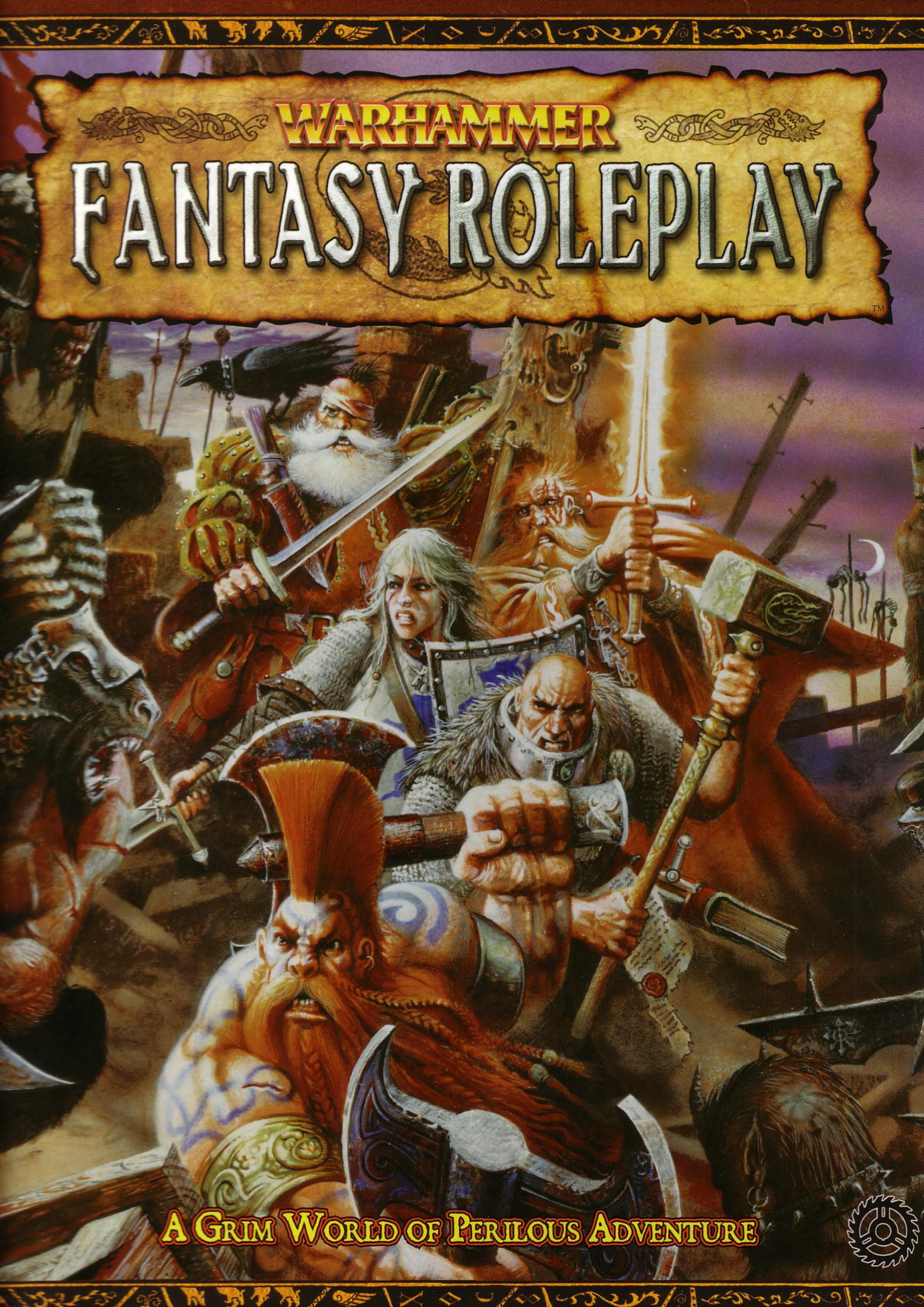
WARHAMMER FANTASY ROLEPLAY



A Grim World of Perilous Adventure

WARHAMMER® FANTASY ROLEPLAY™

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Table of Contents

Chapter I: Introduction .. 4
- Life, After Death 4
- Welcome! 9
- What is Roleplaying? 9
- What is the Warhammer World? 10
- What's in this Book? 10
- An Example of Play 11

Chapter II: Character Creation ... 15
- Character Creation Overview... 15
- The Four Races..... 15
  - *Dwarfs* 15
  - *Elves* 16
  - *Halflings* 16
  - *Humans* 16
- Characteristics 17
  - *Main Profile Characteristics* 17
  - *Secondary Profile Characteristics* 17
- Generating Characteristics..... 18
  - *Shallya's Mercy* 19
- Racial Features..... 19
  - *Dwarf* 19
  - *Elf* 19
  - *Halfling* 19
  - *Human* 19
- Starting Career..... 20
  - *The Free Advance* 20
- Bringing Your Character to Life..... 21
  - *Ten Questions* 21
- Sample Character Sheet 23
- Background Charts 24
  - *Physical Features* 24
  - *Family and Origin* 25

Chapter III: Careers 27
- *Basic and Advanced Careers* 27
- *Your First Career* 27
- *Changing Careers* 28
- *Your Second Career* 28
- *Skill and Talent Options* 28
- Choosing a New Career 28
  - *Basic Considerations* 28
  - *The Career Itself* 29
  - *The Next Step* 29
  - *Putting it all Together* 30
  - *Career Format* 30
- Basic Careers 31
- Advanced Careers 61

Chapter IV: Skills & Talents..... 88
- *Skills vs. Talents* 88
- *Making Skill Tests* 88
- *When not to Test* 88
- Basic and Advanced Skills..... 89
  - *The Role of Circumstance* 89
  - *Degrees of Success* 90
  - *Opposed Skill Tests* 90
  - *Characteristic Tests* 90
  - *Gaining Skills* 90
  - *Skill Format* 91
- Skill Descriptions 91
- Talents 96
  - *Gaining Talents* 96
  - *Talent Format* 96
  - *Talent Descriptions* 96

Chapter V: Equipment .. 103
- Encumbrance 103
- Coinage 103
  - *Exchange Rates* 103
- Availability..... 104
- Craftsmanship 104
- Goods and Services 105
  - *Weaponry* 105
  - *Armour* 111
    - *Basic Armour* 111
    - *Advanced Armour* 111
  - *Other Goods* 113
  - *Food & Drink* 114
  - *General Equipment* 116
  - *Transportation* 119
  - *Services* 120
  - *Special Equipment* 121

Chapter VI: Combat, Damage & Movement 124
- Tracking Time 124
- Combat Rounds 124
- Initiative 125
- Surprise..... 125
- Actions 126
  - *Basic Actions* 126
  - *Advanced Actions* 127
  - *Combat Movement* 128
  - *Making an Attack* 129
  - *Test Difficulty in Combat* 130
  - *Ulric's Fury!* 130
  - *Unarmed Combat* 131

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Damage and Healing 133
Critical Hits 133
Fate and Fortune Points 135
Natural Damage 136
Fire 136
Suffocation 136
Disease 136
Movement 137
Narrative Movement 137
Jumping and Falling 138
Leaping 138
Flying 139
Flying Types and Movement 139
Altitude 139
Aerial Combat 139

Chapter VII: Magic 140
The Nature of Magic 140
The Winds of Magic 140
Types of Magic 140
Magic and the Races 141
Learning Magic 141
Casting Spells 141
Petty Magic 146
Petty Magic (Arcane) Spells .. 146
Petty Magic (Divine) Spells ... 146
Petty Magic (Hedge) Spells ... 147
Lesser Magic 148
Arcane Lores 149
The Lore of Beasts 149
The Lore of Death 150
The Lore of Fire 151
The Lore of the Heavens 153
The Lore of Life 154
The Lore of Light 155
The Lore of Metal 156
The Lore of Shadow 157
Dark Lores 159
Side Effects 159
The Lore of Chaos 160
The Lore of Necromancy 161
Divine Lores 163
The Lore of Manann 163
The Lore of Morr 163
The Lore of Myrmidia 164
The Lore of Ranald 164
The Lore of Shallya 165
Lore of Sigmar 166
Lore of Taal and Rhya 166
The Lore of Ulric 167
The Lore of Verena 167
Ritual Magic 168
Magic Items 169

Chapter VIII: Religion & Belief 170
Formal Veneration 170
Temples 170
Shrines 171
Prayer and Blessings 171
Folk Worship 172
Player Characters and the Gods 172
Rites of Passage 172
Religious Festivals 173
Celebrations in Brief 173
The Wrath of the Gods 174
Typical Acts of Contrition 175
Gods of the Empire 176
The Religious Orders 181
Non-Human Gods 188
Forbidden Worship 189

Chapter IX: The Game Master 190
The GM's Job 190
Getting Started 191
Running the Game 191
Golden Rules 191
Running Warhammer 192
Adventure Calls 192
Adventure Elements 194
Warhammer Campaigns 196
Character Driven Adventures 196
Themes 196
Campaign Ideas 196
Dealing With Game Mechanics 197
Test Difficulty 197
Tests and Time 197
Fear and Terror Tests 197
Fate Points 198
Insanity 200
Magic 210
Rewards 211

Chapter X: The Empire 213
Overview 213
Provinces and Politics 214
Insidious Threats 217
Neighbours and Allies 223

Chapter XI: The Bestiary 227
Creature Careers 227
Common Creatures 228
Common Animals 232
Common NPCs 233

Chapter XII: Through the Drakwald 236

Designer's Notes 247

Index 249

Templates 252

Character Sheet 253

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— Life, After Death —

By Dan Abnett

The rain caught them as they were negotiating the slopes of rubble behind the cattle market, or, more precisely, behind the wasteland where the cattle market had once stood.

Franz looked heavenwards as the first few spots hit his brow, and said a grace to Taal-in-the-sky that it would only be a light shower. But more spots came, heavier, and then the deluge began.

There was no point running for shelter. Every one of them was skin-soaked in a moment. Besides, they couldn't run. The rubble slopes were too precarious at the best of times, and now they were treacherously wet. Safe progress could be only one slow, carefully planted step after the next.

Despite their care, two of the rag-pickers went over in the first few minutes of the downpour, as loose tiles or bricks slid out under the soles of their pathetic shoes and sent them sprawling. One landed hard on his backside. The other, a woman of advancing years, fell badly and began to slither down the slope itself, causing an avalanche of dislodged rubble.

Franz and Grunor went down to help her, picking their way cautiously, the filthy rat-catcher more steady because of his low centre of gravity.

"What'ye think, Falker?" Grunor asked, the heavy rain streaming off his scarred nose and the long, pitch-wound strands of his beard.

"He'll turn us back," Franz replied. "He won't want to, but he'll turn us back. The streets will be a-mire already. We'll be wasting our time unless this stops and it dries out a bit."

The Dwarf nodded, and together they helped the unfortunate woman up, half-carrying her as they made their way back up the slope.

Werner Broch was standing near the summit of the slag-heap, rain dripping off him, gazing at the ruins beyond the veil of rain.

"We're going back," he announced at length, his bark delivered with the characteristic twang of a Middenland accent.

There was a chorus of disapproval from the thirty plus rag-pickers in the procession behind him.

"Ulric's arse to you!" Broch snarled back. "I make the decisions and that's my word on it! Falker, Grunor, get the line to come about!"

If anything, the rain was getting heavier. Franz made his way carefully along the line of the hunched, shabby rag-pickers, and began to wave his arms to get them to herd the other way. Further down the line, the Dwarf did the same.

"Back! We're going back!" Franz called, clapping his hands. "Back to the camp! No picking today!"

The girl caught at his sleeve as he went past. He'd noticed her three days earlier when she'd first come to the camp and been put in their troop. Imke, Imma, something like that. She was as filthy as the rest, her skin ingrained black with dirt in some places, and her clothes were torn and stiff with clay-mud, but under it all she was young, and there was an intense cast to her eyes that he thought unusual.

"Really?" she asked. "Back to camp? We'll never make a scrap at this rate."

Franz shrugged. He gestured about them. The rainstorm was so thick, it was dissolving the distance, and raising a kind of steam from the ruined city.

"Nothing else for it," Franz said. "Those gods as have not yet deserted us are shedding tears for Wolfenburg today."

Wolfenburg, great Wolfenburg, first city of Ostland and Franz Falker's home once upon a day, had fallen to the hosts of the enemy the previous year. A vast and ravaging horde, commanded, so the stories went, by some warlord named Surtha Lenk, had risen in the

north and burned its unholy path down into the lands of the Empire, making Wolfenburg its prey, and a dozen other towns besides. Word was, Lenk's host was but one of many that had made savage inroads from the northlands. The world had turned upside down.

Franz was twenty-five years old, the son of a Wolfenburg cobbler. As a member of the city militia, he had fought to defend the walls and, by the strange blessing of Sigmar, had been amongst the few hundred souls to escape the final destruction with his life. He was of average height, and owned good strength in his upper body, but he was thin and sallow from the lack of decent food, and his black hair, long and tied back, was shot through with streaks of grey that had appeared almost overnight after the city fell. The sights he had seen, Franz believed, the horrors, had scared the colour from his hair.

Franz carried a short pig-spear with a crossbar under the blade, and a poor quality sword. His clothes seemed torn and dirty brown, but were in fact, under the rusted breastplate and the grime, the tunic and breeches of the Wolfenburg militia, quartered in the black and white of Ostland.

In the months following the sack, survivors—Franz amongst them—had trickled back to the city ruins, some in search of family, others in search of food, and most because they didn't know where else to go. A shantytown of dirty tents and shelters had grown up outside the southern skirt-wall, slowly spreading as more and more folk appeared. Living conditions were dismal, and food scarce. The only viable occupation was "rag-picking", which entailed venturing into the ruins each day to sift the debris for anything valuable. Coin and other precious trinkets certainly lay hidden in the flattened city, and a few of the pickers fooled themselves they would escape their misery by finding wealth. But for the most part, all the rag-pickers hoped to find was cutlery, combs, unbroken pots, furniture, perhaps preserved food from some collapsed larder.

Franz hoped to find something too. That's why he had joined. That's why he was Werner Broch's man.

At the head of the line now, Werner Broch trudged through the rain with the Dwarf Grunor at his side. Behind him, the procession tailed back. Some of the pickers carried baskets, others pushed empty barrows.

"Damn rain," Broch murmured, to himself. "This is no way to make a damn living."

Grunor grunted in agreement.

Broch was a mercenary, a veteran. He was unusually tall, but stoop-shouldered, as if his years pressed down on him, and he wore decent leather armour with metal thigh-plates and a plain black hauberk. A great sword was sheathed across his back in a massive leather scabbard, but he carried an arquebus, currently shrouded in a waxed canvas wrapper against the rain. His hair, almost white, was shaved close against his scalp, and his face sported a strangely lopsided silver beard. At some point in his career, Broch had taken a blade in the left side of his face, leaving a deep scar of shiny tissue across his cheek and right down through the jaw line. The jaw had healed, cleft and deformed, twisting his face oddly. Where the scars lay, no hair grew, so the left side of his face was beardless. As a mercenary, he owed allegiance only to coin. Only his accent and a small medal of Ulric betrayed his origins.

Franz reckoned, rightly enough, that Broch had come to Wolfenburg on the sniff of plunder. But there was work here. Rag-picking was a dangerous employment, for the ruins had become home to scavengers from the forests: bears, wolves, feral dogs and worse. So bonds had been formed. Each team of rag-pickers, when they went out, took with them a soldier or two, to watch over them. In return for this service, anything of value found by the pickers was to be split with their guards.

Broch and Franz were the soldiers assigned to this party, and Broch was in charge. The Dwarf, Grunor, was a tag-along, who with them because he wanted to be. Ancient, decrepit and quite the worst smelling thing in a place where everything smelled bad, the Dwarf was utterly mad. But they tolerated him. His axe had proved useful more than once.

The rain showed no sign of slacking. It was sheeting down, straight down, like the torrent of a waterfall, drumming off the broken rubble, running down the stained plaster of those walls still standing. Small flash floods had turned old gutters into racing streams, and the party kept to the stones and broken tiles because the earth was now sucking mud.

"Aye now!" Grunor said suddenly, his head turning to the left. He held up one filthy handful of stubby fingers and cocked his head.

"More of your damn rats?" Broch asked wearily.

"Nah," rumbled the Dwarf. "Summat else."

Grunor had been one of Wolfenburg's premier rat-catchers before the fall. His clothes and armour were made of unidentifiable materials, thickly patched and no doubt stuck to his body by dirt alone, but the jerkin over the top of them was sewn together from rat skins. Several dozen vermin skulls rattled around his neck on a cord, under his plaited beard. His face above the straggled moustache was wizened and sunken in around his lump of a nose. One eye was bright, the other milky and dead. From his belt hung a great many mismatched daggers and estocs, the tools of his trade, the salvage of a lifetime in the sewers.

"There's rats for sure, but this ain't one of 'em," he said.

"Not even your great rat?" Broch sniggered.

"Don't joke of it!" Grunor hissed. "I knows what I saw. Great thing from under the ground. When I sees it again, I will know it and make kill of it."

That, as far as Franz could fathom, was the source of Grunor's madness. During the city's destruction, Grunor claimed, he had seen great rats the size of men come up out of the sewers and fall upon the fleeing citizens. The sight had snapped his mind. Grunor had sworn to his calling as a catcher to find them and skin them.

Rats the size of men... Franz smiled at the notion as he clambered forward to join Broch and the Dwarf.

"Why have we stopped?" Franz asked.

"Keep 'em stopped," Broch replied. He was looking to the left too now, following Grunor's gaze. "The ratter's right. There's something there."

Franz glanced back at the rag-pickers and held up his hand. He saw Imke, near the front of the line, staring at him intently.

"Just the rain," Franz said. "Just the rain hitting a broken bottle..."

Broch shook his head. "That's a blade. Metal on metal."

Franz shrugged. "If you say so."

"Stay here!" Broch yelled to the waiting pickers. "Stay and watch them," he told Franz. Then he and the Dwarf began to approach the tumbled walls ahead. Waddling on his stocky legs, the Dwarf had raised his long-hafted axe across his chest.

They struggled up a scree of rubbish and mud, and through a shattered archway until Franz and the pickers were no longer in view.

"Through here," Grunor mumbled.

The noises were getting louder: a fight, most definitely. They crossed under a leaning, charred timber frame, and found themselves looking down in a deep cavity, a crater of rubble where some large building, perhaps a tavern, had been razed right down to the cellar floor. This depression was now shin-deep in dirty rainwater, and wading through it, a young man in the robes of a priest was fighting to stay alive.

He was armed with a warhammer, plain but well made, and was using its metal haft to fend off the blows of a jagged falchion that was swinging at him savagely and repeatedly. With every struggling impact, the young priest barked out a grunt of effort.

The falchion's owner was over six feet all. His bare, hairy torso was fat and bulbous, like an infant's, but his legs and arms were long and ghoulishly thin. He wore furs, and some small sign of metal trinkets and bone ornaments. His head... well, that was what made him an "it".

The head was that of goat. Shaggy, bearded down the throat, with snorting nostrils and rounded, maniacal eyes. Above the tufted ears, the brow widened in a crest from which sprouted two long, curled horns. With each savage blow, the beast rasped and whinnied.

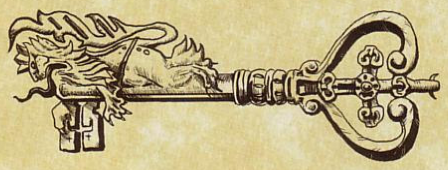
"Ulric spare us," Broch gasped, and raised his arquebus, drawing back the wrapper and pausing only to touch the silver charm of true aiming he had tied around the handgrip.

"Vermin! Vermin in the city!" Grunor yelled, already charging down the slope into the water, his axe whooshing as he circled it.

The beast-thing heard the cry and glanced round. In that second, the priest saw a chance, and took a swing of his own. But he was too slow, perhaps too out of breath to land it properly. The beast-man saw it coming, and lashed out, catching the priest in the face with the hilt of his weapon and sending him sprawling backwards into the turgid water.

Then it turned, nostrils flaring, and brayed as it faced the charging rat-catcher; its brown, spatulate teeth bared, its tongue blue as the spittle spattered out.

"That's right, you filth. Smile," whispered Broch. He had a good aim.



There was a dull thump. The firearm had dead-fired. The cursed rain had soaked the black powder, despite his best efforts.

"Damn it!" Broch yelled. Grunor had already engaged the beast, but the advantage was not his. He was nearly up to his waist in the water, slopping around, and the beast had all the range of a far longer reach. It sliced the notched blade at Grunor, deflected once by the whirring axe, and then again. This time the blow seemed to connect directly with the Dwarf's face.

Broch cried out in dismay, and threw his arquebus aside. It looked like the ratter had been decapitated.

But no. Grunor sprawled in the water then got up again just as fast. There was blood on his face, and two of his beard plaits were missing, but his head was still on his shoulders. With an angry whoop, the Dwarf dragged his axe out of the silt, ducked another slash, and renewed his attack, howling out some curious battle cry.

Broch had drawn his great sword now, sliding it deftly from the scabbard over his broad back. The blade was nearly four feet long, its grip double-handed. It had served Werner Broch well for seventeen seasons.

He was beginning to scramble down the slope towards the fight when he heard a sound to his right. Two more figures appeared from the ruins above him.

"Damn me, Ulric, but you don't like me much today!" Broch spat. Two more beast-kin emerged, both shorter than the first, but no less monstrous. One was a skinny, shambling thing with a potbelly, its legs the backward jointed, cloven limbs of a goat or hog. Its arms were particularly hairy and short, and held up a bone lance. Its head was also goat-like, but its horn was a single thing, rising from its brow like the monocorn in the books of myth. Its eyes, hideously, were human.

The other was the size and form of an average man, clad in a tabard of sewn-together hides that seemed, distressingly, to have been flayed from the flesh of several humans. Malevolent symbols, marked in dye, covered the hides, and the sight of them made Broch sick to his stomach. The thing's head, malformed and grunting, was mercifully draped in a hood made from another stitched hide, with slits cut for the glaring eyes. The beast's pig-nose protruded from the front of that stained hood, tusked and foul.

They hurled themselves at Broch. He met them with his first swing, putting his back into the cut, and caught the hooded thing across the right shoulder.

It was a glancing blow, but the thing staggered aside, squealing, and lurched away into the rain, out of sight.

A result, but it was far from over. Now the lance was stabbing at him, striking at Broch's belly to rip him open and let his lights spill out. He guarded once, then his foot slipped on a wet stone, and he barely recovered in time to strike away the spear-point a second time.

Cursing, Broch tried to make a full swing, cross-body, but his feet slipped again.

And this time he went over, crashing backwards down the slope into the pool.

What's going on?" Imke asked. Franz looked round. The other rag-pickers were still where he had told them to stand, huddled in loose groups, talking nervously. But the girl had come right over to him. Rain streaked her face.

"I told you to-"

She fixed him with her oh-so-intense eyes.

"Something," he said, looking back through the rain at the ruins. "Something's going on in there. I heard some cries. A..."

"A what?"

"A snorting sound. I don't know." Franz tightened his grip on the pig-spear.

"You hear that?" Imke said suddenly.

"No." He strained to listen, to look. All he could hear was the torrential drumming and hissing of the rain, the occasional half-sound from behind the ruins ahead of them.

"Have a care!" she cried.

A hooded thing, bleeding from one malformed shoulder, came ploughing out of the ruins right towards them. It was snuffling and whining. It had a crude, curved short sword in its left fist.

Imke stumbled backwards with a shrill cry of alarm. Franz hefted his spear and thrust it at the hooded creature, but the sword chopped around and shattered the spear's shank behind the tip, ripping it out of Franz's hands.

Franz leapt backwards, dodging the next murderous blow. He wrenched out his own sword, and the blades kissed with a clatter. Franz blocked and guarded, but the thing was furious in its attack, and drove him backwards.

He crashed against a mossy wall, then ducked to the left as the curved sword swung in again, scoring a long scratch across the lichen-coated stone. Franz shouldered the thing away and hacked again, missing wildly. Then it was on him, crashing into him with its whole bodyweight, and they grappled.

He could smell the thing's fetid wet reek, its animal stink, its rancid breath. He tried to break off, but it clung to him, snorting and squealing.

They staggered backwards through a ruined doorway and went sprawling amongst roof tiles and scattered masonry swamped by at least six inches of water. Franz thrashed free, spraying water, but the thing rose up again, blade raised to split his skull in two.

Then it squealed, louder and more furiously than ever before. The squeal turned into a gurgle, and then a great vomit of bloody matter sprayed out of its mouth. It crashed over onto its face.

Franz struggled up, clutching the iron charm of Sigmar around his neck in gratitude. Imke crouched down beside the thing's corpse, and drew a long, straight estoc, a most elegant dagger, from the small of its back. She wiped the blood of its blade, and neatly sheathed it away in a leather scabbard bound to her right calf. Then the rag-picker rags fell back, concealing her leg and the weapon.

Franz blinked. No vagabond owned a blade like that, or knew how to use it so surely.

"You're no rag-picker," he murmured.

Imke put a lean index finger to her lips and pinned him with those eyes again.

The sweeping falchion missed Grunor's skull by a little finger's length, but he didn't seem to care. A Dwarf knows his limitations, especially those decreed by his stature. He had no reach, no height to prevail with. But he had brute strength, and an axe as sharp as all glory. To win out, he had to get close, right in under the massive beast's attack. So, heedless of the danger—and his madness helped him much in this wise—he stamped forward and kept his head down.

The goat-thing shied and circled, trying to get the distance back. It made a low cutting attack with its heavy blade.

Grunor bawled out the war cry of his people, and lopped round with the axe. The head-blade struck clean through the beast-man's

right wrist, and the severed hand - still clutching the falchion - flew off and splashed into the pool. Blood jetted from the raw stump. The goat-thing brayed in agony.

"Shut it," Grunor advised, and swung the axe again, like a forester felling a tree.

This second blow severed the beast's left leg entirely at the knee. Unsupported, stricken, it toppled over with a vast splash, staining the water bright pink with its blood. It writhed and shook, churning up spray. Grunor swung the axe back behind his head with both hands, and buried the blade down into the thing's hideous skull.

The thrashing stopped abruptly. It took Grunor a moment to pull his axe-head free.

The Dwarf looked across the pool at Broch. The human had recovered well from his fall, and was back on his feet by the time the single-horn reached him. Broch cut aside the strikes from the lance, and then clove the thing right down through the body with his great sword, splitting it from left shoulder to right hip.

Broch dragged the sword out and the mutilated corpse flopped wretchedly into the water. The mercenary spat.

"Damn you, Ulric, I make my own luck."

He waded across the pool and lifted the priest to his feet. The young man was coughing and spluttering, retching up brackish water. A bloody bruise discoloured his mouth and right cheek.

And who might you be?" asked Werner Broch.

"Falker? Where are you?" Broch stepped into the ruin and found Franz crouched beside the corpse of the hooded beast.

"You kill that, Falker?" he asked.

Franz looked round. Behind Broch's back, he could see Imke staring at him, shaking her head gently.

"Yeah," Franz said.

"Good work, boy. We got another two yonder. Huh. What's she doing here?"

"She... she came to make sure I was all right," Franz said.

They went back into the open and the rain. As she slid by him, Imke whispered "Thank you."

Grunor had sat the priest down on a lump of stone and the rag-pickers had gathered around.

"So, the question stands," Broch said. "Who are you?"

"I am Sigamund," replied the young priest, lisping slightly because of his swollen mouth. "I am a manciple from the temple of Sigmar at Durberg. I have come to Wolfenburg on a holy mission, charged by the temple fathers."

"What kind of mission?" Broch wondered.

"One I must complete, sir. I thank you for your intervention. Ah, I should say, Sigmar thanks you."

Broch shrugged. "He can owe me. He was doing a piss-poor job of looking after you until we arrived. Those things had almost sent you to Morr's cold embrace."

The manciple nodded. "It is dangerous work I undertake. Suffice to say, four of us were sent out from the temple. I am the only one left."

The manciple looked up at Broch. "You, sir... you are a sell-sword?"

"I prefer the term 'man of negotiable honour'."

Sigamund smiled, then winced, wishing he hadn't. "If I am to complete my task, I could do worse than purchase protection for this final stage. There are three of you?"

Broch glanced round at Franz and Grunor. "I suppose so..."

"By Ranald's own luck," Sigamund said, "I have three silver crowns on my person. They are yours, one each, if you would see me safe to my destination."

"Which is?" asked Franz.

"Look at me! Look at me!" Broch snapped. "Who's negotiating?"

"You are, sir," said Franz.

"Which is?" Broch asked the manciple.

"The Temple of Sigmar, deep in the heart of this ruined city, and ruined itself no doubt."

"For the purpose of what?"



The manciple got to his feet. "To recover a vernicle of holy Sigmar, which is to say a little relic: an image painted upon a tiny cloth. My temple fathers believe that Wolfenburg may not rise again until this relic is recovered and properly venerated."

"A silver crown each?"

Sigamund nodded. "And if anything remains in the temple coffers, it may please you to divide it between yourselves. The temple fathers are not interested in money."

"The rain's not yet eased," Franz said to Broch.

"Send the rag-pickers home."

"But-"

"Send them home. Tell them to go directly. They'll be safe enough if they hurry. We're doing this."

"But, sir-"

"Did you hear what he said, boy? Temple coffers! This could be the making of us! A way out of this dung-heap!"

"I don't really want a way out-" Franz began.

"Shut it. That was an order."

