the local stevedore guild has recently raised its prices, a highly unpopular move that has brought much dissatisfaction, some of which has spilled into the streets. To avoid this extra fee, a number of
merchants have occasionally sought to bypass the stevedores altogether, conducting their business on the river itself, swapping not just stock, but whole barges sunk; of course, the Stevedores claim it has nothing to do with their
honourable members. The Merchants Guild, in turn, is willing to pay a lot of money to any who can prove it is. Stimmigen The major bridge over the River Ober, coupled with access to the Vorbergland canal system, ensures a great deal of trade passes through Stimmigen on its way to Ubersreik, making it one of the busiest market towns in the Suder
Vorbergland. It is widely famed for its lush orchards, and is the source of the Reiklands best known apple, the sweet, yet tart, Ernwald only flourishes in Stimmigens environs, proving resistant to attempts to cultivate it elsewhere in the Empire. In addition to curious horticulturists and jealous farmers, the Ernwald has attracted a
significant Halfling population to the area, whose delicious apple pies, pastries and crumbles not to mention crisp cider can be found in most local hostelries all year round, and especially during Pie Week at the start of autumn. This Halfling festival is celebrated by all in Stimmigen, an opportunity for rich and poor alike to enjoy tastings and eating
competitions, and generally gorge themselves on all manner of sweet, baked goods. Ubersreik is situated near Grey Lady Pass, one of only two major passes over the Grey Mountains into Bretonnia. Because of this, the town regularly sees traders and travellers from across the Old World. The mighty fortress known as the Black
Rock is connected to the walls of the town should any less welcome travellers attempt ingress. Ubersreik has had a long association 282 X G l o r i o u s R e ik l a n d with the nearby Dwarven clans of the citys Dwarf population sit on the town council. One of Ubersreiks are the citys Dwarf population sit on the town council.
 more famous edifices, its spectacular bridge over the River Teufel, was built by Dwarfs during the time of Magnus the Pious. Widely regarded as one of the most impressive feats of engineering to be found in the Reikland, it connects the trade road which runs all the way from Bgenhafen to Dunkelberg then Nuln. Ubersreik deals in trade of all kinds
but is most well-known for ore and the skilled metal-work of the Dwarfs. For exhaustive details on Ubersreik, see the WFRP Starter Set. Weissbruck has in the past century grown rapidly into a bustling port for goods and travellers moving between
Bgenhafen and Altdorf. Weissbrucks change in fortune is due to its shrewd rulers, the Grubers, who decided to capitalise on the rich deposits of coal and iron found in the Skaag Hills. This ready supply of much needed resources enabled the Grubers, with the permission and partnership of the Prince of Altdorf, to commission Dwarf engineers to
construct a canal in 2462IC, which rapidly accelerated the towns growth, bringing all manner of citizenry with it. While the output of the mines has slowed in recent years, trade has steadily increased. Despite its rulers riches, Weissbruck retains something of the character of a typical mining town; burly miners and dockworkers ensure an uneasy
peace, and the threat of violence is never far removed. As the mines output has diminished, more and more miners have descended from the Skaag hills, a growing, agitated, unemployed workforce with little to do but drink cheap rotgut and scowl at strangers. Wheburg is the first town encountered after leaving the Grey Mountains on the
road from Helmgart to Bgenhafen. Its proximity to the fortress of Helmgart ensures troops pass through regularly, and the town offers a sizeable barracks for visiting soldiers. Having survived the mountains extreme weather to say nothing of ravaging armies of Orcs and Goblins, and potential monsters roosting on the nearby Drachenberg most
visitors arrive to Wheburg with a powerful desire to celebrate life. To accommodate that need, Wheburg has become renowned for its hospitality, and its locals are widely regarded as the friendliest in the Reikland for a price. The streets are lined with taverns, inns, and gambling dens, not to mention some less salubrious establishments where all the
pleasures of the flesh are purveyed, and illicit substances may be procured. Though fist-fights and petty crime are common, things rarely get too out of hand given the significant number of soldiers usually on hand to disperse any rowdy revellers (except, of course, when those revellers are, themselves, off-duty soldiers). Spending time in Wheburg
prior to marriage has become something of a rite-of-passage for wellheeled Reiklanders, and its common to hear men and women calling out, what happens in Wheburg! from many a street corner. The Bastions and Fortresses The Reiklands southern border is dominated by the Grey Mountains, which are, in turn, dominated by a
series of X Warh amm er Fantasy Roleplay strongholds, built and rebuilt to defend against raiding Mountain Trolls, Greenskins, and the restless dead, not to mention the neighbouring kingdom of Bretonnia. The River Reik is similarly littered with bastions to ward attack, but there most are stony relics of the Empires broken past when the
Reikland warred with the other grand provinces and itself. Only strategic fortresses now remain, easily outnumbered by castles fallen to disrepair, their ancient strength and storied past all but forgotten, just as their crumbling stonework is lost to time and decay. Blackstone Tower While the Axe Bite and Grey Lady passes are the best-known routes
over the Grey Mountains, they are not the only ways through the range. The Crooked Corridor is a narrow gorge through the mountains not far from the border with the Wasteland. It is useless to most merchants, being far too tight for wagons or horses, and dangerous to boot as much of the path is perched precariously on the edge of steep cliffs,
meaning the slightest slip of a foot could lead to a painfully inglorious end. Completely impassable in the winter and perilous at all other times, the Crooked Corridor was known only to goat herders and smugglers until a spate of Greenskin raids brought the pass to the attention of the authorities. Several decades ago, Emperor Mattheus II ordered
the construction of a fortress to watch over the Crooked Corridor after repeated invasion. Nine years later, Blackstone Tower was completed, drawing its name from the locally quarried dark stone that forms its walls, and the slate that tops its towers. Its position high above the Crooked Corridor offered the Emperors sharpshooters an excellent perch
from which to employ their lethal skills; however, its status as a Reiklander bastion was short-lived. An oversight at the planning stage resulted in the tower being built on lands claimed by the Dwarfs of Karak Ziflin. Not wanting to upset the Dwarfs, the Emperor ceded the tower, much to the annoyance of the Margrave of Geetburg who had helped
finance it. Today, the Dwarfs generously allow a limited garrison to barrack alongside their own troops at Blackstone Tower, a largely rebuilt structure. With the Reiklanders chafing under the Dwarfs leadership, and the Dwarfs constantly belittling the shoddy human stonework theyve yet to replace, the Tower is a powderkeg of grievances and
resentment, generating a tense and some would say unsustainable atmosphere. Steirlich Manor On the southern slopes of the Hoercrybs, in the Duchy of Grauwerk, sits a heavily fortified manor atop a windswept ridge. The manor is ancient, a holding of the you Bruner family, and currently ruled by Graf Steirlich: both the Graf and his imposing manor
were named for a famous ancestor who was gifted the land by Emperor Mandred Ratslayer in 1138IC. The Graf is steely eyed and ambitious, with a ruthless streak as wide as the Reik. He is well thought of amidst the local smallfolk for his determination to root out bandits and hunt down other menaces that would dare impinge upon his property.
Indeed, there are whisperings that he may be a little too willing to investigate unnatural occurrences, for dark rumours of corruption swirl around the scions of the von Bruner line. Certainly, the darkly handsome Graf is always on the lookout for stout hearts, stern wills, and strong sword-arms to help him maintain the peace, so few air their fears
aloud. Glorious Reikland Helmgart Set high in the Grey Mountains, the fortress town of Helmgart guards the border with Bretonnia from the eastern side of Axe Bite Pass. The Empires relations with Bretonnia have not always been civil, and while the ramparts of Helmgart set high in the Grey Mountains, the fortress town of Helmgart guards the border with Bretonnia from the eastern side of Axe Bite Pass. The Empires relations with Bretonnia from the eastern side of Axe Bite Pass.
likely remain in the castles cellars. These days, the soldiers of Helmgart are more often called upon to patrol the mountains, and other menaces. Helmgarts keep was carved directly out of the mountain, bandits, and other menaces agreat granite mountain,
dominating the surrounding terrain and offering an excellent view of the road below. Adjoining Helmgart proper, is a huge, imposing wall broken only by a single, long tunnel standing between the two, sheer mountainsides: the only route through to Bretonnia. Amongst the troops garrisoning the fortress are a number of storied regiments. Most
famously, the gunners of Mackensens Marauders a Reiklander State Regiment are well known for their deadly accuracy, a fearsome reputation perhaps aided by the lack of cover on the road below the high walls. The fortress sits at one end of the principle
trade route into the Empire from Bretonnia, Helmgart is equal parts imposing citadel and bustling trade town. Here, Bretonnian merchants barter brandy, wine, fine fabrics, arms, and armour, while their Reiklander counterparts in turn funnel their provinces goods south. The local Dwarf clans, too, trade ingots of silver, lead, and iron, along with
precious pieces of Dwarf-smithed metalwork. With so many merchants and traders, the Marketplatz of Helmgart is a bustling place, rife with endless opportunities and uncounted thieves. The Stone can be seen for miles around. A winding
path coils up the steep, craggy face from the small, seemingly insignificant jetty at its base to the severe walls of the squat citadel crowning the more superstitious among them making an offering of salt and steel to Grandfather Reik to safeguard their passage. No pennants fly atop the
grim battlements, though the occasional gleam from a guards helmet attests to the troops patrolling the ramparts. Unknown to most, the Stone is a secure prison containing dangerous criminals that, for various sensitive, political reasons cannot simply be executed. Some have powerful friends and family, or are themselves nobles whose crimes, if
publicly acknowledged would cause scandal and shame to the great and good of the Reikland. Others are political hostages, held to ensure the compliance of wayward relatives. And, of course, a few simply know too much, their precious secrets safeguarded in The Stone against their future need. No-one really knows about the conditions within The
Stones walls: no-one really wants to ask. The Villages, Hamlets, and Holy Places Throughout the Reikland, most of the uncounted hundreds of villages and hamlets are clustered close to towns for protection and trade. By comparison, in the open Suden Vorbergland, settlements are strewn more freely amongst the farmlands, dotting the landscape
every few miles or so, relying on the protection of fortresses in the mountains and the state regiments from the large market towns. Due to a quirk in Reikland law installed by Sigmarites many centuries ago, villages are defined as any small settlement including a temple of Sigmar; hamlets, by comparison, are those without such spiritual support, and
are often smaller because of this. Besides these smaller settlements, the Reikland hosts an uncounted number of isolated monasteries, abbeys, way-temples, and other holy sites. While most unlikely places, often for religious or historical reasons, be
that upon the sides of a mountain, the depths of a forest, the centre of a lake, or in an even less likely location, Monastery of the Holy Word. This hallowed site is tended by the Sigmarite Order of the Anvil. The Order of the Anvil is responsible
for keeping the laws that govern the Cult of Sigmar and maintaining all details of the cults practices. The Monastery of the Holy Word houses the orders greatest treasure: the Testaments of Sigmar and maintaining all details of the cults practices. The Monastery of the Holy Word houses the orders greatest treasure: the Testaments of Sigmar and maintaining all details of the cults practices. The Monastery of the Holy Word houses the orders greatest treasure: the Testaments of Sigmar and maintaining all details of the cults practices.
Heldenhammer before he ascended to godhood. Considered to be the most accurate collection of the holiest works in the Reikland. It is not normally the practice of the Order of the Anvil to accept visitors, but the Monastery of the Holy Word is no
normal monastery. Penitents seeking obscure details about the foundations of Sigmars Law will travel from across the Empire to query the black and green robed monks on doctrine. Nobles and exceedingly wealthy merchants who have repeatedly shown their devotion to the Cult of Sigmar will occasionally be granted leave to take a pilgrimage to the
Monastery of the Holy Word. While none are allowed to read the original Testaments, or even to touch them, leave to gaze upon one or two of the original pages is deemed to be a sacred honour beyond price. Rottfurt Scores of settlements line the River Teufel, most easily forgettable, even interchangeable. Not so Rottfurt, whose name is spoken of in
hushed, reverential tones by scholars and wizards throughout the Empire. Though primarily a village of shepherds, 285 X X War ham mer Fantas y Role play producing wool and mutton, Rottfurt also produces a famous and famously pricy sheepskin parchment: Rottfurt Silver. The parchment possesses a faint sheen, takes ink well, and resists
fading far longer than other, lesser parchments. Because of this, the thick-wooled, pale sheep of Rottfurt are the villages pride and afforded every comfort. They feed on the luscious grass of the nearby Hammastrat Heights and are generally allowed to wander as they will during the day. The sheepherds contribute to a rotating militia, tasked with
protecting their precious flocks at all costs. However, of late the livestock have been going missing; intriguingly, those on guard have always found themselves falling asleep, despite their best efforts. On waking, another sheep has vanished. What began as a minor frustration has grown to a fullblown obsession for the locals, with as many wild and
spectacular theories flying around as there are stars in the heavens. on the village for an hour or two at midday, hiding behind the surrounding cliffs in the morning, and creeping behind the morning, and creeping behind the surrounding cliffs in the morning, and creeping behind the surrounding cliffs in the morning.
folk of Zahnstadt are famous for their bright dispositions and perpetual cheerfulness, a trait outsiders often find forced and off-putting. Every house in Zahnstadt is brightly painted in a garish medley of different, often clashing colours. Its homely inn, the Wayward Sun, is famous for its ever-burning hearthfire and for the relentlessly cheerful songs
that echo long into the night. The Sins of the Past Zahnstadt has long been in the grip of something far worse than a lack of enriching sunlight: vampires. Near the End of the Third Vampire Wars, Janos von Carstein deserted the vampires was a lack of enriching sunlight: vampires. Near the End of the Third Vampire Wars, Janos von Carstein deserted the vampires was a lack of enriching sunlight: vampires. Near the End of the Third Vampire Wars, Janos von Carstein deserted the vampires was a lack of enriching sunlight: vampires was a lack of enriching sunlight.
he chanced upon dark Zahnstadt and realised it was the perfect place to go to ground. Almost three-hundred years later, and he hides there still, and time has made him bold. He now sleeps beneath the Wayward Sun in an ostentatious, velvet-lined coffin, rising each evening to hold court in the inn, forcing enthralled locals to sing happy songs of his
homeland Sylvania. Wrlin The small fishing hamlet of Wrlin is almost impossible to spot from the river. The settlement is surrounded by a number of small, rocky islets and promontories, and sheltered by thousands of bowing trees. These Willows of Wrlin line the banks of the Reik for many miles around, and it seems none have any interest in using
their lumber. A great deal of trade passes by Wrlin, but very little actually happens in Wrlin as most of the passing goods are bound for more lucrative markets. Rumour of this has not only reached the ears of Witch Hunters, but also the pawns of recently resurrected Mannfred von Carstein, who has ordered his traitorous son be brought before him. It
would be unfortunate, indeed, should poor, unsuspecting souls happen to hostel in the Wayward Sun on the same night that Mannfreds agents choose to extract Janos before the Witch Hunters uncover his true nature The Root of The Problem On the festival day of Sonnstill, the hamlet circle
a council of the hamlets elders gather to Water the Willows. This simple ceremony involves singing, dancing, feasting, and the slicing of a virile strangers throat, splashing blood across the thirsty roots of the Queen is pleased, and will ensure
the hamlets safety from the children of the forest. Should the ceremony be interrupted, the Queen awakes and summons her children, bringing braying Beastmen by the score to slaughter all in their path. But outsiders rarely consider such consequences when they have a knife to their throat. Zahnstadt The Ancient Sites and Terrible Ruins Isolated
Zahnstadt is considered by locals to be the last village of the Vorbergland, after which the rolling hills turn barren and cold before reaching upwards to the Greenskin-infested Grey Mountains. In the shadow of those peaks, Zahnstadt skulks along the southern bank of the River Mos, deep in a dark valley with bleak crags rising to all sides. In summer,
the sun only shines The Reiklands long and bloody history stretches back long before the time of Magnus the Pious and the Great War Against Chaos; relics of ancient atrocities litter the realm, and it is a wise and wary traveller that checks for ancient atrocities litter the realm, and it is a wise and wary traveller that checks for ancient atrocities litter the realm, and it is a wise and wary traveller that checks for ancient atrocities litter the realm, and it is a wise and wary traveller that checks for ancient atrocities litter the realm, and it is a wise and wary traveller that checks for ancient atrocities litter the realm, and it is a wise and wary traveller that checks for ancient atrocities litter the realm, and it is a wise and wary traveller that checks for ancient atrocities litter than the checks for ancient atrocities litter that checks for ancient atrocities litter than the checks for an incient atrocities at the checks for a check at the checks for a check at the che
of gruesome renown and macabre spectacle, but most towns and villages boast their own local ruins, with accompanying tales of horror and bloodshed. The Darkstone Ring. The path to this place of terrible and ancient power lies to the north of Blutroch 286 G l o r i o u s R e ik l a n d near the Altdorf-
Bgenhafen road. When night falls, the six suggestively-carved stones glow green with a wan luminosity, flaring bright as Morrslieb waxes. At the centre of the Darkstone Ring lies a monolithic slab of unidentifiable rock, permanently stained with the blood of the countless innocents sacrificed there down through the millennia. Despite the rings fell
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reputation, travellers seem drawn to its malevolent environs, lured by legends of mystical potential and lost artefacts of terrible arcane power. Not even frequent sightings of beastmen and cultists especially around Geheimnisnacht can deter these brave, some may say foolhardy, souls. The Lorlay Possessing a breathtaking vista, the Lorlay is an
imposing rock formation standing proud in the centre of the Reik some 40 miles downstream of Grissenwald. The channels on either side of the jutting island flow swift and deep, and despite the relative narrowness of the river at this point, no crossing has been successfully constructed. Castle Drachenfels Like the twisted talon of a malformed claw,
the seven towers of Castle Drachenfels clutch at the sky in a gesture of malevolence and spite. Each of its misshapen turrets is festooned with windows, resembling eyes without number, alert to the arrival of any traveller unlucky or unwise enough to stumble upon the lair of the Great Enchanter, Constant Drachenfels. Drachenfels a mythically
powerful sorcerer, necromancer, and daemonologist has tormented mankind since before the time of the Empire; already ancient when he suffered his first great defeat at the hands of Sigmar Heldenhammer, he has returned time and again to his haunt in the Grey Mountains, like a festering wound that refuses to heal. Rumours abound that the
 seemingly quiescent ruins, mostly reduced to rubble and long forsaken, are less abandoned than they appear Helspire commands the legions of the undead that lurk therein. Some say a cabal of necromancers call it home, others whisper it is the vault of a vampire, and a few even murmur the fortress is commanded by a powerful Liche, in life a
powerful sorcerer, clinging to undeath in the pursuit of bloody vengeance for some centuriesold slight. Perhaps because of this uncertainty, the Helspire is said to be filled with riches looted from across the Old World, but none know the truth, as those who seek such treasures never return or never talk. Looming perilously in the peaks overlooking
Axe-Bite Pass, the Helspire is a grim fortress, carved directly out of the living rock of the Grey Mountains and inlaid with the bones of countless fallen. It appears long abandoned and as still as the grave; yet, on rare nights of occult significance, eldritch lights can be seen blazing along its battlements, casting eerie shadows across the pass, even in the
blackest of nights. On such nights, the Helspire reveals itself as a citadel of the unquiet dead, and skeletal knights charge forth, scouring the mountainside, terrorising both Reiklanders and Bretonnian alike. Little is known about the castle, and none living claim to have pierced its bleak walls or know who Romantic legends abound of a beautiful, elven
maiden, pale of skin and supple of limb, who swims in the fast-moving waters at dawn and dusk. Because of this, the Lorlay is popular spot for affluent Reiklanders to hold Taalite stag parties before marriage, and a surprising number of high-class inns can be found nearby. Tales of the singing water maiden are especially rife amongst the Reiklands
river-bound sailors, and if their stories are to be believed, she has been spotted by half the seamen of the navy. The Singing Stones West of Schdelheim, deep in a wooded valley, stands an ancient dolmen. Its stones are old beyond reckoning, arrayed in a spiralling pattern around a central arrangement of huge pillars capped with an enormous slab,
resembling nothing more than a titanic altar. From the ground it is nigh on impossible to discern the intricate pattern of the stones, especially given the trees and bushes that have grown in amongst the menhirs. When a westerly wind blows up the trees and bushes that have grown in amongst the menhirs. When a westerly wind blows up the trees and bushes that have grown in amongst the menhirs.
some locals claim listening to the stones song can give insight into problems or grant strange wisdom, others declare such nonsense is heresy, knowing nothing but trouble comes from trafficking in such ungodly power, and are more than willing to use violence to save the souls of the foolish. 287 X XI War ham mer Fan tasy R olephane I and the problems or grant strange wisdom, others declare such nonsense is heresy, knowing nothing but trouble comes from trafficking in such ungodly power, and are more than willing to use violence to save the souls of the foolish.