Grunor and Franz sent the rag-pickers on their way. They were reluctant to go without the protection of their soldiers, but Grunor was firm, and eventually they scurried off into the rain, all but running back to the comparative safety of the shanty camp.

Imke, however, refused to go with them.

"You have to," Franz said.

"I do not. I'm coming with you."

"What are you? You're no rag-picker."

"So you said. I'm coming with you. Make it happen, Franz Falker. You owe me. Make something up. Fast."

Broch came over. "What's she still doing here?"

"She's coming along," Franz said.

"Like hell."

"I'll watch her."

"She's a liability. Send her on her way."

"She's my lucky charm," Franz said, trying desperately to think of something.

"What?"

"That thing would have gutted me but for her. I mean, she

distracted it so I could get the kill-cut in. Made me lucky. I want her to come. I won't go on without her. Ranald favours her."

"She won't get any coin, if that's what she's thinking," Broch growled.

"I'll give her a few of mine once we're rich as princes," Franz smiled.

Broch shrugged. "Be your own fool, then. Come on!"

They set off, Broch and the manciple leading the way, followed by Grunor, stomping along. Franz and Imke brought up the rear. The rain stopped suddenly after fifteen minutes, and the ruins around them began to steam and billow up mist that softened the edges of the stonework and made ghosts out of the taller ruins. The silence was unnerving. But for the gurgle and chug of water draining down to ground level through old pipes and broken spigots, there was unearthly quiet, as tense and bewitching as the enfolding mists.

"It's like the land of the dead," Imke said. "Cold and drab and numb. It's like Morr's realm, where the souls flit like bats."

"It is the land of the dead," Franz replied. "This is what life after death feels like. I know. I lived here all my life, and now that life is gone and buried."

"You were here when it happened?"

Franz nodded.

"Did you lose..."

"Mother, father, two sisters."

"Why do you stay?"

"There's something I have to do. Something I want to find."

"What's that, Franz Falker?"

He looked at her. "You give me something first. Like who you are or what you are. Like why a common rag-picker has a nobleman's dagger in her leg-sheath and knows how to use it."

"I'm a hunter," she said. "What you might sniffily call a tomb robber. Mixing with the rag-pickers was a useful way to get in here."

He stopped and gazed at her, disgusted. "That makes you no better than a carrion eater. Ransacking the dead for loot."

"I don't care what you think," she said, striding on past him. "You owe me and you won't say a damn thing about this to your sell-sword comrade."



He nodded. "As soon as that debt's cleared, you and I will have words again," he assured her.

"And I was so enjoying our conversation. You were going to tell me what you were here to find."

"It's nothing."

"Tell me, Franz Falker," she said, lancing him with her intense eyes once again.

Franz shrugged. "My father's shop. He was a cobbler. I want to find his shoemaker's tools, and maybe some wooden shapers and some good leather. The folk in the camp are crying out for good shoes, or at least someone who can repair what they have. I have the skills and if I could find the materials..."

His voice trailed off. She was staring at him.

"That's your ambition? Your destiny? To make shoes for the wretches out there?"

Franz nodded.

Imke shook her head and walked on.

When he caught up with her, she whispered, "By the way, watch this manciple closely."

"What? Why?"

"I don't think he's all he seems. He has marks on his hands, sigils... runes, I think. He's been careful to conceal them, but I noticed his manner. He's not as holy as he likes us to think."

Grunor had come to a halt in a mist-choked void between two tumbled walls. Rainwater gurgled. He sniffed the air.

"Vermin," he hissed.

"Not this again," Broch said. "What are they? Size of a man, you mad runt?"

"Smells that way," Grunor replied. There was an odd note of fear in his voice.

Broch took a step forward. "You talk so much-"

The first rat appeared, silent, looming out of the vapour. Broch gasped and swallowed. Suddenly, Grunor's madness seemed like sanity itself. The rat was upright. Its eyes were bright. It clutched a bladed weapon in its forepaws the way a grown man might hold a lance.

It was indeed the height and bulk of a man.

So were the other six that loomed from the mist all around them.

"Holy Ulric's beating heart!" Broch howled in disbelief, drawing his great sword. "Form a circle! A circle!"

But Grunor had already broken forward, screaming, his axe swung up high to strike as he charged the monstrous vermin. His madness had been made flesh. The things began to chatter and pipe, darting forward to attack.

The noise they made was fearful, and all the more so because of the shrill chattering that answered it from the mists around them. Franz's sword was out. Broch had already engaged, slamming his great sword at the nearest mangy black hide. Grunor had struck well, and his bloodstained axe had raised a cacophony of injured squeals.

"Get behind me! Behind me!" Franz yelled at Imke as a rat-thing powered towards him. Imke had her estoc out already and was stabbing and slicing with expert strokes.

Franz struck off a rat's head with one clean blow and, spattered by the foul blood, looked round at the manciple.

The young priest was yelling at them to protect him, his hands raised, palms visible.

Franz saw the symbol carved into the flesh of the manciple's palm. It made him shudder. He'd seen it twice before. Once on the hood of the beast-thing in the ruins.

And once on the banners of Surtha Lenk's host as they stormed the walls of Wolfenburg.

Franz winced as a rat-blade scythed through the meat of his left arm. He wheeled and speared the thing through the torso with his sword point. He knew for a certain thing that the real enemy, the worst fiend of all, was right amongst them, but there was nothing he could do.

The rats were all around him, the rats as large as a man that had haunted Grunor's nightmares, charging out of the smoke-mist, swarming, skittering...

Welcome!

Welcome to Warhammer Fantasy Roleplay (abbreviated *WFRP* throughout this book). As the name indicates, *WFRP* is a roleplaying game (RPG). If you are new to this type of game, take a few moments to read the "**What Is Roleplaying?**" section on this page; that should make things more clear. If you're an old hand, welcome back to *WFRP*, the RPG that lets you experience a grim world of perilous adventure.

The book you hold in your hands is the first in a series that will explore the Old World setting and bring new dimensions to the Warhammer World. You may already be familiar with the setting through the Warhammer Fantasy Battle game or the Warhammer novels and comics of the Black Library. If this is your first taste of the setting, you're in for a treat. The Warhammer World is a rich one, a place of chaos and war, of intrigue and politics, of desperation and heroism, and of gods and daemons. *WFRP* is your chance to live in this world, to make a name for yourself or to die unknown and unmourned like so many before you.

A Note on "You"

Much of this book is written in the second person. Sometimes "you" refers to the player or Game Master and sometimes the character. Which "you" is being addressed should be clear from the context. The talent Stout-hearted, for example says, "You are exceptionally brave." While you the reader may indeed be brave, this is clearly about a character with the Stout-hearted talent.

— What is Roleplaying? —

Roleplaying games are games of creativity and imagination. They have been described in many different ways over the years, but fundamentally RPGs answer the following question: wouldn't it be fun to be the hero of a book or a movie? We've all read novels and seen movies and, fun as they are, they are passive forms of entertainment. Roleplaying games let you both be the entertainer and be entertained at the same time. How do they do that? Glad you asked.

In an RPG, you get to take on the role of a character. You create an alter ego, a fictional character like the heroes you've read about or seen in movies. You and your friends take your characters and play through their adventures. Rather than read the story, you tell the story. Rather than watch the action, you make the action.

In concept, this all seems rather chaotic. How is the story told? How do you decide what happens? What do you do if you and your friend disagree? That's where this book comes in. Roleplaying is only half of the story; the other half is the game. *WFRP* presents you with the rules of play. This book explains how to make your character, how to resolve actions, how to achieve your goals, and, most importantly, how to have fun doing it.

Before you can begin, you and your friends have to make an important decision: who is going to be the Game Master (GM)? The GM is the referee and the lead storyteller, the person in charge of running the game. The GM presents the stories and situations, describes the Warhammer World and its denizens, and adjudicates the rules. The GM is the most important member of your group, so choose wisely. The GM ought to fair-minded, well spoken, and imaginative. An eye for detail is also helpful.

If you are the GM, you need to know the rules of this book quite well. You can learn more about your job in **Chapter 9: the Game Master**. If you are a player, your first stop should be **Chapter 2: Character Creation**. You can pick up most rules in play, but you need a character to start the game. Once you've finished reading this chapter, move onto the next chapter and follow the instructions there for character creation. In less than half an hour, you can be ready to play.

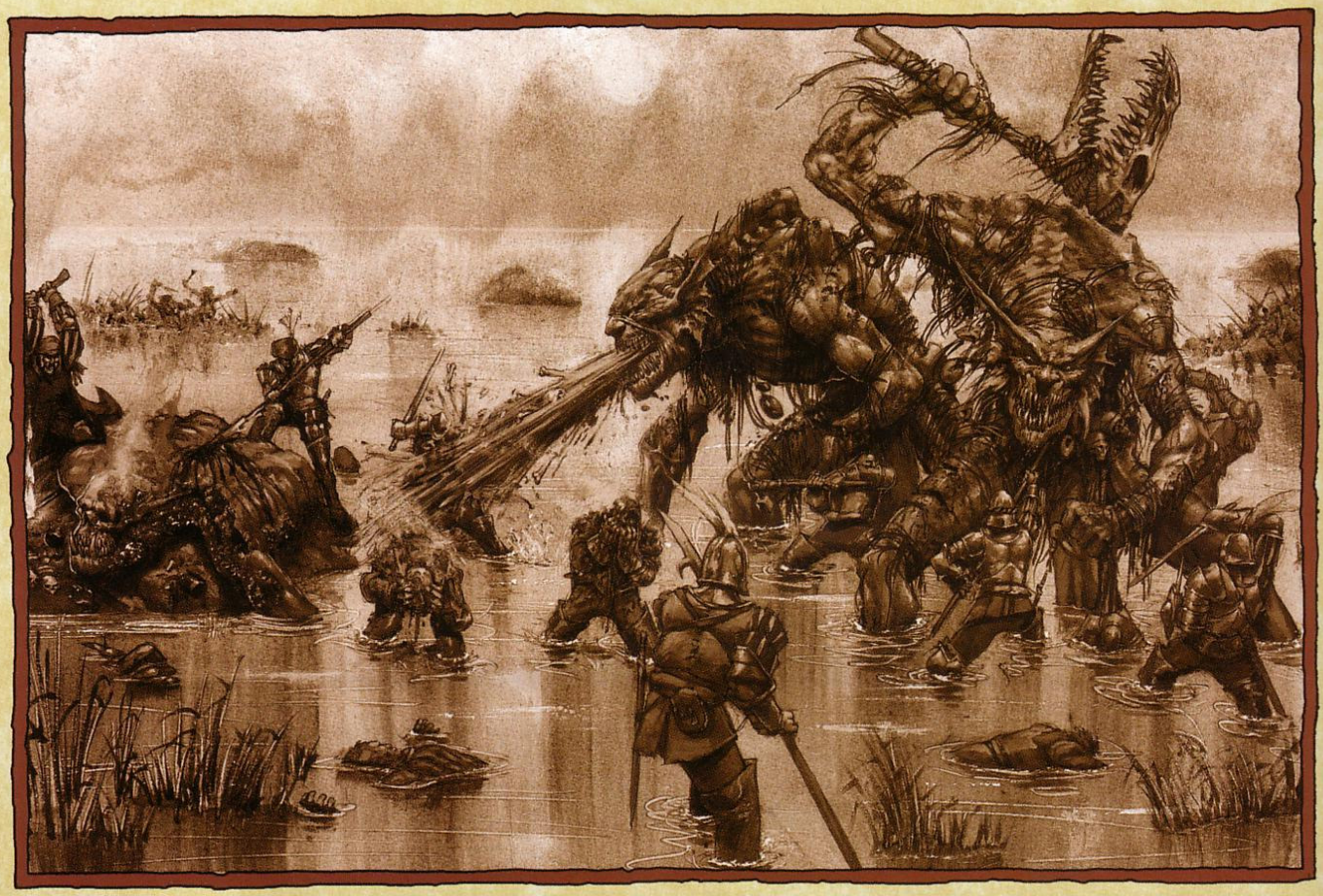
If you are still not clear on what roleplaying is, be sure to read the example of play on page 11. That concretely illustrates what a game is like.

Reading the Dice

All dice rolls within *WFRP* use a standard ten sided die (d10). These dice usually have the numbers 1 to 9 on their sides with a 0 to represent the 10 result. These dice are used in two different ways.

Sometimes, you will be asked to generate a number between 1 and 10. To do this, simply roll one die and read the result. When you roll a d10 this way, try to roll as high as possible. Occasionally you will be asked to add or subtract a number from this result. Your GM will tell you when you need to do this.

The other type of dice roll in *WFRP* is called a percentile roll. A percentile roll uses two d10 to create a number between 1 and 100. To do this take 2d10 and decide which one will create the "tens" and which one will create the "units". It's important that you don't mix them up. The best way to do this is to have dice that are of two different colours. Once you've decided, roll the dice and read the result as a two digit number. So, if your "tens" die rolled a 7 and your "units" die rolled a 3, the result of your percentile roll would be 73. If you rolled a 4 and a 9 your result would be 49. If you rolled 0 and 0 your result would be 100. You roll percentile dice when you have a percentage chance to do something. When you roll percentile dice, try to roll as low as possible. For example, if you have 34% chance of hitting a Goblin, the result of your percentile roll needs to be 34 or less for you to succeed in striking the filthy greenskin. During play you will be asked to add or subtract from your percentage chance to do something. Your GM will tell you when you need to do this.



— What is the Warhammer World? —

The Warhammer World bears a vague resemblance to our own history, but in this land, mankind does not hold sole dominion over the globe. The kingdoms, empires and principalities of the world are shared with fantastical and horrific creatures, from the ancient races of Elf- and Dwarf-kind to Vampires, Trolls and Daemons.

Conflict is rife, from the clashes of mighty armies to the politicking of ambitious burgomeisters. The very ground seems to breed division and malcontent, intrigue and corruption.

Life is short and brutal. Danger lurks in the dark of the forest and the stink of the cities. Orcs, Beastmen and other, blasphemous things stalk the wild places, attacking the weak and unwary. Beneath the earth loathsome Ratmen gnaw away at the soft underbelly of civilisation itself. At their hands many die each day, finally escaping a world where dark humour and wilful ignorance are the cold comforts that folk must cling to.

Of course, this mortal suffering does not go unseen. Ancient eyes ceaselessly regard this roiling tableau of life and death, trust and betrayal. These Ruinous Powers seek to snuff out the candle flame of mortal existence, and claim the land as their own, eternal, Realm of Chaos.

It is to these Dark Gods that many turn. Heretical cults promise power, knowledge, pleasure and riches to those willing to give themselves over to worship of the forbidden. The Ruinous Powers bless these folk with all that they deserve—from miraculous powers to hideous mutations. Each soul so touched becomes part of the unending war that Chaos wages upon the world and its inhabitants.

This is the land in which your adventures will take place, a world of unwilling heroes, desperate struggle and black irony. This is the Warhammer World.

— What's in this Book? —

The *WFRP* rulebook contains everything you need to get started except dice. Everyone should have two ten-sided dice (d10s) of different colours. The d10 are the only type of dice you need to play *WFRP*. You can find ten-sided dice at any hobby store. The place you bought this book likely has them in stock. *WFRP* is broken up into twelve chapters. They are:

Chapter 1: Introduction

This is obviously the chapter you are reading now. It provides an overview of *WFRP* and roleplaying in general.

Chapter 2: Character Creation

This chapter shows you how to make your own character for the game. It explains Characteristics, describes the races you can play, and provides advice on bringing your character to life.

Chapter 3: Careers

Careers are the building blocks of your character. They both describe what you did before you became an adventurer and provide you with new paths to explore. This chapter details all the various careers and explains how to switch between them.

Chapter 4: Skills and Talents

Every character has a variety of abilities called skills and talents that define what you can do. This chapter describes the skills and talents and tells you how to use them.

Chapter 5: Equipment

Every adventurer prizes his equipment. This chapter describes the tools, trappings, weapons, and armour that can be found in the Old World.

Chapter 6: Combat, Damage, and Movement

The Warhammer World is not a peaceful one. You will be forced to fight for your life and this chapter tells you how to do it.

Chapter 7: Magic

Wizards and priests can draw on the Winds of Magic to cast spells, from the insignificant *magic flame* to the mighty *conflagration of doom*. This chapter explains how magic works, the dangers inherent to it, and the spells you can choose from.

Chapter 8: Religion and Belief

The Old World is a place where many gods exist. This chapter describes the gods and how they are worshipped.

Chapter 9: The Game Master

The GM has a special role to play in *WFRP* and this chapter explains how to take it on. In addition to advice on how to run a game and how to be a good Game Master, it contains rules for insanity and experience.

Chapter 10: The Empire

The Empire, the greatest nation of the Old World, is the core setting for *WFRP*. This chapter describes the Empire, its neighbours, and the threats it faces.

Chapter 11: Common Creatures and NPCs

The Old World is a dangerous place. This chapter, meant for the GM's eyes only, details many of the foes to be found there, as well as some common non-player characters (NPCs).

An Important Note About Reality

When you take part in a roleplaying game you and your fellow players set aside reality and literal truth for a world of imagination and adventure. The GM is there to create that world for the players. All the ideas and rules in this book are tools for the GM to use as he sees fit. *WFRP* is written with the assumption that each group of roleplayers is different—hence the inclusion of many optional rules. It is up to the GM to decide which rules apply, and which do not. The GM is the ultimate arbiter of the rules and may chose to modify, amend, or even ignore certain rules to better suit the play style of your group. Abide by your GM's decisions—after all, they are the one doing all the work to keep you and your group entertained!

Similarly, *WFRP* deals with many things that are very complicated. To make things easier for everybody, the rules in *WFRP* have accepted a level of abstraction. Some of the rules you encounter may not be "totally realistic" but they are fun and easy to use. Some people are uncomfortable with this, but most accept that this is necessary to keep things simple, and fast flowing. Should anyone start querying the rules, citing martial arts training, historical precedent, or even, Gods forbid, logic, the GM is fully within their rights to throw dice, food or even this book at the offender. *WFRP* is a game, not real life.

On a final note, it must be pointed out that *WFRP* deals with mature themes and concepts. Daemons, insanity, death, corruption and despair are all integral parts of the Warhammer World. Inside every cloud, there's a tarnished lining. Just because *WFRP* deals with these things, it doesn't mean every game session needs to be a harrowing experience. *WFRP* is a game. It's meant to be enjoyable. Similarly, all the things depicted in this book **do not exist**. The Ruinous Powers aren't watching you on the privy, and there's no such thing as a Goblin. Don't get confused—just play the game and have fun!

Chapter 12: Through the Drakwald

This is a short scenario you can use to jump right into the action. If you are a player, you should not read this chapter.

— An Example of Play —

If you are new to roleplaying, you may still be unclear on how it all works. What follows is an example of play that picks up where the story "Life, After Death" left off. It doesn't get into the rules of the game (that comes later), but it does illustrate the basics of roleplaying and the Game Master's job.

In this example, Chris is the Game Master. Tim is playing Werner Broch, a Human Mercenary; Bruce is playing Franz Falker, a Human Militiaman; Evan is playing Grunor, a Dwarf Rat Catcher; and Kate is playing Imke, a Human Tomb Robber. They have just fought off the vile ratmen as the example of play begins.

Chris [GM]: The last of the ratmen flee into the ruins of Wolfenburg and are soon lost from view. The priest Sigamund turns to you and says, "Once again, I am in your debt. Thank you for your assistance."

Tim [Werner]: "Just doing our jobs, manciple."

Kate [Imke]: "What *were* those things? Rats that walk on two legs? Surely, madness has come to life!"

Evan [Grunor]: "Madness indeed. I told you about the ratmen and you thought I was crazed. Now you see I speak the truth."

Chris [GM]: Sigamund looks nervous. He says, "Come, let us leave here before those things return with reinforcements."

Tim [Werner]: "That is the safest course. Franz, Grunor, Imke, let's go."

Bruce [Franz]: Chris, I want to get a look at Sigamund's hand again. I want to be sure of what I saw.

Chris [GM]: OK, you need to roll a Perception Test.

Bruce rolls his test.

Bruce [Franz]: I made it.

Chris [GM]: You catch another glance at his hand as he's wiping Skaven blood from his robe. The smear of rat



blood makes the symbol look even more sinister. You definitely remember seeing it during the siege of Wolfenburg. Sigamund, the supposed priest of Sigmar, bears the sign of Chaos. What do you want to do?

Bruce [Franz]: Nothing for now, but I keep a close eye on Sigamund.

Chris [GM]: OK, noted. Your band continues through the ruins for another half an hour. The air is periodically rent by an anguished scream; other than that, it is eerily silent. You can see the shadow of a large ruin up ahead. Sigamund says, "That's it. That's the temple of Sigmar."

Kate [Imke]: I slip ahead of the group, moving silently, and scout it out.

Tim [Werner]: I whisper, "Imke, no!"

Kate [Imke]: I whisper back, "I'll check things out. Cover me." Then I move off.

Tim [Werner]: "Franz, I told you Imke was your responsibility. She could get us all killed."

Bruce [Franz]: "I don't think so. Imke has, um, skills. Give her a chance."

Tim [Werner]: "What's that supposed to mean?"

Bruce [Franz]: I smile. "You'll see."

Evan [Grunor]: "I've seen enough already. She dealt swift death to the ratmen and can fight by my side anytime."

Tim [Werner]: "If she can stand the stench, that is."

Chris [GM]: OK, Imke, you move out alone. Make a Silent Move Test.

Kate rolls her test.

Kate [Imke]: I make it easily. I try to move up behind some cover so I can spy out the temple.

Chris [GM]: You quietly pad your way through the ruins and make your way into a burned out inn across from the temple. You have a good vantage point from here. Make a Perception Test.

Kate rolls her test.

Kate [Imke]: Made it again. I'll show that Werner! What do I see?

Chris [GM]: At first it looks deserted, but then you see the gleam of metal in a ruined tower. Looking closer, you see there are at least three men with crossbows up there. It looks like an ambush.

Kate [Imke]: I slip back to the group and report my findings. We've got some planning to do…

The adventure continues on from here. Who are the ambushers in the ruins? Are they allies of Sigamund or a different threat? And what is Sigamund's real purpose? Is the story of temple riches a convenient lie? Bruce, Kate, Tim, and Evan will find out as game goes on.



Upon the Matter of the Empire

Being a noble Contemplation to fortify the mind for duty, encourage the spirit for worship, and steady the hand for battle, also to warn the unwise against neglect of vigilance or piety. So declaimed by Fra Albus Dominus of Wolfenburg, priest of Sigmar, this three hundredth day of the year 2520, to a great congregation of good folk in the high temple of that burg, and writ down as perfect testimony by R. Josephus, rubricator. Commend me, oh lord, to his Imperial Majesty Karl Franz, hammer of the heathens, everlasting in Sigmar's grace, world without end.

Gather close and listen now, be you ploughman or warrior, high-born or low. Attend me now. These words are meant for you, for are you not all men born of the Empire?

I see you nod. Aye, listen then, and consider. To be a man born of the Empire is to be one little part of a greater thing, and to play that part, a man must know his place in the workings of the World.

The first duty of a man is to rejoice! For the Empire is a glory upon the earth! It is the light by which the outer dark may be driven back! Never before, since the birth of the Ages, has man wrought such a great and civilising estate upon the face of the World!

To the common-born man, this is a thing he must know, even though he cannot see it. Even the blessed Emperor himself, from the highest battlement of his palace, yet even from the loftiest tower of Middenheim, cannot see the edges of his dominion all of a whole. It has been said that a man, even with a good mount, will ride for a full half-year of his lifetime if he wishes to cross the Empire from one margin to another. And how many men, of the base and common kind, never venture further than the limits of their village, or the boundaries of their parish? Such men know nothing of the greater thing, except that which they are told by travellers and scholars; such men never behold a building more splendid than their own burg's small guild hall, or a tower more massive than the spire of their poor village church.

Yet, as the thinkers of antiquity have taught us, just because we cannot see a thing, does not mean it is not there. We do not see the lamp of the sun at night, but we know it sleeps safe in its cavity beneath the earth. We do not see almighty Sigmar, yet we do not doubt that He watches over us always.

So it is with the Empire. We are girt about by its vast domain, wherein are mountains and moors, forests and pastures, rivers and vales, and many towns and greater cites, peopled by the common crowd and the noble born both. But we never see it whole and all together.

To imagine it in full, imagine this in its part. In fair Altdorf, in the gleaming halls of the most royal palace of all, there is a chamber of most wondrous beauty. The pillars of the walls are wrapped entire with gold leaf, and the great casements look out across the River Reik itself, a splendid vista. Upon the walls hang many an arras tapestry on which are threaded scenes of hunting and sport, of war and victory, of Lord Sigmar and the Unberogen. Marvellous to behold! But it is the floor which most arrests the eye.

Into this wide surface is inlaid, by means of handsome craft, a mosaic of lacquered wood and polished metals, forming in all detail a mappa mundi, a chart of this world that is the Empire. Few men have had the privilege of seeing this mappa mundi, but just because you cannot see a thing, does not mean it is not there.

I have seen it. I have seen it lit about with tapers. Such a thing it is...

The limits of the Great Chart are made of satin wood and silver thread, showing the icy bounds of our domain. Almost unbroken, a majestic circle of mountains surrounds the Empire, like the high brim of a vast chalice. Within that chalice bowl, the precious life-blood of the Empire and all its wealth is cupped.

Lime and rose wood segments interlock with burnished panels of green copper and ruddy brass to represent the extents of the eleven provinces, and rosettes of oak and maple, wound with gold wire, mark the places of the great city states. Each town or prosperous burg is a flat button of ivory. The web of rivers and their tributaries is chased out in bars of pearl and loops of spun steel. Lakes are slivers of looking-glass. The mighty forests of the realm, chevron darts of ebony, speckle the entire floor like the coat of a brindled mare.

Admire such craftsmanship! Here is Nordland, facing the sea. Here, if you look, Ostland, and Hochland too, dressed in forests, athwart the jumbled masses of the Middle Mountains. To the east there, Ostermark, guarding the line of the north against the cold encroach of Kislev, there rural Stirland and the Moot, the World's Edge Mountains climbing beyond them. To the south, Averland and Wissenland, contained to the east by the Black Mountains and to the west by the ancient forest tracts known as Loren. And there Talabecland, Middenland and Reikland.

Look closer now, at the proud cities: Nuln, pungent with black powder, the foundry of the Empire; Talabheim, the Eye of the Forest, its impenetrable wall protecting its pasture lands from the woods without; Middenheim, the city of the White Wolf, a craggy bastion raised above the world; and Altdorf, royal Altdorf, jewel of the Empire. And here too Wolfenburg, our own fair city, stalwart guardian of Ostland's reaches.

Marvel at it; rejoice! This Empire of man! Picture that fine chamber again, picture it as on a fair summer's evening, such as was the occasion when I witnessed it. Servants appear, dressed in fine livery. Flaming candles are brought out on golden sticks—one! two! a dozen! more!—and placed, each one particularly, upon the Great Chart to indicate the mighty cities and city-states. Then smaller tapers too, aflame also, carried in by more servants and set upon the mark of every noted town and burg. Such a sight! In the last rays of the sunlight falling in through the casements, the Great Chart is ablaze with a thousand points of light, a constellation that shapes out in scintillating glory the immensity of our domain!

Thus may a man rejoice.

But attend me now. If a man's first duty is to rejoice, his second is to beware. For all the golden splendour of the Empire, for all its worth and lore and monuments of stone, there stands against it great and perpetual jeopardy: enemies more numerous than all the trees of the forest.

They coil in the darkness; the ice-darkness beyond the rampart mountains, the shadow-darkness of the deep forests, the tomb-darkness of the pits beneath the earth. They lurk in ruins, in desert places, in the long grass of forsaken fields, in the creaking, green-black shade of forlorn woodlands. They scuttle in dry catacombs, they claw beneath the flint and granite of the lonely hills, they haunt the tumbledown ruins of villages long since abandoned by man. They even stalk our own dreams. And, as night comes, they keen with the whippoorwills and move against us; curious, greedy, wild, rapacious, hungry.

The enemies are older than us, older even than the tribes we men of the Empire sprang from. Knowing only the clarion-cry of "Murder All!" they would set the world ablaze, make doom upon us, and carry off our heads on pikes!

You quake and you tremble! Justly so! They would make battle trophies of us, cast down our walls, and burn our crops! Our womenfolk, our children, none may be spared the dreadful butchery!

So we must watch for their first stirrings, and sharpen our blades. Place sentries on the walls. Close our gates at nightfall. Listen to the whisper of the wind and the sounds it may bring. Trust not the dark, or the scratching of rats, or even the neighbour whose ways seem alien. The enemy comes in all shapes and guises.

Some are beasts, some are wild, barbaric tribe-kin, some are vermin within our very walls. Most know nothing of our proud, fair gods, or if they do, know them only as bright things that they yearn to tear down and trample. They have spirits of their own, feral godlings and daemons which they worship with gleeful lust and to whom tributes are made in blood. In the name of Sigmar, we renounce all such misbegotten spirits!

What enemies, you mutter. I work my craft and pay my tithe and sleep soundly, and I have not seen the like of them. Just so? Yes? Beware! Just because you cannot see them, doesn't mean they are not there.

Consider their handiwork. There are bleak places in the Empire, out of the way of man, where certain ruins stand, open unto the elements. I have seen a few such edifices myself, and can attest to them. Time and weather have worn them plain, but it is still possible to discern that these ruins were not raised by human hands. They are the work of other kinds, other races that dwelt in these lands long before the rise of the Unberogen. We may suspect they are the relics of the fading races; the halfling men, the indomitable Dwarfs we sometimes welcome as allies, even, perhaps, the Slight Ones themselves, who linger in the ancient forest paths.

Whatever their makers' identity, they are just ruins now. Cold and dead. But they tell of huge strength and formidable defence. Indomitable bastions, high towers, earthworks, siege walls.

Yet none remain. For all their strength, they were overcome in the early times, and put to flame, and ransacked. Even they could not withstand the feral onslaught of the enemies in the dark. Even they could not withstand!

But we must. This I say to you with the force of my heart. We must beware at all times, and be ready, peasant farmer and spurred knight alike, to fight, for Sigmar, for the Emperor.

The Empire has stood for twenty-five centuries. It has driven back the green-skin brutes from the mountains, the tribal hordes from the north, the incursions of the blasphemous Dark Gods themselves. If the Empire is to stand for another twenty-five centuries, it depends on each and every man born its son! You, and you, and you!

Rejoice, but beware! Rejoice, but beware! That is balance every man must keep in his mind. Picture the Empire again, the glorious chart, lit by a thousand candle flames. Its achievements are manifold, its power great. No feat of mankind is more worthy of protection and safeguard.

But now the evening light fades, and night closes in outside the casements. In the splendid chamber, shadows gather, deeper, darker, until we cannot see the map at all anymore. Only the taper flames burn, a thousand furious, fragile lights in the dark. How small they seem now, how far apart from each other! What tracts of darkness separate one flame light from another!

And in that darkness, we cannot see. But just because we cannot see, doesn't mean there isn't something there.

The night wind picks up outside the casements. Close them fast, before it is too late! The scattered flames flutter, frantic in the black. One by one, they sputter and die.

How quickly they go out. How easily they are extinguished.

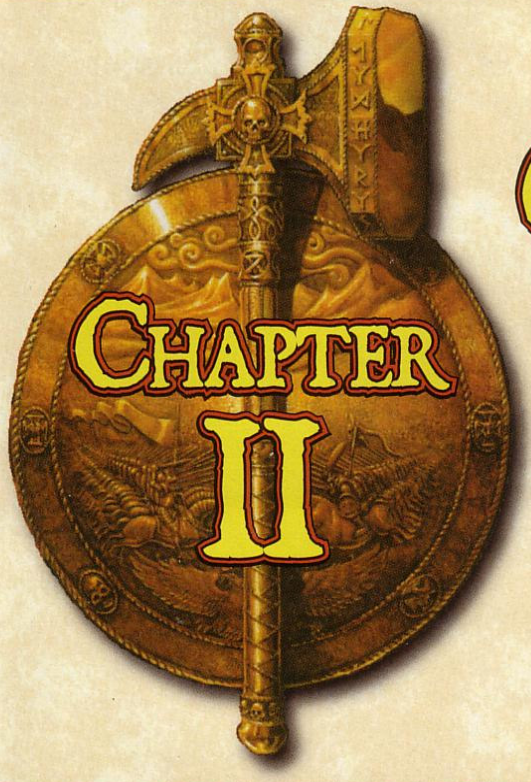
How total the darkness that remains.

Go from this place. Praise Sigmar, and go about your lives. Peddler, provost, woodsman, soldier, barkeep, coachman, chandler, goodwife... go to your varied callings and prosper. But keep the holy days and the festivals, bar the door at night, whet your blade's edge, and, in the name of Sigmar, keep watch against the dark.

How quickly the lights go out!

Here ends the lesson.





Chapter II

Character Creation

"I'm a butcher by trade, but bein' an adventurer isn't that different. The meat I cut with my cleaver just wriggles a bit more now."

— Herman Frank, Nuln Tradesman

Each player in *WFRP* controls character, known as a Player Character or PC. This is your alter ego in the Warhammer World. You might be an arrogant Noble, a crazed Dwarf Troll Slayer, or a grubby Rat Catcher. All Player Characters have one thing in common: they are adventurers. This means that they have struck out on their own, leaving behind the norms of everyday society to pursue fame and fortune with what skills and abilities they have. Adventurers are not normal folk. They are ambitious, often heroic, and at least partly crazy. They'd have to be to fight Goblins deep beneath the earth, match wits with Chaos cultists, and face the living dead.

This chapter explains how to create your *WFRP* character. This is a simple process that shouldn't take more than half an hour. To get started, you'll need a blank character record sheet (you can find one on page 253 or in the *WFRP Character Pack*). This is where you write down all your character's abilities. You'll be using it a lot during play and altering it as the game progresses, so it's best to write on it clearly and in pencil. You'll also need two ten sided dice (d10). These will be the dice you'll be using throughout your games of *WFRP*, so ideally they'll be of two different colours (see Reading the Dice to learn why). You should be able to buy ten sided dice from almost anywhere you can purchase this book.

Character Creation Overview

The Character creation sequence in *WFRP* is as follows:

1) Choose your race. See pages 15-17.
2) Generate your Characteristics. See pages 17-19.
3) Record your racial features. See page 19.
4) Determine your personal details. See pages 21-26.
5) Roll for your starting career. See page 20.
6) Record the details of your career. See page 20.
7) Take one free advance. See page 20.
8) Start playing *WFRP*!

— The Four Races —

The character creation process starts with an important question: what race do you want to play? In Warhammer Fantasy Roleplay, you can choose from four: Dwarf, Elf, Halfling, and Human. Each race has different strengths and weaknesses. An overview of each follows. Once you've read these over, pick the race that appeals to you most. Then you'll be ready to move on to the next step, generating Characteristics.

Dwarfs

Dwarfs are a short but burly and resilient race of warriors and craftsmen. Most live under the mountains in mighty holds, with mines extending deep beneath the earth. They are immediately recognizable by their stout frames, long hair, and thick beards. They tend to be gruff and short-tempered and they are legendary for their ability to hold a grudge. However, Dwarfs are a courageous people and unswervingly loyal to their friends and allies. They are struggling to preserve the remnants of their mountain kingdom from Orcs, Goblins, and other foul creatures. Dwarfs have strong ties to the Humans of the Empire and many are now a part of Imperial society.

Background

Dwarfs are an ancient race. Long before the Human tribes settled the region now known as the Empire, the Dwarfs built mighty cities beneath the World's Edge Mountains. Their proud civilization stretched across the Old World. Their mines delved deep into the earth, producing precious metals and stones. Their craftsmen produced wondrous items inscribed with runes of power. Their armies demolished the forces of Chaos and other enemies with axe and artillery. The Dwarfs indeed shone brightly, but it could not last.

The Dwarfs were unwittingly drawn into the feud between the High Elves and their Dark Elf kin. The Dwarfs and High Elves, once allies against the forces of Chaos, fought a long and brutal war, known by the Dwarfs as the War of Vengeance. The Dwarfs were ultimately

victorious but their joy was short-lived. A series of volcanic eruptions and earthquakes decimated the World's Edge Mountains. The Dwarfs, already weakened by the massive casualties of the War of Vengeance, were thrown into turmoil. Orcs, Goblins, Trolls, and other evil creatures emerged to attack what was left of the Dwarf empire.

Since that time the Dwarfs have known little but war. They have won victories certainly, notably when they allied with Sigmar (the founder of the Empire) to crush the greenskins at the Battle of Black Fire Pass, but the Dwarfs of the World's Edge Mountains live on a knife's edge. It is thus not surprising that many Dwarfs now live within the borders of the Empire. They are valued as Imperial citizens because of their craft skills and trade contacts with their mountain kin.

Roleplaying Hints

Dwarfs are dour and very literal in all things, except when drunk. They use deep bass tones when talking, combined with a distinctive clipped accent. Dwarf language uses little metaphor or simile, thus Dwarfs are sometimes confused by the "flowery" talk of Humans and Elves. Dwarfs are direct, practical and definitive in their speech and actions.

Elves

Elves are a lithe and graceful race easily recognized by their pointed ears and hawkish features. They have a glorious yet tragic history and are renowned for their archery, learning, and wizardry. Elves have an innate understanding of the ways and currents of nature, particularly the forest and the sea. They despise those that destroy the purity of nature, be they proud Humans, greedy Dwarfs, or evil Orcs. While they can be aloof, they have sacrificed more of themselves for the good of the world than the other races can ever know.

Background

At the end of the War of Vengeance, known by the Elves as the War of the Beard, the High Elves were recalled to Ulthuan, their island homeland across the sea, to fight the Dark Elf menace. There were those who refused to give up the Old World though. Some claimed independence from the High Elf Phoenix King and since then have run their own affairs. Others continued to ply the seas and eventually built up trade with the emerging nations of man.

The Empire has many hidden Elf enclaves in its forests, the largest of which is in the Laurelorn Forest northwest of the great city of Middenheim. Although their lands fall within the boundaries of the Empire, the Elves do not recognize the Emperor as their ruler and do not consider themselves Imperial citizens. The men of the Empire have enough trouble with the darker denizens of the forests, such as Beastmen, that they largely ignore the Elves. This is easy enough, since most Humans couldn't find an Elf village even if they were looking for it. Elves value their privacy and use fey enchantments to hide their woodland homes, but they have not forgotten about the rest of the world. Elves may be rarely seen, but they see much beyond their borders.

Elves are most commonly seen in the big trading cities like Altdorf, Nuln, and Marienburg. Here powerful merchant houses represent the interests of distant Ulthuan. The scions of these mercantile families are expected to travel widely in their youth, for gaining worldliness will help them in the years ahead. While they tend to look down on their uncouth sylvan kin, they know they are far from the gleaming towers of Ulthuan and thus of lesser status to many of their High Elf cousins.

Roleplaying Hints

Elves of all types tend to use moderated, even tones when talking. As Reikspiel is commonly their second tongue, they speak it with a studied formality and precision lacking in most folk. Elves also tend to gesticulate quite a lot, a fact that often causes merriment in the other races.

Halflings

Halflings are a small but dexterous race who look like Human children to the untrained eye. The fact that they cannot grow beards only reinforces this impression. Although they tend to be pot-bellied, since they eat twice as often as any other race, they are capable of great stealth. When combined with their well known skill with the sling, Halflings can prove to be surprisingly stubborn opponents. They are, however, largely a peaceful people, content to farm, eat, and smoke pipe weed. They are proud of their families and all Halflings can recite their family lineage back ten generations or more.

Background

The origins of the Halflings are obscure. When Human tribes settled the lands that later became the Empire, Halflings were apparently already amongst them. Their numbers, however, were small and they played little role in the wars that led to the establishment of the Empire. Indeed, Halflings are barely mentioned in history books until the year 1010. At that time the Emperor granted the Halflings a land of their own, as legend has it in recognition of their contributions to Imperial cuisine. Whatever the reason, the Halflings were given land near the upper reaches of the River Aver. This area has been known as the Moot ever since. The Halflings govern the Moot themselves, but it is still a part of the Empire. In fact, the Elder of the Moot is one of only fifteen Imperial Electors and thus wields some political power.

Most Halflings are homebodies. The enjoy peace and quiet and want nothing more than to be left alone to enjoy good food and a good smoke. There are, however, a small number of Halflings who find the Moot intolerably boring. When the most exciting event of the day is finding out what kind of pie is for desert, some folks need a change. These Halflings develop a taste for adventure and leave the Moot behind, often for roguish pursuits. Since these Halflings are the ones most often encountered in the Empire, it is perhaps no coincidence that Halflings as a whole have gotten a reputation as light-fingered sneaks.

Roleplaying Hints

Halflings are enthusiastic in everything, from stealing to eating to running away.

They speak fast, using lots of slang. They frequently slur words together, invent new terms and generally debase the Imperial tongue. Halflings have a habit of obsessively using catchphrases or new words they've discovered—at least, until the next one comes along. Halflings use hand gestures much as Elves do, but these are invariably too rude to discuss.

Humans

Humans are the most common race in the Old World and the founders of the Empire. While they are neither as tough as Dwarfs nor as wise as Elves, Humans are a vibrant and energetic race that has achieved much in a short time. They are tremendously adaptable, which is both a great strength and a serious weakness. Whilst many



heroic Humans have fought against the tide of darkness, it is an uncomfortable truth that they also provide the lion's share of the hordes of Chaos.

Background

Compared to Elves and Dwarfs, Humans are a young race. They are, however, vigorous and have spread all over the world while older races have continued to decline. Several thousand years ago, a group of Human tribes migrated to the Old World from the south. These tribes became the founders of the Empire, as well as other nations like Bretonnia, Tilea, Kislev, and Estalia. Others continued north, to frigid Norsca and beyond.

The Humans of the Empire take pride in their accomplishments. They worship Sigmar, their founder, as a God and they are sure that he protects them from the forces of Chaos and evil. They rely on their mighty armies, their machines of destruction, and the wizardry of the Colleges of Magic to keep them safe. Within the borders of the Empire, the three great classes—Nobles, Burghers, and Peasants—all play their roles. The Empire is the greatest state in the Old World and it built by the strength of humanity.

Roleplaying Hints

You should know how to play one of these.

— Characteristics —

Now that you have chosen your race, you can generate your Characteristics. Your PC is defined by Characteristics, which represent your character's raw ability in a variety of physical and mental areas. These are broken into two groups, the Main Profile and the Secondary Profile. The Characteristics in the Main Profile are rated on a scale of 0-100, with higher scores being better. The characteristics in the Secondary Profile are usually rated on a scale of 0-10 and again higher scores are better. The abbreviation for each characteristic is noted in parenthesis after its name.

Main Profile Characteristics

Weapon Skill (WS): This Characteristic represents your character's skill in hand-to-hand combat, both with weapons and without.

Ballistic Skill (BS): This Characteristic represents your character's skill with missile weapons, such as bows, crossbows, and pistols.

Strength (S): This Characteristic represents your character's muscle and brawn.

Toughness (T): This Characteristic represents your character's ability to withstand injury, disease, and poison.

Agility (Ag): This Characteristic represents physical quickness, manual dexterity and reaction speed.

Intelligence (Int): This Characteristic represents your character's intellect, insight, and ability to reason.

Will Power (WP): This Characteristic represents your character's mental toughness and resolve.

Fellowship (Fel): This Characteristic represents your character's personal charisma and social skills.

Secondary Profile Characteristics

Attacks (A): This Characteristic represents the quickness of your character's attacks. The number indicates the maximum number of attacks you can make in 10 seconds.

Wounds (W): This Characteristic represents your character's general vitality. It indicates how much damage your character can suffer before becoming critically injured.

Strength Bonus (SB): This Characteristic, derived from Strength, is used when inflicting damage in melee combat.

Toughness Bonus (TB): This Characteristic, derived from Toughness, is used to resist damage.

Movement (M): This Characteristic represents your character's base land speed. For move rates in and out of combat, see **Chapter 6: Combat, Damage, and Movement**.

Magic (Mag): This Characteristic represents your character's magical power.

Insanity Points (IP): This characteristic represents the state of your character's sanity. PCs begin with 0 Insanity Points but can gain them during play as a result of horrific experiences and grievous wounds. Your GM can tell you more about Insanity Points.

Fate Points (FP): This characteristic represents luck and, to a certain extent, your character's destiny. Fate Points can be used to avoid certain death. Your GM can tell you more about Fate Points.

Character Profile

Statistics for just about every character or creature in *WFRP* are represented by a character profile, such as the one below:

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	—	—	—	—	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	—	—	—	—	—	—	—

— Generating Characteristics —

Starting Characteristics are determined by your character's race. To generate the Characteristics of your character's Main Profile, you'll need two 10-sided dice. Consult **Table 2-1: Characteristic Generation** and find your chosen race. The table explains how to generate each of your starting Characteristics. Depending on the Characteristic, you'll determine its starting value in one of four ways:

1) Some entries simply list a number (Attacks, for instance). This means these entries are fixed, so just copy down the number. You'll note that no race starts the game with Insanity Points, for example, so you'd simply write down 0 under IP on your character sheet for that Characteristic.

2) Some entries list a base number plus a variable die roll. All the Characteristics from the Main Profile, for example, have a 10, 20, or 30, followed by +2d10. To generate these characteristics, roll the specified dice and add them to the base number given. To generate an Elf's Agility, for example, you'd roll 2d10, and add the result to 30. If the two dice came up 3 and 8, the Elf's Agility would be 30+3+8=41.

3) The Strength Bonus and Toughness Bonus Characteristics are different because they are derived from other Characteristics. Your Strength Bonus is equal to the first digit of your Strength Characteristic, while your Toughness Bonus is equal to the first digit of your Toughness Characteristic. For example, a Dwarf with Strength 38 would have a Strength Bonus of 3, while an Elf with a Toughness of 24 would have a Toughness Bonus of 2.

4) Wounds and Fate Points are generated on their own charts, using a simple d10 roll. Find your race on **Table 2-2: Starting Wounds**, roll a d10, and then find the appropriate result. Repeat the process on **Table 2-3: Starting Fate Points.**

Example: *Nicole is going to start generating the Characteristics of a new character. She has decided to play an Elf, so she consults* ***Table 2-1:Character Creation*** *and looks under the Elf column. She begins with Weapon Skill, then works her way down the table until she finishes up with Fate Points. When she's done, her Starting Profile looks like this:*

Table 2-1: Characteristic Generation

Characteristic	Dwarf	Elf	Halfling	Human
Weapon Skill (WS)	30+2d10	20+2d10	10+2d10	20+2d10
Ballistic Skill (WS)	20+2d10	30+2d10	30+2d10	20+2d10
Strength (S)	20+2d10	20+2d10	10+2d10	20+2d10
Toughness (T)	30+2d10	20+2d10	10+2d10	20+2d10
Agility (Ag)	10+2d10	30+2d10	30+2d10	20+2d10
Intelligence (Int)	20+2d10	20+2d10	20+2d10	20+2d10
Will Power (WP)	20+2d10	20+2d10	20+2d10	20+2d10
Fellowship (Fel)	10+2d10	20+2d10	30+2d10	20+2d10
Attacks (A)	1	1	1	1
Wounds (W)	—— Roll 1d10 and consult **Table 2-2: Starting Wounds** ——			
Strength Bonus (SB)	—— Equal to the first digit of your Strength ——			
Toughness Bonus (TB)	—— Equal to the first digit of your Toughness ——			
Movement (M)	3	5	4	4
Magic (Mag)	0	0	0	0
Insanity Points (IP)	0	0	0	0
Fate Points (FP)	—— Roll 1d10 and consult **Table 2-3: Starting Fate Points** ——			

Table 2-2: Starting Wounds

d10 Roll	Dwarf	Elf	Halfling	Human
1-3	11	9	8	10
4-6	12	10	9	11
7-9	13	11	10	12
10	14	12	11	13

Table 2-3: Starting Fate Points

d10 Roll	Dwarf	Elf	Halfling	Human
1-4	1	1	2	2
5-7	2	2	2	3
8-10	3	2	3	3

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	42	24	34	40	26	34	36
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	5	0	0	1

Shallya's Mercy

It could be that Ranald, the God of Luck, did not smile on you when you were generating your Characteristics. Maybe you wanted to play a character that was good at fighting, but you only rolled a Weapon Skill of 22. Or you wanted to play a quick-witted con man but ended up with a Fellowship of 15. In cases such as this, you may ask for a boon from Shallya, the Goddess of Mercy. You may replace any one Characteristic from your main profile with the average result for your race instead. Go back to **Table 2-1: Characteristic Generation** and find the stat you want to replace. Add 11 (the average of 2d10) to the base number given. This is the new score for the chosen Characteristic.

Example: *Nicole is unhappy that her Elf's Strength is only 24. She invokes Shallya's Mercy and replaces the 24 with a 31 (the Elf's base Strength of 20, plus 11). Note that this also improves her Strength Bonus (from 2 to 3) because it is derived from Strength.*

— Racial Features —

Your character's race provides some additional abilities, known as skills and talents. Record the appropriate skills and talents on your character sheet. In some cases, you may have to choose between two talents. Your character will get more skills and talents from his starting career a little later. These abilities help define where you came from and what you can do. For more information in skills and talents, see **Chapter 4**.

Dwarf

A Dwarf character gains the following skills and talents:

Skills: Common Knowledge (Dwarfs), Speak Language (Khazalid), Speak Language (Reikspiel), Trade (Miner, Smith, or Stoneworker)

Talents: Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy

Elf

An Elf character gains the following skills and talents:

Skills: Common Knowledge (Elves), Speak Language (Eltharin), Speak Language (Reikspiel)

Talents: Aethyric Attunement or Specialist Weapon Group (Longbow), Coolheaded or Savvy, Excellent Vision, Night Vision

Halfling

A Halfling character gains the following skills and talents:

Skills: Academic Knowledge (Genealogy/Heraldry), Common Knowledge (Halflings), Gossip, Speak Language (Halfling), Speak Language (Reikspiel), Trade (Cook or Farmer)

Talents: Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling) and 1 random talent (roll once on **Table 2-4: Random Talents** to generate)

Human

A Human character gains the following skills and talents:

Skills: Common Knowledge (the Empire), Gossip, Speak Language (Reikspiel)

Talents: 2 random talents (roll twice on **Table 2-4: Random Talents** to generate).

Table 2-4: Random Talents

Talent	Halfling	Human
Acute Hearing	01-05	01-04
Ambidextrous	06-10	05-09
Coolheaded	11-15	10-13
Excellent Vision	16-20	14-18
Fleet Footed	21-25	19-22
Hardy	26-29	23-27
Lightning Reflexes	30-33	28-31
Luck	34-38	32-35
Marksman	39-42	36-40
Mimic	43-47	41-44
Night Vision	-	45-49
Resistance to Disease	48-51	50-53
Resistance to Magic	52-53	54-57
Resistance to Poison	54-57	58-61
Savvy	58-62	62-66
Sixth Sense	63-67	67-71
Strong-minded	68-72	72-75
Sturdy	73-77	76-79
Suave	78-82	80-83
Super Numerate	83-87	84-87
Very Resilient	88-91	88-91
Very Strong	92-95	92-95
Warrior Born	96-00	96-00

— Starting Career —

Each character in *WFRP* has a starting career. This represents what your character did before becoming an adventurer. To determine your character's former occupation, roll percentile dice and consult your chosen race's column on **Table 2-5: Starting Career**. You may, at your option, roll on the table a second time and pick between the two rolled careers.

> **Example:** *It's time for Nicole to determine the starting career of her Elf character. She rolls percentile dice and looks under the Elf column of Table 2-5: Starting Career. Her roll is an 11, which is the Entertainer career. She's not sure she wants to have been an Entertainer, so she opts to roll again. This time she gets a 50, which is the Outlaw career. She finds this more appealing so settles on Outlaw for her starting career.*

Once you've determined your character's career, go to **Chapter 3: Careers** and look it up (they are arranged alphabetically), then copy down the listed skills and talents on your character sheet. In some instances, you may be given the choice of two different skills or talents. Pick the one you prefer in each case. Sometimes you have the opportunity to gain a skill you already have through your race. You are allowed to take such skills twice; this provides a +10% bonus when you use the skill. See the rules for **Skill Mastery** on page 90 for more information.

Your career also includes an entry called Trappings; again, copy these onto your character sheet. The listed items are the equipment you start your adventuring career with. You also get, regardless of career, the following:

- Common clothing consisting of a shirt, breeches, and worn boots, a tattered cloak, a dagger tucked in a boot or belt, a sling bag or a backpack containing a blanket, a wooden tankard, a wooden cutlery set, a hand weapon (axe, club, sword, etc.) and a purse holding 2d10 Gold Crowns (*gc*).

For more information on these items and your trappings, see **Chapter 5: Equipment**.

You should also copy down the Advance Scheme. This represents the ways in which your character can improve with experience and shows you which Characteristics you can increase in this career. You can read more about the Advance Scheme in **Chapter 3: Careers**. Here is a sample Advance Scheme, from the Outlaw career:

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	—	—	+10%	+5%	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

> **Example:** *Nicole now knows that her character is an Elf Outlaw. She copies over the career's Advance Scheme, trappings, skills, and talents. Amongst her skills and talents, she has three choices to make. She can choose between Drive or Ride, Set Trap or Swim, and Sharpshooter or Strike to Stun. She looks over her choices in* ***Chapter 4: Skills and Talents*** *and decides to choose Ride, Set Trap, and Strike to Stun.*

The Free Advance

Your character is not an absolute beginner. To represent previous experience, your character is allowed one free "advance". An advance is either:

1) A 5% increase to a Characteristic on your Main Profile.

2) An increase of 1 to a Characteristic on your Secondary Profile.

Note that you can only take the advance if it's available on your scheme. In the Outlaw career, for example, you could take a +5% on your Weapon Skill or a +1 on your Attacks because those advances are built into the scheme. You could not take a +5% on your Fellowship or a +1 to your Movement because those Characteristics can't be improved by the Outlaw's Advance Scheme.

Once you've chosen your free advance, put a check mark next to what you picked on the Advance Scheme. This indicates that you've taken an advance. As you gain more experience, you'll take more advances.

> **Example:** *Nicole looks over her Advance Scheme. There are many good choices on this Advance Scheme but she opts to increase her Attacks by 1. This will help out in combat and Nicole is sure her Outlaw is going to see a lot of that. Nicole puts a checkmark next to the +1 under Attacks on the Advance Scheme to indicate that she's taken that advance. Now Nicole and her Elf Outlaw are ready for action!*

Adventure Awaits!

If you can't wait to get started, your character is now ready to play *WFRP*. If you'd prefer to detail more about your character, carry on through the rest of this chapter. Whatever you decide, a grim world of perilous adventure soon awaits!

Choosing Careers and Homelands

Some players, particularly experienced ones, prefer to pick their starting career, rather than roll for it. Although this isn't as fast or easy as the standard method described here, some people find they have a very particular character in mind, before they even begin creating it. As long as you have your GM's approval, you should feel free to use this method if it suits you. Remember, the GM's word on this is final.

Some GM's choose not to let their players use this method, as they like the "randomness of birth" that rolling for a career creates. Fate may favour you with Noble birth, or curse you to wade through filth as a lowborn Rat Catcher—whatever the case, you have to rise above it to survive the perils and puzzles that the GM is about to throw at you!

As you may have noticed, the character creation includes several careers of an origin foreign to the Empire (the Kislevite Kossar, for example). These represent the small number of outsiders that can be found adventuring in the Empire. If you don't happen to roll or choose these careers, but would still like a foreign character, ask the GM's permission. Any of the careers can be modified to accommodate this, simply replace Common Knowledge (the Empire) with that of your homeland and add the appropriate Speak Language skill. The rest of character creation remains the same.

More information on the Empire's neighbours can be found in **Chapter 10: The Empire**

Table 2-5: Starting Career

Career	Dwarf	Elf	Halfling	Human
Agitator	01-02	-	01-03	01-02
Apprentice Wizard	-	01-07	-	03-04
Bailiff	-	-	-	05
Barber-Surgeon	-	-	04	06
Boatman	-	-	-	07-08
Bodyguard	03-06	-	-	09-10
Bone Picker	-	-	05	11-12
Bounty Hunter	-	-	06-07	13-14
Burgher	07-10	-	08-09	15-16
Camp Follower	-	-	10-11	17-18
Charcoal-Burner	-	-	12-14	19-20
Coachman	11-12	-	-	21-22
Entertainer	13-15	08-12	15-17	23-24
Envoy	-	13-19	-	-
Estalian Diestro	-	-	-	25
Ferryman	-	-	18	26
Fieldwarden	-	-	19-22	-
Fisherman	-	-	23	27-28
Grave Robber	-	-	24-26	29-30
Hedge Wizard	-	-	-	31
Hunter	16-19	20-27	27-31	32-33
Initiate	-	-	-	34-35
Jailer	20-23	-	-	36
Kislevite Kossar	-	-	-	37
Kithband Warrior	-	28-34	-	-
Marine	24	-	-	38-39
Mercenary	25-30	35-39	32-35	40-41
Messenger	-	40-45	36-40	42-43
Militiaman	31-34	-	41-45	44-45
Miner	35-40	-	-	46-47
Noble	41-42	-	-	48-49
Norse Berserker	-	-	-	50
Outlaw	43-45	46-51	46-48	51-52
Outrider	-	52-57	-	53-54
Peasant	-	-	49-54	55-56
Pit Fighter	46-50	-	-	57-58
Protagonist	51-54	-	-	59-60
Rat Catcher	55-58	-	55	61-62
Roadwarden	-	-	-	63-64
Rogue	-	58-63	56-60	65-66
Runebearer	59-63	-	-	-
Scribe	64-65	64-69	-	67-68
Seaman	66	70-75	-	69-70
Servant	67-68	-	61-65	71-72
Shieldbreaker	69-72	-	-	-
Smuggler	73-75	-	66-68	73-74
Soldier	76-79	-	69-70	75-76
Squire	-	-	-	77-78
Student	80-81	76-80	71-72	79-80
Thief	82-84	81-86	73-78	81-82
Thug	-	-	-	83-84
Toll Keeper	85-87	-	79-80	85-86
Tomb Robber	88-90	-	81-85	87-88
Tradesman	91-94	87-93	86-90	89-90
Troll Slayer	95-98	-	-	-
Vagabond	-	94-00	91-94	91-92
Valet	-	-	95-96	93-94
Watchman	99-00	-	97-00	95-96
Woodsman	-	-	-	97-98
Zealot	-	-	-	99-00

— Bringing Your Character to Life —

The character creation process provides you with the skeleton of your alter ego, but it's up to you to put meat on those bones. The background details of your character's life are largely up to you, as is personality. Some people like to develop their characters during play and that's a perfectly reasonable approach. When you start to play, it may be enough to know that your character is a Halfling Bounty Hunter who has left the Moot to seek his fortune. Many players, however, prefer to work out background and personality before play begins. This section offers some advice on doing so, as well as some random charts. The charts can quickly generate background details or simply provide some ideas appropriate to the Old World setting of *WFRP*.