Consumers Guide After sixty years in the trade, here are the three most important lessons Ive learned. One: friendship means nothing. Two: without ambition youre nothing. Two: without ambition your 
Rikard-Goellner, Merchant Prince The trappings you receive from your Class and Career (see Chapter 2: Character) are enough to get you started, but you may want more equipment. During character creation, additional items can be purchased from the lists in this chapter without restriction. However, once you start to play, the availability of some
trappings is limited, so make sure you buy everything you want and can afford before you begin play. Standard coin values are: 1 gold crown (1GC) = 20 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (20/) = 240 brass pennies (240d) 1 silver shillings (240d)
Packs and Containers: Page 301 Clothing and Accessories: Page 302 Food, Drink, and Lodging: Page 302 Foods and Workshops: Page 308 Miscellaneous Trappings: Page 306 Drugs and Poisons: Page 307 Prosthetics: Page 308 Miscellaneous Trappings: Page
308 Hirelings: Page 309 Money, Money, Money, Money, Money, Money For those new to WFRP, remembering there are 12 pennies in a shilling and 20 shillings in 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a total of 240 pennies to 1 crown, for a tota
you translate it to pennies, it becomes a far more understandable 80d, or one third of a gold crown. Indeed, an 80d coin is fairly common in the Empire, and is called a noble. Money Before you can buy new trappings, you first need to understand how money works in the Empire. The Empires coins are most commonly minted in 3 denominations: Brass
Pennies (d), Silver Shillings (/), and Gold Crowns (GC). Coins usually weigh around an ounce and, as their inherent value is determined by weight, even foreign coins can 288 Dont worry too much about fully understanding the coins to begin with. An easy way to keep everything right in your head is to translate all prices to pennies and think of it in
your local currency to get a grip of the numbers. So, if British, you could think of a brass penny as 1, a silver coin as worth around 12, and a crown as 240. Its not accurate, but does help keep the money understandable until you are used to it. So, if someone offered you a job for 10 shillings, think of it as 120, which is a fair bit of money. But if
someone offered you a job for 10GC, thats a far more tempting 2400! XI the consumers guide The Cost of Living As they wander the Empire, adventurers likely fill their purses with coins of all three denominations, perhaps poor one day, unexpectedly rich the next. However, outside adventuring, most lives centre on a single coin type as determined by
Social Status (see page 49). Those seeking to maintain their Status must also keep up appearances. After all, if you repeatedly appear as poorer than you are, others will unsurprisingly think youre poor. In practice, dressing and eating as expected, and using trappings that are fitting for your station, is enough for most folks to simply accept you at
face value. What this requires in practice is left up to the GM to determine, using the following as a guide: Brass Tier: The poorest members of society are unlikely to see a gold coin in their lifetimes. They live humble lives, subsisting on plain foods and sleeping in shared rooms, and have little appearances to maintain. Indeed, peers are more likely to
call them out for having airs and graces for spending too much on fine clothes and food than they are likely to note spending too little. Silver Tier: The swelling middle-classes may use pennies for ale and gold for major purchases, but shillings are their standard currency. They dine well, sleep in comfortable beds, and wear good quality clothing. Gold
Tier: The wealthiest elites rarely bother themselves with pfennigs. For GMs preferring hard numbers, spending around half your Status every day is usually enough to maintain appearances, though you may be living a little
frugally. So, if you have a Status of Silver 4, spending at least 2 shillings per day will do for food and board, where if you have Brass 2 Status, you need only spend a pfennig a day. Criminal Coinage Of course, if there is money involved there will be folk looking to take any advantage they can, including criminal options. For the Rogues in your party,
two schemes concerning coins are worth knowing. Counterfeiting the Empire means counterfeiting is rife. Reiklanders may be accustomed to seeing coins from other provinces, but are always wary of being scammed. A successful Evaluate Test will detect counterfeit coins, typically by inspecting coins for weight
and hardness. Actually producing counterfeit coins is much harder. It requires an Art (Engraving) Test to carve a convincing stamping die, then a Trade (Blacksmith) Test to strike the coins, usually with the aid of an assistant. Including a higher precious metal content makes Evaluate Tests to detect counterfeits more difficult; using less than a fifth
makes it much easier to spot the fake coins. Clipping Embezzlers can trim slivers of precious metal away from the edges of coins. This scam is called clipping or shaving and is practised mainly by shopkeepers or tollkeepers who have access to large quantities of other peoples money. Gold and silver filings are then melted down and sold to jewellers,
counterfeiters, or fences. Clipped coins can be detected with the Evaluate Skill; the more of the coin thats clipped, the easier the Test. The Nuln Standard Altdorf may be the current capital until House
Holswig-Schliestein restored the throne to Altdorf a century ago, and many imperial institutions still call that city home. The Nuln Standard only governs coin weight and metallurgy, not stamp imagery, which varies significantly across the provinces. Money Slang Various slang terms are used for coins across the Empire. Here are some of the more
common terms. Gold Crowns: Marks, Karls, Gelt Silver Shillings: Bob, Shimmies, Mucks Brass Pennies: Pfennies: Pfenni
in the shops and markets of imperial capital, Altdorf. Common items are found in almost every corner of the Empire and are always assumed to be readily available. The following rules for buying and selling are all optional. The GM may prefer to roleplay every visit to each market, hawker, or shop, meaning Tests for Availability are unrequired as the
GM simply states what is or isnt purchasable. Equally, the GM may prefer you to simply check the trapping lists, roll for Availability, either Common, Scarce, Rare, or Exotic. Scarce and Rare items are less common, and
you need to pass an Availability Test to find any locally in stock; the chance of passing the Test depends upon the settlement size. Exotic items are super rare, and only available if the GM says so, or if you commission the item from an appropriate artisan (perhaps with a Commission Endeavour, see page 197), or make it yourself (perhaps with a
Crafting Endeavour see page 197). Once you know an items Availability, check it on the following table to see if it is in stock. Options: Tracking Money Where some groups like to track every penny closely, perhaps even using chits or fantasy coins to represent in-game coins, others prefer to ignore all fiscal book-keeping. The game rules assume you
are counting every coin, but if you wish to simplify money, you can do so using your Status. If an item costs less than your Status level so if you have a Status of Silver 2, any item costing 2 silver shillings or less you are assumed to be able to buy as much as needed of that item. Beyond that, you can buy a maximum of one item a day that costs more
with a Haggle Test, with the difficulty set by the GM according to the cost of the item and the local markets. Common Scarce Rare Exotic Village In Stock! 90% 45% Not in Stock If you fail an Availability Test for Scarce or Rare items, you can either reroll when you arrive at a
new settlement or you can try again next week if the settlement is Town-size or larger. If an item is in stock, its up to the GM deems appropriate. These quantities are
generally doubled for Common items, and halved for Rare ones (rounding up). If you have a Career like fence or merchant, and you put time into Gossip Tests and wandering the local town, you might find someone willing to pay up to 80% of the items listed value, though that is left in the hands of the GM. Bargaining Lowering the Price and Trading
People of the Empire love a good bargain, and crowds of eager shoppers fill town squares every day looking for the best deals. When buying goods, there are two primary Skills to Test: Evaluate is used by consumers to identify the quality of an item (see Craftsmanship below). Similarly, the vendor can use Evaluate to appraise
coins for their exchange value, or spot counterfeits. Anyone can also use Evaluate to estimate the prices of Rare or Exotic items to within +/-10%. Haggle is used routinely by consumers and vendors alike, typically with Opposed Tests. Haggling is expected and most prices are marked up slightly to account for this. Winning a Haggle Test reduces the
price by 10% (or possibly up to 20% with an Astounding Success (6+) or with the Dealmaker Talent). Failing a Haggle contest badly usually means the vendor distrusts your coinage. Roleplaying Shopping Trips Trips to the market for routine purchases dont need to be roleplayed in detail. The GM might prefer you browse the equipment lists and
check for Availability yourself. Major purchases that involve item Craftsmanship, or require extra Haggling, can be fun to roleplay in-character. In certain scenarios, shopkeepers are important NPCs with distinct personalities or story roles, so its always worth interacting with them. Consider the following when roleplaying shopping: If you cant find a
buyer, you can try lowering the price. Each time you half the money you are willing to accept, the Availability of a buyer increases by one step. Example: Corporal Mauser has fled his State Army regiment with a Hochland Longrifle he stole, and is keen to sell. As its an Exotic item, there are no immediate buyers he can find on the street. The GM
determines the base price Mauser can expect is half the weapons value (so 50GC, half of the 100GC its worth), so Mauser decides to drop the price by half two times, saying he will accept 12GC 10/, which increases the Availability of a Buyer two steps from Exotic to Scarce. Bartering Rural and mercantile commerce often involves trading one
commodity for another without exchanging money. To resolve bartering of this type, compare the Availability of the items being traded against those being acquired. Units are defined by checking the equipment list prices of both items
and grouping them into packages of roughly equivalent value. Bartering Ratios Traded Items The GM may overrule Availability as dictated by local details. For example, basic rowboats are automatically available if the adventure is located in a fishing village that features a renowned boat-builder. Availability percentages can be increased by +10% or
+20% if a character is especially diligent, belongs to a relevant career such as Merchant or Fence, or spends an entire day shopping and making Gossip Tests. Selling solution as Buying, but this time youll be making money, not spending it. So, you
first check for Availability of a buyer in the same fashion as checking for stock. You then bargain and trade, with Evaluate Tests and Haggle Tests as the GM prefers, and finally you set a price. Typically, the base cost when selling is half the items listed price, meaning, when selling second-hand, you usually make between a quarter to half an items
Item Qualities, and Item Flaws. An Item Flaws. An Item Quality makes the trapping a little better, but harder to find. An Item Quality the Trapping is called a Quality Trapping if it has more Item Qualities than Flaws. For each Item Quality the Trapping has,
double its price and make it one step less available. Example: A spade that has the Fine and Durable Item Qualities costs quadruple the list price, and drops available. Example: A spade that has the Fine and Durable Item Qualities costs quadruple the list price, and drops available. Example: A spade that has the Fine and Durable Item Qualities costs quadruple the list price, and drops available.
receives +1 SL. If the item is a piece of armour, any penalties for wearing it are reduced by one level (for example from 30 to 20). Options: Crafting Guilds Most Artisans in the Empire are members of guilds that protect their rights and ensure appropriate standards of craftsmanship. If a town or city contains a crafting guild, related goods of poor level (for example from 30 to 20).
quality are rarely available. If the GM states you are shopping in a town with relevant crafting guilds, each item Flaws A Trapping is called a Flawed Trapping if it has more Item Flaws than
Qualities. Each Flaw halves the listed price and improves Availability by one step. Many vendors sell flawed items, but pretend they are anything but. A successful Test with any appropriate skill such as Evaluate, or Melee for weapons, or Trade for tools will spot such underhanded activities. Note: Exotic items do not have their Availability modified by
being Flawed they are always difficult to find, even shoddy examples. Durable Laboriously crafted using strong materials, the item can take +Durable Damage on pages 296 and 299) and gains a saving throw of 9+ on a 1d10 roll against instant breakage from sources
like Trap Blade (see page 298). This Quality can be taken multiple times. Each time it is taken, the saving throw improves by 1 (e.g. From 9+ to 8+). Example: A suit of chainmail that is both Bulky and Unreliable costs a quarter of the list price, and raises Availability from Rare to Common. Ugly Example: Molli owns a high quality sword with Durable
3, meaning it can take 3 Damage before suffering any negatives, and has a saving throw of 6+ against breaking. Fine Meticulously crafted to please the eye. This Quality is a sign of social status and can be taken multiple times. The higher the quality, the more impressive it seems. Crafted without any aesthetic awareness whatsoever, Ugly items
attract negative attention, and related Fellowship Tests might even suffer a 10 penalty. Shoddy Hastily crafted by an amateur or fraudster. The item breaks when used in any failed Test rolling a double. Similarly, Shoddy armour breaks when used in any failed Test rolling a double. Similarly, Shoddy armour breaks when used in any failed Test rolling a double. Similarly, Shoddy armour breaks if any Critical Hit is sustained to a Hit Location it protects. 292 XI the consumers guide Worn Items Unreliable
Crafted without attention to functionality, a failed test using this item receives 1 SL. Further, penalties for wearing Unreliable armour are doubled. Worn items such as armour, clothing, and jewellery all have their Encumbrance dropped by 1, which often means they count as Encumbrance 0 when worn. Bulky Overburdened An awkward design
crafted clumsily. Increase Encumbrance by +1 (small trinkets cannot normally have this flaw). Bulky clothing and armour are Enc 1 even when worn, and Fatigue penalties for armour are doubled. Characters who exceed their Encumbrance capacity may be slowed, and will become fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Fatigue penalties for armour are Enc 1 even when worn, and Enc 2 even when worn are Enc 2 even when when worn are Enc 2 even when when worn are Enc 2 even when when worn
from Encumbrance stacks with any Armour penalties. Further, whenever you have to take a Fatigued Condition when Overburdened for a reason other than being Overburdened, gain an extra +1. Encumbrance Even the doughtiest Dwarf cannot carry a limitless number of trappings. To help you track how much you are carrying, all items are marked
as weighing a number of Encumbrance points (sometimes abbreviated to Enc), typically from 03, where 0 shows a trifling item thats easily carried, and 3 represents something thats a struggle to heft. The number of Encumbrance points you can carry without penalty is determined by your Strength Bonus + Toughness Bonus. Thus, average humans
begin play able to carry around 6 Encumbrance points. 0 1 2 Up to double limit 1 Movement (min: 3), 10 Agility, +1 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 2), 20 Agility (min: 10), +2 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 3), 10 Agility, +1 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 2), 20 Agility (min: 10), +2 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 3), 10 Agility, +1 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 2), 20 Agility (min: 10), +2 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 3), 10 Agility, +1 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 2), 20 Agility (min: 10), +2 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 3), 10 Agility, +1 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 3), 10 Agility, +1 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 4), 4 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 4), 4 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 4), 4 Travel Fatigue Up to triple limit More than 3 No penalties 2 Movement (min: 4), 4 Travel Fatigue Up to triple limit More than 3 No penalties 3 Movement (min: 4), 4 Travel Fatigue Up to triple limit More than 3 No penalties 3 Movement (min: 4), 4 Travel Fatigue Up to triple limit More than 3 No penalties 3 Movement (min: 4), 4 Travel Fatigue Up to triple limit More than 3 No penalties 3 Movement (min: 4), 4 Travel Fatigue Up to triple limit More than 3 No penalties 4 Movement (min: 4), 4 Travel Fatigue Up to triple limit More than 4 Movement (min: 4), 4 Travel Fatigue Up to triple limit More than 4 Movement (min: 4), 4 Travel Fatigue Up to triple limit More than 4 Movement (min: 4), 4 Travel Fatigue Up to triple limit Movement (min: 4), 4 Travel Fatigue Up to triple limit Movement
applied immediately and can only be removed by dropping equipment. Sword, Mandolin, Sling Bag Encumbrance and Travel Fatigue Knives, Coins, Jewelry Fatigued Conditions are accrued at the end of a days travel and can only be removed with a long rest. Greatsword, Tent, Backpack 3 Penalty Up to limit Encumbrance Examples Enc Enc Halberd,
Cask, Large Sack Weapons Small Items Common sense usually dictates the number of smaller items someone can carry before becoming Encumbrance point per 200 coins. Weapons used across the Empire vary according to provincial preference, religious requirement, individual inclination,
and trusty old tradition. Here you will find a selection of the most commonly wielded melee and ranged weapons, which are presented using the following format. Over-sized Items Certain large items weigh 4 or more Encumbrance points, such as barrels or saddlebags. You may normally only carry one oversized object, and it likely requires both
hands. Beasts of Burden Draft animals ignore the standard Strength Bonus + Toughness Bonus formula for Encumbrance points, modified by the GM as necessary. Weapon Group
Each Weapon is listed by its Weapon Group. If a weapon is two-handed, it is marked (2H) Price: The weapon. Reach/Range: The weapon. Enc. The weapon in yards. Damage: The weapon in yards. Damage which is added
to your SL to hit. Qualities and Flaws: Any Weapon Qualities or Flaws the weapon possesses. Strength Bonus is abbreviated to SB in the weapon Price Enc Availability Reach Damage Hand Weapon 1GC 1 Improvised Weapon N/A Dagger 16/ Qualities and Flaws
Common Average +SB+4 Varies N/A Varies +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+1 Undamaging Shield (Large) 3GC 3 Common Very Short +SB+1 Undamaging Shield (Large) 3GC 3 Common Very Short +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+2 Shield 1, Defensive, Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+2 Shield (Buckler) 18/2 0 Common Very Short +SB+1 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+2 Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Short +SB+3 Undamaging Shield (Buckler) 18/2 0 Common Very Shield (Buckler) 18/2 0 Common Very Shield (Buc
Very Short +SB+3 Shield 3, Defensive, Undamaging CAVALRY (2H) 3GC 3 Scarce Long +SB+5 Fummel Lance Cavalry Hammer 1GC 3 Rare Very Long +SB+6* Impact, Impale BRAWLING Unarmed N/A 0 Personal +SB+0 Fast, Impale BR
Undamaging Knuckledusters 2/6 0 Common Personal +SB+2 FLAIL Grain Flail 10/1 Common Average +SB+3 Distract, Imprecise, Wrap Military Flail (2H) PARRY Main Gauche 1GC 0 Rare Very Short +SB+2 Defensive Swordbreaker 1GC 2/6
1 Scarce Short +SB+3 Defensive, Trap-blade POLEARM Halberd 2GC 3 Common Long +SB+4 Impale Quarter Staff 3/2 Common Long +SB+4 Impale Pike 18/4 Rare Massive +SB+4 Impale Pike 
8GC 3 Great Axe 4GC 3 Scarce Long +SB+6 Hack, Impact, Tiring 9/3 Common Average +SB+5 Damaging, Impale Warhammer 3GC 3 Common Average +SB+5 Damaging, Pummel Zweihnder 10GC 3 Scarce Long +SB+5 Damaging, Pummel Zweihnder 10GC 3 Scarce Long +SB+6 Damaging, Pummel Zweihnder 10GC 3 
have not Charged. 294 XI the consumers guide RANGED WEAPONS Weapon Price Enc Availability Range Damage Qualities and Flaws 2GC 1 Scarce 20 +8 Blast 3, Dangerous, Reload 2 BLACKPOWDER* Blunderbuss* (2H) 100GC 3 Exotic 100 +9 Accurate, Precise, Reload 4 (2H) Hochland Long Rifle* 4GC 2 Scarce 50 +9 Dangerous, Reload 3 Pistol*
8GC 0 Rare 20 +8 Pistol, Reload 1 (2H) Handgun* BOW Elf Bow 10GC 2 Exotic 150 +SB+4 Damaging, Precise Longbow 5GC (2H) Repeater Handgun*
10GC 3 Rare Repeater Pistol* 15GC 1 Rare (2H) (2H) Scarce 10 +7 Pistol 3 Rare 100 +9 Damaging, Reload 1 30 +9 Damagerous, Repeater 4 10 +8 Dangerous, Repeater 4 10 +8 Dan
Bomb 3GC 0 Rare SB Incendiary 1GC 0 Scarce SB +12 Blast 5, Dangerous, Impact 1/0 Common 60 +6 4/2 Scarce 100 +7 Special*** Blast 4, Dangerous SLING Sling Staff Sling (2H) THROWING Bolas 10/0 Rare SB3 +SB+1 Impale Javelin 10/6 1 Scarce SB3 +SB+3 Impale Rock 0 Common SB3 +SB+0 Throwing
Axe 1GC 1 Average SB2 +SB+3 Hack Throwing Knife 18/0 Common SB2 +SB+2 * All Blackpowder and Engineering weapons have no range bands, just the listed range. *** An Incendiary gives every affected target 1+SL Ablaze Conditions. 295 XI War ham mer Fantasy Ro
Common As weapon Impale Elf Arrow 6/0 Exotic +50 +1 Accurate, Impale, Penetrating As weapon Impale CROSSBOW Bolt (12) 2d 0 Common As weapon Pummel Weapons can be fixed by appropriate Artisans for 10% of the weapons cost per damage point
sustained. Weapons reduced to Improvised Weapons cannot be fixed. You can also repair your own weapons if you have the appropriate Trade Skill, Trade Tools and, for more than a single point of Damage, a Workshop. Hand Weapons if you have the appropriate Trade Skill, Trade Tools and, for more than a single point of Damage, a Workshop. Hand Weapons if you have the appropriate Trade Skill, Trade Tools and, for more than a single point of Damage, a Workshop. Hand Weapons if you have the appropriate Trade Skill, Trade Tools and, for more than a single point of Damage, a Workshop. Hand Weapons if you have the appropriate Trade Skill, Trade Tools and, for more than a single point of Damage, a Workshop.