Ten Questions

If you need some help fleshing out your character, try answering these ten questions. They should allow you to focus your thoughts on your emerging alter ego.

Where are You From?

This is the most fundamental question for your character. Most careers assume that you are from the Empire and those that don't say otherwise. The Empire, of course, is quite a large place and the different regions have different characteristics. The major regions of the Empire are as follows: Averland, Hochland, Middenland, Nordland, Ostland, Ostermark, Reikland, Stirland, Talabecland and Wissenland. The area known as the Wasteland, most notable for the huge port of Marienburg, used to be part of the Empire but was granted independence many years ago. Also unique is the Moot, the homeland of the Halflings. More information on the Empire can be found in **Chapter 10: The Empire**.

What is Your Family Like?

Are you an only child or do you have brothers and sisters? What's your place in the family? Are you the eldest and heir apparent or the disowned wild child? Are you parents still alive? If not, how did they die? Very few folk in the Empire die of "natural causes". Plague, starvation, and violent death are far more common. Or perhaps they went on a pilgrimage and never returned.

What is Your Social Class?

Some careers, most notably Noble, Peasant, and Burgher, have an implied social class. Others can work with a variety of social classes. While birth doesn't necessarily disqualify you from making something of yourself, it is true that the upper class has all the advantages. Where in the social strata does your family fall? Were your parents dirt

Be the Steel

Alaric stared in wonder at the scene before him. The boy had watched the village toughs descend on the lone traveller. They had beaten and robbed many such men, using numbers and stout cudgels to bring down their prey. This traveller was different; Alaric could see that right away. There was no fear in his eyes when the thugs surrounded him. He said nothing, for nothing needed to be said. He simply stood his ground, sheathed sword held in both hands. When the toughs attacked, he sidestepped their blows. He used the sword's pommel and the flat of the blade to beat the thugs senseless. In less than a minute, all four of them lay in the mud moaning. Blood dripped from broken noses and fearful lacerations. Bones had been broken, as had reputations. And the traveller had never even unsheathed his blade.

Alaric mustered up his courage and approached the man. "Excuse me, sir," he stammered. "If you need a meal and a place to sleep, my mother's hut is nearby."

The traveller sized the boy up with cold grey eyes. He nodded once and said, "Show me."

The boy led the way and the man followed, glancing about him in search of hidden foes. Alaric said, "If you don't mind me asking, sir, where did you learn to fight like that? You must be from one of the big cities, like Altdorf or Nuln."

The man stifled a laugh. "I grew up in a village just like this one, boy, milking cows and planting seed."

"But...but how can that be?" asked the astonished Alaric.

"The world is dark and cruel," said the traveller. "If you are lucky, it tempers you like steel. If not"—he motioned to the bleeding thugs—"it breaks you."

"Take my advice, boy," he said, features softening just a touch. "Be the steel."

farmers, fishermen, or labourers? Did they perhaps pull themselves out the peasantry and become a respectable burgher family? Is your noble family destitute and on the verge of ruin?

What Did You Do Before You Became an Adventurer?

This is an important question. Your career provides a basic answer, but you refine this further. Many careers are rather broad and encompass a variety of related professions. You should narrow this down and try to figure out exactly what you did before you became an adventurer. The details you've already worked out and the skills you chose during character creation can help you make some decisions. Let's say you were a Soldier from Hochland. You might decide that you served in the army of the Elector Count as an arquebusier, which would support your choice of the Specialist Weapon (firearms) talent.



Why Did You Become an Adventurer?

An adventurer's life is dangerous. For one thing, adventurers travel and that is fraught with peril in the Empire. There's a reason most peasants never go further than a few miles from the village they were born in. Bandits, Beastmen, and Goblins all menace the roads and pirates on the rivers are no better. So what was it that made you choose this life of peril? Are you on a personal or political crusade? Are you out to get vengeance on those who ruined or murdered your family? Are you nothing more than a thrill seeker or gold chaser?

How Religious are You?

The folk of the Empire worship many Gods, and are seldom foolish enough to worship one to the exclusion of all others. Before getting onboard a ship, even a priest of Sigmar will offer a prayer to Manann, God of the Seas. Those praying for a sick relative beseech Shallya, Goddess of Healing. Hunters offer a piece of each kill to Taal, God of Nature. That said, some folk are more pious than others. Are you particularly religious? If so, is there a God you favour? A sell sword may honour Myrmidia, Goddess of War, above other Gods, because battle is so much a part of the mercenary life. Initiates and Priests, of course, must make this decision early on.

Who are Your Best Friends and Worst Enemies?

The other player characters may well be your best friends, but this isn't necessarily the case. You may not even know each other when play begins. So what friends do you have and where do they live? Are you on good terms or have you had a falling out? Similarly, do you have any enemies? If so, how did it happen? This is good information to talk over with the Game Master, because a good GM can weave details like this and help give the world more realism. Friends can help you out in a pinch or turn into your most bitter enemies. GMs looking to make an adventure more personal can involve one of your personal enemies.

What are Your Prized Possessions?

Do you have any items of sentimental value? These need not be items of monetary value, but they should have special meaning for you. Is the rusty sword you wield the only thing your father ever gave you? Is the copper ring you wear a remembrance of your slain husband? Is the aging steed you ride the first horse you ever broke? You might also discuss with the GM important things from your life that you've already lost and would do anything to get back.

Who are You Loyal to?

Real loners are rare in the Old World. It is too dangerous a place to get by without allies. Are there any people or organizations that you are loyal to? Maybe the mayor of your town saved your sister from the plague and you'd do anything to help him. Perhaps your master rescued you from a life of poverty so you are not only personally loyal to him but to your guild as well. You might also be a loyal servant of a church.

Who do You Love/Hate?

Love and hate are the strongest of emotions. What place do they have in your life? Are you in love with someone? Is it a passing crush, a case of unrequited love, or is there really a deep bond between you? On the flipside, who do you hate and why? Vengeance is a strong motivation and often linked to hatred. You may hate individuals (such as your enemies) or whole classes of people or creatures. If your wife was slain by Beastmen, for example, you might hate them above all other foes. Perhaps an unscrupulous lawyer caused your family to lose its home and now you are convinced that all lawyers are crooks and scoundrels.

— Sample Character Sheet —

Here's an example of a filled in character sheet, using Nicole's Elf Outlaw. Note the way her free advance (+1 to her Attacks Characteristic) is denoted with a checkmark. When she gets another 100 xp, she could spend that to increase her WS, BS, Ag, or Int by 5% or her Wounds by 1. She could not increase her Attacks again, because she's already taken that advance.

As a player, your character sheet is your most important possession. Here are some tips for its upkeep:

- **Always write in pencil.** Characteristics, Advance Schemes, Trappings, Skills, Talents, and just about everything else are subject to change, so don't use pen or markers on your character sheet. Nice, erasable pencil is the way to go.

Make a backup. Every few sessions, make a photocopy of your sheet or copy over a new one. If you don't, one soda or pizza accident could spell the end of your character, Fate Points or no.

Share with your GM. Let your GM see your sheet from time to time. It's good for the GM to keep up to date with your character's abilities and advances.

Grab a grimoire for spells. There's an optional third page to the character sheet that's just for spellcasters. If you are playing a Priest or Wizard, you'll want a copy of that to record details of your spells.

— Background Charts —

Over the next few pages you'll find a collection of charts that can provide some details about your character. These include physical characteristics like height, weight, hair and eye colour, and such things as the number of siblings you have and your place of origin. The latter charts provide just a sample of what the Old World has to offer. There are many more settlements in the Empire and beyond. Lastly, there are charts with sample names for each race, both male and female. For a comprehensive name generator, see the *Warhammer Character Pack*.

Physical Features

Table 2-6: Height

	Female	Male
Dwarf	4'2"+1d10"	4'4"+1d10"
Elf	5'4"+1d10"	5'6"+1d10"
Halfling	3'2"+1d10"	3'4"+1d10"
Human	5'1"+1d10"	5'4"+1d10"

Table 2-7: Weight in Pounds

Roll	Dwarf	Elf	Halfling	Human
01	90	80	75	105
02-03	95	85	75	110
04-05	100	90	80	115
06-08	105	95	80	120
09-12	110	100	85	125
13-17	115	105	85	130
18-22	120	110	90	135
23-29	125	115	90	140
30-37	130	120	95	145
38-49	135	125	100	150
50-64	140	130	100	155
65-71	145	135	105	160
72-78	150	140	110	165
79-83	155	145	115	170
84-88	160	150	120	175
89-92	165	155	125	180
93-95	170	160	130	190
96-97	175	165	135	200
98-99	180	170	140	210
00	185	175	145	220

Table 2-8: Hair Colour

Roll	Dwarf	Elf	Halfling	Human
1	Ash Blond	Silver	Ash Blond	Ash Blond
2	Yellow	Ash Blond	Corn	Corn
3	Red	Corn	Yellow	Yellow
4	Copper	Yellow	Yellow	Copper
5	Light Brown	Copper	Copper	Red
6	Brown	Light Brown	Red	Light Brown
7	Brown	Light Brown	Light Brown	Brown
8	Dark Brown	Brown	Brown	Brown
9	Blue Black	Dark Brown	Dark Brown	Dark Brown
10	Black	Black	Black	Black

Table 2-9: Eye Colour

Roll	Dwarf	Elf	Halfling	Human
1	Pale Grey	Grey Blue	Blue	Pale Grey
2	Blue	Blue	Hazel	Grey Blue
3	Copper	Green	Hazel	Blue
4	Light Brown	Copper	Light Brown	Green
5	Light Brown	Light Brown	Light Brown	Copper
6	Brown	Brown	Brown	Light Brown
7	Brown	Dark Brown	Brown	Brown
8	Dark Brown	Silver	Dark Brown	Dark Brown
9	Dark Brown	Purple	Dark Brown	Purple
10	Purple	Black	Dark Brown	Black

Table 2-10: Distinguishing Marks

These Distinguishing Marks have no effect on your Characteristics; they are purely cosmetic. Minor pox marks, strange teeth, warts and other small disfigurements are completely normal in the Warhammer World. Indeed, folk without them are often viewed as "unnatural" and "suspicious". Elves, however, seldom possess these types of Distinguishing Marks.

Roll	Result	Roll	Result	Roll	Result
01-05	Pox Marks	36-39	Wart	71-75	Missing Nail
06-10	Ruddy Faced	40-45	Broken Nose	76-80	Distinctive Gait
11-15	Scar	46-50	Missing Tooth	81-84	Curious Smell
16-20	Tattoo	51-55	Snaggle Teeth	85-89	Huge Nose
21-25	Earring	56-60	Lazy Eye	90-94	Large Mole
26-29	Ragged Ear	61-65	Missing Eyebrow(s)	95-98	Small Bald Patch
30-35	Nose Ring	66-70	Missing Digit	99-00	Strange Coloured Eye(s)

Origins and Family

Table 2-11: Number of Siblings

Roll	Dwarf	Elf	Halfling	Human
1	0	0	1	0
2-3	0	1	2	1
4-5	1	1	3	2
6-7	1	2	4	3
8-9	2	2	5	4
10	3	3	6	5

Note: Your siblings have a 50/50 chance of being male/female. If you like, you can roll careers for you parents and siblings on **Table 2-5: Starting Careers**.

Table 2-12: Star Sign

These Star Signs have no effect on your Characteristics; they are purely of use to astrologers, witches and conmen. Most folk within the Empire are at least aware of their birth star, though not all are convinced of their relevance.

Roll	Star Sign	Significance
01-05	Wymund the Anchorite	Sign of Enduring
06-10	The Big Cross	Sign of Clarity
11-15	The Limner's Line	Sign of Precision
16-25	Gnuthus the Ox	Sign of Dutiful Service
26-30	Dragomas the Drake	Sign of Courage
31-35	The Gloaming	Sign of Illusion and Mystery
36-40	Grungni's Baldric	Sign of Martial Pursuits
41-45	Mammit the Wise	Sign of Wisdom
46-50	Mummit the Fool	Sign of Instinct
51-55	The Two Bullocks	Sign of Fertility and Craftsmanship
56-60	The Dancer	Sign of Love and Attraction
61-65	The Drummer	Sign of Excess and Hedonism
66-70	The Piper	Sign of the Trickster
71-75	Vobist the Faint	Sign of Darkness and Uncertainty
76-80	The Broken Cart	Sign of Pride
81-85	The Greased Goat	Sign of Denied Passions
86-90	Rhya's Cauldron	Sign of Mercy, Death and Creation
91-95	Cackelfax the Cockerel	Sign of Money and Merchants
96-98	The Bonesaw	Sign of Skill and Learning
99-00	The Witchling Star	Sign of Magic

The following common phrases have their origin in the Star Signs. They spill from the mouths of Peasants the Empire over.

"Loyal as Gnuthus": Someone whose devotion is unparalleled.

"It weren't the Limner's line": A shoddy piece of work, imprecise instructions.

"Under the Drummer": To be on a binge of some sort, particularly alcohol.

"It's as clear as the Big Cross": It really is very obvious.

"Greased Priest": A person who has apparently forsaken worldly goods and pleasures (from "preaches like the Greased Goat", i.e. demands the giving up of pleasures).

Table 2-13: Age in Years

Roll	Dwarf	Elf	Halfling	Human
01-05	20	30	20	16
06-10	25	35	22	17
11-15	30	40	24	18
16-20	35	45	26	19
21-25	40	50	28	20
26-30	45	55	30	21
31-35	50	60	32	22
36-40	55	65	34	23
41-45	60	70	36	24
46-50	65	75	38	25
51-55	70	80	40	26
56-60	75	85	42	27
61-65	80	90	44	28
66-70	85	95	46	29
71-75	90	100	50	30
76-80	95	105	52	31
81-85	100	110	54	32
86-90	105	115	56	33
91-95	110	120	58	34
96-00	115	125	60	35

Table 2-14: Human Birthplace

Your first roll determines your home province and your second determines what type of settlement you were born in. If your roll results in something grossly inappropriate (a Noble born in a hovel, for example) either be inventive with your background or roll again.

Roll	Result	Roll	Result
1	Averland	1	City
2	Hochland	2	Prosperous Town
3	Middenland	3	Market Town
4	Nordland	4	Fortified Town
5	Ostermark	5	Farming Village
6	Ostland	6	Poor Village
7	Reikland	7	Small Settlement
8	Stirland	8	Pig/Cattle Farm
9	Talabecland	9	Arable Farm
0	Wissenland	0	Hovel

Table 2-15: Dwarf Birthplace

Roll	Result
01-30	Roll on **Table 2-14: Human Birthplace** instead.
31-40	Karak Norn (Grey Mountains)
41-50	Karak Izor (the Vaults)
51-60	Karak Hirn (Black Mountains)
61-70	Karak Kadrin (World's Edge Mountains)
71-80	Karaz-A-Karak (World's Edge Mountains)
81-90	Zhufbar (World's Edge Mountains)
91-00	Barak Varr (the Black Gulf)

Table 2-16: Elf Birthplace

Roll	Result
01-20	City of Altdorf
21-40	City of Marienburg
41-70	Laurelorn Forest
71-85	The Great Forest
86-00	Reikwald Forest

Table 2-17: Halfling Birthplace

Roll	Result
01-50	The Moot
51-00	Roll on **Table 2-14: Human Birthplace** instead.

Character Names

Table 2-18: Human Names

Roll	Female	Male
01-05	Alexa	Adelbert
06-10	Alfrida	Albrecht
11-15	Beatrix	Berthold
16-20	Bianka	Dieter
21-25	Carlott	Eckhardt
26-30	Elfrida	Felix
31-35	Elise	Gottfried
36-40	Gabrielle	Gustav
41-45	Gretchen	Heinz
46-50	Hanna	Johann
51-55	Ilsa	Konrad
56-60	Klara	Leopold
61-65	Jarla	Magnus
66-70	Ludmilla	Otto
71-75	Mathilde	Pieter
76-80	Regina	Rudiger
81-85	Solveig	Siegfried
86-90	Theodora	Ulrich
91-95	Ulrike	Waldemar
96-00	Wertha	Wolfgang

Table 2-19: Dwarf Names

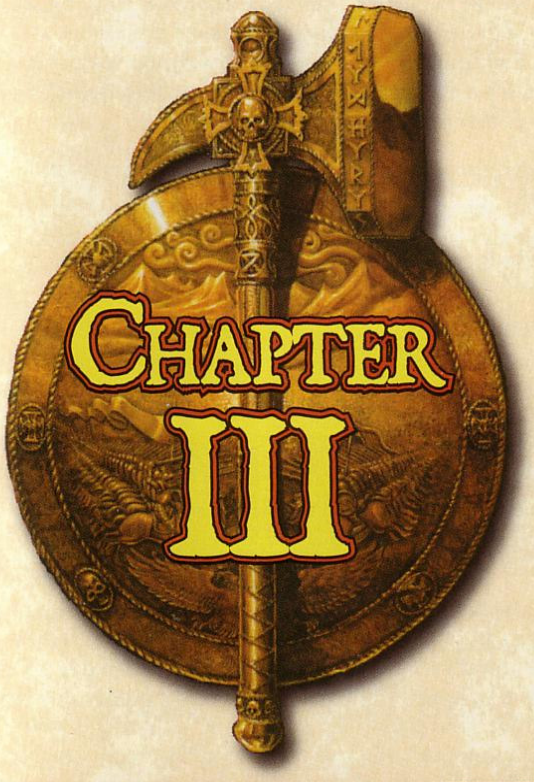
Roll	Female	Male
01-05	Anika	Bardin
06-10	Asta	Brokk
11-15	Astrid	Dimzad
16-20	Berta	Durak
21-25	Birgit	Garil
26-30	Dagmar	Gottri
31-35	Elsa	Grundi
36-40	Erika	Hargin
41-45	Franziska	Imrak
46-50	Greta	Kargun
51-55	Hunni	Jotunn
56-60	Ingrid	Magnar
61-65	Janna	Mordrin
66-70	Karin	Nargond
71-75	Petra	Orzad
76-80	Sigrid	Ragnar
81-85	Sigrun	Snorri
86-90	Silma	Storri
91-95	Thylda	Thingrim
96-00	Ulla	Urgrim

Table 2-20: Elf Names

Roll	Female	Male
01-05	Alane	Aluthol
06-10	Altronia	Amendil
11-15	Davandrel	Angran
16-20	Eldril	Cavindel
21-25	Eponia	Dolwen
26-30	Fanriel	Eldillor
31-35	Filamir	Falandar
36-40	Gallina	Farnoth
41-45	Halion	Gildiril
46-50	Iludil	Harrond
51-55	Ionor	Imhol
56-60	Lindara	Larandar
61-65	Lorandara	Laurenor
66-70	Maruviel	Mellion
71-75	Pelgrana	Mormacar
76-80	Siluvaine	Ravandil
81-85	Tallana	Torendil
86-90	Ulliana	Urdithane
91-95	Vivandrel	Valahuir
96-00	Yuviel	Yavandir

Table 2-21: Halfling Names

Roll	Female	Male
01-05	Agnes	Adam
06-10	Alice	Albert
11-15	Elena	Alfred
16-20	Eva	Axel
21-25	Frida	Carl
26-30	Greta	Edgar
31-35	Hanna	Hugo
36-40	Heidi	Jakob
41-45	Hilda	Ludo
46-50	Janna	Max
51-55	Karin	Niklaus
56-60	Leni	Oskar
61-65	Marie	Paul
66-70	Petra	Ralf
71-75	Silma	Rudi
76-80	Sophia	Theo
81-85	Susi	Thomas
86-90	Theda	Udo
91-95	Ulla	Viktor
96-00	Wanda	Walter



CAREERS

"Once you've spent a few years wadin' through rivers o' human filth, fightin' Goblins under the mountains starts to sound pretty attractive."

— Heinrich, Altdorf Rat Catcher

As a Player Character you are a cut above the common folk of the Empire. Most Imperial citizens are constrained by birth and social norms, but not you. You have left your previous life behind to seek out fame and fortune as an adventurer. While many people never travel further than five miles from where they were born, you have struck out on your own, travelling the roads and rivers of the Empire seeking adventure. However, you weren't born an adventurer. You led a normal life until Fate marked you out for special treatment. Your race provides some details of your background and your Starting Career details the rest.

Your Starting Career represents the life you had before you decided to become an adventurer. It is the foundation upon which you build your character. As you continue on your adventures, you'll eventually outgrow this profession and start exploring new ways of improving yourself.

Your choice of career governs what abilities you can increase, how you're viewed in the world, and what sorts of things you'll be getting up to. Each career also opens doors to new professions and new opportunities. Part of the fun of *WFRP* comes from planning what you'd like to do with your character—deciding how you can get from where you are to where you'd like to be.

Basic and Advanced Careers

There are two types of careers in *WFRP*—Basic and Advanced. Basic Careers represent the most common professions of the Empire, while Advanced Careers represent positions only available to those of proven experience. They are generally more powerful and prestigious than Basic Careers. Squire is a Basic Career, for instance, but Knight is an Advanced Career.

All Starting Careers are Basic Careers. No one gets to start the game as a Sea Captain or Witch Hunter. Those are positions you have to earn through play.

Your First Career

As you will have already noted during character creation, once you've picked your Starting Career, you copy its skills and talents onto your character sheet. Sometimes your career will offer skill and talent choices. If that's the case, pick the ones you prefer. You'll have a chance to gain the others later on (see **Skill and Talent Options** to find out how to do this).

As well as noting down your abilities, you also need to write down the Advance Scheme for your career. Your Advance Scheme represents all the Characteristics you can improve in this career. A Soldier, for example, can improve his Weapon Skill, whereas a Scribe can increase his Intelligence. All this doesn't happen automatically, however! You must work hard to advance your abilities.

As you adventure your GM will give you Experience Points (xp). These are a reward for clever ideas, good roleplaying and the successful completion of encounters. To improve your character, you must spend the xp you've earned on "advances" to your Characteristics. You will have already picked a "free" advance as part of character creation. From now on you'll have to pay for each and every one. You must spend 100 xp for each advance, which is either:

- A 5% increase to a Characteristic on your Main Profile.
- An increase of 1 to a Characteristic on your Secondary Profile.

As you buy advances you should make a tick on your Advance Scheme to remind you how you've been spending your xp. If your career had a Weapon Skill increase of +5%, for example, you'd put a tick mark next to that after buying your advance. If it were a +10% increase, you would need two tick marks to fully complete the advance (since you buy advances in 5% increments). Note that you never take advances for your Strength Bonus and Toughness Bonus. Those are always derived from your current Strength and Toughness. Eventually you will have bought every advance available within your first career. When this happens, it is time to change careers.

Table 3-1: Experience Point Costs

Improvement	Cost
+5% Advance to Main Profile Characteristic	100 xp
+1 Advance to Secondary Profile Characteristic	100 xp
Buy a Talent	100 xp
Buy a Skill	100 xp
+10% Skill Mastery	100 xp
Enter a New Career	100 xp
Switch to Non-exit Basic Career	200 xp

Changing Careers

Every career description has a list of Career Exits. These represent the different ways you can progress your character. A Squire, for example, can become a Knight, because its one of the listed Career Exits. He could not become an Outlaw Chief because that is not a Career Exit option for a Squire. The first step towards changing career is to pick which one of these exit options you'd like to take.

Before you can enter the new career you've chosen there are two things you must do. First, you must collect all the trappings of the career you wish to join. Second, you must pay 100 xp to enter the chosen career. These activities represent the initial training and procurement of equipment necessary for you to pursue your new career.

Once you've fulfilled these two conditions, and gained your GM's permission, you can copy down the new Advance Scheme of your chosen career. If your new career has a Characteristic entry that's greater than that of your old career (the most common situation), erase the old value and write in the new one. Sometimes, however, your new career will have a lower Characteristic entry than your previous career. In this case, simply leave it as is, as entering a new career won't make your Characteristic worse than it was. If you just left a career with a Will Power entry of +20%, for example, and entered one with a Will Power entry of only +10%, you'd leave the entry of your old career in place. If the situation were reversed, you'd update your character sheet to reflect the +20%.

You never lose the advances you've already taken. If you finished a career with a Fellowship entry of +20% and entered one with a +30%, for instance, you'd retain the four advances you'd already bought. It would take you two more advances (costing 200 xp) to raise your Fellowship from +20% to +30%.

Once you've altered your Advance Scheme your career change is complete.

Your Second Career

When you enter your second career, you do not automatically gain all the listed skills and talents as you did in your Starting Career. In fact, from now on you must pay for all the listed skills and talents as well as finishing your Advance Scheme. When you have a choice of two skills or talents, you must buy one. If you already have a listed skill or talent, you don't need to buy it again. In the case of skills, however, you may wish to take advantage of the rules for Skill Mastery (see **Chapter 4: Skills and Talents**). These rules apply for any career you enter beyond your Starting Career.

Table 3-1: Experience Point Costs summarizes the various ways you can spend your xp.

Skill and Talent Options

Many Careers offer skill and talent choices. The Agitator career, for example, gives you the choice of the Coolheaded or Street Fighting talents. To start with you must take one of the two, otherwise you cannot complete the career. However, before finishing your advance scheme, you may spend xp to gain these optional skills and talents. As always, each skill or talent cost 100 xp. You don't have to buy these skills and talents to finish the career, but you do have the option. As always, check with your GM before doing so.

Some careers give you options like "any two" or "any three" for skills and talents. If you already have enough skills and talents from the list, you don't need to buy new ones to finish the career, but you can at your option. A Master Wizard, for example, will already have two Lesser Magic talents from the Journeyman Wizard career, so spending xp on more isn't required. However, the Master Wizard could buy two new Lesser Magic talents if desired.

— Choosing a New Career —

Understanding your Starting Career is a fairly easy process. It is what you did before you became an adventurer. But what about your subsequent careers? How do you understand your place in the Old World as both an adventurer and a part of Imperial society? What follows is some advice on making your career choices make sense.

Basic Considerations

The first place to start is with the personality of your character. When you finish a career, you have many options. You can move into any listed Career Exit for 100 xp, or pay double that to go into a Basic Career that isn't on your list. This is a good time to reflect on your goals. Are there things you are trying to achieve? If so, what careers can help you? Let's say you started as a Mercenary, with dreams of someday commanding your own band of sell swords. In that case Sergeant would be a good choice for you, because it's one step up on the chain of command and leads to the Captain career.

Additionally, it's wise to consider your recent history, particularly opportunities that may have come your way. What if your Mercenary was recently in the World's Edge Mountains aiding a Dwarf Captain in a difficult campaign against Goblins. It would make a lot of sense for you to enter the Shieldbreaker career at this juncture, something your Captain friend could no doubt help you out with.

You should also keep in mind that you are living the adventurer's life. You travel quite a bit and you may not even have a permanent home. Your new career needs to work with this lifestyle. You can't become the Steward of a castle and then simply leave for six months. You should work with your GM to determine what works for the specifics of your campaign. A Sergeant would be easy to integrate into a military-based campaign, for instance, but less so into one that centres on courtly intrigue.

The Career Itself

Once you have an idea of what you'd like to do, you should take a good hard look at your chosen career. Start with the description. Some careers have extremely specific backgrounds. Ferryman, for instance. There's no interpretation required for that career. If you are a Ferryman, you transport people across rivers. Easy enough. Some careers, however, and particularly the Advanced Careers, tend to be a bit more generic. This is because they are designed to represent a

Dangerous Knowledge

The shop looked like it had been here for centuries, but Meyer had never seen it before. He wondered how he could have missed it all the years he studied at the University of Altdorf. He had to admit that some of his student days were a bit hazy, however. Perhaps he had been here and simply forgotten?

Leaving aside the issue of the shop's origins, Meyer continued to browse the shop's dusty books and exotic curios. He had no interest in supposed Lustrian lizard heads or Cathayan dragon puppets. No, it was the books that interested the bespectacled scholar. There were some unusual titles on the shelf, albeit books Meyer had long ago acquired.

The scholar found the proprietor, an old man with faded tattoos on his hands, stuffing what looked like a giant rat for display. "Good day, my young friend!" he said. "How can I help you?"

Meyer pulled out a piece of parchment and handed it to the old man. "I was wondering if you might have any of these titles in your collection?" the scholar asked. The proprietor scanned the list and a knowing smile crossed his face. "Come with me," he said softly, and led Meyer through the curtains to the back room.

The scholar looked at the man's hands as he dug through a pile of books. No matter how hard he tried, he could not bring the tattoos into focus. Were they runes or glyphs? Some type of guild sign perhaps? Meyer could not decide.

Soon, the old man found what he was looking for and thrust a tattered book at Meyer. It was a copy of *On the Nature of the Soul* by Tranicus, a classic certainly, but distressingly common.

"I am well-versed in the works of Tranicus," Meyer said, a touch of exasperation in his voice. "What about the books on my list?"

The proprietor smiled. "Never mind those," he said. "I think this edition is closer to your true interests. Look inside. I think you'll be impressed by the quality of the translation."

Perturbed, Meyer flicked the book open to the title page. His eyes went wide as he read it. "This is not Tranicus," he whispered. "This is *The Flayed Man*."

Meyer's mind raced as he examined the book. *The Flayed Man* was a legendary Necromantic tome. All copies were said to have been destroyed 500 years ago by the Order of the Cleansing Flame.

The old man grinned. "Will you be purchasing this fine edition of Tranicus today?"

The scholar considered the question carefully. He was no Necromancer but the chance to the read *The Flayed Man* was beyond enticing. Were he caught with the forbidden tome, the Witch Hunters would burn him for sure though. But to read the words no scholar had set eyes on in 500 years...

"I am interested," Meyer said slowly, "but a poor scholar such as myself surely can't afford such a rare edition."

"Don't you worry about that," the old man said, rubbing his tattooed hands together. "I'm sure we can work something out."

number of related professions in the Empire. Sergeant, for example, can represent a non-commissioned officer in the militia, the Imperial Army, the Roadwardens, or a Mercenary company. When moving into a career such as this, you need to figure out how your character fits in. Again, you should work with your GM to make sure your ideas mesh with the campaign.

Your goal here is to take the general and make it specific. This helps you better define your place in the Old World. It's not enough to know you're a Knight, for example. Are you a free lance or a member of the Knights of the White Wolf? If you want to be a member of a specific organisation, this is something you can work towards in play. You can be seeking contacts, investigating criteria, trying to impress the right people, and so on. In other words, you can be roleplaying towards the career you are trying to reach at the same time you are gaining experience points. Your career switch will then make much more sense in the context of the story.

The Next Step

Your character will always be changing and growing. Once you have begun a new career, even if it's one you're going to be in for some time, it's worth thinking about where you are going next. Planning out how you're going to spend your xp can be a very good idea. What advances, skills, and talents are most important to you and should be bought early. Spellcasters, for example, will want to increase their Magic Characteristic as soon as possible. You should also think about your next career and how you're going to get there.

Let's say you became a Knight of the White Wolf, what then? The next logical step is Knight of the Inner Circle, which represents the leadership of the organisation. Well, how does one become a Knight of the Inner Circle? Does this group have a special name or symbol? What are the criteria for entry? Who are the important members and how might you come to their attention? By always keeping the future in mind, you develop your character over time and make the mechanics of changing careers another part of the unfolding story.

Career Exit Options

It could be that you don't like any of the Career Exits given in your current career. When this happens, you can move into another Basic Career of your choice with the following restrictions:

- Switching to a Basic Career that isn't one of your listed Career Exits cost 200 xp instead of 100 xp. However, you may make this switch without completing your current career.
- The GM must approve the switch, so you should be able to make a case as to why it makes sense for your character.
- You cannot enter the following careers in this way, except under special circumstances: Estalian Diestro, Kislevite Kossar, Noble, and Norse Berserker.
- All other career restrictions continue to apply. Only Dwarfs can become Runebearers or Troll Slayers, for instance.

You also have another option if you don't like the Career Exits of your current career. You may, at your option, take a Career Exit from any of your previous careers. If you were a Scholar and a former Apprentice Wizard, for example, you could become a Journeyman Wizard even though it isn't a Career Exit for Scholar.

Putting it all Together

You may recall Nicole's Outlaw from the examples in **Chapter 2**. Let's follow this character in play and see how the character changes through several careers.

After Nicole completed the process of character creation, she knew that her character was an Elf Outlaw. That's a bit sparse as backgrounds go, so she fills in some details. Nicole decides that while travelling through the forest, her character, Tallana, killed a deer to feed a band of starving pilgrims. Her merciful act proved her undoing because, unbeknownst to her, that part of the forest was the private preserve of a nearby Noble. She was chased deep into the woods by his guards, where she fell in with an Outlaw band. Later the band was betrayed and most of them killed. Tallana managed to flee and fell in with some other adventurers. This is where the campaign starts.

The PCs have a variety of adventures and soon enough Tallana has completed the Outlaw career. In the course of the campaign, the PCs have returned several times to the lands of the Noble who wants Tallana's head. They have also discovered evidence to suggest this Noble is deeply corrupt and Tallana longs to expose him and give him his comeuppance. She thus moves into the Highwayman career. This fits in well with her goals. Now, in addition to adventuring, Tallana begins to haunt the roads around the Noble's manor, robbing his supporters and spreading word of his corruption.

Tallana's deeds win her widespread support amongst the peasantry. By the time she finishes the Highwayman career, the countryside is ready to erupt. When the PCs discover that not only is this Noble corrupt, but he's been secretly practicing necromancy, Tallana knows what she must do. She rallies the peasantry and those guards disgusted by the Noble's actions, and forms a new Outlaw band. She then moves into the Outlaw Chief career as the campaign races towards its climax.

Career Format

Name

A description of the career follows the name, giving you the general background of it and its place in the Old World.

Advance Scheme

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	—	—	+5%	+10%	—	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills

If this is your Starting Career, you gain the skills listed here. Given a choice between two skills, you should decide on which you prefer.

Talents

If this is your Starting Career, you gain the talents listed here. Given a choice between two talents, you should decide on which you prefer.

Trappings

If this is your Starting Career, you gain the trappings listed here in addition to those all starting characters get. If you are trying to move into this career, you must acquire the listed trappings before you can do so. When armour is listed, the Basic term is given first, with the Advanced option listed in parentheses. An entry might say Light Armour (Leather Jack and Leather Skullcap). This means that the career starts with light armour if you are using the Basic Armour system, or a leather jack and leather skullcap if using the Advanced Armour system. For more information on Basic and Advanced Armour, see **Chapter 5: Equipment**.

Career Entries

The listed careers all have exits into this one. If you see a career you like, you can easily figure out how to get into it.

Career Exits

When you finish this career, you can take any of these exits for 100 xp.

Basic Careers

There are sixty Basic Careers. These are arranged alphabetically in the following section. Advanced Careers begin on page 61.

Table 3-2: Basic Careers

Agitator	Ferryman	Noble	Smuggler
Apprentice Wizard	Fieldwarden	Norse Berserker	Soldier
Bailiff	Fisherman	Outlaw	Squire
Barber-Surgeon	Grave Robber	Outrider	Student
Boatman	Hedge Wizard	Peasant	Thief
Bodyguard	Hunter	Pit Fighter	Thug
Bone Picker	Initiate	Protagonist	Toll Keeper
Bounty Hunter	Jailer	Rat Catcher	Tomb Robber
Burgher	Kislevite Kossar	Roadwarden	Tradesman
Camp Follower	Kithband Warrior	Rogue	Troll Slayer
Charcoal-Burner	Marine	Runebearer	Vagabond
Coachman	Mercenary	Scribe	Valet
Entertainer	Messenger	Seaman	Watchman
Envoy	Militiaman	Servant	Woodsman
Estalian Diestro	Miner	Shieldbreaker	Zealot

— Agitator —

Description



For the most part, the people of the Empire have little say in politics. The Emperor and the Elector Counts make and enforce the laws, with the support of the various churches (Sigmar and Ulric most conspicuously). Nonetheless, ardent political activists are a common sight in the cities of the Empire. These Agitators organize on behalf of various causes, handing out leaflets, giving rousing speeches, and stirring up the populace. The lunatic fringe is simply ignored, but successful Agitators—those who can tap into the wellspring of Peasant and Burgher resentment—are usually viewed as a threat to the state. They are hounded by local watchman, accused of heresy by church officials, or forced to submit to the tender mercies of the Witch Hunters. Agitators continue on despite the risks. Some truly believe in their cause, but others are cynical power seekers as corrupt as those they rail against.

— Agitator Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (History) *or* Gossip, Academic Knowledge (Law) *or* Common Knowledge (the Empire), Concealment, Charm, Perception, Read/Write, Speak Language (Breton *or* Tilean), Speak Language (Reikspiel)

Talents: Coolheaded *or* Street Fighting, Flee!, Public Speaking

Trappings: Light Armour (Leather Jack), One set of Good Craftsmenship Clothes, 2d10 leaflets for various causes

Career Entries: Burgher, Captain, Herald, Highwayman, Scribe, Servant, Student, Zealot

Career Exits: Charlatan, Demagogue, Outlaw, Politician, Rogue, Zealot

— Apprentice Wizard —

Description



Humans born with magical talent are dangerous and feared individuals. Daemons and disaster gather about an untrained Wizard. To deal with this threat the Empire sends such people away to join one of the eight Orders of Wizardry. During their apprenticeship young Wizards learn how to practice magic safely, and contemplate which Order they will eventually join. Some apprentices will be bound to serve the Wizard who uncovered their talents, whilst others adventure to garner enough money to pay for their tutelage at the Colleges of Magic. Elves are naturally magical, and do not need to attend these Human institutions, learning from their own lore masters instead. See **Chapter 7: Magic** for more details on the Orders of Magic.

— Apprentice Wizard Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
—	—	—	—	+5%	+10%	+15%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	+1	—	—

Skills: Academic Knowledge (Magic), Channelling, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical)

Talents: Aethyric Attunement *or* Fast Hands, Petty Magic (Arcane), Savvy *or* Very Resilient

Trappings: Quarter Staff, Backpack, Printed Book

Career Entries: Hedge Wizard, Scholar, Scribe, Student

Career Exits: Journeyman Wizard, Scholar, Scribe

Note: If you want to be able to cast spells right away, you should increase your Magic Characteristic with your free advance during character creation. Halflings and Dwarfs may not enter this career. Magic users are feared and sometimes hated. Think carefully before choosing this career.

— Bailiff —

Description

Bailiffs are manorial officials in the service of Noble Lords. While many of their duties involve the upkeep of the lands and resources of the manor proper, they are notorious amongst the peasantry for something else entirely. Bailiffs are collectors of rents and taxes from the villages surrounding their manors, and enforcers of the Peasants' labour obligations to their lords. These duties make them deeply unpopular with the villagers, particularly during the lean times. As the hated face of lordly imposition, Bailiffs are the first to die when the Peasants get angry and revolt.



— Bailiff Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Law), Animal Care *or* Gossip, Charm, Command *or* Navigation, Intimidate *or* Common Knowledge (the Empire), Perception, Read/Write, Ride

Talents: Etiquette *or* Super Numerate, Public Speaking

Trappings: Light Armour (Leather Jack and Leather Skullcap), Riding Horse with Saddle and Harness, One Set of Good Craftsmenship Clothing

Career Entries: Bodyguard, Jailer

Career Exits: Militiaman, Politician, Protagonist, Racketeer, Smuggler, Toll Keeper

— Barber-Surgeon —

Description

Barber-Surgeons provide painful but effective healing to the common folk of the Empire. They are not as learned as Physicians, which is why Physicians maintain a separate guild, but they know quite a lot about anatomy. While they do cut hair and shave, they are more noted for their bleedings, surgeries, and amputations. Barber-Surgeons carry a variety of razor-sharp blades, from small scalpels to enormous bone saws. They have even more sinister looking tools for the most hated of their avocations: dentistry. Many large ships have a dedicated Barber-Surgeon as part of the crew; they are also common in towns and cities.



— Barber-Surgeon Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Charm, Drive *or* Swim, Haggle, Heal, Perception, Read/Write, Speak Language (Breton, Reikspiel, *or* Tilean), Trade (Apothecary)

Talents: Resistance to Disease *or* Savvy, Suave *or* Very Resilient, Surgery

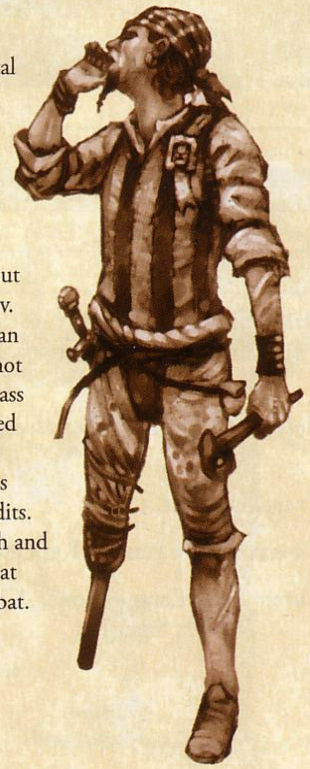
Trappings: Trade Tools (Barber-Surgeon)

Career Entries: Initiate, Student

Career Exits: Interrogator, Grave Robber, Physician, Tradesman, Vagabond

— Boatman —

Description



The rivers of the Empire are vital arteries of communication and commerce. They provide speedy transportation and link most of the major cities of the realm. Boatmen ply these busy waterways, taking passengers and goods throughout the Empire and even into Kislev. Although the rivers are safer than the dark forest roads, they are not without danger. Many routes pass through wild country untouched by civilisation. Boatmen must be ready to protect their cargoes and fares from raiders and bandits. Experienced Boatmen are tough and resourceful, equally adept at boat handling, navigation, and combat.

— Boatman Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (The Empire *or* Kislev), Consume Alcohol *or* Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Secret Language (Ranger) *or* Speak Language (Kislevian), Swim

Talents: Orientation, Seasoned Traveller

Trappings: Light Armour (Leather Jack), Row Boat

Career Entries: Ferryman, Smuggler

Career Exits: Fisherman, Marine, Navigator, Seaman, Smuggler

— Bodyguard —

Description



Old Worlders claim Altdorf merchants are so dishonest they can't even trust themselves with their own lives—thus they pay Bodyguards to look after their assets. The Old World is, of course, a dangerous place and its cities are no exception. It's all too easy to end up with a knife in the back on the crowded streets of a major metropolis like Nuln or Middenheim. The rich and powerful use Bodyguards to protect themselves from thieves and common riffraff. While many look like the thugs they are, others are gussied up in the livery of the Noble or Merchant House they serve. Some of the groups are so big that they are practically private armies.

— Bodyguard Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+3	—	—	—	—	—	—

Skills: Dodge Blow, Heal, Intimidate, Perception

Talents: Disarm *or* Quick Draw, Specialist Weapon Group (Parrying), Specialist Weapon Group (Throwing), Street Fighting, Strike to Stun, Very Strong *or* Very Resilient

Trappings: Buckler, Knuckle-dusters, A Pair of Throwing Axes *or* Throwing Knives, Light Armour (Leather Jack)

Career Entries: Estalian Diestro, Jailer, Mercenary, Thug

Career Exits: Bailiff, Bounty Hunter, Interrogator, Jailer, Mercenary, Protagonist, Racketeer

— Bone Picker —

Description

Bone Pickers are scavengers, scraping a living together off the refuse of others. They lead their carts through villages and towns, collecting old bones, rags, and other junk and disposing of it in return for a few pennies or a small item in trade. Sometimes known as rag and bone men or rag pickers, they are a common sight in the Empire's cities, which generate large amounts of waste. Since many goods pass through their hands, Bone Pickers are also petty traders. What is trash to a wealthy Burgher is treasure to a poor Peasant.



— Bone Picker Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Charm *or* Gossip, Drive, Common Knowledge (the Empire), Evaluate, Haggle, Perception, Search

Talents: Coolheaded *or* Streetwise, Hardy *or* Resistance to Disease

Trappings: Cart, 3 Sacks

Career Entries: Peasant, Rat Catcher, Vagabond

Career Exits: Camp Follower, Cat Burglar, Fence, Grave Robber, Smuggler

— Bounty Hunter —

Description

Bounty Hunters live by tracking down wanted criminals, bandits, and fugitives and bringing them to justice. The lone Bounty Hunter can go places that ungainly military units cannot, which makes such men a useful adjunct to the watch and militia. Local rulers, guilds, and councils pay the bounties. They may find Bounty Hunters distasteful, but they are an effective counter to brigands, Goblin bands, and the like.

Bounty Hunters are professional killers who place little value on sanctity of life. They are utterly ruthless, using their formidable skills to track and eliminate their quarries. The poor view them with fear, since more than one Peasant has been murdered and passed off as the real culprit. The authorities view them as a necessary evil, but never a welcome one.



— Bounty Hunter Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Follow Trail, Intimidate, Outdoor Survival, Perception, Search, Shadowing, Silent Move

Talents: Marksman *or* Strike to Stun, Rover, Specialist Weapon Group (Entangling), Sharpshooter *or* Strike Mighty Blow

Trappings: Crossbow with 10 bolts, Net, Light Armour (Leather Jerkin and Leather Skullcap), Manacles, 10 Yards of Rope

Career Entries: Bodyguard, Fieldwarden, Hunter, Kislevite Kossar, Mercenary, Pit Fighter

Career Exits: Mercenary, Protagonist, Scout, Targeteer, Vampire Hunter

— Burgher —

Description

As cities have become more and more important to the Empire, a new class of citizen has emerged: the Burgher. Burghers—or their ancestors—clawed their way up from the peasantry and made new lives for themselves in the cities. Now they are the glue that holds urban society together. Burghers are shop owners, petty merchants, excisemen, traders, and local officials. They are neither as despised as the peasantry nor as exalted as the nobility. While they suffer the most from plague, living in tightly packed neighbourhoods as they do, they would not leave the city for a life of hard toil in the country. In their minds, cities breed opportunity, not just disease.



— Burgher Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	—	—	+5%	+10%	+5%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (the Empire) *or* Consume Alcohol, Drive, Evaluate, Gossip *or* Read/Write, Haggle, Perception, Search, Speak Language (Breton, Kislevian, *or* Tilean), Speak Language (Reikspiel)

Talents: Dealmaker, Savvy *or* Suave

Trappings: Abacus, Lantern, One Set of Good Clothing

Career Entries: Innkeeper, Servant

Career Exits: Agitator, Fence, Innkeeper, Merchant, Militiaman, Tradesman, Valet

— Camp Follower —

Description

In the Empire, armies are always on the move. Forces range from local militia units scouring the forest for bandits to the full armed might of the Emperor taking the field against greenskins or the forces of Chaos. No army travels alone. A caravan of Camp Followers always trails behind. They include petty traders looking to make extra money, war widows trying to make a wage cooking or sewing, and corpse looters hoping to scavenge battlefields. While scorned by the Noble leaders of many armies, Camp Followers provide key support for troops in the field.



— Camp Follower Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	—	—	+5%	+10%	+5%	+5%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care *or* Drive, Charm *or* Evaluate, Gossip, Haggle, Perception, Search, *Any one of:* Trade (Armourer, Bowyer, Cartographer, Cook, Gunsmith, Herbalist, Merchant, Smith, Tailor, *or* Weaponsmith), Speak Language (Breton, Kislevian, *or* Tilean), Sleight of Hand

Talents: Dealmaker *or* Street Fighter, Flee!, Hardy *or* Suave, Resistance to Disease *or* Seasoned Traveller

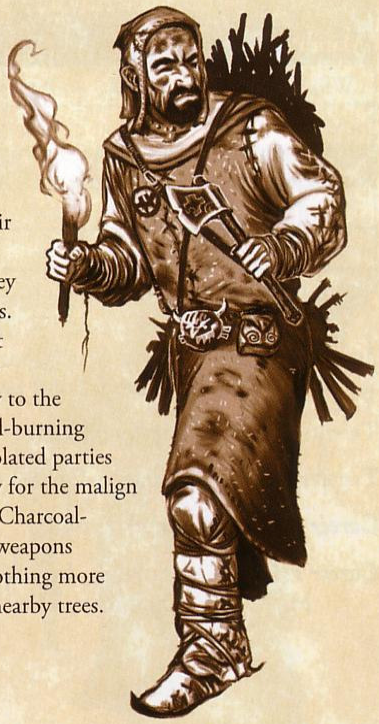
Trappings: Lucky Charm *or* Trade Tools, Pouch, Tent

Career Entries: Bone Picker, Servant

Career Exits: Charcoal-Burner, Charlatan, Servant, Smuggler, Spy, Tradesman, Vagabond

— Charcoal-Burner —

Description



Charcoal-Burners can be found in every village in the Empire. They burn wood to create charcoal, an important fuel for the winter months. Since their work is both dirty and potentially dangerous, they work outside their villages. The outskirts of the forest are best, as wood is easily accessible. This proximity to the forest also makes charcoal-burning dangerous work, since isolated parties of such men are easy prey for the malign creatures of the wood. A Charcoal-Burner camp always has weapons handy, even if they are nothing more than clubs cut from the nearby trees.

— Charcoal-Burner Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+5%	+5%	+5%	+5%	+5%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (the Empire) *or* Concealment, Drive *or* Gossip, Haggle, Outdoor Survival, Perception, Scale Sheer Surface, Search, Secret Signs (Ranger)

Talents: Flee!, Savvy *or* Very Strong

Trappings: 3 Torches, Tinderbox, Hand Weapon (Hatchet)

Career Entries: Camp Follower, Hunter, Miner, Peasant

Career Exits: Hunter, Miner, Scout, Vagabond, Woodsman

— Coachman —

Description



While the Empire is a mighty nation, its lands are far from safe. Large stretches of it have never been pacified or cultivated. A precarious system of roads connects the villages, towns, and cities, and it is here that the Coachmen earn their pay, working for one of the many Imperially chartered coaching companies. The roads are frequently in ill repair or plagued by Goblins, Beastmen, and brigands. Nonetheless, the Coachmen risk life and limb to bring passengers and cargo safely through the hazards of the Imperial roadways. Each day is a race to reach the next settlement or coaching inn before sunset. No one wants to be on the road in the dark of the night, especially when the Chaos moon is in the sky.

— Coachman Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Drive, Gossip *or* Haggle, Heal *or* Ride, Navigation, Perception, Secret Signs (Ranger), Speak Language (Breton, Kislevian, *or* Tilean)

Talents: Quick Draw *or* Seasoned Traveller, Specialist Weapon Group (Gunpowder)

Trappings: Blunderbuss with powder/ammunition enough for 10 shots, Medium Armour (Mail Shirt and Leather Jack), Instrument (Coach Horn)

Career Entries: Outrider, Messenger

Career Exits: Ferryman, Highwayman, Outlaw, Roadwarden, Scout, Smuggler, Toll Keeper

— Entertainer —

Description

From acrobats to strongmen, from knife throwers to hypnotists, from dancers to ventriloquists, the Empire is full of Entertainers. Some do it for the roar of the crowd and others for the money. Many become Entertainers just to escape the hard life of the Imperial villager. Entertainers travel frequently, sometimes alone but more often in troupes that perform in villages, towns, and cities. Lucky troupes get continuous bookings, sometimes spending months in the same city. The less fortunate scrape by as they can, always looking for a more appreciative crowd (or a less suspicious watch) over the next hill. The very best Entertainers gain Noble sponsorship and earn undreamed of sums of money performing for the upper crust.



— Entertainer Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care *or* Swim, Charm, Common Knowledge (the Empire), Evaluate *or* Gossip, Perception, Performer (any two), Speak Language (Reikspiel), *Any one of:* Animal Training, Blather, Charm Animal, Hypnotism, Ride, Scale Sheer Surface, Sleight of Hand, Ventriloquism

Talents: *Any two of:* Lightning Reflexes, Mimic, Public Speaking, Quick Draw, Sharpshooter, Specialist Weapon Group (Throwing), Trick Riding, Very Strong, Wrestling

Trappings: Light Armour (Leather Jerkin), *Any one of:* Instrument (any one), Trade Tools (Performer), 3 Throwing Knives, 2 Throwing Axes, *Any one of:* Costume, One Set of Good Craftsmenship Clothes

Career Entries: Herald, Rogue, Thief, Vagabond

Career Exits: Charlatan, Minstrel, Rogue, Thief, Vagabond

— Envoy —

Description

The elder members of the great Elven mercantile families are far removed from the everyday life of the Empire. To them, Humans live and die so quickly that it's hard to keep up with current trends and politics in the Old World. When they need such knowledge, they turn to their Envoys. These young Elves are the public face of the Merchant Houses. They negotiate the contracts, make the deals, and keep the peace with the Humans of trading hubs such as Altdorf, Nuln, and Marienburg. Even Elves have a limit to their patience, so it is unsurprising that many Envoys take leave of their families for the adventurer's life.

Note: Only Elves can enter this career.



— Envoy Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Charm, Common Knowledge (the Empire *or* the Wasteland), Evaluate, Gossip, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Swim, Trade (Merchant)

Talents: Dealmaker *or* Seasoned Traveller

Trappings: Light Armour (Leather Jack), 2 sets of Good Craftsmenship Clothes, Writing Kit

Career Entries: Student, Tradesman

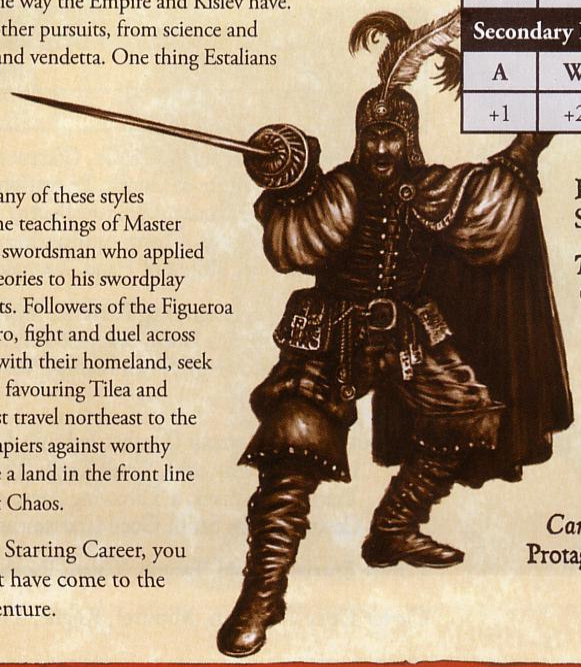
Career Exits: Charlatan, Merchant, Rogue, Seaman, Student, Vagabond

— Estalian Diestro —

Description

The Estalian Kingdoms are southwest of the Empire. There the threat of Chaos seems remote. The Chaos Wastes are quite distant from this sunny land, which has never witnessed the wrath of bloodthirsty hordes the way the Empire and Kislev have. Its people engage in other pursuits, from science and scholarship to crime and vendetta. One thing Estalians dearly love is swordplay. Its cities sport many fencing schools, each with its own style. Many of these styles are descended from the teachings of Master Figueroa, a legendary swordsman who applied the latest scientific theories to his swordplay with spectacular results. Followers of the Figueroa style, known as Diestro, fight and duel across Estalia. Some, bored with their homeland, seek excitement elsewhere, favouring Tilea and Bretonnia. The bravest travel northeast to the Empire to test their rapiers against worthy opponents, and to see a land in the front line of the struggle against Chaos.

Note: If this is your Starting Career, you are from Estalia, but have come to the Empire to seek adventure.



— Estalian Diestro Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	—	+5%	+5%	+10%	+5%	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Science), Common Knowledge (Estalia), Dodge Blow, Read/Write, Speak Language (Estalian)

Talents: Lightning Reflexes *or* Swashbuckler, Quick Draw *or* Strike to Injure, Specialist Weapon Group (Fencing), Strike Mighty Blow

Trappings: Foil *or* Rapier, One set of Best Craftsmenship Clothes, Perfume *or* Cologne, Healing Draught

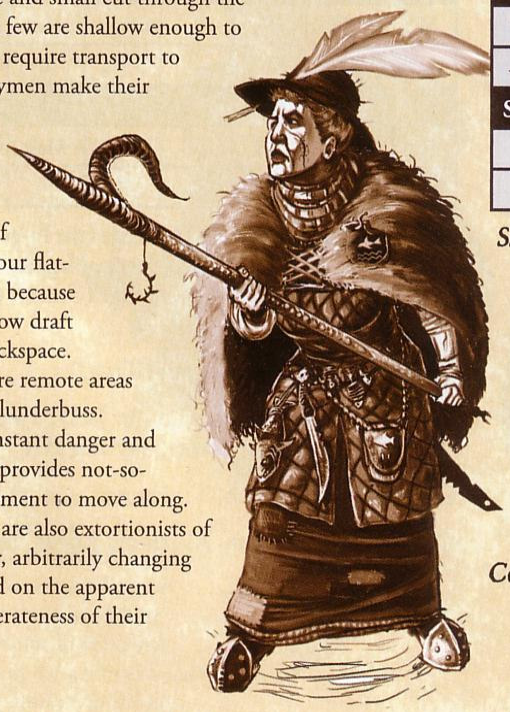
Career Entries: None

Career Exits: Bodyguard, Duellist, Highwayman, Protagonist, Rogue

— Ferryman —

Description

Rivers both large and small cut through the Empire. While a few are shallow enough to ford easily, most require transport to cross safely. Ferrymen make their living moving people and goods across the Empire's rivers, for a fee of course. They favour flat-bottomed barges because they have a shallow draft and plenty of deckspace. Ferrymen in more remote areas also favour the blunderbuss. Bandits are a constant danger and the blunderbuss provides not-so-subtle encouragement to move along. Many Ferrymen are also extortionists of the highest order, arbitrarily changing their prices based on the apparent wealth and desperateness of their passengers.



— Ferryman Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Charm, Common Knowledge (the Empire), Evaluate *or* Secret Language (Ranger Tongue), Gossip *or* Intimidate, Haggle, Perception, Row, Swim

Talents: Marksman *or* Suave, Specialist Weapon Group (Gunpowder) *or* Street Fighting

Trappings: Crossbow with 10 bolts *or* Blunderbuss with powder/ammunition enough for 10 shots, Light Armour (Leather Jack)

Career Entries: Coachman, Smuggler, Toll Keeper

Career Exits: Boatman, Highwayman, Roadwarden, Seaman, Smuggler

— Fieldwarden —

Description

To outsiders the Moot looks like a safe and happy land. The extent to which that's true is due to the Fieldwardens. These Halflings patrol the borders of the Moot, keeping away threats and unwanted outsiders. They are skilled skirmishers who use their intimate knowledge of the Moot to maximum advantage. They prefer to attack from ambush, using their superior skill with missile weapons to neutralize the size advantage of their foes. Since the Moot shares a border with Sylvania, the Fieldwardens have particular expertise in dealing with the living dead. More than one band of zombies has been brought down by a fusillade of slingstones from determined Fieldwardens.