effectively the same in-game, including swords, axes, hammers, maces, short spears, and more. Melee Weapon Group and is a separate skill from Melee (Polearm), which allows you to use
Polearms. If you use a weapon from a Group where you have no Advances, you Test your Weapon Skill to hit with the weapon. While you still suffer all the weapon from a Blunderbusses are the only weapons listed that use the Small
Shot or Improvised Shot ammunition. All other Blackpowder and Engineering weapons use bullets. Cavalry Weapons are assumed to be used when mounted. When not used from horse-back, all two-handed weapons are not normally used when
unmounted. Flail Weapon Damage Some Fumble results (see page 160) or spells may damage your weapon. For each point of damage your weapon is mangled beyond all recognition, and now counts as an Improvised Weapon. If an Improvised Weapon is
Damaged, it is considered useless for melee combat. Unskilled characters add the Dangerous Weapon Flaw to their Flails, and the other listed Weapon Qualities are not used. Parry), a weapon can be used to Oppose an incoming attack
 without the normal 20 offhand penalty (see page 158). 296 XI the consumers guide Weapon Reach Engineering weapons can be used by characters with Ranged (Blackpowder), but the weapons lose all Weapon Qualities whilst retaining their flaws. The lengths of the weapons are progressively bigger as follows. Personal: Your legs and
fists, perhaps your head, and anything attached to those. Very Short: Less than a foot in length. Average: Up to 3 feet in length: Average: Up to 3 feet in length of to 10 feet in length of to 2 feet in length. Average: Up to 3 feet in length of to 10 feet in length of the same of 
rather than just 2. Weapon Range A weapons range is its medium range in yards. Chapter 5: Rules presents modifiers if a weapon is at Point Blank = Range 2 Long = Range 2 Extreme = Range x 2 Extreme = Range x 3 Options: Weapon Length and in-
fighting Sample Weapon Ranges These are simple rules for those who like to use Weapon length for more than simple description of appearance, and a possible impediment to fitting down dark tunnels. Weapon length for more than simple description of appearance, and a possible impediment to fitting down dark tunnels.
find it easier to keep them at bay. In-Fighting Extreme Point Blank Short Med Long 5 25 50 100 10 50 100 200 300 2 6 10 30 20 60 40 120 60 180 150 Weapon Qualities As your Action, you can perform an Opposed Melee Test to attempt to step inside your opponents weapon length. The winner chooses if combat continues as normal or as infighting.
During in-fighting, any weapon longer than Short counts as an Improvised weapon. Some weapon weapon longer than Short counts as an Improvised weapon weapon longer than Short counts as an Improvised weapon weapon longer than Short counts as an Improvised weapon longer than Short counts as a supplication of the Improvised weapon longer than Improvised weapon longer than Improvise
are difficult to master. You cannot attempt a Ranged (Bow) Test for a weapon you do not have the correct speciality for. So, if you know Ranged (Blackpowder), you cannot attempt a Ranged (Bow) Test. However, there are a few exceptions. The crack of gunfire followed by gouts of smoke and confusion can be terrifying. If you are targeted by a Blackpowder
weapon, you must pass an Average (+20) Cool Test or take a Broken Condition, even if the shot misses. Blackpowder and Explosives Blast (Rating) All Characters within (Rating) yards of the struck target point take SL+Weapon Damage, and suffer any Conditions the weapon inflicts. Those with Ranged (Engineering) can use Blackpowder and
Explosive weapons without penalty. Crossbows and Throwing Crossbows and Throwing Crossbows and Throwing and Throwing Crossbows and Throwi
units die or the SL to determine the Damage caused from a successful hit. For example, if you roll 34 in your attack Test 297 XI Warham mer Fantasy Role play and the target number was 52 you can choose to use the SL, which in this case is 2, or the units die result, which is 4. An Undamaging weapon can never also be Damaging
(Undamaging takes precedent). Defensive Defensive Defensive Defensive weapons are designed to parry incoming attacks. If you are wielding such a weapon, gain a bonus of +1 SL to any Melee Test when you oppose an incoming attacks. Distract Distrac
Damage, a successful attack with a Distracting weapon can force an opponent back 1 yard per SL by which you win the Opposed Test. Entangle Condition with a Strength value equal to your Strength Characteristic. When
Entangling an opponent, you cannot otherwise use the weapon to hit. You can end the Entangling whenever you wish. Fast If the impale comes from a ranged weapon, the ammunition used has firmly lodged itself in the targets body. Arrows and bolts require a successful Challenging (+0) Heal Test to remove bullets require a surgeon (see the Surgery
Talent in Chapter 4: Skills and Talents). You cannot heal 1 of your Wounds for each unremoved arrow or bullet. Penetrating The weapon is highly effective at penetrating armour. Non-metal APs are ignored, and the first point of all other armour is ignored. Pistol You can use this weapon to attack in Close Combat. Precise The weapon is easy to get on
target. Gain a bonus of +1 SL to any successful Test when attacking with this weapon. Pummel Pummel weapons are especially good at battering foes into submission. If you score a Head hit with a Pummel weapon, attempt an Opposed Strength/ Endurance test against the struck opponent. If you win the test, your opponent gains a Stunned
Condition. Fast weapons are designed to strike out with such speed that parrying is not an option, leaving an opponent skewered before they can react. A wielder of a Fast weapon outside of the normal Initiative sequence, either striking first, last, or somewhere in between as desired. Repeater (Rating)
Further, all Melee Tests to defend against Fast weapons suffer a penalty of 10 if your opponent is using a weapon without the Fast Quality; other Skills defend as normal. A Fast weapons suffer a penalty of 10 if you use this weapon to
oppose an incoming attack, you count as having (Rating) Armour Points on all locations of your body. If your weapon has a Shield Rating of 2 or higher (so: Shield 2 or Shield 3), you may also Oppose incoming missile shots in your Line of Sight. Hack Hacking weapons have heavy blades that can hack through armour with horrific ease. If you hit an
opponent, you Damage a struck piece of armour or shield by 1 point as well as wounding the target. Your weapon holds (Rating) shots, automatically reloading after each time you fire. When you use all your shots, you must fully reloading after each time you fire. When you use all your shots, automatically reloading after each time you fire. When you must fully reload the weapons are designed to trap other weapons,
and sometimes even break them. If you score a Critical when defending against an attack from a bladed weapon you can choose to trap it instead of causing a Critical Hit. Some weapons are just huge or cause terrible damage due to their weight or design. On a successful hit, add the result of the units die of the attack roll to any Damage caused by an
Impact weapon. An Undamaging weapon can never also have Impact (Undamaging takes precedent). If you choose to do this, enact an Opposed Strength Test, adding your SL from the previous Melee Test. If you succeed, your opponent drops the blade as it is yanked free. If you score an Astounding Success, you not only disarm your opponent, but
the force of your maneuver breaks their blade unless it has the Unbreakable quality. If you fail the Test, your opponent frees the blade and may fight on as normal. Impale weapons cause a Critical Hit on any number divisible by 10 (i.e.: 10, 20, 30, etc.) as well as on doubles
(i.e.: 11, 22, 33) rolled equal or under an appropriate Test in combat. The weapon is exquisitely well-made or constructed from an especially strong material. Under almost all circumstances, this weapon will not break, corrode, or lose its edge. 298 XI the consumers guide Wrap Undamaging Weapon Flaws Armour Wrap weapons typically have long
chains with weights at the end, making it very difficult to parry them effectively. Melee Tests opposing an attack from a Wrap weapon suffer a penalty of 1 SL, as parried strikes wrap over the top of shields, or around blades. Some weapons are
almost as likely to hurt you as your opponent. Any failed test including an 9 on either 10s or units die results in a Fumble (see Chapter 5: Rules for more on Fumbles). Some weapons are not very good at penetrating armour. All APs are doubled against Undamaging weapons. Further, you do not automatically inflict a minimum of 1 Wound on a
successful hit in combat. First off, avoid all contact. Thats yer basic principle. And in case you cant, always wear protection. What? Corporal Nobbs Nobbilar, Basic Combat Instructor. Armour is listed in the following format: Armour Type: Each armour is listed by the material its constructed from, in order of protective effectiveness. Price: The price to
buy an average piece of the armour. Enc: The Encumbrance for the armour. Availability: The Availability: The Availability of the armour brings a penalty for wearing that specific piece of Armour in addition to Encumbrance (Page 293). Note: Some armour brings a penalty if you wear any of it, such as wearing any chain brings a penalty of 10 Stealth. Locations:
The Hit Locations the Armour protects. APs: The number of Armour Points the armour provides to the protected Hit Locations. Qualities and Flaws: Any Armour Points the armour provides to the protected Hit Locations. Qualities and Flaws: Any Armour Points the armour provides to the protected Hit Locations. Qualities and Flaws: Any Armour Points the armour provides to the protected Hit Locations. Qualities and Flaws: Any Armour Points the armour provides to the protected Hit Locations. Qualities and Flaws: Any Armour Points the armour provides to the protected Hit Locations.
using the weapon to attack. An Imprecise Weapon can never be Precise (Imprecise takes precedent). Reload (Rating) SL to reload. An unloaded weapon with this flaw requires an Extended Ranged Test for the appropriate Weapon is slow to reload. An unloaded weapon with this flaw requires an Extended Ranged Test for the appropriate Weapon is slow to reload. An unloaded weapon with this flaw requires an Extended Ranged Test for the appropriate Weapon is slow to reload. An unloaded weapon with this flaw requires an Extended Ranged Test for the appropriate Weapon is slow to reload.
scratch. As blows rains down on your armour, it can be damaged are reduced by 1. If this lowers the APs to 0 in that location, the armour there is rendered useless. Armour is generally damaged in one of two ways: 1. 2. A special ability
triggers, such as a spell or Talent, damaging a piece of armour A Critical Wound is deflected Slow Critical Wound is deflected Slow Critical Wound is deflected Slow Critical Wound is deflect as the blow is absorbed by your nowdamaged armour. Slow weapons
are unwieldy and heavy, making them difficult to use properly. Characters using Slow weapons always strike last in a Round, regardless of Initiative order. Further, opponents gain to bear. You only gain the benefit of the Impact and
Damaging Weapon Traits on a Turn you Charge. This only occurs should you choose to let your armour, you can choose to let your armour be damaged by 1AP in order to ignore the Critical Wound. 299 XI Warhamour, you can choose to let your armour Price Enc
Availability Penalty Locations APs Qualities and Flaws Leather Jack 12/1 Common Head 1 2 Weakpoints SOFT LEATHER Breastplate 18/2 Scarce Body MAIL** Mail Chausses 2GC 3 Scarce Legs 2 Flexible
Mail Coat 3GC 3 Common Arms, Body 2 Flexible Mail Coif 1GC 2 Scarce Body 2 Flexible Mail Coif 1GC 2 Scarce Body 2 Flexible PLATE** Breastplate 10GC 3 Scarce Body 2 Flexible PLATE** Breastplate 10GC 3 Scarce Body 2 Flexible PLATE** Breastplate 10GC 3 Scarce Body 2 Flexible Mail Coif 1GC 2 Scarce Body 2 Flexible PLATE** Breastplate 10GC 3 Flexible PLATE** Breastplate 10GC 3 Flexible PLATE** Breastplate 10GC 3 Flexible PLATE** Breastplate 10GC 3
Leggings 10GC 3 Rare 10 Stealth Legs 2 Impenetrable, Weakpoints Rare 20% Perception Head 2 Impenetrable, Weakpoints Rare 2
it. So, if you had a Sleeved Chainmail Coat with 1AP of damage on the Body, and 1AP of damage on the Body, and 1AP of damage on the Body, and 1AP of damage on the Arms, it will cost you 20% of your armours base cost to fix, and youll likely be waiting some time before its completed. You can
also repair your own armour if you have the appropriate Trade Skill, Trade Tools and, for Plate Armour, a Workshop. Armour Gualities The armour is especially resilient, meaning most attacks simply cannot penetrate it. All Critical Wounds caused by an odd number to hit you, such as 11 or 33, are ignored. Armour Flaws Some armours have points of
weakness, as described by Armour Flaws. Partial The armour does not cover the entire hit location. An opponent that rolls an even number to hit, or rolls a Critical Hit, ignores the partial armour can be worn under a layer of non-Flexible
armour if you wish. If you do so, you gain the benefit of both. The armour has small weakpoints where a blade can slip in if your opponent is sufficiently skilled or lucky. If your opponent has a weapon with the Impale Quality and scores a Critical, the APs of your armour are ignored. 300 XI the consumers guide Options: Quick Armour For those who
want fast, simple rules for armour, use the following. Armour is split into three bands: Light, Medium, and Heavy are wearing mostly plate. Armour Price Enc Availability Penalty Locations APs Qualities and Flaws Light Armour 2GC 1 Common
All 1 Flexible Medium Armour 5GC 5 Scarce 10% Perception 10 Stealth All 2 Flexible Heavy Armour 30GC 6 Rare 20% Perception 20 Stealth All 3 Impenetrable, Weakpoints Packs and Containers Trappings can be packed into backpacks, sacks, and pouches, making them easier to carry. The table shows the Encumbrance value for carrying a pack or
other container (Enc), and the number of Encumbrance points carried. Common sense dictates whether items can be carried in containers (e.g. halberds cannot be carried in backpacks). Item Backpack Barrel Cask Flask Jug Pewter Stein Pouch
your back. Barrel: Capacity: 32 gallons of liquid. Cask: Capacity: 1 pint of liquid. Flask: Capacity: 1 pint of liquid. Sack: Requires 1 hand to carry. Sack, Large: Requires 
h a m m e r Fa n ta s y R o l e p l ay Jewellery: Prices vary by craftsmanship, metal type, and gem value. As a general guideline, common rings without any gemstones cost 10 coins of the same metal type. Clothing and Accessories Clothing styles in the Empire vary
considerably. As a general guideline, commoners wear simple tunics with breeches or gowns. Middle-class citizens favour puff-and-slash fashions with hats and hosiery or dresses. The elites flaunt capes, furs, and flamboyant hats with extravagantly enormous feathers the more exotic the better! Item Amulet Boots Cloak Clothing Coat Costume Courtly
Garb Face Powder Gloves Hood or Mask Jewellery Perfume Cost Enc Availability 5/ 1 Common 1GC 1 Scarce 2d 10/ 18/ 0 1 1 Food, Drink, and Lodging Common Poor quality food or drink comes with a 10% risk of exposure to
the Galloping Trots (see page 187). 4/ 0 Common Varies 0 Common Sceptre 8GC 1 Rare 5/ 0 Common Notes 2GC 1 Common Sceptre 8GC 1 Rare 5/ 0 Common Sceptre 8G
Cane: Polished wooden canes with metal caps are status symbols amongst wealthier townsfolk. Common 1 0 Signet Ring: Gold rings with engraved stamps are worn by nobles and guild officials, who use them to imprint heraldry or insignia into sealing wax. Common 12GC 10/ Sceptre: The highest-ranking legal officials carry sceptres to indicate their townsfolk.
status. Ale, pint Bugmans XXXXXX Ale, pint Scarce Food, groceries/day Meal, inn Rations, 1 day Room, common/night Room, private/night Spirits, pint Stables/night Wine, bottle Wine & Spirits, drink Cloak: Protects wearer against the elements and extreme cold; without a good coat or similar, you will
receive penalties to resist cold exposure (see page 181). Courtly Garb: Nobles garb features embellishments such as lace cuffs & collars, excessive high-quality fabric and pointed shoes. Servants also wear courtly garb to banquets and ceremonies, although their surcoats and corsets are less ostentatious than the nobles fashions and can therefore be
purchased at half price. Hat: Fine quality hats are status symbols in the Empires towns and cities. The more flamboyant the hat, the better. Cost Enc Availability 3s 2 Common Co
gallons. Empty kegs can be refilled for 18d. Bugmans XXXXXX Ale: Merchants travel across the Old World to purchase this potent Dwarfen ale from the famous brewery founded by Josef Bugmans Aleis distributed to most major cities. One mug of Bugmans counts as 4 mugs of normal ale for intoxication purposes (see Consume Alcohol on
page 121), and grants immunity to Fear Tests for 1d10 hours. Room, Common: Guests sleeping in common rooms should be wary of thieves. 302 XI the consumers guide Room, Inn: Accommodates 2 guests. Large rooms cost double the price and accommodate 4 guests. Tools and Kits The majority of tools count as Improvised Weapons when used in
 combat, however GMs may rule that heavy or sharp tools (e.g. crowbars and sickles) count as Hand Weapons. Many of the individual tools listed here are included in Trade Tool packages and Workshops, and need not be bought separately. Animal Trap: Used to catch game (see Gathering Food and Herbs on page 127). Antitoxin Kit: Contains a small
knife, herbs, and a jar of leeches. A successful Heal Test with an antitoxin kit removes all Poisoned Conditions. Treatment takes at least two Rounds. Disguises (e.g. wax, fake blood, and
prosthetics). Fish Hooks: Can be used to catch fish (see Gathering Food and Herbs on page 127). Lock Picks: An assortment of small, variously-shaped tools needed to use the Pick Lock Skill without penalty. Item Abacus Animal Trap Antitoxin Kit Boat Hooks: Can be used to catch fish (see Gathering Food and Herbs on page 127). Lock Picks: An assortment of small, variously-shaped tools needed to use the Pick Lock Skill without penalty. Item Abacus Animal Trap Antitoxin Kit Boat Hook Broom Bucket Chisel Comb Crowbar Crutch Disguise Kit Ear Pick Cost Enc Availability 2/6 1
Common 3/4 3GC 5/ 10d 2/6 4/2 10d 2/6 4/2 10d 2/6 3/ 6/6 2/ Fish Hooks (12) 1/ Floor Brush 0 0 1 2 1 0 0 1 2 0 0 Item Scarce 2d 0 Paint Brush Common Pole (3 yards) Common Pole (4 yards) Common Pole (5 yards) Common Pole (6 yards) Common Pole (7 yards) Common Pole (8 yards) Common Pole (8 yards) Common Pole (9 yards) Common Pole (10 yards) Common 
Spike 3/0 Common 1GC 1/6 0 Exotic Hoe 4/2 Common Telescope Key 1/0 Common Tweezers Knife 8/0 Com
Common 2 Common 0 0 Common Rare 6/1 Common 8/2 Common 5GC 0 Scarce 1GC 1/1 0 Common 16/0 Common 1/0 Scarce 5GC 2GC 0 0 Rare Scarce XI Warh ammer Fantasy Rolephare (-30) Strength Test. Pole: A long pole used for
barging; counts as an Improvised Weapon. Reading Lens: Glass lenses with handles provide a +20 bonus to Read/Write Tests for deciphering tiny or unintelligible writing. Perception Tests to search for fine details such as secret doors or compartments also receive a +20 bonus. Writing Kit: Contains a quill pen, inkpot, and ink blotter. Books and
Documents many forms. They also include treatises on perspective, form, and style, often written by famous painters or sculptors such as Leonardo da Miragliano for mass printing. Book, Cryptography books are often hand-scribed codices dealing
 with mathematics, numerology, and polyalphabetic encryption. Book, Engineer: The majority of engineering books are pressprinted. Engineers Guild. Because of this, Engineering texts are often authored, co-authored, or edited by
Dwarfs. The printing press is a recent invention in the Empire, so most books are still hand-written, some with pages adorned with exquisite illuminations, others little better than scribbled notes. In larger settlements, official documents, newssheets, and leaflets are typically press-printed, as are many poems, romances, and important academic texts
All prices are loose suggestions only, as contents and quality vary significantly. Book, Apothecary Cost Enc Availability 8GC 1 Scarce Book, Law 15GC 1 Rare 1GC 1 Common 0 Common 0 Scarce Item Book, Art Book, Magic Book, Medicine Book, Engineer 3GC 1 Scarce Book, Cryptography 5GC 1 Scarce Book, Magic Book
Religion Guild License Leaflet Legal Document Map Parchment/sheet 20GC N/A 0 3/ 0 1/ 3GC 1/ 0 Book, Law: Laws vary considerably from one region to the next. Cities with printing presses compile legislation in bound volumes, whereas judges in smaller towns often rely on documents handwritten centuries ago. Law books used by travelling
lawyers or judges often combine printed and written pages from different towns across the Empire, collated and bound together within the same cover. N/A Common Book, Apothecary books are usually hand-written. A basic apothecary book contains ingredient descriptions and diagrammed instructions for brewing processes
Formulas for Digestive Tonics, Healing Draughts, and Vitality Draughts are usually included (see Herbs & Draughts). Advanced texts contain formulas for more exotic draughts. Book, Magic: Spell grimoires are usually scribed by
 wizards, and their covers are often secured with locks. Sometimes grimoires are even protected by magical alarms or wards. Carrying a spell grimoire is punishable as heresy unless the owning wizard is licensed by the Colleges of Magic. Book, Medicine: Medical texts can either be scribed or pressprinted, depending on the authoring physicians
prestige. Illuminations are common, and usually include detailed autopsy drawings and procedural diagrams. 304 the consumers guide Book, Religions books come in all forms in the Empire, a realm renowned for its religious observances. There is a eager market for the most popular texts, most of which are cheaply produced by printing
presses. Guild License: Guild licenses are usually printed on single sheets of parchment, stamped with an official seal, and signed by the local guild master. Guild licenses are not purchased; instead, they are granted to guild members according to each guilds traditions and laws. Legal Document: A simple legal document such as a will, IOU or letter of
intent. Carpenter: Hammer and nails, saw, measuring rod, chalk, and plumb lines. Workshops also include lathes, planes, clamps, and a supply of lumber. Engraver: Gravers, punches, swages, bits, and augers. Workshops also include an anvil
furnace, swage block, sledgehammers, and metal ingots. Other Artisans include: Armourer, Bowyer, Brewer, Candlemaker, Calligrapher, Castherworker, Mason, Painter, Potter, Shipwright, Stoneworker, Tailor, Tanner, Vintner, Weaver
          onsmith and Woodcarver. Options: Guilders If you have an appropriate guild license, you can use your special contacts to locate rare items. If you fail an Availability Test when trying to buy an item, you can make a Gossip Test to talk with your fellow Guilders and see if any of them know where you might find what you need. If you succeed, on
of your contacts has a few useful suggestions, and you can reroll the Availability Test. Trade Tools are needed if your wish to take a Trade Test to make or fix something, and the examples below are a sample of the many options available. Workshops are needed for larger projects, such as creating new trappings. Item
Trade Tools Workshop Cost Enc Availability 80GC N/A Exotic 3GC 1 Artist: Brushes and paints, hammer and chisels, rasps and files, and scrapers. Workshops also include easels or pedestals and supplies of canvas, parchment, vellum, wood, clay or uncut stone. Engineer: Hourglass, measuring rod, fuse cord, drafting compass, and T-square.
Workshops also include pulleys, ropes, and drafting tables. Rare Apothecary: Tools include eights and scales. Workshops also include oil burners and shelves full of ingredients. Artisan: The potential range of tools used by Artisans is wide. Sample packages include eights and mortar, small knives,
pruning shears, and gloves. Workshops also include drying racks, strainers, funnels, bowls, and jars. Navigator: Quadrant, astrolabe, charts and compasses, hourglass, and a speculum. Workshops also include anatomical drawings, assorted implements, and a
surgery table. 305 XI XI Warh a mm er Fan tasy Role play Animals and Vehicles Drugs and Poisons Animals are used at all levels of society in the Empire. See the Chapter 12: Bestiary for sample animal profiles. Like Packs and Containers (see page 301), all vehicles have an entry for the number of Encumbrance points they can carry (Carries).
Recreational drugs, although not illegal in most parts of the Empire, are frequently associated with dubious rituals and cults by the Cult of Sigmar. Attitudes are more liberal in large cities where dens can be found offering spit, weirdroot, or Ranalds Delight. Poison is not illegal either, but owning poison is bound to raise questions about its intended
use. Item Cart Chicken Cost Enc Carries Availability 5d 1 0 Common 20GC 25 Common Coach 150GC 80 Coracle 2GC 6 10 Scarce Destrier 230GC 20 Scarce Hunting Dog 2GC 0 Rare Light Warhorse 70GC 18 Common Monkey
10GC 2 1 Rare Mule 5GC 14 Common Pony 10GC 14 Common Riding Horse 15GC 16 Common River Barge 225GC 300 Rare Row Boat 6GC 60 Scarce Saddle and Harness 6GC 4 Common Worms (6) 1d 0 Common Worms (6) 1d 0 Common Worms (6) 1d 0 Common Worms (75GC 30 Common Worms (8) 1d 0 Common River Barge 225GC 300 Rare Row Boat 6GC 60 Scarce Saddle and Harness 6GC 4 Common River Barge 225GC 300 Rare Row Boat 6GC 60 Scarce Saddle and Harness 6GC 4 Common River Barge 225GC 300 Rare Row Boat 6GC 60 Scarce Saddle and Harness 6GC 60 Scarce Saddle and Harness 6GC 4 Common River Barge 225GC 300 Rare Row Boat 6GC 60 Scarce Saddle and Harness 6GC 60
1GC 0 Rare Moonflower 5GC Ranalds Delight Spit Weirdroot 0 Scarce 4/0 Rare 1GC 5/0 Rare Black Lotus: This deadly plant grows in Southland jungles and is used for blade venom. Victims who suffer at least 1 Wound from a sap-coated blade immediately take 2 Poisoned Conditions. Resisted with a Difficult (10) Endurance Test.
Heartkill: Combining the venoms from an Amphisbaena (a rare, two-headed serpent) and a Jabberslythe produces an odourless, colourless poison. When ingested, the deadly mixture inflicts 4 Poisoned Conditions. Resisted with a Difficult (10) Endurance Test. Mad Cap Mushrooms: These hallucinogenic mushrooms are eaten by Goblin fanatics before
battle. They induce a berserker rage, adding +10 Strength, +4 Wounds, and the Frenzy Talent. When the effect wears off, the user loses 1d10 Wounds. NonGreenskins must also pass a Challenging (+0) Endurance Test or contract a Minor Infection. Duration: Active when chewed plus an additional 2d10 minutes. Cart:One driver and one draft animal
required. Coach:Two drivers and four horses are standard. Coracle:Coracles are small, lightweight boats that accommodate one person and can be carried easily. They are made from leather or bark stretched over a wood frame, and rowed with a single oar. Destrier:Horse trained for war. River Barge:Three crew are standard. Row Boat:One rower is
standard. Wagon: One driver and two horses are standard. Mandrake Root: This highly-addictive deliriant grows under gallows, and is chewed to keep an unquiet mind still. Users must pass a Willpower Test every Round to perform an Action or a Move (choose one); further, Movement is halved. However, Cool Tests receive a bonus of +20. Duration:
Active when chewed plus an additional 1d1010 minutes. Moonflower: This tranquilliser is a dried moss which grows only on leaves in the Laurelorn forest. Elves use Moonflower to treat Black Plague, granting a bonus of +30 to any associated Tests for Elves to resist the disease, otherwise it has no effect on their species. Others can inhale vapours
from boiling the moss 306 the consumers guide and if they fail a Very Hard (30) Willpower Test will gain an Unconscious Condition; if passed, they receive a bonus of +20 to Cool Tests and gain a Fatigued Condition; if passed, they receive a bonus of +20 to Cool Tests and gain a Fatigued Condition. Moonflower is used by the most expensive Physicians as an anesthetic. Duration: 1d10+5 hours. Earth Root: This herb is ingested to
negate the effects of Buboes caused by the Black Plaque (though the swellings are still significant). Further, gain a bonus of +10 on all Tests concerning the disease. Dose: 1 per day. Ranalds Delight: This highly-addictive stimulant is a synthetic compound made from sulphur, mercury and other elements. Inhaling the powder provides a bonus of +1 to
Movement, and +10 to WS, S, T, and Agi. This last for 3 hours, after which the user suffers a penalty of 2 Movement and 20 on Weapon Skill, Strength, Toughness, and Agility, Duration: 1 day, Faxtoryll: When smeared on a wound, poultices made from this herbal coagulant remove all Bleeding Conditions without a Heal Test. Dose: 1 per Critical
Wound. Healing Draught: If you have more than 0 Wounds, recover Toughness Bonus Wounds immediately. Dose: 1 per encounter. Spit: Extracted from Chameleoleeches found in the marshes of the Empire, this extraordinarily powerful hallucinogen brings visions of something deeply desired, such as a lost lover, a dead friend, or a missing child
Called Spit on the streets, its popular with those lost to despair. Upon exposure, you must pass a Very Hard (30) Toughness Test or be lost to a fully real fantasy, which is a matter for the GM to handle. Duration: 1d10 minutes. Weirdroot: One of the most common street-drugs in the Empire, Weirdroot is chewed, bringing a sense of euphoria and
pleasant hallucinations, which some suggest may be connected to the Winds of Magic. The drug gives a +10 bonus to Toughness and Willpower Tests, but a penalty of 10 to Agility, Initiative, and Intelligence Tests. Duration: Active when chewed plus an additional 1d1010 minutes. Herbs and Draughts Medicinal herbs can either be purchased or
gathered from the wild (see Gathering Food and Herbs on page 127). Preparation with Trade Tools (Herbalist) is usually required to extract the plants medicinal ingredients and create poultices. Draughts can be brewed using the Trade (Apothecary) Skill. Item Digestive Tonic Earth Root Cost Enc Availability 5GC 0 Scarce 3/ 0 Common Faxtoryll 15/ 0
Exotic Healing Draught 10/0 Scarce Healing Poultice 12/0 Common 12/0 Common Nightshade Salwort Vitality Draught 3GC 18/0 Rare Scarce Digestive Tonic: Provides +20 to recovery Tests from stomach ailments such as the Galloping Trots or Bloody Flux (see Disease and Infection on page 186). Healing Poultice: This foul-smelling medicinal
wrap is made from animal dung and urine combined with any number of common herbs such as Sigmafoil, Tarrabeth, and Valerian. You do not suffer any Minor Infections from a Critical Wound treated with a Healing Poultice. Nightshade: Consuming this herb causes the victim to fall into a deep sleep after 2-3 hours, unless an Endurance Test is
passed. A Nightshade slumber lasts 1d10+4 hours. Dose: 1 per person. Salwort: When held under someones nose, the aroma from a crushed sprig of this draught instantly removes all Fatigued Conditions. 307 XI XI Warhammer has yRolepha erose. 1 per encounter.
Prosthetics Whether through disease, warfare, or misfortune, its a relatively common occurrence in the Empire to lose body parts. For those who do, there are a variety of alternatives on offer. All Prosthetics have an Encumbrance of 0 when worn. Cost Enc Availability Eye Patch 6d 0 Common False Eye 1GC 0 Rare False Leg 16/2 Scarce Gilded Nose
18/ 0 Scarce Hook 3/4 1 Common 20GC 1 Exotic 10/ 0 Rare Item Engineering Marvel Wooden teeth woo
this list, the GM can reference similar items for price and availability guidelines. Eye Patch: Often decorated, an eye patch is used to cover scarred eye sockets. False Eye: Particularly popular amongst the rich who prefer not to wear cruder eye-patches, false eyes come in many forms, from wooden to polished glass. False Leg: A False Leg (or just a
False Foot, for half price), allows you to ignore 1 point of Movement Loss as you train yourself to use your new body part, and for 200 XP you relearn how to use Dodge again. This all requires you not to lose your False Leg, though. Gilded Nose: Though
most are made of wood or ceramic, the term gilded nose is widely used regardless. You can buy back the 20 penalty on all Tests involving two hands for 100 XP per 5 you subtract
from the penalty, removing the penalty completely for 400 XP. Append: In Close Combat, Hooks count as Daggers. Engineering Marvel: Only for the exceedingly rich, you commission a work of art from one of the Engineers Guilds, allowing you to completely ignore the loss of an ear, hand, arm, or leg, as steam hisses and machinery clicks in place of
blood and muscle. Should you ever receive a Critical Wound to the marvel, it automatically breaks down, and needs to be taken back for costly repair (at least 10% of the base cost, depending upon the nature of the Critical Wound received). 308 Item Cost Enc Availability Ball 5d 0 Common Bandage 4d 0 Common Baton 1/0 Common Bedroll 6/1
Common Blanket 8d 0 Common Candle (dozen) 1/0 Common Candle (dozen) 1/0 Common Candle (dozen) 1/0 Common Coking Pot 8/1 Common Coking Pot 8/1 Common Coking Pot 8/1 Common Dice 10d 0 Common Dic
Common Lantern 12/1 Common Storm Lantern 1GC 1 Scarce Match 1d 0 Common Pan 7/6 1 Common Pa
Bandage: A successful Heal Test removes +1 extra Bleeding Status. Bedroll: Endurance Tests rolled to resist cold exposure (see page 181) gain a bonus of +20 when resting. assigned complex, independent tasks, or if they have good reason to flee from an encounter. Quick Hireling profiles are created by adding 5 Advances to every Career
Characteristic and Skill per level of the Career hired, and 1 Talent per level. Hirelings with more experienced than this usually cost more. Candle: Provides illumination for 10 yards when lit. Sample Hirelings Davrich Lamp: A safety lamp emitting the light of a candle, first developed for Reiklands mines by Master Engineer Davrich Stephansson. It
flares brightly in firedamp (explosive gasses); after 1d10 rounds of exposure to the lamp the firedamp will explode. It is wise to withdraw before this happens. Hireling Quick Job Local Scout Grappling Hook: Coupled with a rope, allows unscalable surfaces to be climbed. Instrument: Various instruments are included in this category. The standard
price and encumbrance reflects medium-sized instruments (e.g., mandolin, coach horn, small drum). Small instruments are double the price and 2 Encumbrance points (e.g., harp, lute, large drum). Seasoned Mercenary 5d 3/ Daily Cost Weekly Cost
Notes 15d 10/ Works independently without Leadership Tests 9/ 3GC 12/ Drafting a simple legal document costs 24 shillings Porter 1/ 3/ 1GC 4/ Carries 10 Encumbrance points 6/ 2GC 8/ Also translates 1-2 other common languages 5GC A single visit costs 46 shillings for medical
attention Lamp Oil: Contains enough fuel for 4 hours of standard use, or 8 hours of low flame equivalent to a candle. Lantern: Provides illumination for 20 yards, or 30 when targeted.