— Fieldwarden Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Necromancy) *or* Common Knowledge (the Empire), Concealment, Follow Trail, Outdoor Survival, Perception, Search, Silent Move

Talents: Fleet Footed *or* Savvy, Mighty Shot *or* Rapid Reload, Rover *or* Quick Draw

Trappings: Sling with Ammunition, Lantern, Lamp Oil, Spade, Pony with Saddle and Harness

Career Entries: Hunter, Militiaman, Toll Keeper

Career Exits: Bounty Hunter, Mercenary, Scout, Vagabond, Vampire Hunter

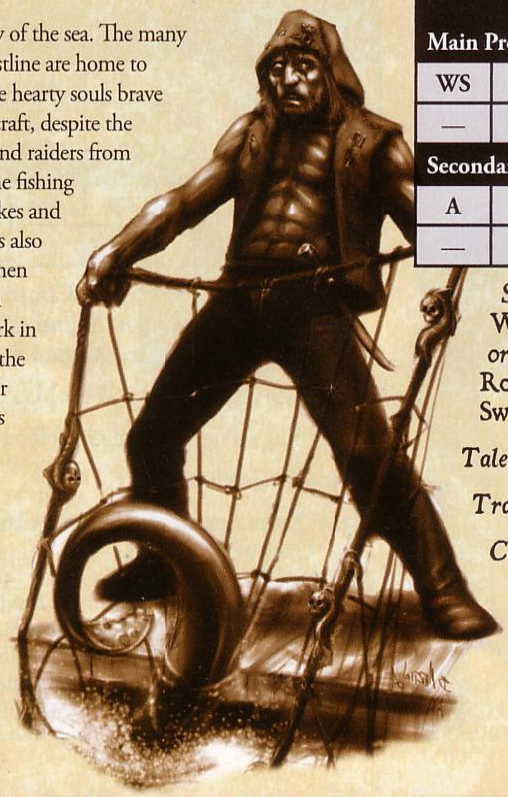
Note: Only Halflings can enter this career.

— Fisherman —

Description

Fishermen seek the bounty of the sea. The many villages on Nordland's coastline are home to countless Fishermen. These hearty souls brave the Sea of Claws in small craft, despite the constant threat of pirates and raiders from Norsca. There are also some fishing communities inland, by lakes and rivers, though these villages also pursue agriculture. Fishermen are an independent lot as a matter of course. They work in small crews, and when on the water every decision is their own. This spirited nature is one reason why dockside taverns are always unruly.

Note: During character creation, if you take Common Knowledge (the Wasteland), your character can be from the great port of Marienburg at your option.



— Fisherman Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (the Empire *or* the Wasteland), Consume Alcohol *or* Haggle, Navigation *or* Trade (Merchant), Outdoor Survival, Perception, Row, Sail, Speak Language (Reikspiel *or* Norse), Swim

Talents: Hardy *or* Savvy, Orientation *or* Street Fighting

Trappings: Fish Hook and Line, Spear

Career Entries: Boatman, Peasant

Career Exits: Marine, Merchant, Militiaman, Navigator, Seaman

— Grave Robber —

Description

Grave Robbers make their living among the dead. Both medical and magical professions create a constant demand for fresh corpses, some for study, others for more sinister purposes. Obtaining such corpses legally is quite difficult, so Physicians and Wizards both have come to rely on Grave Robbers. It is a loathsome profession, but a profitable one. The freshest corpses can command exorbitant prices. The risks of this line of work are substantial. Watchmen, Priests of Morr (the God of Death), and Witch Hunters all keep careful watch of graveyards and punish interlopers harshly.



— Grave Robber Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	—	+10%	—	+10%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Drive, Gossip *or* Haggle, Perception, Scale Sheer Surface, Search, Secret Signs (Thief), Silent Move

Talents: Flee!, Resistance to Disease, Streetwise *or* Strong-minded

Trappings: Lantern, Lamp Oil, Pick, Sack, Spade

Career Entries: Barber-Surgeon, Bone Picker, Rat Catcher

Career Exits: Cat Burglar, Fence, Rat Catcher, Student, Thief

— Hedge Wizard —

Description

Hedge Wizards are magically talented people with no formal magical training. Using instinct, luck, and superstitious trappings, they can perform minor, specialized spells. Though they may not always be aware of it, Hedge Wizards dally with danger every time they use their charms and cantrips. For this reason the Witch Hunters eagerly track and execute these unfortunate folk who all too often unconsciously invite daemons and disaster into the world. Some Hedge Wizards take the sensible route and join the Orders of Magic, whilst others hide their shameful secret.



— Hedge Wizard Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	—	—	+5%	+5%	+5%	+10%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	+1	—	—

Skills: Animal Care *or* Haggle, Charm *or* Intimidate, Channelling, Charm Animal *or* Trade (Apothecary), Heal *or* Hypnotism, Magical Sense, Perception, Search

Talents: Hedge Magic, Petty Magic (Hedge)

Trappings: Healing Draught, Hood

Career Entries: None

Career Exits: Apprentice Wizard, Charlatan, Initiate, Outlaw, Vagabond

Note: If you want to be able to cast spells right away you should increase your Magic Characteristic with your free advance during character creation. Halflings and Dwarfs may not enter this career. Hedge Wizardry is dangerous and highly illegal in the Empire. If caught, you could well be executed. Think carefully before entering this career.

— Hunter —

Description

While the Empire has come far from the tribes that founded it 2500 years ago, some things haven't changed at all. Although Peasants till parts of the land, huge expanses of the Empire are still covered with forest or are hostile to agriculture. These are the lands where Hunters and trappers thrive. They use the same techniques as their ancestors to take down game, be it a trap or a well-placed shot. It takes skill to stalk wild animals while avoiding the dark creatures of the woods. Hunters in their animal skin clothes and fur hats may appear uncouth to city folks, but they don't much care what others think of them.



— Hunter Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	+15%	—	+5%	+10%	+5%	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

Skills: Concealment, Follow Trail, Outdoor Survival, Perception, Search *or* Swim, Secret Signs (Ranger), Silent Move *or* Set Trap

Talents: Hardy *or* Specialist Weapon Group (Longbow), Lightning Reflexes *or* Very Resilient, Marksman *or* Rover, Rapid Reload

Trappings: Longbow with 10 Arrows, 2 Animal Traps, Antitoxin Kit

Career Entries: Charcoal-Burner, Kithband Warrior, Woodsman

Career Exits: Bounty Hunter, Charcoal-Burner, Fieldwarden, Kithband Warrior, Miner, Scout, Soldier, Targeteer

— Initiate —

Description

Religion has taken second place to money in the affections of many Old Worlders, but there are still many young men and women willing to devote their lives to the Gods. It takes great dedication and training to become a Priest. Initiates are Priests-in-training. They undergo harsh instruction under strict teachers, and until they are finished they are not allowed to preach or conduct services. Their training includes literacy and calligraphy, the study of scriptures, and the art of the sermon. They also learn the basics of weapon use so the temple can be defended in times of need.



— Initiate Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	—	+5%	—	+10%	+10%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Astronomy *or* History), Academic Knowledge (Theology), Charm, Heal, Perception, Read/Write, Speak Language (Classical), Speak Language (Reikspiel)

Talents: Lightning Reflexes *or* Very Strong, Public Speaking, Suave *or* Warrior Born

Trappings: Religious Symbol (see Chapter 8: Religion and Belief for types), Robes

Career Entries: Hedge Wizard, Knight, Scribe, Student, Vampire Hunter, Witch Hunter, Zealot

Career Exits: Barber-Surgeon, Demagogue, Friar, Priest, Scribe, Zealot

Note: As an Initiate you must decide who your patron God is and what church you serve. You can learn more about the faiths of the Old World in **Chapter 8: Religion and Belief**. Your choice gives you another skill or talent, as detailed in **Church Skills** and **Talents** entry of your God's description.

— Jailer —

Description

The Empire is a nation of laws, which means it's also a nation of jails. Despite the best efforts of the clergy of Verena, the Goddess of Justice, the innocent are just as likely as the guilty to end up in jail. Better too harsh than too lax is the opinion of the law. Imperial jails are foul dungeons that smell equally of fear and excrement. Jailers preside over these institutions, using a combination of brutality and humiliation to keep order. Jailers generally have no sense of justice or pity, and are seldom swayed by pleas or speeches (though bribes are gladly accepted). The worst are outright sadists, delighting in the power they hold over their charges.



— Jailer Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	—	+10%	+10%	—	—	+5%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

Skills: Command, Consume Alcohol, Dodge Blow, Heal *or* Sleight of Hand, Intimidate, Perception, Search

Talents: Resistance to Disease, Resistance to Poison, Specialist Weapon Group (Entangling), Wrestling

Trappings: Bottle of Common Wine, Tankard, *Any one of:* Bola, Lasso, Net

Career Entries: Bodyguard, Rat Catcher

Career Exits: Bailiff, Bodyguard, Interrogator, Rat Catcher, Watchman

— Kislevite Kossar —

Description

Originally, the Kossars were an Ungol tribe that lived northeast of the Empire. An eastern people known as the Gospodars invaded this region, subjugated the Ungols, and founded the nation of Kislev. During this conflict, the Kossars sold their skills to the Gospodars as Mercenaries, fighting against other Ungol tribes. Their unique style of fighting impressed the Gospodar nobility, and since that time Kossar regiments have served the Tzars of Kislev. These days the Kossars are no longer a tribe, but a tough military unit drawn from all over Kislev. They are armed with bows and great axes, making them quite flexible on the battlefield. Many Kossars, tired of the ceaseless warfare of their native land, travel to the Empire to become Mercenaries or adventurers.

Note: If this is your Starting Career, you are from Kislev.



— Kislevite Kossar Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	—	+10%	—	—	+10%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (Kislev), Consume Alcohol, Dodge Blow, Gamble *or* Gossip, Outdoor Survival, Perception, Search, Speak Language (Kislevian)

Talents: Specialist Weapon Group (Two-handed), Strike to Injure

Trappings: Bow with 10 Arrows, Great Weapon (Two-handed Axe), Medium Armour (Mail Coat, Leather Jack, and Leather Leggings)

Career Entries: None

Career Exits: Bounty Hunter, Mercenary, Sergeant, Shieldbreaker, Veteran

— Kithband Warrior —

Description

Some Elves live in secluded glades deep inside the great forests. As the taint of Chaos has become worse, these Elven lands have declined. Within the Empire few Elven communities are left, the largest being in Laurelorn. Beneath the boughs of the forest the Elves fight a hidden battle with Beastmen and other foul creatures. Small units of warriors, known as Kithbands, take the fight to the enemy. As their name indicates, Kithbands are made up of Elves from related family groups and they fight under their clan emblems. These skilled bowmen protect the Elf settlements from the dark things of the wood. Every bow is needed to stave off the destruction of the remaining Elf lands of the Empire.



— Kithband Warrior Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Concealment, Dodge Blow, Follow Trail, Heal *or* Search, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move

Talents: Marksman *or* Rover, Rapid Reload *or* Warrior Born

Trappings: Elfbow with 10 Arrows, Light Armour (Leather Jack)

Career Entries: Hunter, Messenger

Career Exits: Hunter, Outrider, Scout, Vagabond, Veteran

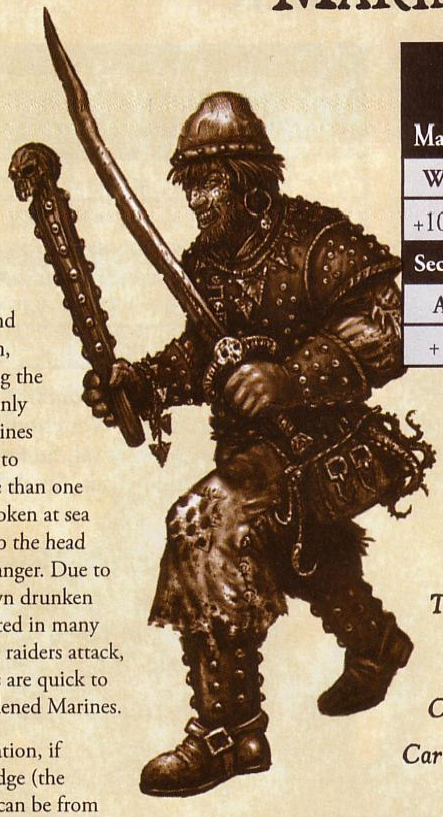
Note: Only Elves of woodland origin can enter this career.

— Marine —

Description

Marines are ship-borne soldiers who can be found in the Imperial fleet and onboard the larger private vessels. They protect their ships from pirates, Norse marauders, and other raiders. Unlike seamen, whose primary duty is sailing the ship, Marines are onboard only to fight. When in port, Marines frequently form press gangs to fill out the ship's crew. More than one unsuspecting citizen has awoken at sea after taking a belaying pin to the head from an overzealous press ganger. Due to these activities, and their own drunken brawling, Marines are resented in many seaside communities. When raiders attack, however, these same citizens are quick to accept the aid of battle-hardened Marines.

Note: During character creation, if you take Common Knowledge (the Wasteland), your character can be from the great port of Marienburg at your option.



— Marine Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+3	—	—	—	—	—	—

Skills: Common Knowledge (the Wasteland) *or* Gamble, Consume Alcohol, Dodge Blow, Gossip *or* Secret Language (Battle Tongue), Intimidate, Row, Swim

Talents: Disarm *or* Quick Draw, Strike Mighty Blow, Strike to Stun

Trappings: Bow *or* Crossbow with 10 Arrows *or* Bolts, Light Armour (Leather Jack), Shield, Grappling Hook, 10 Yards of Rope

Career Entries: Boatman, Fisherman, Seaman

Career Exits: Mate, Outlaw, Sergeant, Smuggler, Thug

— Mercenary —

Description

War never ends in the Old World and that means there is always need for fighting men. While the Empire does maintain a standing army, its strength is bolstered with Mercenaries. Nobles and rich Merchants also hire such fighters to protect their interests, many having what amounts to private armies. Mercenaries range from wild youths with a taste for adventure to grizzled professional soldiers who've seen a dozen battles or more. These sell-swords come from all over, though Tilea is particular famed for its regiments. All Mercenaries dream of untold riches; for most of them, the reality is an early death and an unmarked grave.

Note: During character creation, if you take Common Knowledge (Tilea) and Speak Language (Tilean), your character can be from Tilea at your option.



— Mercenary Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Animal Care *or* Gamble, Common Knowledge (Bretonnia, Kislev, *or* Tilea), Dodge Blow, Drive *or* Ride, Gossip *or* Haggle, Perception *or* Search, Secret Language (Battle Tongue), Speak Language (Tilean) *or* Swim

Talents: Disarm *or* Quick Draw, Rapid Reload *or* Strike Mighty Blow, Sharpshooter *or* Strike to Stun

Trappings: Crossbow with 10 Bolts, Shield, Medium Armour (Mail Shirt and Leather Jack), Healing Draught

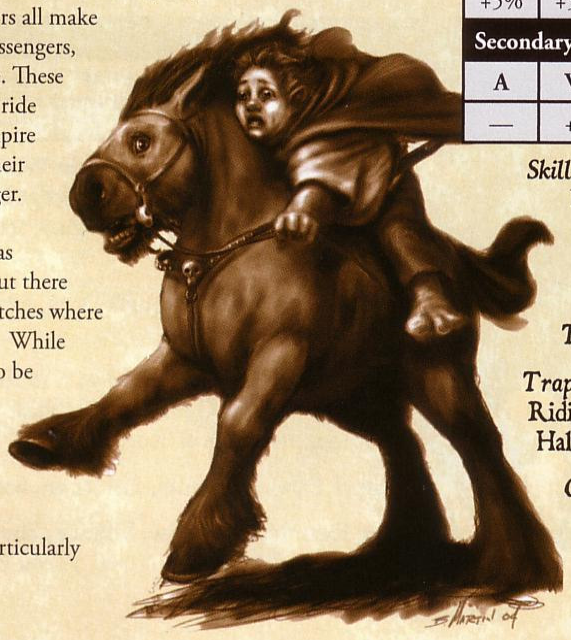
Career Entries: Bodyguard, Bounty Hunter, Demagogue, Fieldwarden, Kislevite Kossar, Militiaman, Miner, Norse Berserker, Outrider, Pit Fighter, Soldier, Thug, Watchman

Career Exits: Bodyguard, Bounty Hunter, Outlaw, Sergeant, Shieldbreaker, Veteran

— Messenger —

Description

With great distances separating the important cities and castles of the Empire, Messengers are an indispensable means of communication. Nobles, Merchants, and military commanders all make extensive use of Messengers, mounted if possible. These brave riders dare to ride the roads of the Empire alone, trusting in their speed to avoid danger. Roadwardens assist official Messengers as much as possible, but there are long, lonely stretches where no help is available. While they are supposed to be immune from harassment, many a Messenger has met a bloody end after delivering a particularly unpleasant missive.



— Messenger Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Common Knowledge (the Empire *or* the Wasteland) *or* Gossip, Navigation, Outdoor Survival, Secret Signs (Scout), Perception, Ride, Speak Language (Reikspiel), Swim

Talents: Orientation, Seasoned Traveller

Trappings: Light Armour (Leather Jack), Map Case, Riding Horse with Saddle and Harness *or* Pony (for Halflings), Shield

Career Entries: Militiaman, Roadwarden, Servant

Career Exits: Coachman, Herald, Kithband Warrior, Outrider, Roadwarden, Scout, Soldier

— Militiaman —

Description

Militias are part-time local defence forces, formed largely from the rural peasantry. Members agree to spend a certain amount of time each year—usually seven days—practicing together on common land. Even this small amount of training can be the difference between life and death on the blood-soaked battlefields of the Old World. Militia Captains are either civil leaders or retired military types. Some militias must provide their own equipment, while the local nobility equips others. This means that while some militia units appear for duty in smart uniforms with well-maintained equipment, others have little more than their patchwork clothes and hunting bows.



— Militiaman Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Dodge Blow, Drive *or* Swim, Gamble *or* Gossip, Outdoor Survival, Perception, Search, Trade (any one)

Talents: Specialist Weapon Group (Two-handed) *or* Rapid Reload, Strike Mighty Blow

Career Entries: Artisan, Bailiff, Burgher, Fisherman, Merchant, Peasant, Tradesman, Woodsman

Trappings: Halberd *or* Bow with 10 Arrows, Light Armour (Leather Jack and Leather Skullcap), Uniform

Career Exits: Artisan, Fieldwarden, Mercenary, Messenger, Outlaw, Sergeant, Thief

— Miner —

Description

Mountains surround the Empire. To the east are the World's Edge Mountains, to the south the Black Mountains, and to the west the Grey Mountains. Dwarfs and Humans have mined these mountains from time immemorial, despite constant attacks from Goblins and other subterranean horrors. Miners brave these conditions in search of iron, silver, gold, gems, and other valuables. Others prefer to prospect on the surface, particularly in the Middle Mountains, which straddle the provinces of Ostland and Hochland. Although these forest-shrouded mountains are fully within the Empire's borders, they are a haven for Trolls, Beastmen, and other foul creatures. Surviving in such an environment takes skill and toughness.



— Miner Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Concealment *or* Drive, Evaluate *or* Outdoor Survival, Navigation, Perception, Scale Sheer Surface, Trade (Miner *or* Prospector)

Talents: Orientation, Specialist Weapon Group (Two-handed), Very Resilient *or* Warrior Born

Trappings: Great Weapon (Two-handed Pick), Light Armour (Leather Jack), Pick, Spade, Storm Lantern, Lamp Oil

Career Entries: Charcoal-Burner, Hunter

Career Exits: Charcoal-Burner, Engineer, Mercenary, Scout, Shieldbreaker, Smuggler

— Noble —

Description

The Nobles are the ruling class of the Empire. They wield the power, they control the land, and they make the laws. The most important Noble families are those of Imperial Electors and of course the Emperor himself. There are hundreds of others though, and they all vie for more money and more power. Some seek their fortunes in war, others in business or politics. None would sully themselves by practicing a common trade. The most contemptible Nobles do nothing at all, merely live off their family wealth and attend an endless array of parties, dances, and gala events. The younger children of Noble houses, however, do not have it so easy. Since inheritance goes to the eldest, they must often make their own way in the world, even if it means slumming amongst the lower classes and falling in with adventurers and ne'er-do-wells.



— Noble Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Blather *or* Command, Common Knowledge (the Empire), Consume Alcohol *or* Performer (Musician), Charm, Gamble *or* Gossip, Read/Write, Ride, Speak Language (Reikspiel)

Talents: Etiquette, Luck or Public Speaking, Savvy or Specialist Weapon (Fencing), Schemer or Specialist Weapon (Parrying)

Trappings: Foil, Main Gauche, Noble's Garb, Riding Horse with Saddle and Harness, 1d10 *gc*, Jewellery worth 6d10 *gc*

Career Entries: Squire, Steward

Career Exits: Courtier, Pistolier, Politician, Rogue, Squire, Student

— Norse Berserker —

Description

Norsca is a grim northern land, full of fell beasts such as Ice Trolls and Chaos Spawn, and it breeds tough fighters. The berserkers are a rightly feared warrior cult. Its members go into battle without armour to prove they have no fear. They work themselves into an incredible rage, often biting on their own shields. Their feats fill the sagas and loom large in the stories of those Imperial soldiers that have faced them. Some few berserkers make their way to the Empire because they've been exiled or simply have a desire to see more of the world. They rarely stay in one place for long, since no Watchman wants a frothing lunatic disturbing the peace. Berserkers are highly prized Mercenaries, however, due to their rarity and effectiveness.



— Norse Berserker Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	—	+10%	+10%	—	—	+10%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (Norsca), Consume Alcohol, Intimidate, Performer (Storyteller), Speak Language (Norse), Swim

Talents: Frenzy, Menacing, Quick Draw, Specialist Weapon Group (Two-handed)

Trappings: Light Armour (Leather Jerkin), Bottle of Spirits, Great Weapon *or* Shield

Career Entries: None

Career Exits: Mercenary, Pit Fighter, Seaman, Sergeant, Veteran

Note: If this is your Starting Career, you are from Norsca.

— Outlaw —

Description

Imperial justice is swift and merciless. It is no wonder then that so many flee the watch and take on the life of the Outlaw. The hills and forests are full of Outlaw bands. It is a precarious existence, as they must deal not only with Roadwardens, Soldiers, and other agents of law, but also the dark denizens of the wilds. While many Outlaws are nothing more than common thieves, robbing coaches and caravans, others claim to champion the peasantry and fight for "justice not law." As long as the Outlaws confine their attacks to the rich, the Peasants aid them with food, information, and places to hide. This support, and the rough terrain Outlaws use for their bases, makes them difficult for the state to deal with. Local Nobles often resort to the use of Bounty Hunters to end their bandit troubles.



— Outlaw Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Animal Care *or* Common Knowledge (the Empire), Concealment, Dodge Blow, Drive *or* Ride, Gossip *or* Secret Signs (Thief), Perception, Scale Sheer Surface, Set Trap *or* Swim, Silent Move

Talents: Rover *or* Streetwise, Sharpshooter *or* Strike to Stun

Trappings: Bow with 10 Arrows, Light Armour (Leather Jerkin), Shield

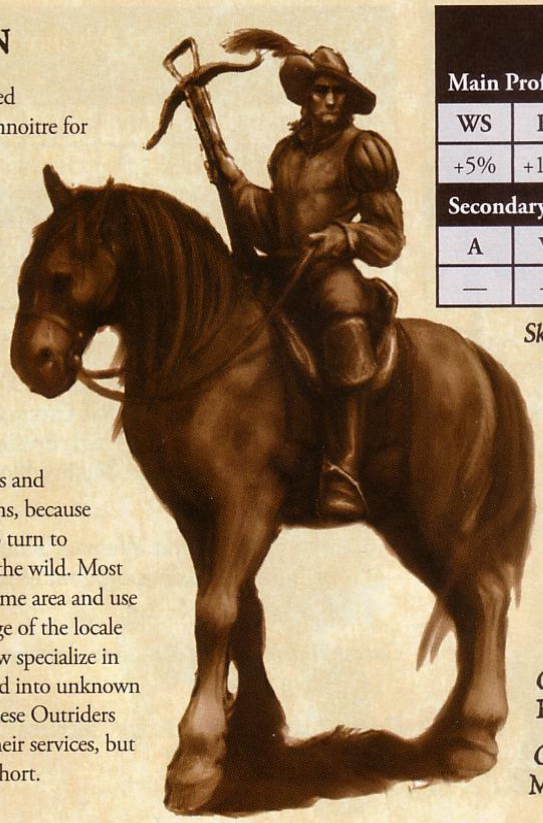
Career Entries: Agitator, Charlatan, Coachman, Hedge Wizard, Innkeeper, Marine, Mercenary, Militiaman, Peasant, Roadwarden, Rogue, Squire, Toll Keeper, Woodsman, Zealot

Career Exits: Demagogue, Highwayman, Thief, Vagabond, Veteran

— Outrider —

Description

Outriders are experienced outdoorsmen who reconnoitre for armies, caravans, and other travelling parties. They are the eyes and ears, constantly on the lookout for ambushes and other hazards. Because they operate in advance of the main party, they must be self-sufficient and level-headed. Outriders must trust their instincts and make their own decisions, because they have no one else to turn to when they are alone in the wild. Most Outriders operate in home area and use their intimate knowledge of the locale to their advantage. A few specialize in trailblazing, riding ahead into unknown and hostile territory. These Outriders earn more money for their services, but their life expectancy is short.



— Outrider Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Follow Trail, Navigation, Outdoor Survival, Perception, Ride, Search, Silent Move

Talents: Coolheaded *or* Very Strong, Orientation, Specialist Weapon Group (Entangling)

Trappings: Bow *or* Crossbow with 10 Arrows *or* Bolts, Net, Whip *or* Lasso, Light Armour (Leather Jack), Shield, 10 Yards of Rope, Riding Horse with Saddle and Harness

Career Entries: Kithband Warrior, Messenger, Roadwarden, Soldier

Career Exits: Coachman, Highwayman, Mercenary, Roadwarden, Scout

— Peasant —

Description

The peasantry makes up the preponderance of the Empire's population. While the Nobles rule and the Burghers trade, the Peasants toil. They are farmers, labourers, and herdsman. In times of war, they fight and die for the Empire. Many Peasants seek a better life in the city, only to join the legion of beggars on the verge of starvation. The majority spends their whole lives in the village they were born in, surrounded by hostile country and only occasionally getting news of the outside world. While they are provincial and superstitious, the Peasants are the heart of the Empire.



— Peasant Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care *or* Charm, Animal Training *or* Swim, Charm Animal *or* Trade (Cook), Concealment, Drive *or* Trade (Bowyer), Gamble *or* Performer (Dancer *or* Singer), Outdoor Survival *or* Trade (Farmer), Row *or* Set Trap, Scale Sheer Surface *or* Silent Move

Talents: Hardy *or* Rover, Flee! *or* Specialist Weapon Group (Sling)

Trappings: Sling *or* Quarter Staff, Leather Flask

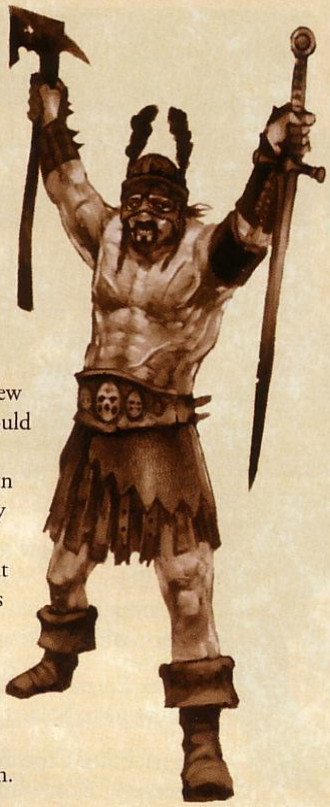
Career Entries: None

Career Exits: Bone Picker, Charcoal-Burner, Fisherman, Militiaman, Outlaw, Politician, Servant, Tradesman, Zealot

— Pit Fighter —

Description

It is said that the sport of pit fighting has its origins amongst the Ogres. It is easy enough to believe that a race as dim-witted as the Ogres would contribute fights to the death to the culture of the Old World. In years past most Pit Fighters were criminals or prisoners of war. They'd be thrown in a ring or a pit with a few weapons and only the winner would leave alive. These days there is a class of professional Pit Fighters in addition to the condemned. They seek excitement and glory in the pit, though most fight naught but a brutal death as the crowd howls for their blood. Successful Pit Fighters can become wealthy (from prize money and the rampant gambling that surrounds the sport), allowing slave fighters to buy their freedom.



— Pit Fighter Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	—	—	+10%	+10%	—	+10%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Dodge Blow, Intimidate

Talents: Disarm *or* Wrestling, Quick Draw *or* Strike to Injure, Specialist Weapon Group (Flail), Specialist Weapon Group (Parrying), Specialist Weapon Group (Two-handed), Strike Mighty Blow, Very Strong *or* Strong-minded

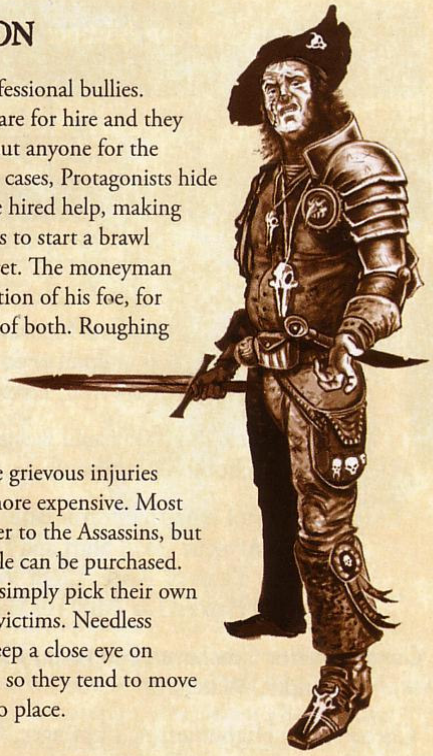
Trappings: Flail *or* Great Weapon, Knuckle-duster, Shield *or* Buckler, Medium Armour (Mail Shirt and Leather Jack)

Career Entries: Norse Berserker, Protagonist, Shieldbreaker, Thug

Career Exits: Bounty Hunter, Mercenary, Protagonist, Troll Slayer, Veteran

— Protagonist —

Description



Protagonists are professional bullies. Their fighting skills are for hire and they will beat up just about anyone for the right price. In many cases, Protagonists hide the fact that they are hired help, making up ridiculous excuses to start a brawl with the chosen target. The moneyman watches the humiliation of his foe, for enjoyment or profit of both. Roughing up a few locals is comparatively cheap, while more formidable opponents and more grievous injuries are proportionally more expensive. Most leave outright murder to the Assassins, but exceptions to this rule can be purchased. Jobless Protagonists simply pick their own fights and rob their victims. Needless to say, Watchmen keep a close eye on known Protagonists, so they tend to move quickly from place to place.

— Protagonist Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	—	+10%	—	+10%	—	+10%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Dodge Blow, Gossip *or* Haggle, Intimidate, Ride

Talents: Disarm *or* Quick Draw, Menacing *or* Suave, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Trappings: Medium Armour (Mail Shirt and Leather Jack), Shield, Riding Horse with Saddle and Harness

Career Entries: Bailiff, Bodyguard, Bounty Hunter, Estalian Diestro, Pit Fighter

Career Exits: Duellist, Pit Fighter, Racketeer, Thief, Thug

— Rat Catcher —

Description



The Rat Catcher is a common sight throughout the Empire. They can be found in villages, towns, and cities, making a living by disposing of the vermin that infest all dwellings in this unsanitary age. Rat Catchers are often travelling folk, although larger towns and cities have permanent contingents of "vermin soldiers." Rats are their chief enemy, but they can also dispose of moles, mice, and even fouler pests. City-dwelling Rat Catchers spend a great deal of time in the sewers, wading through rivers of filth in search of their prey. It's a dirty job but it helps keep the plague away.

— Rat Catcher Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Animal Trainer, Concealment, Perception, Search, Set Trap, Silent Move

Talents: Resistance to Disease, Resistance to Poison, Specialist Weapon Group (Sling), Tunnel Rat

Trappings: Sling with Ammunition, 4 Animal Traps, Pole with 1d10 dead rats, Small but Vicious Dog

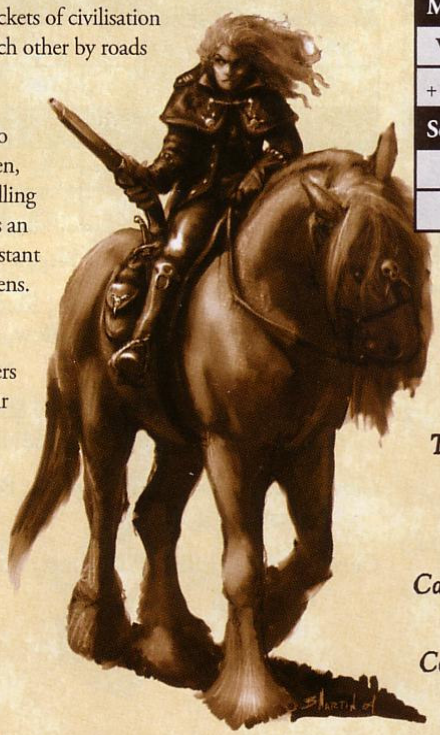
Career Entries: Grave Robber, Jailer, Runebearer, Tomb Robber

Career Exits: Bone Picker, Cat Burglar, Grave Robber, Jailer, Shieldbreaker, Thief

— Roadwarden —

Description

The Empire consists of pockets of civilisation tenuously connected to each other by roads and rivers. Much of the land is heavily forested, and such terrain is home to bandits, Mutants, Beastmen, and Goblins. Merely travelling from one city to another is an adventure, despite the constant vigilance of the Roadwardens. These lawmen patrol the roads and tracks of the Empire, protecting travellers and their goods. Since their numbers are small, they work with local militia and Soldiers to deal with larger threats. Most of the time though, it is up to small groups of Roadwardens to deal with all but the worst hazards.



— Roadwarden Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care, Common Knowledge (the Empire) *or* Gossip, Drive, Follow Trail *or* Secret Signs (Scout), Navigation, Outdoor Survival, Perception, Ride, Search

Talents: Quick Draw *or* Rapid Reload, Specialist Weapons Group (Gunpowder)

Trappings: Pistol with 10 Firearm Balls and Gunpowder, Medium Armour (Mail Shirt and Leather Jack), Shield, 10 Yards of Rope, Light Warhorse with Saddle and Harness (*or* Pony for Halfling)

Career Entries: Coachman, Ferryman, Messenger, Outrider, Watchman

Career Exits: Highwayman, Messenger, Outlaw, Outrider, Scout, Sergeant, Toll Keeper

— Rogue —

Description

If Rogues have a creed, it is this: never do an honest day's work if you can avoid it. These fast-talking con men use their charm and luck to make their way in the world. Some work as bawds, professional guides to the dens of vice and inequity to be found in any city. Others are professional gamblers or raconteurs. All Rogues favour their wits over their swords, and they always have a ready story on their lips. While Rogues often have one city as home turf, some travel from place to place, profiting from elaborate schemes and then moving on. The most skilled Rogues go undetected. Their lies are so convincing that even those they have swindled never realize it was a con.



— Rogue Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Blather, Charm, Evaluate, Gamble *or* Secret Signs (Thief), Gossip *or* Haggle, Perception, Performer (Actor *or* Storyteller), Search *or* Secret Language (Thieves' Tongue), Speak Language (Reikspiel)

Talents: Flee! *or* Streetwise, Luck *or* Sixth Sense, Public Speaking

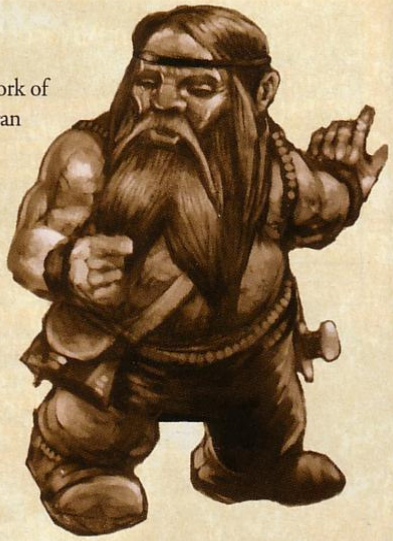
Trappings: One set of Best Craftsmenship Clothing *or* Dice *or* Deck of Cards, 1d10 gc

Career Entries: Agitator, Assassin, Duellist, Entertainer, Envoy, Estalian Diestro, Noble, Seaman, Thief, Valet

Career Exits: Charlatan, Demagogue, Entertainer, Outlaw, Servant, Thief

— Runebearer —

Description



The Undgrin Ankor, a network of elaborate tunnels that once ran the length of the World's Edge Mountains, connects the Dwarfholds east of the Empire. Communication between holds is carried out by means of Runebearers —specially trained young Dwarfs who risk life and limb to carry messages (written in the runic script of the Dwarfs) from one hold to another. Over recent centuries, as more Dwarfholds have fallen to the Goblinoids and more tunnels have become ruined, the Runebearers' lot has become increasingly difficult. They are forced to take more circuitous routes, and even these are fraught with danger as the enemies discover the routes. Often, Runebearers must leave the tunnels altogether and cross mountains and valleys on the surface. Runebearers who specialize in long distances are sometimes used to carry messages between the Dwarf communities of the Empire and those of mountains.

— Runebearer Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	+1	—	—	—

Skills: Dodge Blow, Navigation, Outdoor Survival, Secret Signs (Scout), Perception, Swim

Talents: Flee!, Fleet Footed *or* Sixth Sense, Orientation, Rapid Reload, Very Resilient *or* Very Strong

Trappings: Crossbow and 10 Bolts, Light Armour (Leather Jerkin), Healing Draught, Lucky Charm

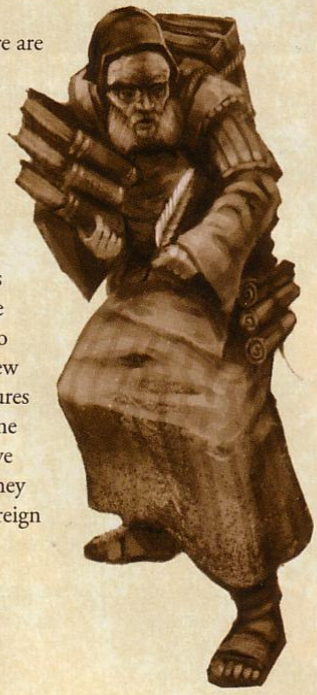
Career Entries: Shieldbreaker

Career Exits: Rat Catcher, Scout, Shieldbreaker, Tomb Robber, Veteran

Note: Only Dwarfs can enter this career.

— Scribe —

Description



Since most citizens of the Empire are illiterate, Scribes are very much in demand. Virtually every government, civil, military, or religious institution requires a large number of Scribes for record keeping. There are also public Scribes, who make a living writing and reading letters for the common folk. Scribes are well educated and many go on to become Scholars or lawyers. A few tire of reading about the adventures of others and resolve to have some of their own. With their extensive knowledge of other languages, they make excellent translators for foreign expeditions.

— Scribe Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (any one), Common Knowledge (the Empire) *or* Gossip, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton), Speak Language (Classical), Speak Language (Reikspiel *or* Tilean), Trade (Calligrapher)

Talents: Linguistics

Trappings: Knife, A Pair of Candles, Wax, 5 matches, Illuminated Book, Writing Kit

Career Entries: Apprentice Wizard, Initiate

Career Exits: Agitator, Apprentice Wizard, Initiate, Navigator, Scholar

— Seaman —

Description

Most Imperial seamen come from the province of Nordland, which has a long stretch of coast on the Sea of Claws. The Greatships, Wolfships, and Wargalleys of the Imperial Fleet patrol these waters, protecting the Empire from Norse longships, Bretonnian buccaneers, and the dreaded fleets of Chaos. Hardened Seaman crew these ships, while their compatriots sail merchantmen, pirate vessels, and other privately owned craft. Elven sailors can be found on the Sea of Claws as well, particularly those engaged by their great Merchant Houses. The activity of the region revolves around Marienburg, the greatest port in the Old World. This city and its surrounding area (known as the Wasteland) used to be the Imperial province of Westerland but it bought its independence years ago. While Marienburg itself is neutral territory, the Sea of Claws is the site of daily clashes. On blood-soaked decks, Seamen earn their rum ration and their booty.



— Seaman Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	+10%	—	+10%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Common Knowledge (Bretonnia, Norsca, Tilea *or* the Wasteland), Consume Alcohol *or* Perception, Dodge Blow, Row, Sail, Scale Sheer Surface, Speak Language (Breton, Norse *or* Tilean), Swim

Talents: Hardy *or* Street Fighting, Seasoned Traveller, Strike Mighty Blow *or* Swashbuckler

Trappings: Leather Jerkin, Bottle of Poor Craftsmenship Spirits

Career Entries: Boatman, Envoy, Ferryman, Fisherman, Norse Berserker, Smuggler

Career Exits: Marine, Mate, Navigator, Rogue, Smuggler

Note: During character creation, if you take Common Knowledge (the Wasteland), your character can be from the great port of Marienburg at your option.

— Servant —

Description

There are few lower on the social ladder than Servants. While their work is necessary, they are usually despised by their social superiors. For the scullion, the stable boy, and the serving wench, escape from their hard lives often seems impossible. These unfortunates must perform an unending number of menial tasks for their employers, be they Nobles, Guild Masters, or Innkeepers. It is possible for a Servant to work up to a better position, but the path is difficult. No one wants to listen to the lad that was cleaning the privy last week. Thus many Servants leave their masters behind and become adventurers instead.



— Servant Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	+5%	—	+10%	+5%	+10%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care *or* Trade (Cook), Blather, Dodge Blow, Drive *or* Search, Evaluate *or* Haggle, Gossip, Perception, Read/Write *or* Sleight of Hand

Talents: Acute Hearing *or* Flee!, Etiquette *or* Hardy, Lightning Reflexes *or* Very Resilient

Trappings: One Set of Good Craftsmenship Clothing, Pewter Tankard, Tinderbox, Storm Lantern, Lamp Oil

Career Entries: Camp Follower, Peasant, Rogue

Career Exits: Agitator, Burgher, Camp Follower, Innkeeper, Messenger, Spy, Thief, Valet

— Shieldbreaker —

Description

Chaos and greenskin incursions have overrun many Dwarfholds in the World's Edge Mountains over the centuries. To protect their remaining fortress cities, the Dwarfs have trained elite Soldiers who specialize in fighting deep underground. They are the Shieldbreakers, doughty warriors that seek to stem the tide of evil and safeguard their people. While most Shieldbreakers are Dwarfs, members of other races join their ranks from time to time in exchange for Dwarfen gold. Young Dwarfs from the Empire often become Shieldbreakers to prove their mettle and show solidarity with their mountain kin.



Note: Only Dwarfs can have Shieldbreaker as a Starting Career.

— Shieldbreaker Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Dodge Blow, Navigation, Perception, Scale Sheer Surface, Shadowing

Talents: Acute Hearing *or* Coolheaded, Orientation, Strike Mighty Blow, Strike to Injure, Strike to Stun

Trappings: Crossbow with 10 bolts, Medium Armour (Mail Coat, Leather Jack and Leather Leggings), Shield, Grappling Hook, 10 Yards of Rope, Water Skin

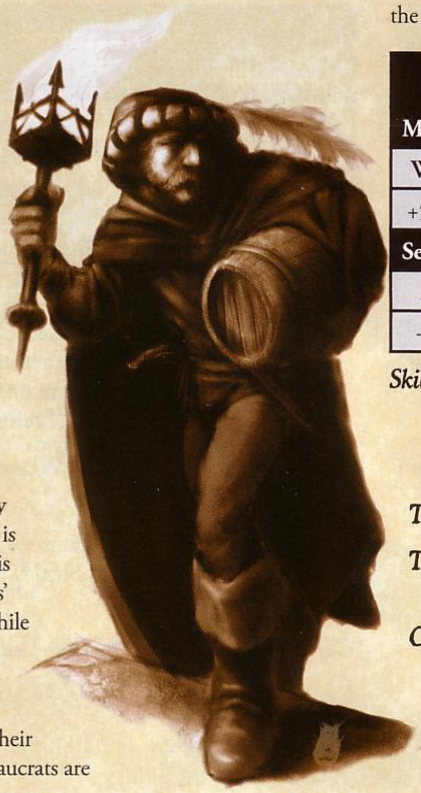
Career Entries: Kislevite Kossar, Mercenary, Miner, Rat Catcher, Runebearer, Smuggler, Tomb Robber

Career Exits: Pit Fighter, Runebearer, Sergeant, Smuggler, Tomb Robber, Veteran

— Smuggler —

Description

Most of the sea and road trade of the Old World is subject to duties and taxes. Imperial tax collectors, local excisemen, petty lords, and anyone with enough muscle can place a duty on the movement of goods. Legal taxes are bad enough, but many pirates and Outlaw Chiefs also demand a cut to allow safe passage. In large ports like Marienburg, nearly everything moving in or out is taxed in some way. Given this state of affairs, the Smugglers' trade continues to thrive. While smuggling is, of course, illegal, most folks in the Empire don't think much of cutting a few corners. In their minds, the taxmen and bureaucrats are the real thieves.



— Smuggler Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Drive, Evaluate, Gossip *or* Secret Language (Thieves' Tongue), Haggle, Perception, Row, Search, Silent Move, Speak Language (Breton *or* Kislevian) *or* Secret Signs (Thief), Swim

Talents: Dealmaker *or* Streetwise

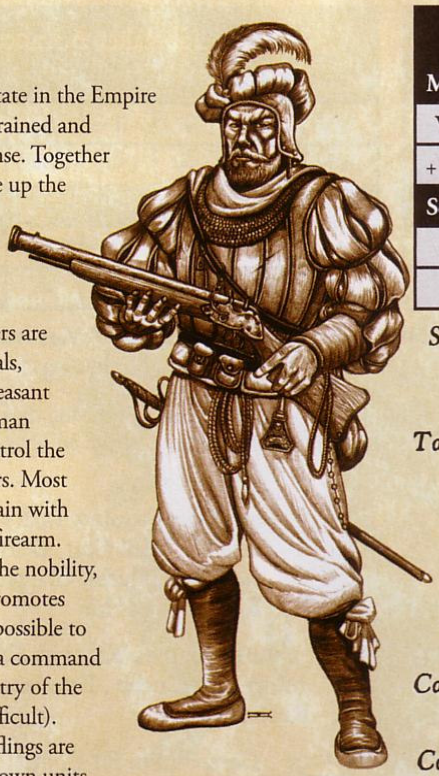
Trappings: Light Armour (Leather Jack), 2 Torches, Draft Horse and Cart *or* Rowing Boat

Career Entries: Bailiff, Boatman, Bone Picker, Camp Follower, Coachman, Engineer, Ferryman, Innkeeper, Marine, Miner, Seaman, Shieldbreaker

Career Exits: Boatman, Charlatan, Fence, Ferryman, Seaman, Shieldbreaker, Thief

— Soldier —

Description



Every province and city-state in the Empire maintains its own army, trained and equipped at its own expense. Together these regional forces make up the Imperial Army, though they are often supplemented with militia troops and Mercenaries. These Soldiers are full-time, paid professionals, usually drawn from the Peasant or Burgher classes. They man the Empire's fortresses, patrol the borders, and repel invaders. Most Soldiers of the infantry train with either the halberd or the firearm. Although dominated by the nobility, the Imperial Army also promotes based on ability and it is possible to rise through the ranks to a command position (though the bigotry of the ruling class makes this difficult). Imperial Dwarfs and Halflings are usually formed into their own units.

— Soldier Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Animal Care *or* Heal, Common Knowledge (the Empire) *or* Perception, Dodge Blow, Drive *or* Ride, Gamble *or* Gossip, Intimidate

Talents: Disarm *or* Quick Draw, Sharpshooter *or* Strike Mighty Blow, Specialist Weapon Group (Gunpowder *or* Two-handed), Strike to Injure *or* Rapid Reload, Strike to Stun *or* Mighty Shot

Trappings: Great Weapon (Halberd) *or* Firearm with ammunition for 10 shots, Shield, Light Armour (Full Leather Armour), Uniform

Career Entries: Flagellant, Hunter, Messenger, Toll Keeper, Watchman

Career Exits: Mercenary, Outrider, Sergeant, Vagabond, Veteran, Watchman

— Squire —

Description



Squires are Knights in training. Often of Noble blood, they assist Knights on and off the field of battle. Though they can appear to be nothing more than glorified Servants, fetching food and wine for their lord or tending to his horses and panoply, the gruelling work is meant to toughen up the Squires and ready them for knighthood. Their lords are also supposed to provide them with martial training, though some are lax in this duty. Favoured Noble sons serve as Squires for a few months at best, while those less fortunate spend years trying to earn their spurs.

Note: If, during character creation, you take Common Knowledge (Bretonnia) and Speak Language (Breton), your character can be from Bretonnia at your option.

— Squire Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry) *or* Common Knowledge (Bretonnia), Animal Care, Animal Training, Charm *or* Gossip, Dodge Blow, Ride, Speak Language (Breton *or* Reikspiel)

Talents: Etiquette, Specialist Weapon Group (Cavalry), Strike Mighty Blow

Trappings: Demilance, Medium Armour (Mail Shirt, Mail Coif, Leather Jack), Shield, Horse with Saddle and Harness

Career Entries: Herald, Noble, Valet

Career Exits: Knight, Noble, Outlaw, Sergeant, Veteran

— Student —

Description

The great cities of the Empire have many universities. Most, like the Imperial School of Engineers in Altdorf, are funded by the state. The first college in the Empire was established in Nuln and that city is still famous for its learning institutions (and, ironically, its Imperial Gunnery School). *Students across the Empire can* choose from a wide variety of courses, from history to anatomy to science. Of course, many study nothing more than the bottom of a bottle and wash out of school in less than a year. Elven Students don't go to Imperial universities, but learn from their own loremasters instead. Halfling students are admitted to Universities on sufferance, due to an obscure piece of Imperial Ordinance demanded by the Elder of the Moot.



— Student Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	—	—	—	+10%	+10%	+5%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (any one), Academic Knowledge (any one) *or* Gossip, Charm *or* Consume Alcohol, Heal *or* Search, Perception, Read/Write, Speak Language (Classical), Speak Language (Reikspiel)

Talents: Etiquette *or* Linguistics, Savvy *or* Suave, Seasoned Traveller *or* Super Numerate

Trappings: Two Textbooks corresponding to Knowledge Skills, Writing Kit

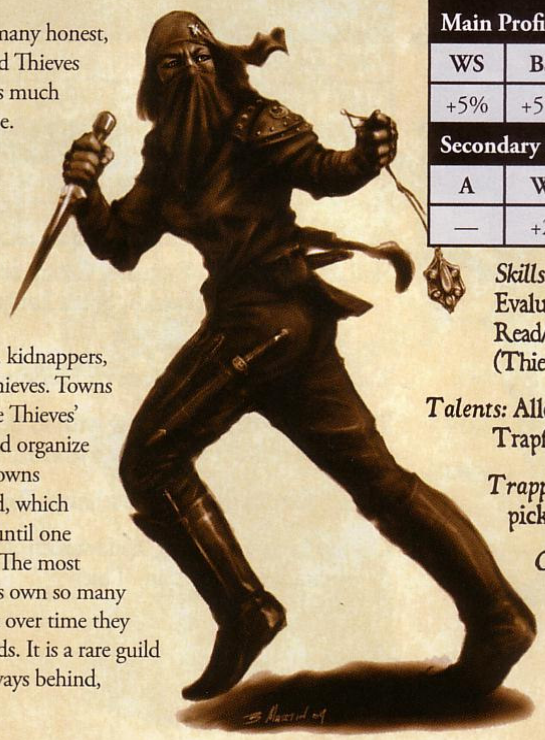
Career Entries: Envoy, Grave Robber, Minstrel, Noble, Valet

Career Exits: Agitator, Apprentice Wizard, Barber-Surgeon, Engineer, Envoy, Initiate, Physician, Scholar

— Thief —

Description

The Empire is home to many honest, hard working citizens and Thieves are dedicated to taking as much of their money as possible. They tend to be jacks-of-all-trades, willing and able to take advantage of any moneymaking opportunity that comes along. Specialist Thieves include blackmailers, embezzlers, kidnappers, pickpockets, and cattle thieves. Towns and cities of any size have Thieves' Guilds, which control and organize criminal activity. A few towns have more than one guild, which leads to vicious fighting until one guild eliminates its rival. The most successful Thieves' Guilds own so many legitimate businesses that over time they turn into Merchant Guilds. It is a rare guild that leaves its larcenous ways behind, however.



— Thief Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	—	—	+15%	+5%	—	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Charm *or* Scale Sheer Surface, Concealment, Evaluate *or* Disguise, Gamble *or* Pick Lock, Perception, Read/Write *or* Sleight of Hand, Search, Secret Language (Thieves' Tongue) *or* Secret Signs (Thief), Silent Move

Talents: Alley Cat *or* Streetwise, Super Numerate *or* Trapfinder

Trappings: Light Armour (Leather Jerkin), Sack, Lock picks, 10 Yards of Rope

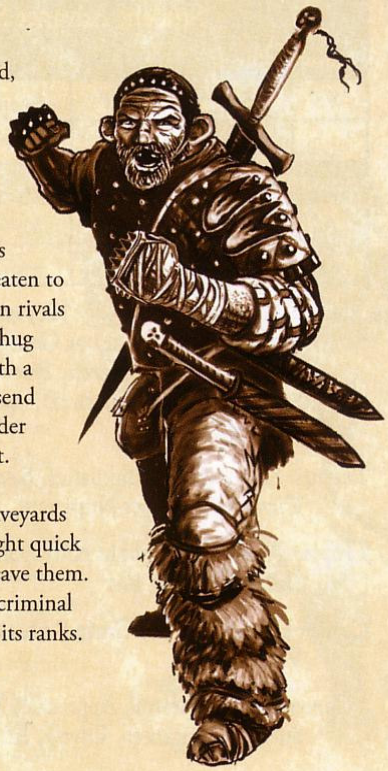
Career Entries: Entertainer, Grave Robber, Interrogator, Militiaman, Outlaw, Protagonist, Rat Catcher, Rogue, Servant, Smuggler, Toll Keeper, Tomb Robber, Vagabond

Career Exits: Cat Burglar, Charlatan, Entertainer, Fence, Rogue, Tomb Robber

— Thug —

Description

In the criminal underworld, strength and viciousness are highly prized virtues and no profession illustrates this more clearly than the Thug. When protection money is owed, when Agitators threaten to expose corruption, or when rivals overstep themselves, the Thug is there. A few thwacks with a club is usually enough to send the right message, but harder cases get the full treatment. It's wisest to flee in such circumstances, but the graveyards are full of those that thought quick wits would be enough to save them. Every Thieves' Guild and criminal organisation has Thugs in its ranks.



— Thug Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	—	+5%	+5%	—	—	+5%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	—	—	—	—	—	—

Skills: Consume Alcohol, Dodge Blow, Gamble, Intimidate, Secret Language (Thieves' Tongue)

Talents: Coolheaded *or* Lightning Reflexes, Disarm, Resistance to Poison *or* Quick Draw, Strike to Injure *or* Wrestling, Strike to Stun

Trappings: Knuckle-dusters, Medium Armour (Mail Shirt and Leather Jerkin)

Career Entries: Marine, Protagonist

Career Exits: Bodyguard, Interrogator, Mercenary, Pit Fighter, Racketeer

— Toll Keeper —

Description

Collecting money for the government is a thankless job. Doing so in the midst of the wilderness is practically a death sentence. Toll Keepers live in isolated roadside houses, collecting money from passing travellers. The monies collected go towards the upkeep of the roads, but that doesn't stop travellers from berating, beating, and even killing Toll Keepers trying to do their jobs. If that weren't bad enough, tollhouses are prime targets for bandits. A Toll Keeper's life is so fraught with peril and few do it for very long, despite the high wages the position pays.



— Toll Keeper Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	+5%	+10%	+5%	—	+5%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Dodge Blow, Evaluate, Gossip *or* Haggle, Perception, Read/Write, Search, Speak Language (Breton, Kislevian, *or* Tilean)

Talents: Lightning Reflexes *or* Marksman

Trappings: Chest, Crossbow with 10 Bolts, Medium Armour (Mail Shirt and Leather Jerkin), Shield, 1d10 gc

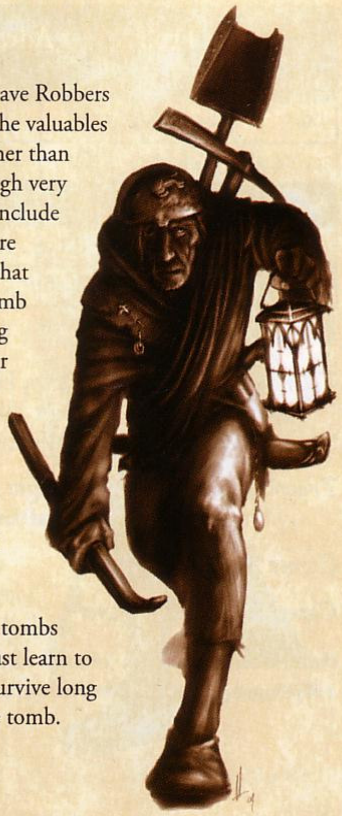
Career Entries: Bailiff, Coachman, Roadwarden

Career Exits: Ferryman, Fieldwarden, Highwayman, Outlaw, Soldier, Politician, Thief

— Tomb Robber —

Description

Tomb Robbers differ from Grave Robbers in that they are interested in the valuables to be found in burial sites rather than the bodies themselves. Although very few graves in the Old World include valuable goods these days, there are many ancient burial sites that contain priceless treasures. Tomb Robbers are experts in locating such sites and plundering their riches. Secret tombs are usually in dangerous and inaccessible areas. Those within the Empire's borders are revered and protected by local inhabitants, so accessing these sites can be just as dangerous. Clever traps and deceptions protect the richest tombs and skilled Tomb Robbers must learn to disarm or bypass them. Few survive long enough to raid more than one tomb.