Scribe Tent: A medium-sized tent accommodate 2 people for half the price and 1 Encumbrance points. Doktor 2/5/15/ Hirelings If you need extra muscle or brains whilst adventuring, you may pay
Hireling NPCs to accompany you. You can hire any Career with GM permission, and they are paid an amount of coin equal to their Social Status for a quick job, or paid triple for a full days work. The GM may increase or decrease this amount according to individual personality and local circumstances. If the job at hand is unexpectedly dangerous,
Hirelings will expect double the normal pay unless a Leadership Test is passed. Leadership Test may also be required when Hirelings, companions, friends, pets, or other NPCs, Henchmen are Hirelings, companions, friends, pets, or other NPCs that are effectively permanent members of your party. Unlike other NPCs, Henchmen should have full character sheets, just like a PC,
and are typically attached to one player, either as an employee, friend, owner, or similar. The Henchmen not only make memorable allies, but should your character die, they can also make marvellous PC replacements instead of creating
a new character. 309 XII Warh ammer Fantasy Roleplay Bestiary Adversity with the man makes the monster. Alternative Hit Locations Albrecht Zweistein, Middenlander Professor Snakes The creatures presented in the Bestiary are generic, typical starter examples of their ilk. You are encouraged
to customise them and create your own, using the statistics found here and adding Skills and Talents as you feel are necessary, perhaps even using the full Career system to create terrifying opponents. The quickest way to create fast NPC adversaries is to use Creature Traits; all creatures come with one or more Creature Traits as standard, but
additional ones can be added as required, and they can be mixed with Skills and Talents as you see fit. Spiders 0119 Head 0109 Head 2000 Body The Optional traits listed alongside each creature presents some of the most commonly found variants of the species. However, you may choose to apply any trait to any creature if it
fits what you want to represent in your game. For Creature Traits and extra variety to your NPCs. The following traits are appended to the Optional list of all creature Traits Generic Creature Traits Generic Creature Traits and extra variety to your NPCs. The following traits are appended to the Optional list of all creature Traits and extra variety to your NPCs. The following traits are appended to the Optional list of all creature Traits and extra variety to your NPCs. The following traits are appended to the Optional list of all creature Traits and extra variety to your NPCs. The following traits are appended to the Optional list of all creature Traits and extra variety to your NPCs.
Weapon Creature Hit Locations Note: Most creatures have a suggested Weapon included, and maybe Armour too, but that doesn't preclude them from being changed as you see fit. At some point you may need to determine a Hit Location for a non-Human-shaped creature. Normally, this is simple. For quadrupeds, simply make arm hits foreleg hits,
and leg hits rear-leg hits. Or for birds, make arm hits equate to wing hits. However, some require special attention, such as Snakes and Spiders. For those, use Alternative Hit Locations. Bestiary Format For any creature 2 steps larger than you (see Size on page 341), choose a location to hit according to whats closest to you (or in Line-of-Sight for
shooting). If an animal has a Hit Location without a Critical Table, such as a tentacle, tail, or wing, roll on the Arm table and describe the results in an appropriate way. 310 Name: The creatures almost always has. Optional: Common
Creature Traits the creature may have when creating your own. XII B EST I ARY The Peoples of the Reikland Chapter 2: Character presents the primary peoples of the Reikland. This section explains how to create fast NPC equivalents, and also introduces Ogres. For important characters in your campaign, you may want to use the full character
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one), Weapon+7 Optional: Disease, Ranged+8 (50), Spellcaster Dwarfs M WS BS S T I Ag Dex Int WP Fel W 3 40 30 40 30 20 30 30 16 30 50 20 Traits: Animosity (choose one), Hatred (Greenskins), Night Vision, Prejudice (choose one), Weapon+7 Optional: Fury, Ranged+8 (50) Halflings M WS BS S T I Ag Dex Int WP Fel W 3 20 20 30 30 40 30 40 30 10
30 40 40 Traits: Night Vision, Size (Small), Weapon+5 Optional: Ranged+7 (25), Stealthy Elves (High and Wood) M WS BS S T I Ag Dex Int WP Fel W 5 40 30 30 50 40 40 40 13 40 40 30 Traits: Animosity (choose one), Prejudice (choose two), Night Vision, Weapon+7 Optional: Arboreal, Magical Resistance, Ranged+9 (150), Stealthy,
Spellcaster (any one), Tracker 311 XII Warh ammer Fantasy Roleplack the wit or intelligence to do this cleverly, defaulting to might is right in most situations. Hailing from lands far to the east, Ogres are a common
 sight in the Old World for they love to wander, always on the hunt for new meats over the horizon. As they pass through on decades-long food excursions, they work hard to integrate, wearing local clothing and following the local customs they understand, as that more likely to attract the next meal. In the Empire, they frequently serve in the State
Armour 1, Hungry, Prejudice (Thin People), Night Vision, Size (Large), Weapon+8 Optional: Belligerent, Infected, Tracker Yes, I know Ogres have large appetites. Ive put a notice on the local watch-house offering a small payment to anyone
with the wherewithal to make them go. That should prove more than sufficient. Augustus von Raushvel, Baron of Raush Vale Halflings and Ogres None know why, but Halflings and Ogres just get on. Most elders of Halflings and Ogres None know why, but Halflings and Ogres just get on.
a hoary Ogre whos lived in the Empire for almost a century. In return, many Ogre mercenary bands employ Halfling cooks. However, this relationship doesnt always hold, such as when Golgfag Maneater, mercenary bands employ Halfling cooks. However, this relationship doesnt always hold, such as when Golgfag Maneater, mercenary bands employ Halfling cooks.
a great victory. Which was fine until Golgfag realised the cooks tasted far better than the food they prepared 312 XII B EST I ARY Examples Below are two examples of Human NPCs created using just Creature Traits and standard random Characteristics. Black Bella Human Brigand Bethildas husband was slaughtered by Beastmen raiding the village and standard random Characteristics.
of Reikherz. Four months later, she was evicted for failing to pay rent. Desperate, Bethilda approached her cousin, Alwin, a wanted outlaw. After a little persuasion, Bethilda joined his band of brigands harassing the Karstadt Siedlung road and was surprised by just how exhilarating she found highway robbery. Now she rides as Black Bella and has
built a reputation for brutal ruthlessness that now concerns her cousin deeply. M WS BS S T I Ag Dex Int WP Fel W 4 32 41 45 30 25 29 27 19 35 34 33 Traits: Animosity (the Rich, Beastmen), Arboreal, Armour (Light 2), Prejudice (Bailiffs, Lawyers), Ranged + 8 (50), Brute, Hardy, Weapon + 8 Pol Dankels Human Witch Pol thought he would follow in his
parents footsteps, running the Blessed Bertram Bakery in Tahme, but the gods had another plan. It was on his twentythird birthday, the day his wife found out hed been sleeping with her sister and tried to take their three children, that something snapped. Onlookers claimed his eyes glowed yellow and orange flames erupted from his hands. As far as
Pol was concerned, the world turned red as the bakery burned down. That was seven months ago. Pol has been on the road with his three children need him. M WS BS S T I Ag Dex Int WP Fel W 4 24 27 46 49 26 34 65 15 26 47 44 Traits:
Cunning, Clever, Prejudice (Sigmarites), Spellcaster (Witch), Tough, Weapon+5 313 XII Warhammer such as 20, 25, or 30. Obviously, in practice, the numbers vary significantly from individual to individual. If you wish to
randomly create Characteristics, subtract 10, then add 2d10. So, a Characteristic of 30 translates to 2d10+20. If a Characteristic starts at 5, roll just 1d10 to randomise it. This can even be used to create PCs out of traditionally NPC species by using random Characteristics, subtract 10, then add 2d10. So, a Characteristic of 30 translates to 2d10+20. If a Characteristic starts at 5, roll just 1d10 to randomise it. This can even be used to create PCs out of traditionally NPC species by using random Characteristics and adding an appropriate career, creating, say, an Ogre soldier, Skaven
engineer, or Vampire noble. Obviously, this will take a little bending of the rules to work, but if you are interested in playing characters like this, its not difficult to do. The Beasts of the Reikland. Bears Wanderers of the Reiklands wild places, Bears
are solitary and usually shy, only turning aggressive when interlopers threaten their young or when wounded. When food is scarce, they will approach unprotected settlements and travellers, especially those careless with provisions. M WS BS S T I Ag Dex Int WP Fel W 4 35 55 45 20 25 15 10 28 - 15 - Traits: Armour 1, Bestial, Bite+9, Night Vision,
Size (Large), Skittish, Stride, Weapon+8 Optional: Hungry, Infected, Infestation, Size (Enormous), Territorial, Trained (Broken, Entertain, War) Boars Scavenging in the forest, Boars are reclusive creatures, but when cornered will fight using their sharp tusks with a tenacity that shocks the unprepared. Though most are 56 feet long, some grow to
remarkable proportions, with the largest prized by Orcs, who use them as ferocious war mounts. M WS BS S T I Ag Dex 7 35 33 35 - - Int WP Fel W 10 10 10 - Traits: Armour 1, Bestial, Horns (Tusks), Night Vision, Skittish, Stride, Weapon+6 Optional: Belligerent, Frenzy, Infected, Infestation, Size (Large), Territorial, Trained (Broken, Magic, Ma
Mount, War) 314 XII B EST I ARY Dogs Dogs are bred for myriad purposes throughout the Old World. While the pampered pooches of the courtiers of Altdorf pose only a threat to an adventurers dignity, larger breeds, including those bred for war and dogfighting can be a formidable threat. M WS BS S T I Ag Dex 4 25 20 20 35 30 - Int WP Fel W 15 50 and the courtiers of Altdorf pose only a threat to an adventurers dignity, larger breeds, including those bred for war and dogfighting can be a formidable threat.
10 15 Traits: Bestial, Night Vision, Skittish, Size (Small), Stride, Weapon+5 Optional: Armour 1, Frenzy, Infected, Size (Little to Average), Territorial, Tracker, Trained (Broken, Entertain, Fetch, Guard, Magic, War) Giant Rats Rats get everywhere and are especially prevalent in the cities and towns. The more densely people are packed in, the more
densely Rats are packed in with them, which is especially bad when the creatures carry disease. Though typically small, they can grow to monstrous proportions, with reports of rats beneath Altdorf the size of a Human and larger. Rat catchers are employed to keep them in check. M WS BS S T I Ag Dex 4 25 30 25 25 35 - Int WP Fel W 15 5 15 -
Traits: Bestial, Infected, Night Vision, Size (Small), Skittish, Stride, Weapon+4 Optional: Armour 1, Disease (Ratte Fever or Black Plague), Size (Little to Average), Swarm, Trained (War) Giant Spiders lurk deep within the forests and caves of the Empire, but can live anywhere, including dusty attics and dark cellars. Most trap their prey
with strong webs before injecting venom. Though most are the size of a large Rat, some Giant Spider species are terrifyingly large. Forest Goblins often capture larger examples for mounts. M WS BS S T I Ag Dex Int WP Fel W 5 35 15 25 10 35 30 5 2 25 25 - Traits: Bestial, Night Vision, Size (Little), Wallcrawler, Web 40, Weapon+3 Optional: Armour
1, Arboreal, Bite, Size (Little to Enormous), Swarm, Venom (Average), Trained (Broken, Guard, Magic, Mount, War) 315 XII Warham mer Fantasy Rolepha was for farmers. They are so useful, horse trading is almost a
competitive sport in the Reikland. Unscrupulous Horse Copers (horse salesmen) are keen to make money at the expense of the ignorant buyer, painting and filing teeth of elderly horses or stuffing rags up noses to soak mucous, so the unknowledgeable buyer should beware. M WS BS S T I Ag Dex 7 25 45 35 15 30 - - Int WP Fel W 10 22 10 10 Traits:
Bestial, Size (Large), Skittish, Stride, Weapon+7 Optional: Armour, Trained (Broken, Drive, Entertain, Magic, Mount, War) Pigeons Pigeons are bred across the Reikland to carry messages of all kinds. Recently, they have become renowned for carrying a deadlier cargo, as the easily accessible bird has become a favourite amongst engineers, used to
deploy their pigeon bombs to varying degrees of success. M WS BS S T I Ag Dex 2 15 5 15 25 40 - - Int WP Fel W 10 1 Traits: Bestial, Fly 100, Size (Tiny), Skittish, Weapon+0 Optional: Size (Small), Trained (Broken, Home) Snakes Snakes are found throughout the Empire, especially deep within the forests. Most are harmless, but some possess deadly
venom or constrict their victims until they die of suffocation. Like many creatures of the Old World, they can grow to gigantic proportions, such as the enormous Fen Worm, posing a real danger to even the strongest mercenary. M WS BS S T I Ag Dex 3 40 30 25 25 40 - - Int WP Fel W 5 6 45 - Traits: Armour 1, Bestial, Cold-blooded, Fast, Size (Small)
Weapon+5 Optional: Constrictor, Size (Tiny to Enormous), Swamp-strider, Swarm, Venom (Very EasyVery Hard) 316 20 10 XII B EST I ARY Wolves without rest or respite. Several species prowl the Reikland, including the fierce
Giant Wolves, which are captured and bred by Goblins to use as guards and mounts. M WS BS S T I Ag Dex 4 35 35 30 - - Int WP Fel W 15 10 15 - Traits: Armour 1, Bestial, Night Vision, Skittish, Stride, Tracker, Weapon+6 Optional: Frenzy, Infected, Size (Large), Territorial, Trained (Broken, Drive, Fetch, Guard, Magic, Mount, War) The
Monstrous Beasts of the Reikland Throughout the Reikland, all manner of large and dangerous monsters hunt, preying on the unwary, dragging them back to their bone-lined lairs to be consumed at leisure. Basilisks These eight-legged reptilian creatures are solitary and elusive. Claimed to be one of the most ancient creatures of
Chaos, they are said to be filled with such spite and venom the very ground they walk on is poisoned. Their bite, too, is poisonous, but its their petrifying gaze most fear. Rarely encountered these days, basilisks are a most dangerous foe. Their glands and organs are highly prized by wizards and alchemists, so opportunist hunters often chase rumours
of Basilisks in the wild-places of the Vorbergland, though few return. M WS BS S T I Ag Dex 4 45 55 55 25 15 - 35 Int WP Fel W 15 64 15 - Traits: Armour 2, Bestial, Bite+9, Cold-blooded, Immunity (Poison), Infected, Night Vision, Petrifying Gaze, Size (Enormous), Stride, Tail+8, Venom, Weapon+9 Optional: Mutant, Territorial 317 XII Warham median metals and median metals.
r Fa n ta s y R o l e p l ay Bog Octopuses Bog octopuses skulk in shallow water, usually in marsh and swampland. They await prey in perfect stillness, able to sense the vibrations of approaching creatures, then erupt from the muddy water, seeking to grapple and drown using their strong tentacles. Usually mottled green and brown, Bog Octopuses
are perfectly camouflaged for boggy environments, their huge, limpid eyes often the only clue betraying their presence. Most have tentacles of twenty feet or so and a body some six-feet long, but stories claim they grow many times that size, especially if they have a regular supply of meat. M WS BS S T I Ag Dex 3 35 80 75 15 55 - Int WP Fel W 5 56
65 0 Traits: Amphibious, Bestial, Constrictor, Size (Enormous Monstrous), Territorial Cave Squigs are large, generally round, fungoid creatures that live deep below ground in the dankest, darkest caves. They possess a gaping maw and large, sharp teeth, and are prized by Goblins
for their flesh and their hides, and to act as guards and pets. M WS BS S T I Ag Dex 4 45 50 30 10 40 - - Int WP Fel W 5 12 15 - Traits: Bestial, Bounce, Infected, Night Vision, Weapon+9 Optional: Aquatic, Breath (Acid or Gas), Dark Vision, Frenzy, Fury, Horns, Size (Tiny-Enormous) Demigryphs With head of eagle and body of lion, demigryphs are
powerful creatures with a noble bearing. They roam the forests and grasslands of the Empire, usually far from human habitation, hunting as individuals. Captive demigryphs are deployed by the Empires doughtiest knightly orders as war mounts, which are generally taken when young or bred in captivity, the capture
of a full grown demigryph is a rite of passage among some orders. M WS BS S T I Ag Dex 7 35 55 40 30 45 - Int WP Fel W 15 30 25 - Traits: Armour 1, Bestial, Bite+9, Night Vision, Size (Large), Stride, Weapon+9 Optional: Trained (Broken, Drive, Guard, Mount, War)) 318 XII B EST I ARY Dragons ruled the skies long before the elder
species walked the Known World. While the Dragons of today are mere shadows of their ancient brethren, they remain some of the most powerful creatures known to the Empire. The few surviving elder dragons are terrifyingly immense and rarely rouse from their slumbers. Should a Dragon take umbrage with a small party of adventurers, its time to
run. M WS BS S T I Ag Dex Int WP Fel 6 65 65 65 65 60 25 15 45 60 85 25 W 104 Traits: Armour 5, Bite+10, Breath+15 (various), Flight 80, Night Vision, Size (Enormous), Tail+9, Weapon+10 Optional: Arboreal, Immunity (choose one), Infestation, Magical, Mental Corruption, Mutation, Size (Monstrous), Syeamp-strider, Trained
(Mount), Undead, Venom Fenbeasts Raised by spellcasters from the filth of marshes and bogs, Fenbeasts are seemingly mindless automatons held together by magic. Vaquely humanoid, they are comprised of mud, bones, branches, and slime, and require significant quantities of magic to retain their integrity. Occasionally, they are raised by wizards
skilled in Jade magic to act as a bodyguard or to fulfil a specific task requiring brute strength or mindless killing. Sometimes they rise independently, spawned in stagnant festering pools where the flow of magic has been corrupted. The Jade College in Altdorf is said to maintain a score of the creatures as drudges, fetching and carrying for senior
Magisters, maintained by the ceaseless channelling of dozens of apprentices. M WS BS S T I Ag Dex Int WP Fel W 5 35 50 55 10 15 10 - 40 - - - Traits: Construct, Dark Vision, Die Hard, Infected, Regenerate, Size (Large), Stupidity, Swamp-strider, Unstable, Weapon+8 Optional: Frenzy, Hungry, Infestation, Territorial 319 XII Warhammer Fantas
y Roleplay Fimir Fimir are secretive, one-eyed, reptilian creatures that stalk the darkest recesses of the dank swamps and boglands of western Reikland. They shun sunlight, usually only appearing at dawn or dusk, or under the cover of mist and fog to spirit away victims for mysterious, loathsome purposes. Human witches reckless or desperate
enough to meddle in the affairs of Daemons have been known to seek out the Fimir to learn their malign mysteries, for it is said they summon and control such entities. Whether the greater risk lies in trafficking with the Ruinous Powers, or treating with the Fimir, is anyones guess. The Fimir have a matriarchal society. The leader of each clan is a
powerful witch called a Meargh, and shes aided by a cadre of lesser spellcasters called Dirach. The majority of the clan members are lowly Shearls, who are protected by a warrior caste, the Fimm, who have bony spikes and knobs on their tails, used to break the bones of unwary opponents. M WS BS S T I Ag Dex Int WP Fel W 6 35 45 40 30 20 20 30
 30 20 30 15 Traits: Armour 2, Cold-blooded, Night Vision, Size (Large), Swamp-strider, Weapon+8 Optional: Tail+7, Spellcaster (Daemonology) We spent our honeymoon at the familys summer house by the sea. One morning, when taking the air along the bluffs, the mist closed in. It was suddenly calm and strangely quiet. Then, out of nowhere Bog
Daemons! Huge, one-eyed, barrel-chested brutes. I was sent crashing to the ground with a swipe of a tail. Another bundled Greta up and threw her over its shoulder. Then they just vanished into the mist, as swiftly and as silently as they had appeared. I swear that is Verenas own truth. Oleg Grauhof, Reiklander Merchant, shortly before being hanged
for the murder of his wife Giants Giants Giants Giants are solitary creatures who usually shun civilisation. Most stalk remote and high places surrounding the Empire, holing-up in caves and forgotten ruins far from smaller folk, though they sometimes migrate to the foothills in search of food. They have a reputation for belligerence and ferocity, due in equal parts to
their intimidating size, their cattle eating, and their association with marauding Greenskin armies that enslave them. In truth, many giants are gentle souls, prone to raging tantrums and fiercely protective of their privacy, but not necessarily hostile to others. Because they are so long-lived, rumours suggest they hoard ancient lore, though most seem
less than lucid, and certainly more interested in alcohol than debates about history. M WS BS S T I Ag Dex Int WP Fel W 6 30 65 55 30 20 15 25 92 30 25 20 Traits: Armour 1, Night Vision, Size (Monstrous), Stupid 320 XII B EST I
ARY Griffons With the forequarters and wings of an eagle and the hindquarters of a great cat, Griffons are elegant beasts with a naturally proud and regal bearing. They nest high in the mountains that surround the Empire and are swift, efficient killers, not prone to the indiscriminate destruction of creatures like Manticores or Hippogryphs. Perhaps
because of this seeming nobility, the image of the Griffon is extraordinarily popular in the Empire, used on heraldry, religious iconography, and as a symbol of the Empire itself. Griffons are also one of the most intelligent of beasts. If captured relatively young and subject to correct training, they can be incredibly loyal, able to anticipate and obey a
wide variety of commands. They are so highly sought after that hunters regularly die trying to secure Griffon eggs to sell. Perhaps the most renowned by the Crown Prince of Reikland and was reputedly hatched by Emperor Karl-Franz himself a
story that led to all manner of lewd cartoons being printed in seditious pamphlets. M WS BS S T I Ag Dex 6 50 50 50 45 60 - Int WP Fel W 20 76 40 - Traits: Armour 1, Bestial, Bite+9, Flight 80, Night Vision, Size (Enormous), Weapon+9 Optional: Trained (Broken, Guard, Magic, Mount, War) Hippogryphs Extraordinarily ferocious and territorial,
Hippogryphs normally have the head, wings, and front quarters of an eagle and the hind quarters of a horse. Hailing most commonly from the Grey Mountains, they attack without provocation, almost reckless in their fury, tearing flesh into ribbons to be devoured later. Such is their rage, entire fields of livestock will be wiped out by a single
Hippogryph, which will then make off with its choice of meat, leaving the rest to carrion birds. Having little in the way of intelligence, when Hippogryphs hunt, they tend to kill everything in sight, assuming anything unseen is gone forever, meaning that actual casualties to Hippogryphs are relatively low, given all it takes to avoid them is finding anything anything unseen is gone forever, meaning that actual casualties to Hippogryphs are relatively low, given all it takes to avoid them is finding anything anything unseen is gone forever, meaning that actual casualties to Hippogryphs are relatively low, given all it takes to avoid them is finding anything unseen is gone forever, meaning that actual casualties to Hippogryphs are relatively low, given all it takes to avoid them is finding anything unseen is gone forever, meaning that actual casualties to Hippogryphs are relatively low, given all it takes to avoid them is finding anything unseen is gone forever, meaning that actual casualties to Hippogryphs are relatively low, given all it takes to avoid them is finding anything unseen is gone forever, meaning that actual casualties to Hippogryphs are relatively low, given all it takes to avoid them is finding anything unseen is gone forever, meaning that actual casualties to Hippogryphs are relatively low, given all it takes to avoid them is finding anything unseen in the hippogryphs are relatively low, given all it takes to avoid them is finding anything unseen in the hippogryphs are relatively low.
good hiding place. M WS BS S T I Ag Dex 7 45 55 50 20 55 - - Int WP Fel W 5 72 35 - Traits: Animosity (Everything), Belligerent, Bestial, Bite+9, Flight 120, Night Vision, Size (Large), Stride, Territorial, Weapon+9 Optional: Broken, Frenzy, Fury, Hatred (Everything), Trained (Broken, Mount) 321 XII Warham er Fantasy Roleph 1 ay Hydra
The many-headed, lizard-like Hydra has a hulking body supporting a maze of necks and heads that breathe smoky fire and bite ferociously. A surprisingly tenacious and stealthy creature, Hydras will stalk prey for miles; however, they all too often lose patience and charge, heads roaring. M WS BS S T I Ag Dex 6 45 50 55 15 35 - - Int WP Fel W 15 68
25 - Traits: Armour 3, Bestial, Breath + 10 (Fire), Constrictor, Night Vision, Regeneration, Size (Enormous), Stealthy, Stride, Tracker, Weapon + 9 Optional: Belligerent, Territorial, Venom Jabberslythe is an ancient creature of Chaos that lurks beneath the shadowy eaves of the deepest, darkest forests. A maddening creature, the
Jabberslythe is a disguisting mixture of Toad, Sludge-drake, and Insect, all filled with corrosive, black blood that spurts free at the slightest wound. Worse, and shrieking with manic laughter, which leaves easy prey for the Jabberslythe. Further, it has a
sticky tongue that can lash out and pull its next meal into its gaping maw. As befits its appearance, the creature moves in a lolloping and awkward manner, and even possesses wings, though theyre too small to properly lift its bloated torso. M WS BS S T I Ag Dex 7 45 55 50 20 35 - 40 Int WP Fel W 10 68 20 - Traits: Armour 3, Bestial, Bite +9, Bounce
Corrosive Blood, Distracting, Infected, Night Vision, Size (Enormous), Tail +8, Tongue Attack +5 (12), Venom, Weapon +9 Optional: Mutant, Territorial 322 XII B EST I ARY Manticores are unrelentingly ferocious, driven to clear their territory of predatory rivals with extraordinary brutality. This means you normally know
when youre moving into the territory of a Manticore corpses of other monsters litter the high grounds. The creature has the head and body of a twisted great cat (though sometimes its face appears almost too Human), the wings of a Bat, and a wicked, thrashing, barbed tail. M WS BS S T I Ag Dex 6 55 55 55 50 65 - Int WP Fel W 10 72 35 - Traits:
Armour 2, Bestial, Bite+9, Flight 80, Size (Enormous), Tail+8, Territorial, Venom, Weapon+9 Optional: Hatred (Predators), Mutant, Trained (Broken, Magic, Mount) When I was travellin with the Elves to Ulthuan, I seen a great many things as would astound most folks back ome. One time I saw a Manticore, only in the centre of its lion-head it had the
face of a great Elf! I suppose it was less a Manticore, than an Elf-ticore. Adhemar Fitztancred, Grey Guardian, Raconteur and Liar Pegasi are handsome white horses with great delight as they swoop and swirl on the
spiralling thermal currents. They are obvious candidates for steeds and many a warrior or scout has tried to catch a Pegasus of their own. They are very intelligent, and some believe they only allow themselves to be captured if they wish to be, which has led to all manner of fancifully romantic legends insisting only those worthy, or virtuous enough
may be chosen. M WS BS S T I Ag Dex 8 35 45 40 30 45 - Int WP Fel W 20 28 25 - Traits: Flight 100, Size (Large), Stride, Weapon+7 Optional: Trained (Broken, Drive, Magic, Mount, War) Ayup, the fields are lush round these parts, as it appens. Its the Pegasi, see. No need to buy manure for fertiliser, it falls from the eavens, like a gift from the gods
Mind, you don't wanna be standin underneath the erds when they fly over. Messy. Very messy. Berthold Bruner, Farmer and Pegasus-watcher 323 XII War ham mer Fan tasy Role play Trolls Trolls are filthy, foul creatures that infest all corners of the Old World. Quick to adapt to their surroundings they come in a variety of types, but all are
huge and imposing. They are dim and led by their instinct for food, but they like to hoard and their lairs can be a trove of useful and valuable treasures and the grisly remains of their meals. Although there are many species of Troll, they all share some common features: they are usually extremely stupid, which means any quick-witted foe can get an
edge over them; they can regenerate, which makes them extremely difficult to kill; and they are able to regurgitate their last meal at will, vomiting acrid bile over a shockingly impressive distance although they are loathe to do this as it leaves them extremely hungry. M WS BS S T I Ag Dex Int WP Fel W 6 30 55 45 10 15 15 10 38 15 20 5 Traits:
Armour 2, Bite+8, Die Hard, Infected, Regenerate, Size (Large), Stupid, Tough, Vomit, Weapon+9 Optional: Aquatic, Bestial, Frenzy, Hungry, Infestation, Magic Resistance, Mutation, Night Vision, Painless, Stealth, Swamp-strider I assure you, sir, we have done extensive surveys on this subject, and have lost some of our bravest taxonomists in this renzy, Hungry, Infestation, Magic Resistance, Mutation, Night Vision, Painless, Stealth, Swamp-strider I assure you, sir, we have done extensive surveys on this subject, and have lost some of our bravest taxonomists in this renzy.
endeavour. There are precisely twenty-three varieties of Troll living in the Empire at this moment including seventeen sub-varieties and two unverified sightings that are yet to be classified. This level of detail is exactly what the Imperial Society was set up to do; we know our figures are accurate. Ignatius of Nuln, Man of Letters Going for a Troll
There are a number of species of Trolls so you should feel free to customise them at will. Some of the Trolls most likely to trouble parties in the Reikland include: Chaos make them especially dangerous and unpredictable. These unfortunate creatures are often pressect
into the service of marauding chaos warbands, or Beastman Warherds the more severely mutated the Troll, the greater the perceived favour of the Ruinous Powers, and the greater the value of the monster to its herd. River Trolls: Skulking in the stagnant, foetid marshes of the Reik, River Trolls are an unfortunately common sight. They are
opportunistic hunters, using their weed-like hides as they float like clumps of weed or flotsam, or lie in wait in muddy banks waiting for small boats or unwary travellers. Stone Trolls: Rarely seen outside of the mountain ranges of the Empire, Stone Trolls have exceedingly tough hides that have ossified into rough, stone-like armoured plates, which
both protect the troll from damage and help them blend into their surroundings. They make their lairs in caves and are one of the most common hazards encountered by those crossing the Grey Mountains. 324 XII B EST I ARY Wyverns Although the uneducated often mistake them for Dragons, beyond their superficial similarities, foul-smelling
Wyverns are nothing like those dignified creatures. Cowardly scavengers with weak eyesight, they tend to sate their rapacious appetites by picking off defenceless creatures mostly sheep and goats avoiding outright combat when possible. Unlike other monsters of the Mountains, Wyverns are not especially territorial, and tend to move on when their
ceaselessly from their crude fortifications, most commonly warring amongst themselves, culling the weak and revering the strong. Inevitably, a Greenskin warlord will eventually arise from these internecine skirmishes and bind the neighbouring tribes under one banner. Then the drums of war sound, and the green tide swells once more, ready to
wash over every village and town in its path, leaving nothing but blood and ruin in its wake. Orcs Orcs are nasty, brutal, belligerent, and almost immune to pain. They have muscular, hulking bodies, wide, powerful shoulders, and wont let a little thing like a lost arm get in the way of a good scrap. They are built for fighting and like nothing more than
doing so. When they have no enemies to fight, they take on rival groups of Greenskins. If there is no rival group, they will fight among themselves. Though not as numerous as Goblins, they are bigger and tougher, and they let them know it at every opportunity. Orcs can grow to prodigious size, with larger Orcs stronger, tougher, and more aggressive
and therefore accorded more prestige: for might equals right in their warlike society. Some Orcs ride huge boars into battle, a sight that rarely fails to terrify. M WS BS S T I Ag Dex Int WP Fel W 4 35 35 45 20 25 20 25 14 30 35 20 Traits: Armour 3, Belligerent, Die Hard, Infected, Night Vision, Weapon+8 Optional: Painless, Ranged+8 (50), Size
(Large) We iz the best. We iz not dem weedie Gobbos or stoopid Trollz, we iz well ard! An if anywun sayz we aint, we iz gunna stomp on der edz. Gurkk Skulltaka, Orc Boss 325 XII Warh a mmer Fantasy Rolephas (Sundanted Scrawny, spiteful, nimble, and intelligent, a Goblins instinct for selfpreservation should never be underestimated. Though
cowardly, Goblins readily band together if this secures an overwhelming advantage in numbers. Goblins frequently join with Orc armies not always by choice opportunistically helping themselves to the spoils of war while others do most of the actual fighting. M WS BS S T I Ag Dex Int WP Fel W 4 25 30 30 20 35 30 30 11 35 20 20 Traits: Animosity,
Armour 1, Afraid (Elves), Infected, Night Vision, Weapon+7 Optional: Arboreal, Hatred (Dwarfs), Night Vision, Ranged+7 (25), Venom Goblins, sir, thousands of em! Lieutenant Bromkopf, Reiklands 24th Regiment Foot Snotlings Pea-brained creatures akin to enthusiastic, uncontrolled puppies, Snotlings are scavengers and natural mimics, picking up
bones and shiny things wherever they go, or copying the actions of anything they see. If pushed into conflict by Goblins or Orcs, they fight in stinking swarms, trying to overwhelm their foes through sheer weight of numbers. To do this they find all sorts of disgusting and noxious substances, like poisonous fungus and bodily waste, to hurl at their
enemies. M WS BS S T I Ag Dex 4 25 25 20 20 30 - 15 Int WP Fel W 15 6 30 - Traits: Bestial, Infected, Night Vision, Size (Small), Weapon+4 Optional: Broken, Fetch, Guard), Venom 326 XII B EST I ARY The Restless Dead Neither living, nor truly dead, the Undead are the animate corpses of once living beings, granted an
unholy parody of life through the fell arcane discipline of Necromancy. The shambling hordes of the restless dead come in many forms, from the reanimated corpses of Zombies and Skeletons are the fleshless bones of those long
dead, reanimated by dark magic to walk the earth as mockeries of the living. Those who died and were not laid to rest according to the rituals of Morr, the God of Death, may be resurrected in this form by a sufficiently powerful necromancer. Utterly mindless, Skeletons will fight until their bones are smashed to pieces. They have no courage for they
have no fear. They cannot be killed because they are not alive. MWS BS ST I Ag Dex Int WP Fel W 4 25 30 30 20 20 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 25 - 12 
Undead, but they are, themselves, living mortals (albeit creepily morbid ones obsessed with conquering mortality). Use the Human attributes on page 311 and add Spellcaster (Necromancey) to create a Necromancer. To reflect the bony nature of Skeletons, you may want to impose a penalty of 1 damage to Wounds inflicted by weapons without the
Pummel trait. I raised the heavy lid expecting to find the glorious golden death mask of Khetanken. But we had been misinformed. A bony hand flew out and grabbed my neck. Startled, I dropped the lid, and the hand and lower arm were severed, trapping the undead creature within the sarcophagus. But it held on tightly, squeezing my neck so I could
hardly breathe! I thought I was going to die. But Sister Celestine threw some of her sacred water over the thing, and it became lifeless once more. I use it as a back scratcher now. Hubert Karter, Tomb Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fantasy Robber 327 XII War h a mm er Fa
foul magics. Unlike Skeletons, they are so recently dead that much of their corporeal body still exists, rotting and diseased flesh sagging over their maggoty, swollen organs. As they fight, their flesh and organs slough from their bones, releasing a nauseating, noxious stench, powerful enough to turn the stomachs of all but the most hardened of
soldiers. M WS BS S T I Ag Dex Int WP Fel W 4 15 30 30 5 10 15 - 12 - - - Traits: Construct, Dark Vision, Fear 2, Painless, Undead, Unstable, Weapon+7 Optional: Armoured, Corruption (Minor), Diseased, Distracting, Infected, Infestation, Territorial Unquiet Dead Any Undead creature with the Construct trait is magically bound together with sinews of
dark magics. They are either mindless automatons reanimated by a necromancer, or those who came to unlife in a place where Shyish, the magical wind of death, or Dhar, vile black magic, gathers and stagnates, twisting death into something new. Dire Wolves When the earth gives up the dead, it is not just humans who rise; macabre parodies of
Giant Wolves, with glowing eyes, and tatters of flesh falling from their rotting, festering carcasses, Dire Wolves prowl the night on behalf of their necromantic masters. In the Reikland, they are said to roam the haunted forests of the Hgercrybs when Morrslieb is full, running wild in search of prey to sate their insatiable hunger, cursed with an
appetite for flesh and a heightened instinct for the smell of blood. M WS BS S T I Ag Dex 9 30 35 35 30 30 - - Int WP Fel W - 24 - - Traits: Armour 1, Construct, Dark Vision, Fear 2, Size (Large), Stride, Tracker, Undead, Unstable, Weapon+6 Optional: Corruption (Minor), Distracting, Infected, Painless, Territorial 328 XII B EST I ARY Crypt Ghouls
Some of the most pitiable creatures of the Old World, Crypt Ghouls are ugly, stooping creatures with sallow, filthy skin and sharp, yellow teeth capable of tearing flesh from their victims. Ghouls are drawn to the magical energies of Shyish and Dhar, which in practice means they gravitate to graveyards and crypts, and around battlefields. M WS BS S
T I Ag Dex Int WP Fel W 4 30 35 30 30 35 25 20 11 - 20 5 Traits: Bite+5, Infected, Night Vision, Weapon+6 Optional: Bestial, Painless, Venom Varghulfs Most Vampires balance their Undead need for blood with a veneer of civility and decorum, styling themselves as the aristocracy of the Undead. However, some eschew their human faade, embracing themselves as the aristocracy of the Undead need for blood with a veneer of civility and decorum, styling themselves as the aristocracy of the Undead. However, some eschew their human faade, embracing themselves as the aristocracy of the Undead need for blood with a veneer of civility and decorum, styling themselves as the aristocracy of the Undead need for blood with a veneer of civility and decorum, styling themselves as the aristocracy of the Undead need for blood with a veneer of civility and decorum, styling themselves as the aristocracy of the Undead need for blood with a veneer of civility and decorum, styling themselves as the aristocracy of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneer of civility and decorum of the Undead need for blood with a veneed for the Undead need for blood with a veneer of civility and decorum
the beast within. These Varghulfs are savage and wild, creatures devoid of all sophistry, abandoned entirely to animalistic selfgratification. They manifest as a big, bloated, bat-like beast, basking in their base urge for blood. M WS BS S T I Ag Dex Int WP Fel W 8 55 55 55 30 50 20 10 42 - 60 - Traits: Armour 1, Bestial, Bite+8, Fear 4, Dark Vision
Hatred (Living), Hungry, Regeneration, Size (Large), Terror 3, Undead, Vampiric, Weapon+9 Optional: Corruption (Minor), Flight, Frenzy, Fury, Territorial, Tracker Cairn Wraiths are especially potent spirits, the spectral remains of aspiring necromancers who sought to prolong their existence through dark magic. In life they were
strong-willed; in death their malevolent will drives them to exact a fearful vengeance on the burning souls of the living. Many such Wraiths haunt the mist-shrouded cairns that dot the landscape of the Empire, such as the fell Hgercrybs. M WS BS S T I Ag Dex Int WP Fel W 6 35 35 30 15 30 25 25 14 - 50 15 Traits: Chill Grasp, Dark Vision, Ethereal,
Terror 3, Undead, Unstable, Weapon+9 Optional: Bestial, Champion, Painless, Territorial 329 XII Warham mer FantasyRole en play Tomb Banshees are the spectral remains of once powerful witches whose spirits are steeped in the foetid energy of dhar. Their restless afterlife is tormented by loss and bitterness, a yawning void
in their souls that drives them to release terrifying, soul-wrenching howls potent enough to drive those hearing it insane, or even to stop their very hearts. M WS BS S T I Ag Dex Int WP Fel W 6 30 30 30 25 13 - 40 20 Traits: Dark Vision, Ethereal, Ghostly Howl, Terror 3, Undead, Unstable, Weapon+7 Optional: Bestial, Flight, Fury, Painless,
Territorial Vampires Vampires See themselves as the rulers of the night. Many can pass as Human, some even functioning for long periods amongst the living. Despite their outwardly Human appearance, no heart beats beneath their pale skin, and in lieu of mortal hungers they possess an abiding thirst for blood. All Vampires of the Old World are
ultimately descended from ancient bloodlines that originated millennia ago far to the south. Many are fiercely proud of their heritage and the traits and traditions that set them apart from others. The Vampires of different bloodlines are often bitter rivals, but they are astute enough to come together when necessary to face greater foes. M WS BS S T
Ag Dex Int WP Fel W 6 60 50 40 50 70 40 40 21 40 60 40 Traits: Bite+8, Night Vision, Undead, Vampiric, Weapon+9 Optional: Bestial, Champion, Painless, Petrifying Gaze, Regeneration, Spellcasting (Death or Necromancy), Tracker, Wall
Crawler XII B EST I ARY Ghosts Ghosts are the sprits of tormented souls who died with unfinished business. Much like Skeletons and Zombies, Ghosts may be summoned by Vampires or Necromancers, or may haunt areas suffused with Dhar. In exceptional circumstances, particularly driven spirits may claw their way from the Realm of Morr in
pursuit of their own business, though such occurrences quickly draw the attention of the cult of Morr, or the magisters of the Amethyst Order. When summoned through their foes, spreading fear and disarray in their wake. M WS BS S T I Ag Dex
Int WP Fel W 6 30 30 30 10 30 20 15 10 - 15 - Traits: Dark Vision, Ethereal, Fear 2, Undead, Unstable, Weapon+6 Optional: Bestial, Fury, Hatred, Swarm, Territorial Slaves to Darkness Chaos. The very word is enough to send superstitious smallfolk scurrying for the temple of Sigmar, making the sign of the hammer as they flee. But, for all good
citizens of the Empire fear Chaos invasion or Beastmen attack, the true danger lies within the Empires borders; cultists lurk in basements, corrupt nobles treat with Daemons, and ignorant villagers make offerings of their mutated offspring rather than killing them swiftly, unwittingly swelling the ranks of armies of the damned. Beastmen, The
Children of Chaos Beastmen are grotesque hybrids of animal and Human. They consider themselves the true children of Chaos, blessed by the Dark Gods before all other species. Their savage herds stalk the forests, gathering numbers and worshipping at profane altars of stone daubed with excrement. Gors Gors, the most common Beastmen, haunt
almost every forest of the Old World. Their appearance varies widely, but all combine bestial and Human traits, often with the heads and legs of Goats with the torso and arms of Humans. The only feature all Gor universally possess is a large pair of horns the larger the better, for they denote status amongst Beastmen a trait that distinguishes them
from Ungor and Turnskins. The largest Gors are known as Bestigors. M WS BS S T I Ag Dex Int WP Fel W 4 45 35 45 30 35 25 25 14 30 30 25 Traits: Arboreal, Armour 1, Fury, Horns +6, Night Vision, Weapon+7 Optional: Armour 2, Corruption (Minor), Disease (Packers Pox), Infected, Infestation, Mutation, Size (Large), Spellcaster (Beasts) 331 XII
Warhammer Fantasy Rolephas Ungors are poorly treated by the Gors, and are often stunted or malnourished in comparisor
to their larger-horned brethren, leaving them bitter creatures eager to take out their jealousy on others. M WS BS S T I Ag Dex Int WP Fel W 4 35 30 35 25 Traits: Arboreal, Night Vision, Weapon+6 Optional: Armour 1, Corruption (Minor), Disease (Packers Pox), Infected, Infestation, Mutation, Ranged+7 (25), Size (Small)
Minotaurs Massive and hulking, bull-like Minotaurs tower above even the greatest Bestigors. Herds with a large contingent of Minotaurs consider themselves especially blessed by the Dark Gods. Beastmen herds congregate around the Minotaurs tower above even the greatest Bestigors. Herds with a large contingent of Minotaurs tower above even the greatest Bestigors. Herds with a large contingent of Minotaurs tower above even the greatest Bestigors.
45 20 35 25 20 32 25 30 15 Traits: Horns+9, Hungry, Night Vision, Size (Large), Weapon+9 Optional: Arboreal, Belligerent, Corruption (Minor), Disease (Packers Pox), Fury, Infected, Infestation, Mutation Bray-Shaman Bray-Sh
Uniquely amongst Beastmen, they need never defend themselves from other members of their herd, as none would dare harm a Bray Shaman, as they are believed to speak the will of the Dark Gods themselves. M WS BS S T I Ag Dex Int WP Fel W 4 40 30 45 40 35 25 30 16 - 50 30 Traits: Arboreal, Corruption (Minor), Fury, Horns+6, Night Vision,
Spellcaster (Beasts, Any Chaos, Death, or Shadow), Weapon+7 Optional: Disease (Packers Pox), Infected, Infestation, Mutation, Size (Large) 332 XII B EST I ARY Cultists, The Lost and the Damned Like a rotten beam beneath white-washed walls, a terrible enemy lurks unseen within the Empire. In every province and town, men and women are
seduced by the subtle lures of Chaos, tempted by the promise of power, knowledge, strength, or release. Mutants One of the most tragic fates to befall a Human is to succumb to the mutating influence of Chaos. It can happen without rhyme or reason, and even babies can be born mutated. When such happens, many parents find they cannot summon
the will to murder their children, so instead abandon their offspring to the woods, either to die or be taken in by other Mutants or Beastmen. No matter how innocent they may be, all mutants are a source of terror for the common folk, so most fall to the Dark Gods, abandoned and embittered, or end it all before its too late. M WS BS S T I Ag Dex Int
alternative starting point. Cultists For those untainted by the blight of Chaos, it appears horrifyingly alien, but to those it affects, every step towards damnation, every idea bringing them closer to Chaos, seems not only logical, but inevitable. Some especially devout followers of proscribed cults are granted gifts by their gods; foul mutations that will
spikes and eye-watering symbols of their gods, Chaos Warriors are clearly no longer Human. Nothing is left of their former lives, they exist to serve their dark patron and nothing more. While most Chaos Warriors are exalted marauders from lands far to the north, a select few cultists may be gifted a prize of Chaos Armour by the Dark Gods, affording
them great power at the cost of never removing the armour for as long as they live. As few warriors are their better, and no knight better protected, their lives are often very long indeed. M WS BS S T I Ag Dex Int WP Fel W 4 55 45 45 55 30 35 19 30 55 25 Traits: Armoured 5, Champion, Corruption (Minor), Weapon+8 Optional: Belligerent,
Disease, Distracting, Frenzy, Mental Corruption, Mutation, Spellcaster (Chaos) In the dreaded north lies the greatest danger. It is the product of another place, another time, released upon us by the misfortune and mistake of longdead gods. It hungrily grasps for our world, quivering with expectation, sending forth hordes of the most warlike and
jealous people of them all: our own kin, the tribes of Man. Phitzer, Wissenlander Witch 334 XII B EST I ARY Daemons, The Gibbering Hosts Daemons likely only appear if summoned by Cultists of the Ruinous Powers
Though their presence is unlikely to last for long as the material realm abhors their existence, the havoc they wreak is so profound that none who encounter Daemons ever forget the mind-fracturing experience. While most Daemons owe allegiance to one of the four Chaos Gods, some are simple beasts of the Aethyr, possessing no particular will of
their own, spilling forth into the Old World in a frenzy of mindless destructiveness whenever they can. Only four samples of Daemons are given here two Lesser Daemons and two Daemon Princes but any other Daemon you require can easily be built using Creature Traits. Bloodletters of Khorne Khornes chosen, Bloodletters stalk the battlefields of the
Old World, taking skulls and lives in honour of the Blood God. Sharp, needle-like teeth protrude from monstrous, horned visages. Their blood-red skin is hard as brass, forged upon the anvil of ceaseless war. Each Bloodletter bears a Hellblade, a wickedly sharp blade steeped in gore, which it wields with reckless abandon, surrendering itself to the
sweet sensation of senseless slaughter. M WS BS S T I Ag Dex Int WP Fel W 5 55 45 35 60 40 30 25 19 35 70 15 Traits: Armour 5, Champion, Claws, Corruption (Moderate), Daemonettes of Slaanesh Like all creatures of the Prince of Pain and Pleasure, Daemonettes of Slaanesh
are at once beautiful and horrifying. Possessing an unearthly allure that defies all sense and rationality, they render their enemies powerless to resist, so entranced are they by the profane sensuality of their monstrous forms. They have creamy, pale skin and large jetblack eyes. Wild, flowing, unnaturally coloured hair graces their delicate crowns. In
lieu of hands their slender arms terminate in sinuous, crab-like claws. M WS BS S T I Ag Dex Int WP Fel W 4 60 40 30 65 60 35 30 17 50 70 45 Traits: Champion, Corruption (Moderate), Daemonic 8+, Distracting, Fear 2, Night Vision, Unstable, Weapon+9 335 XII War h a m m e r Fa n ta s y R o l e p l ay Daemon Princes The ultimate goal of all
champions of Chaos is apotheosis: to ascend to the rank of Daemonhood and serve their master for eternity as a Daemon Prince of Slaanesh M WS BS 6 95 S
T I 110 115 120 100 Ag Dex Int WP Fel W 95 40 70 86 85 85 Traits: Armour 1, Champion, Corruption (Major), Daemonic 8+, Distracting, Horns+15, Night Vision, Size (Large), Spellcaster (Slaanesh), Terror 3, Unstable, Weapon+16 Frhough Mournbreath Daemon Prince of Nurgle M WS BS 4 70 35 S T 120 150 I Ag Dex Int WP Fel 50 20 30 85 120 50
W 108 Traits: Armour 4, Breath+12 (Corrosion), Corruption (Major), Daemonic 7+, Dark Vision, Disease (Itching Pox), Horns+14, Infected, Infested, Size (Large), Spellcaster (Nurgle), Terror 3, Unstable, Weapon+15 The Loathsome Ratmen Skaven are a malevolent species of ratmen living beneath everyones feet, watching, waiting, and impatient.
They eke out a foul existence in the sewers and tunnels beneath the Empires cities and are so rarely seen that those who do usually dismiss them as mere Beastmen or Mutants. Few ever suspect the sinister truth: an Underempire exists right beneath their feet, its tunnels stretching between every city of the Old World and beyond. Skaven society is
built on the backs of slaves captured from across the Old World. Supporting this, many shady Humans supply slaves and warpstone in exchange for unsavoury favours and secret knowledge: for the Skaven spy network is vast and pervasive. Aware of the delicate position they inhabit, feasting on the subterranean entrails of other societies, the Skaven
protect their secrets by any means necessary. Those foolish enough to talk openly of a complex civilisation of sentient ratmen beneath the Empires cobbled-streets may find themselves dead in a gutter, an unfortunate victim of an unlikely accident. I never seen nothin. There were no ratmen, you hear? Just bad luck. Wilbur slipped and fell, thats all. He
got careless, fell down a ladder onto his own knife. Ten times. Just bad luck. Kristiana Fellger, retired Sewer Jack 336 XII B EST I ARY Clanrats Most Skaven are Clanrats, hailing from one of the many complex Skaven are Clanrats, hailing from one of the many complex Skaven clans that constantly bicker, politic, backstab, and eventually war on each other. They generally act on the orders of higher-status
Skaven, but are always looking for a way to secure a better position, most often by betrayal. They usually dress in mouldering leather or filthy cloth, with scraps of rusty and tarnished metal serving as makeshift armour. Clanrats are often sent out as scouts or raiders to scavenge for goods, search for warpstone, or raid for slaves. M WS BS S T I Ag
Dex Int WP Fel W 5 30 30 30 40 35 30 30 11 30 20 20 Traits: Armour 2, Infected, Night Vision, Weapon+7 Optional: Disease (Ratte Fever), Mutation, Skittish, Stealthy, Tracker Stormvermin The elite fighters of the Skaven are the Stormvermin: bigger, stronger, tougher and more disciplined than Clanrats. They will serve as the core of any major
assault and comprise the bodyquard of important Skaven. Stormvermin are usually well armed and armoured, sporting weapon combinations favoured by their clan. M WS BS S T I Ag Dex Int WP Fel W 5 45 35 35 55 50 30 30 11 35 Traits: Armour 4, Infected, Night Vision, Weapon+8 Optional: Disease (Ratte Fever), Mutation, Tracker Rat Ogres Rat
Ogres are hulking brutes, bred in the dark caverns of the Underempire by the demented ministerings of Clan Molders packmasters. They are stupid, but when driven by their Skaven masters are fearless and unrelenting in combat. Rarely encountered on their own, they tend to be accompany Grey Seers, or other ranking Skaven, serving as a
bodyguard. M WS BS S T I Ag Dex Int WP Fel W 5 35 55 45 35 45 35 45 25 10 30 10 25 15 Traits: Armour 1, Infected, Night Vision, Disease (Ratte Fever), Infestation, Mutation, Tail+8, Tracker, Trained (Broken, Guard, Mount, War) 337 25 20 XII War h a m mer Fantasy Role
pl ay Creature Traits Blessed (Various) These are the Creature is afraid of the Target. See page 190 for Fear rules. Amphibious The creature is at home in water. It can add its
Agility Bonus to the SL of all Swim Tests and move at full Movement through water. Arboreal The creature is at home in the forests. In the woodlands, it adds its Agility Bonus to the SL of all Climb and Stealth Tests. Animosity (Target) The creature dislikes the Target. See page 190 for Animosity rules. Armour (Rating) The creature is protected by
armour or thick hide. It has Rating Armour Points on all Hit Locations. Belligerent The creature loves to win a fight. As long as it has more Advantage than its opponent, it is Immune to Psychology. Bestial The creature loves to win a fight. As long as it has more Advantage than its opponent, it is Immune to Psychology. Bestial The creature loves to win a fight. As long as it has more Advantage than its opponent, it is Immune to Psychology. Bestial The creature loves to win a fight. As long as it has more Advantage than its opponent, it is Immune to Psychology. Bestial The creature loves to win a fight. As long as it has more Advantage than its opponent, it is Immune to Psychology. Bestial The creature loves to win a fight. As long as it has more Advantage than its opponent, it is Immune to Psychology. Bestial The creature loves to win a fight. As long as it has more Advantage than its opponent, it is Immune to Psychology. Bestial The creature loves to win a fight. As long as it has more Advantage than its opponent and its opponent and its opponent as a fight. As long as it has more Advantage than its opponent and its opponent and its opponent as a fight. As long as it has more Advantage than its opponent and its opponent and its opponent as a fight. As long as it has more Advantage than its opponent and its opponent as a fight. As long as a fight and its opponent as a fight as a fight as a fight. As long as a fight a
Dodge Skill. If it loses more than half its Wounds, it will attempt to Flee unless protecting its young or cornered, or unless it has the Territorial Trait. If so, it enters Frenzy (see page 190). Bestial creatures have no Fellowship characteristic. Big The creature is a large example of its species. It receives +10 Strength and Toughness, and 5 Agility. Bite
(Rating) On its turn, the creature may make a Free Attack by spending 1 Advantage. The Damage of the attack by spending 1 Advantage. The Damage of the attack by spending 1 Advantage. The Damage of the attack by spending 1 Advantage. The Damage of the attack by spending 1 Advantage. The Damage of the attack by spending 1 Advantage.
intervening terrain and characters as it leap over them. Breath Rating (Type) The creatures breath is a powerful weapon. On its turn, for the cost of 2 Advantage, it can activate its Breath as a Free Attack. Choose 1 target it can see within 20+Toughness Bonus yards. All characters within Strength Bonus yards of that target are struck, as are all
characters between the creature and the target. Perform an Opposed Ballistic Skill/Dodge Test against all affected targets (the creatures single roll opposed by each individual target). All targets that fail take Damage equal to the attacks Rating. Further, if the Trait is marked with any of the following types in brackets, apply the associated rules. Cold
Targets gain a Stunned Condition for every full 5 Wounds caused ignore Armour Points. Targets gain an Ablaze Condition. Electricity: Any Wounds caused ignore Armour Points. Targets gain a Stunned Condition. Poison: Any
Wounds caused ignore Armour Points. Targets gain a Poisoned Condition. Smoke: The area fills with smoke, blocking Line of Sight for Toughness Bonus Rounds. The creature is immune to its own Breath. This attack is Magical. Brute The creature is heavy and brutish. It receives 1 Movement, 10 Agility, and +10 Strength and Toughness. Champion
The creature is an extraordinarily skilled warrior. If it wins an Opposed Test when defending in melee combat, it can cause Damage just as if it was the attacker. Chill Grasp Free Attack is a normal Ballistic Skill or Weapon Skill attack that does not use your Action on your Turn. The creatures touch chills its enemys souls. For the cost of
2 Advantage and its Action, it can attempt an Opposed Weapon Skill/Melee or Dodge Test. If it wins, its target loses 1d10 + SL Wounds with no modification for Toughness Bonus or Armour Points. This attack is Magical. Clever The creature is particularly sharp-minded. It receives +20 Intelligence and +10 Initiative. 338 B EST I ARY Cold-blooded it
                           ing (+0) Endurance Test requiring an SL of 6 at the start of every round for Toughness Bonus Rounds after death. If a Test is successful, the creature chokes back to life with 1 Wound. The creature can squeeze and crush its
prey. Any successful roll to hit gives the target an Entangled Condition. The creature may then enter a Grapple if it wishes. See page 163. Disease (Type) Construct Distracting For the purposes of calculating its Wounds, it uses its Strength Bonus whenever Willpower Bonus is required. All its attacks are Magical. Elite The creature carries the disease
listed. Others will have to Test as appropriate for Contraction. See page 186. The creature is a construct of magic, quite mindless, bound together with magical sinews. It has no wizard controlling it, or does not possess the Territorial Trait, it meanders
mindlessly, following flows of ambient magic. The creature distracts or confuse foes, possibly exuding a soporific musk or nauseating reek, or maybe its appearance is bizarrely horrifying. All living targets within a number of yards equal to its Toughness Bonus suffer a penalty of 20 to all Tests. A target can only suffer this penalty once, no matter how
many Distracting foes there are. The creature is a hard-nosed veteran. It receives +20 to Weapon Skill, and Willpower. Corrosive Blood The creatures blood is corrosive. Every time its a hard-nosed veteran. It receives +20 to Weapon Skill, and Willpower. Corrosive Blood The creature is a hard-nosed veteran. It receives +20 to Weapon Skill, and Willpower. Corrosive Blood The creatures blood is corrosive.
Ethereal Corrupted (Strength) The creature is exceptionally cunning. It receives +1 Movement and +10 Agility. The creature is exceptionally cunning. It receives +10 Fellowship, Intelligence, and
Initiative. Dark Vision The creature can see in the dark as daylight. Daemonic (Target) The creatures do not require the normal prerequisites for life: food, water, air All its attacks are Magical. Roll 1d10 after any blow is received, if the creature rolls
the Target number or higher, the blow is ignored, even if it is a critical. Should the creature be reduced to 0 Wounds, its soul returns to the Realms of Chaos immediately, removing it from play. Die Hard No matter how hard the creature be reduced to 0 Wounds, its soul returns to the Realms of Chaos immediately, removing it from play. Die Hard No matter how hard the creature is hit, it gets back up. All Critical Wounds not resulting in death can be healed; just attach the requisite body parts
to the correct places, perhaps with staples or large spikes to hold them in place, and its good to go. Even death may be healed if the appropriate parts, such as a lost head, are attached to the body. If death occurs and all parts are in place, The creatures form is insubstantial, allowing it to pass through solid objects. It can only be harmed by Magical
attacks. Fast Fear (Rating) The creature causes supernatural Fear in other creatures, with a rating equal to its Rating. See page 190. Flight (Rating) As the creatures Move, it can fly up to Rating yards. When flying, it ignores all intervening terrain, obstacles, or characters. At the end of the move, it decides whether it has landed or is still flying. It can
use this move to Charge. If it starts its turn flying, it must choose to Fly for its Move. If it cannot do this, the GM decides how far the creature falls (see page 166). When targeting it, measure horizontal distance as normal, then increase range by 1 step. So, a Long Range shot would become Extreme Range, and if it was at Extreme Range it could not
be shot at all. When flying, it suffers a penalty of 20 to all ranged combat attempts as it swoops and wheels in the sky. Frenzy The creature can Frenzy. See page 190. Fury The creature can work itself into an all-consuming rage. It can spend all of its Advantage (minimum of 1) to become subject to Hatred to close combat opponents. If the creature
has at least 3 339 XII XII Warh ammer Fantasy Roleplay Advantage, it may instead expend all of its Advantage (minimum of 2), to unleash a hideous scream
as a Free Attack. Leader The creature is a practiced leader. It receives a bonus of +10 to Fellowship and Willpower. Note: this Trait cannot be taken by creatures with the Bestial Trait. Magical attacks. All living targets within
a number of yards equal to the creatures Initiative immediately gain 3 Deafened Conditions and suffer 1d10 Wounds ignoring Toughness Bonus and Armour Points. Those affected must also pass a Challenging (+20) Endurance test or gain a Broken Condition. Magic has a reduced effect on the creature. The SL of any spell affecting it is reduced by the
Rating given. So, Magic Resistance 2 would reduce the SL by 2. Hardy Mental Corruption The creature can sustain more damage than most. Increase its Wounds by a number equal to its Toughness Bonus (applied before any Size modifiers). Hatred (Target) Magic Resistance (Rating) The creature has Chaos on the mind. Roll on the Mental Corruption
Table found on page 185. Miracles (various) The creature really hates the Target. See Hatred on page 190. The creature it will be noted in brackets. Horns Rating (Feature) Mutation The creature has horns or some other sharp appendage (if its Horns Trait represents a different feature it will be noted in brackets).
When the creature gains an Advantage for Charging, it may make a Free Attack with its Horns, performed as normal, using Rating to calculate Damage (its Strength Bonus is already included). Hungry The creature is always hungry for fresh meat. If it kills or incapacitates a living opponent (or encounters a fresh body), it must pass a Challenging
(+20) WP Test or feast, losing its next Action and Move. Immunity (Type) The creature is completely immune to a certain type of Damage, such as poison, magic, or electricity. All Damage of that type, including from a Critical Wound, is ignored. Immunity to Psychology The creature is blessed with a Mutation. Roll on the Physical Corruption Table
found on page 184. Night Vision The creature has the Night Vision Talent. See page 141. Painless The creature feels no pain or can ignore it. All non-amputation penalties suffered from Critical Wounds are ignored, although Conditions are suffered as normal. Petrifying Gaze The creature feels no pain or can ignore it.
Advantage to unleash its gaze (minimum of 1). The creature performs an Opposed Ballistic Skill/Initiative test, adding 1 SL per Advantage spent. Its opponent gains 1 Stunned to stone. Whether brave, exceedingly stupid, or just caught up in the moment, the
creature is utterly fearless. It ignores the Psychology rules. See page 190. If the target is a spellcaster, the test can be Opposed with Language (Magick) instead of Initiative as counter spells are cast. Infected The creature just doesnt like the Target. See page 190 for rules on Prejudice. The creature, or its weapon, carries a nasty infection. If it causes
a living opponent to lose Wounds, it must pass an Easy (+40) Endurance Test or contract a Festering Wound (see page 187). Infestation The creatures hide is infested with biting fleas or similar. All opponents suffer a penalty of 10 to hit it in melee combat as the parasites distract and overwhelm them. Prejudice (Target) Ranged Rating (Range) The
creature has a ranged weapon. The weapon does Damage equal to the Rating and the range in yards is marked in brackets. Rear For its Move, the creature may make a Stomp attack if it is larger than its opponent (see Size). 340 XII B EST I ARY Regenerate The creature is capable of healing at an extraordinary rate, even regrowing severed parts. At
the start of each round, if it has more than 0 Wounds remaining, it will automatically regenerate a 1d10 Wounds. If it has 0 Wounds remaining, it will regenerate a single Wound, losing all penalties and Conditions associated with it. Any Critical Wounds
or Wounds caused by Fire may not be regenerated and should be recorded separately. If smaller: It gains a bonus of +10 to hit. Defending Against Big Creatures You suffer a penalty of 2 SL for each step larger your opponent is when using Melee to defend an Opposed Test. It is recommended to dodge a Giant swinging a tree, not parry it! Fear and
Terror If the creature is perceived to be aggressive, it causes Fear in any creature smaller. The rating of the Fear or Terror equals the Size step difference. So, if the creature is Large, and its opponent is Small, it will cause Terror 2. See page 191. Moving in Combat Using Size If you wish
to use Size to make a creature bigger for example converting a Giant Spider to a Gigantic Spider then increase Strength and Toughness by +10 and reduce Agility by 5 per step of size you increase the creature smaller. Size (Various) This trait represents creatures whose size differ from the game standard
(i.e. roughly human sized). There are seven steps of Size, ranging from Tiny to Monstrous. Size Examples Little Cat, Hawk, Human Baby Tiny Small Average Enormous Monstrous Butterfly, Mouse, Pigeon A creature that is larger ignores the need to Disengage if it wishes to leave melee combat; instead, it brushes smaller combatants out of the
way, moving where it wishes. Opposed Strength During Opposed Strength Tests (and similar), if one creature is 2 or more size steps larger, the smaller creature must roll a Critical to contest the roll. If it does, SL are compared as normal. All other results mean the larger creature wins. Stomp
Creatures that are larger than their opponents may make one Stomp as a Free Attack, by spending 1 Advantage, as they kick downwards or otherwise bash smaller opponents out of the way. This attack has a Damage equal to their Strength Bonus +0. Wounds Larger creatures have more Wounds: Giant Rat, Halfling, Human Child Dwarf, Elf, Human
Size Wounds Little Toughness Bonus + Willpower B
Willpower Bonus) 8 Tiny Horse, Ogre, Troll Griffon, Wyvern, Manticore Dragon, Giant, Greater Daemon Size Combat Modifiers If larger: Its weapons gain the Damaging Quality if the creature is one step larger, and Impact if two steps = 3, and so
on); this multiplication is calculated after all modifiers are applied. All successful strikes against smaller targets activate the Deathblow rule, even if the target survives(see page 160). 341 1 XII Warh ammer Fantasy Role play Skittish The creature is easily scared by magic or loud noises. If such occurs, it receives +3 Broken Conditions.
Spellcaster (Various) The creature can cast spells; the specific Lore of Magic will be indicated in brackets. Stride The creature has a long stride, perhaps because it is a quadruped or has especially long legs. Multiply Run Movement by
1.5 when Running. Stupid While not entirely devoid of self-awareness (and so lacking the Bestial trait), the creature is stupid. If it is near any allies without the Stupid Trait, they guide it and nothing happens. Otherwise, it must pass an Easy (+40) Intelligence Test at the start of each round, or become very confused. Should this occur it will drool,
perhaps sitting down or picking its nose, doing little of use, losing both its Move and Action for that Turn. Swamp-strider The creature is at home in a swamp. It suffers no Movement penalties for moving through boggy ground. Swarm Swarms are large numbers of the same creature acting as one. The swarm counts as a single Creature that ignores
the Psychology rules (see page 190), and can ignore the Engaged with a Swarm automatically lose 1 Wound at the end of every Round as the Swarm overwhelms anything
close. The Swarm has five times the Wounds of a normal example of the creature and gains +10 Weapon Skill. Any attempts to shoot the Swarm gain a bonus of +40 to hit. Tail Attack (Rating) The creatures tail is capable of sweeping foes from their feet. On its turn, it may make a Free Attack by spending 1 Advantage. The Tail does Rating Damage,
which includes its Strength Bonus already. Opponents with a smaller Size than the creature, that suffer any Wounds from the attack, also gain the Prone Condition. # Tentacles (Rating) The creature has a number of tentacles equal to #. It gains one Free Attack Action per tentacles. Each tentacles attack does Rating Damage, which includes its
Strength Bonus already. If it causes Damage, it can also give its opponent an Entangled Condition, which will initiate a Grapple between the target and that tentacle is Grappling, use the tentacle is Grapple, not the creature is protective of a particular area
or location. It will fight to the death to protect it and will not normally pursue enemies if they flee this area. Terror (Rating) The creature supernaturally causes bone-chilling Terror in other creatures, at the Rating given. See page 191. Trained (Trained Skills) This trait represents animals that have been trained through the Animal Training Skill. The
skills the animal knows is marked in the brackets. Feel free to create your own trained skills. B EST I ARY Broken: The animal is trained to pull a coach, cart, plough, buggy, or similar. Entertain: The animal is trained to entertain others. It adds a +10 bonus to
appropriate Entertain, Perform, or Play Tests. Fetch: The animal is trained to fetch. This is normal reserved for Dogs and similar. Guard: The animal is trained to return home if it is released or lost. Magic: The animal is trained to ignore
Skittish when it comes to magic, which is required for most horses used by Wizards. Mount: The animal will accept a rider without the correct skill. So, to ride a Griffon, you need the Ride (Griffon) skill. War: The animal is trained for war, gaining +10 Weapon Skill. It can also
ignore Skittish for loud noises. Tongue Attack Rating (Range) The creatures prehensile tongue can wrap itself around prey, dragging it to a grisly end. On its turn, it may make a Free Attack by spending 1 Advantage. This is a ranged attack that does Damage equal to its Rating (the range is in brackets). If the attack hits, the target receives 1
Entangled Condition and, if a smaller Size, is dragged in melee combat. The creature can then choose whether to release the target wrapped in its tongue, initiating a Grapple (see page 163). Vampiric The creature feeds on blood and draws
great physical strength from this act. Whenever it performs a successful Bite attack against an appropriate opponent, it heals as many Wounds as its opponent loses. Drinking blood in this way is the only way it can heal. Venom (Difficulty) The creatures attacks are poisoned or envenomed. When it causes Wounds, its opponent gains a Poisoned
Condition. If no Difficulty is marked to resist the Venom, it is assumed to be Challenging. See page 169. Vomit The creature can spew a stream of corrosive corruption, dowsing its opponents in foul, semi-digested filth. On its turn, by spending 3 Advantage, the creature can activate its Vomit as a Free Attack. The creature chooses 1 target it can see
within Toughness Bonus yards and lets loose; all targets within two yards are also hit. The creature performs an Opposed Ballistic Skill/Dodge Test against all affected targets (its single roll opposed by each individual target). The Test is typically Easy (+40) for the vomiting creature, due to the close range, and Challenging (+0) for opponents. All
losing targets suffer a hit with a Weapon Damage of the creatures Toughness Bonus +4 and receive a Stunned condition. All Armour and Weapons carried by affected targets suffer 1 Damage as the acidic vomit corrodes it away. Ward (Rating) The creature is more resistant to damage than normal, and unlikely to back down. It receives +10
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Toughness and Willpower. Perhaps because they are magical, wear a special talisman, or are just plain lucky, some blows just seem to miss. Roll 1d10 after any blow is received, if the creature rolls Rating or higher, the blow is ignored, even if it is a critical. Tracker Wallcrawler Tough Trackers are adept at following their prey, generally through scent

meaning they are not reliant on the	e usual prerequisites for life: air, food, v	water This Trait most commonly come in	nto use when spells, miracles, or oth	er abilities affect Undead only. Unstable	The creature carries a melee weapon, or	r uses teeth, claws, or similar in com	bat. The creatures corpus is maintained	ng) The Undead are neither living, nor dead, I by foul magics that are inherently unstable in
the material realm. Whenever it en causes Damage equal to its Rating 343 XII Name Career Career Path	nds a round engaged with an opponent which already includes the creatures S Age Species Career Level Height S T I S	with higher Advantage, the creature lose Strength Bonus. Typically it will be 4 + it Status Eyes Hair Characteristics WS BS	es as many Wounds as the difference ts Strength Bonus (representing a H 5 Class Fate Ag Dex Int WP Fel Initia	e. So, if the creature had 1 Advantage, and (and Weapon). Web (Rating) The creature (Il Fate Fortune Resilience Experience Res	nd its opponent had 3, the creature would be can create webbing to trap unwary foes silience Resolve Motivation Current Sper	d lose 2 Wounds. If the creature ever s. Whenever it successfully hits, oppo nt Total Advances Movement Current	reach 0 Wounds, the magics holding it ments gain 1 Entangled status, with a S t Movement BASIC Skills BASIC Skills I	in place collapse, and it dies. The weapon Strength of the Rating given. See page 168. Name Characteristic Adv Skill Name
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