— Tomb Robber Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	—	—	—	+10%	+10%	+10%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (the Empire) *or* Secret Signs (Thief), Concealment *or* Outdoor Survival, Evaluate, Perception, Pick Lock *or* Silent Move, Read/Write, Scale Sheer Surface, Search, Speak Language (Classical, Khazalid *or* Eltharin)

Talents: Luck *or* Sixth Sense, Trapfinder *or* Tunnel Rat

Trappings: Light Armour (Leather Jack), Crowbar, Lantern, Lamp Oil, 10 Yards of Rope, 2 Sacks

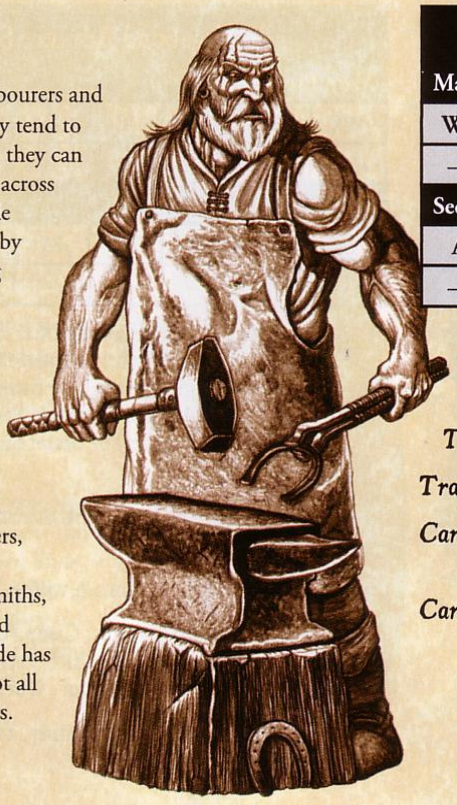
Career Entries: Runebearer, Shieldbreaker, Thief

Career Exits: Fence, Rat Catcher, Shieldbreaker, Thief, Vampire Hunter

— Tradesman —

Description

Tradesmen are skilled labourers and craftsmen. Although they tend to cluster together in cities, they can also be found in villages across the Empire. They provide many of the goods used by Merchants when trading abroad, and are valued as an important part of the Empire's economy. Tradesmen include apothecaries, armourers, bowyers, brewers, calligraphers, carpenters, cartographers, gem cutters, gunsmiths, herbalists, peddlers, shipwrights, smiths, stoneworkers, tailors, and weaponsmiths. Each trade has its own guild, though not all guilds have local chapters.



— Tradesman Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
—	—	+5%	+5%	+10%	+5%	+10%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Animal Care *or* Gossip, Drive, Haggle, Evaluate, Perception, Read/Write, Secret Language (Guild Tongue), Trade (any two)

Talents: Dealmaker *or* Savvy

Trappings: Light Armour (Leather Jerkin), 1d10 gc

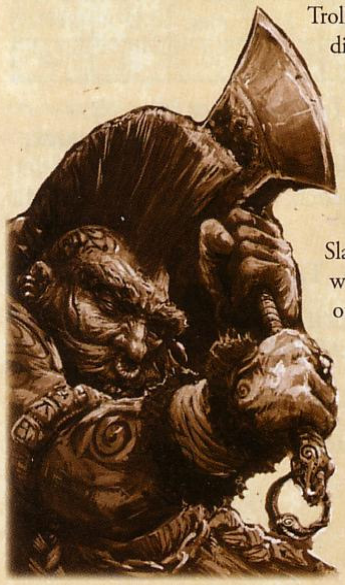
Career Entries: Barber-Surgeon, Burgher, Camp Follower, Peasant, Watchman

Career Exits: Artisan, Engineer, Envoy, Merchant, Militiaman, Zealot

— Troll Slayer —

Description

Dwarfs who have been disgraced, crossed in love, or otherwise humiliated abandon traditional society and seek the sweet release of death. They hunt the most dangerous of monsters in the hopes of finding a glorious end. Most of them die fairly quickly, but those few who survive become members of the strange cult of Troll Slayers. They exist only to die, and by doing so redeem whatever disgrace they suffered in the past. They seek the fiercest foes, and Trolls are considered ideal because the Dwarfs' deaths are almost a certainty. Troll Slayers are instantly recognizable, with their spiky orange hair, outlandish tattoos, and gaudy jewellery. They spend a great deal of time boasting of their exploits and show off their many scars, and often indulge in bouts of overeating, drunkenness, and sleep deprivation.



— Troll Slayer Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+3	—	—	—	—	—	—

Skills: Consume Alcohol, Dodge Blow, Intimidate

Talents: Disarm *or* Quick Draw, Hardy, Lightning Reflexes *or* Very Resilient, Specialist Weapon Group (Two-handed), Street Fighter, Strike Mighty Blow

Trappings: Great Weapon, Light Armour (Leather Jerkin), One Bottle of Poor Craftsmenship Spirits

Career Entries: Pit Fighter

Career Exits: Giant Slayer

Note: Only Dwarfs can join this career. Taking the Slayer's path is a sure route to death. Think carefully before entering this career.

— Vagabond —

Description

Vagabonds love life on the road. The traditional Peasant or Burgher existence seems like prison to them. Who wants to wake up in the same village or city every day, doing the same thing as yesterday? Vagabonds are footloose wanderers who look on each day as a new adventure. They may take on odd jobs here and there to earn some brass, but they never stay in one place for long. The road beckons, with the promise of something better always over the next hill. While they do love to travel, they are not ignorant of the dangers of the road. Vagabonds can thus often be found in travelling companies, formed for mutual protection. The law has little love for these groups and in many places Vagabonds are viewed as common criminals.



— Vagabond Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Common Knowledge (Bretonnia, Estalia, Kislev, *or* Tilea), Gossip *or* Secret Language (Ranger Tongue *or* Thieves' Tongue), Haggle *or* Swim, Heal *or* Perception, Navigation, Outdoor Survival, Performer (Dancer, Singer, *or* Storyteller) *or* Secret Signs (Ranger *or* Thief), Silent Move

Talents: Fleet Footed *or* Rover, Marksman *or* Orientation, Seasoned Traveller

Trappings: Back Pack, Rations (1 week), Tent, Water Skin

Career Entries: Barber-Surgeon, Camp Follower, Cat Burglar, Charcoal-Burner, Entertainer, Envoy, Fieldwarden, Hedge Wizard, Kithband Warrior, Outlaw, Soldier, Woodsman

Career Exits: Bone Picker, Entertainer, Friar, Scout, Thief, Woodsman

— Valet —

Description

A Valet is a personal manservant for a Nobleman, high-ranking military commander, or wealthy Burgher. He is responsible for the comfort and appearance of his charge, including grooming, wardrobe, and presentation. A Valet is ready with a hat and cloak when it's raining, a walking stick for outdoor jaunts, and a dress coat for formal occasions. A well-trained Valet is indispensable for the style-conscious Noble. Though they enjoy a lifestyle most Servants would kill for, Valets often resent the vacuous Nobles they are forced to attend. Women who perform these services for Noblewomen are known as handmaidens.



— Valet Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry), Blather, Evaluate, Gossip *or* Speak Language (Breton *or* Reikspiel), Haggle, Perception, Read/Write, Search

Talents: Coolheaded *or* Suave, Dealmaker *or* Seasoned Traveller, Etiquette

Trappings: Cologne, Purse, Two sets of Best Craftsmenship Clothing, Uniform

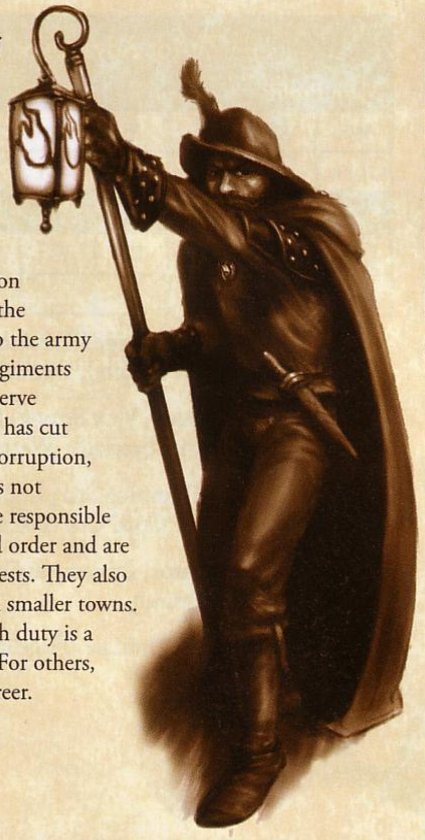
Career Entries: Burgher, Servant

Career Exits: Herald, Rogue, Squire, Steward, Student

— Watchman —

Description

Originally, cities and towns were responsible for recruiting and maintaining their own watch organisations. Corruption was so widespread that the Emperor gave the job to the army instead. Now, certain regiments on garrison duty must serve as the town watch. This has cut down dramatically on corruption, though the army itself is not immune. Watchmen are responsible for maintaining law and order and are empowered to make arrests. They also double as fire fighters in smaller towns. For some Soldiers, watch duty is a temporary assignment. For others, it becomes a lifelong career.



— Watchman Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Law), Dodge Blow, Follow Trail, Gossip, Intimidate, Perception, Search

Talents: Coolheaded *or* Savvy, Disarm *or* Street Fighting, Strike Mighty Blow, Strike to Stun

Trappings: Light Armour (Leather Jack), Lantern and Pole, Lamp Oil, Uniform

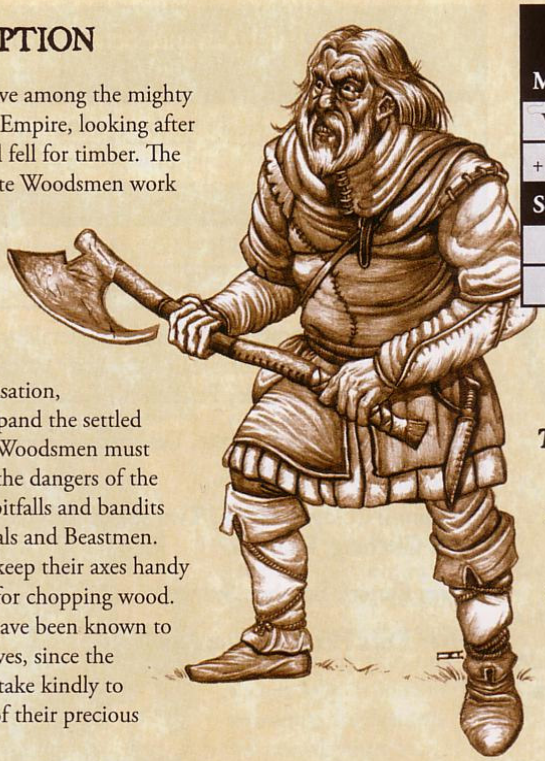
Career Entries: Jailer, Soldier

Career Exits: Mercenary, Racketeer, Roadwarden, Sergeant, Soldier, Tradesman

— Woodsman —

Description

Woodsmen live among the mighty forests of the Empire, looking after trees they will fell for timber. The more fortunate Woodsmen work for Noble families on large estates. The braver souls work on the edges of civilisation, helping to expand the settled lands. These Woodsmen must deal with all the dangers of the forest, from pitfalls and bandits to wild animals and Beastmen. They always keep their axes handy and not just for chopping wood. Woodsmen have been known to clash with Elves, since the Elves do not take kindly to the clearing of their precious forests.



— Woodsman Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

Skills: Concealment, Follow Trail *or* Set Trap, Perception, Scale Sheer Surface, Secret Language (Ranger Tongue), Secret Signs (Ranger), Silent Move

Talents: Fleet Footed *or* Very Resilient, Rover, Specialist Weapon Group (Two-handed)

Trappings: Great Weapon (Two-handed Axe), Light Armour (Leather Jack), Antitoxin Kit

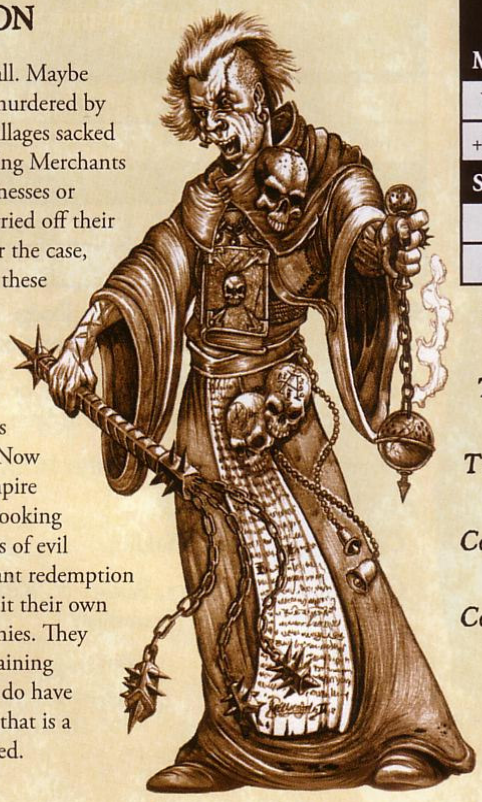
Career Entries: Charcoal-Burner, Vagabond

Career Exits: Hunter, Militiaman, Outlaw, Scout, Vagabond

— Zealot —

Description

Zealots have lost it all. Maybe their families were murdered by Beastmen or their villages sacked by Orcs. Or conniving Merchants destroyed their businesses or powerful Nobles carried off their daughters. Whatever the case, nothing was left for these men and women but religion. They found solace in the angry sermons of the warrior Priests of Sigmar or Ulric. Now they wander the Empire in tattered clothes, looking to smite the minions of evil and Chaos. They want redemption through blood—be it their own or that of their enemies. They may not have the training of Soldiers but they do have the fire of faith and that is a strong weapon indeed.



— Zealot Advance Scheme —

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Academic Knowledge (Theology), Charm, Common Knowledge (the Empire), Intimidate, Read/Write

Talents: Coolheaded *or* Very Strong, Hardy *or* Suave, Public Speaking, Specialist Weapon Group (Flail)

Trappings: Flail *or* Morning Star, Light Armour (Leather Jack), Bottle of Good Craftsmenship Spirits

Career Entries: Agitator, Initiate, Judicial Champion, Peasant, Tradesman

Career Exits: Agitator, Initiate, Flagellant, Friar, Outlaw

Advanced Careers

There are 53 Advanced Careers. These are arranged alphabetically.

Table 3-3: Advanced Careers

Anointed Priest
Artisan
Assassin
Captain
Cat Burglar
Champion
Charlatan
Courtier
Crime Lord
Daemon Slayer
Demagogue
Duellist
Engineer
Explorer
Fence
Flagellant
Friar
Ghost Strider
Giant Slayer
Guild Master
Herald
High Priest
Highwayman
Innkeeper
Interrogator
Journeyman Wizard
Judicial Champion
Knight
Knight of the Inner Circle
Master Thief
Master Wizard
Mate
Merchant
Minstrel
Navigator
Noble Lord
Outlaw Chief
Physician
Pistolier
Politician
Priest
Racketeer
Scholar
Scout
Sea Captain
Sergeant
Spy
Steward
Targeteer
Vampire Hunter
Veteran
Witch Hunter
Wizard Lord

Zhufbar Awaits

Gerd burned under the gaze of the scarred old Dwarf. He was intimidated by the Dwarf's bearing—and his large, rune-carved axe.

"So, manling," said the Dwarf, "you think you have what it takes to join my expedition to Zhufbar, eh? Do you even have a weapon?"

"I do," Gerd said defiantly, unwrapping his sword.

"The Dwarf grabbed it out of his hands and unsheathed it. "This antique?" he scoffed. "What mantlepiece did you steal this from?"

Gerd winced. "It was my uncle's sword. He was a soldier in the Army of Averland."

The Dwarf tossed the blade back at him. Gerd caught it by its hilt. Without warning the Dwarf swung his axe at Gerd, who parried it deftly as his uncle had shown him. The Dwarf seemed pleased.

"Good," he said. "You've got reflexes. But do you have any experience?"

"Goblins attacked my family's farm," began Gerd. "My kin were killed but I survived. The goblins didn't."

The Dwarf spat. "Goblin scum. We'll avenge ourselves on them sevenfold on this expedition."

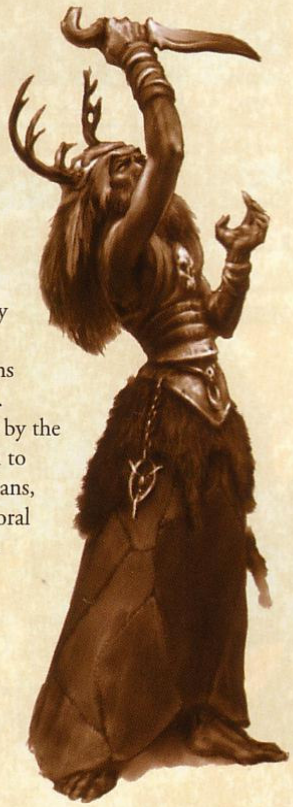
"You mean, I'm in?" asked Gerd, his voice tinged with excitement.

For the first time, the Dwarf smiled. "You're in, lad. Now let's sharpen that sword. Zhufbar awaits."

— Anointed Priest —

Description

A priest who has consistently upheld the tenets of his church is chosen by his God to take on greater power and responsibility. Anointed Priests are gifted with the Divine Lore of the deity they serve and consequently, they're expected to take on challenges suitable to their new blessings. They often have all the attributes that their God admires, acting as beacons of faith to others in the Old World. Anointed Priests are greatly trusted by the common folk, who will often listen to them over both Nobles and Politicians, granting them a great deal of temporal power to complement the spiritual.



— Anointed Priest Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+10%	+10%	+15%	+25%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	—	—	—	+2	—	—

Skills: Academic Knowledge (any two), Academic Knowledge (Theology), Channelling, Charm, Common Knowledge (any two), Gossip, Heal, Magical Sense, Ride *or* Swim, Speak Arcane Language (Magick), Speak Language (any two)

Talents: Aethyric Attunement *or* Meditation, Armoured Casting *or* Fast Hands, Divine Lore (any one), Lesser Magic (any two), Seasoned Traveller *or* Strike Mighty Blow

Trappings: Noble's Garb

Career Entries: Priest

Career Exits: Demagogue, Flagellant, High Priest, Scholar, Witch Hunter

— Artisan —

Description

Artisans are skilled craftsmen and masters of their trades. Most commonly found in towns and cities, Artisans are organized into a bewildering variety of guilds. The best craftsmen are attracted to the largest cities, such as Altdorf, Marienburg and Nuln. There they can command high prices from the richest clientele, or work with Merchants who can sell their goods in more distant locales. Some Artisans are so famous that even Nobles must put their names on waiting lists, for to have the work of a renowned master is sign of status. The masterwork of an Artisan is truly something to behold.



— Artisan Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
—	—	+10%	+10%	+20%	+10%	+10%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	—	—	—

Skills: Drive, Evaluate, Gossip, Haggle, Perception, Secret Language (Guild Tongue), Speak Language (Khazalid, Breton, *or* Tilean), Trade (any three)

Talents: Artistic *or* Etiquette

Trappings: Trade Tools (according to Trade), 15 *gc*

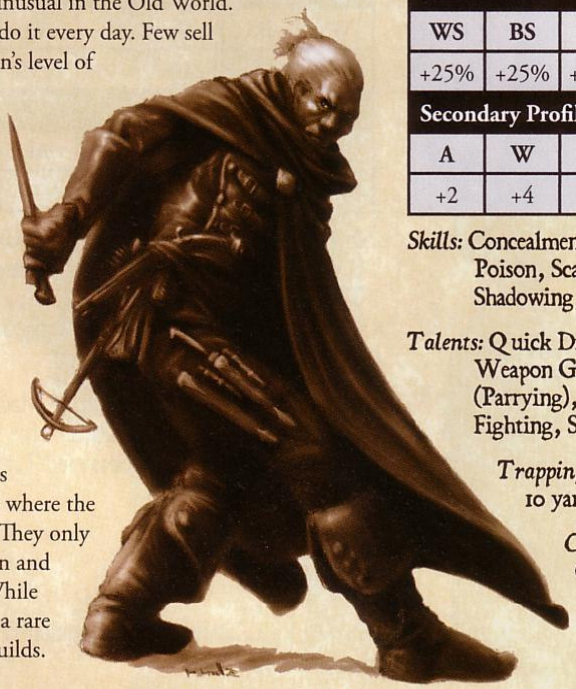
Career Entries: Engineer, Militiaman, Navigator, Tradesman

Career Exits: Demagogue, Engineer, Guild Master, Merchant, Militiaman

— Assassin —

Description

Killing for money is not unusual in the Old World. Soldiers and Mercenaries do it every day. Few sell swords achieve the Assassin's level of lethality, however. These hired killers are expertly trained and deadly with a variety of weapons. Many also master the poisoner's art. The best Assassins can dispatch their targets in a matter of seconds, leaving behind no evidence of their presence. Their services are much sought after by political and even religious bodies. Few Assassins care where the commissions come from. They only want a challenging mission and a fat purse for their fee. While most Assassins are loners, a rare few have organized into guilds.



— Assassin Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	+25%	+10%	+10%	+30%	+20%	+10%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+4	—	—	—	—	—	—

Skills: Concealment, Disguise, Gossip, Perception, Prepare Poison, Scale Sheer Surface, Secret Signs (Thief), Shadowing, Silent Move

Talents: Quick Draw, Lightning Parry, Sharpshooter, Specialist Weapon Group (Entangling), Specialist Weapon Group (Parrying), Specialist Weapon Group (Throwing), Street Fighting, Streetwise, Swashbuckler

Trappings: Net, 4 Throwing Knives, Grappling Hook, 10 yards of Rope, 1 dose of Poison (any)

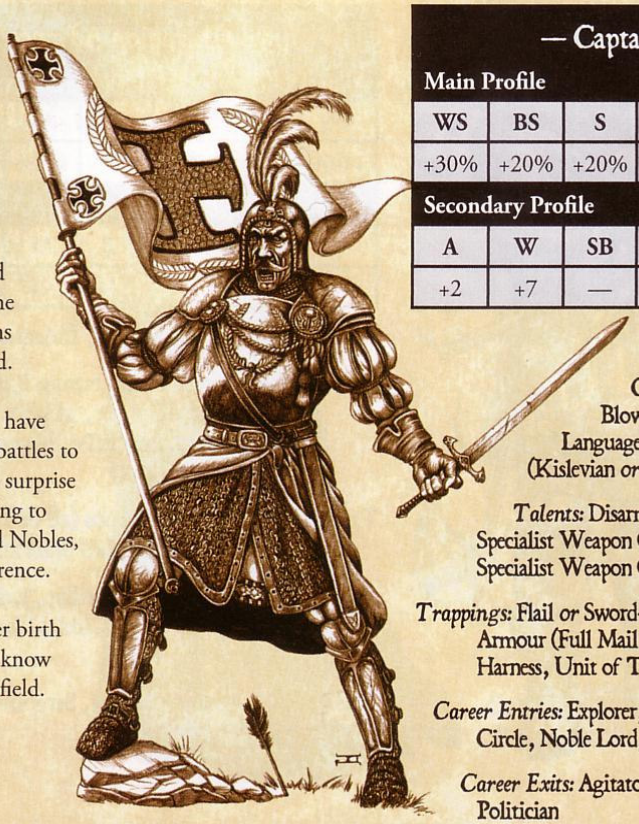
Career Entries: Champion, Duellist, Judicial Champion, Outlaw Chief, Spy, Targeteer

Career Exits: Champion, Outlaw Chief, Rogue, Sergeant, Witch Hunter

— Captain —

Description

Captains are the war leaders of the strife-wracked Old World. They command Soldiers, Militiamen, Mercenaries and even Roadwardens, on bloody battlefields and corpse-strewn streets in the endless military campaigns of the Empire and beyond. Most Captains are tough professional Soldiers who have survived dozens of fierce battles to get where they are. It's no surprise then that they resent having to serve under inexperienced Nobles, an all too common occurrence. Captains tend to respect experience and ability over birth and social position. They know what counts on the battlefield.



— Captain Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+20%	+20%	+20%	+20%	+15%	+15%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+7	—	—	—	—	—	—

Skills: Academic Knowledge (Strategy/Tactics), Animal Care, Command, Common Knowledge (any three), Dodge Blow, Gossip, Read/Write, Ride, Secret Language (Battle Tongue), Speak Language (Kislevian *or* Tilean)

Talents: Disarm *or* Quick Draw, Lightning Parry, Specialist Weapon Group (Cavalry *or* Two-handed Weapon), Specialist Weapon Group (Flail *or* Parrying)

Trappings: Flail *or* Sword-breaker, Lance *or* Great Weapon, Medium Armour (Full Mail Armour), Shield, Destrier with Saddle and Harness, Unit of Troops

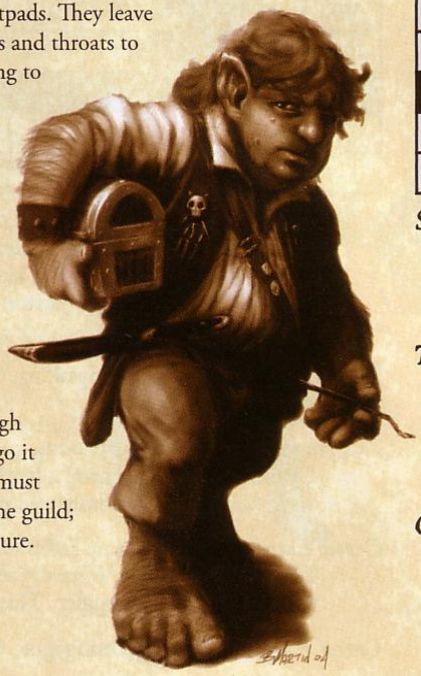
Career Entries: Explorer, Ghost Strider, Knight, Knight of the Inner Circle, Noble Lord, Outlaw Chief, Sergeant, Witch Hunter

Career Exits: Agitator, Explorer, Merchant, Outlaw Chief, Politician

— Cat Burglar —

Description

Cat Burglars see themselves as a cut above the common thieves and footpads. They leave the slitting of both purses and throats to the gutter scum, preferring to steal with more finesse. The Cat Burglar's art requires observation, planning, and impeccable timing. A well-executed theft may not even be detected for months, by which time the Cat Burglar is far away. Most Cat Burglars are members of a Thieves' Guild, though some defy the odds and go it alone. Such lone wolves must elude both the law and the guild; a dangerous game to be sure.



— Cat Burglar Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+5%	+25%	+10%	+10%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Concealment, Evaluate, Gossip, Haggle, Perception, Pick Lock, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move

Talents: Alley Cat, Street Fighting, Streetwise, Trapfinder

Trappings: Grappling Hook, Lock Picks, 10 Yards of Rope

Career Entries: Bone Picker, Charlatan, Grave Robber, Rat Catcher, Thief

Career Exits: Crime Lord, Fence, Master Thief, Racketeer, Vagabond

— Champion —

Description

Champions are warriors who dedicate their lives to martial combat, excelling as no others on the field of battle. They are not leaders of men, but as individual combatants they are peerless. They live for the moments when their skills are tested to the utmost, for only then do they truly know just how good they are. Many Champions serve in armies, warbands, and martial orders, though others wander the Empire, selling their formidable skills to the highest bidder. Their weapons are inevitably among the finest to be had in the Old World.



— Champion Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+40%	+40%	+25%	+25%	+30%	—	+20%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+8	—	—	—	—	—	—

Skills: Dodge Blow, Evaluate, Intimidate, Perception

Talents: Fleet Footed *or* Lightning Reflexes, Lightning Parry, Master Gunner, Mighty Shot, Quick Draw, Rapid Reload, Specialist Weapon Group (any three), Wrestling

Trappings: Any Six Weapons (all of Best Craftsmanship), Medium Armour (Mail Shirt and Leather Jack)

Career Entries: Assassin, Duellist, Judicial Champion, Knight of the Inner Circle, Targeteer, Veteran, Witch Hunter

Career Exits: Assassin, Scout, Sergeant, Witch Hunter

— Charlatan —

Description

Charlatans are tricksters extraordinaire, cunning liars who can convince people of almost anything. With their glib tongues and ready wits they bilk the gullible out of their fortunes and escape with both the money and their lives. For a Charlatan, lying is like breathing. Common Charlatans are content to sell worthless miracle cures and trinkets that will supposedly ward off black magic whereas more skilled ones fake being other professions to collect consultation fees and sell off property that they don't own. Legendary Charlatans run con schemes that try to take Nobles and rich Merchants for all they're worth.



— Charlatan Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+10%	+15%	+15%	+15%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Blather, Charm, Common Knowledge (Bretonnia *or* Tilea), Disguise, Evaluate, Gamble, Gossip, Haggle, Perception, Secret Language (Thieves' Tongue), Sleight of Hand, Speak Language (Breton *or* Tilean), Speak Language (Reikspiel)

Talents: Flee!, Mimic, Public Speaking, Schemer *or* Streetwise, Seasoned Traveller

Trappings: 6 sets of Common Clothes, 4 sets of Best Craftsmenship Clothes, Forged Document, 4 bottles of variously coloured water, 4 bottles of variously coloured powder

Career Entries: Agitator, Camp Follower, Courtier, Entertainer, Envoy, Fence, Hedge Wizard, Journeyman Wizard, Minstrel, Rogue, Smuggler, Thief

Career Exits: Cat Burglar, Demagogue, Outlaw, Politician, Spy

— Courtier —

Description



Courtiers surround the nobility at court, fawning over lieges and ladies in the hopes of getting ahead. They range from sycophants who desperately wish to please, to cunning schemers who seek the keys to wealth and prestige. Courtiers are frequently well-read and skilled public speakers, as they are often called upon to offer erudite opinions on a variety of subjects to their Noble patrons. No Courtier, no matter how clever, is ever fully secure in his position, as there is always another who desperately wants it and is willing to do nearly anything to get it. Female Courtiers are usually known as ladies-in-waiting.

— Coutier Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
++5%	+5%	—	—	+10%	+20%	+20%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (the Arts *or* History) *or* Gamble, Blather, Charm, Command *or* Performer (any one), Common Knowledge (Bretonnia *or* Tilea), Evaluate, Gossip, Perception, Read/Write, Ride, Speak Language (Breton *or* Tilean), Speak Language (Reikspiel)

Talents: Dealmaker *or* Etiquette, Public Speaking, Savvy *or* Suave, Schemer *or* Specialist Weapon Group (Fencing)

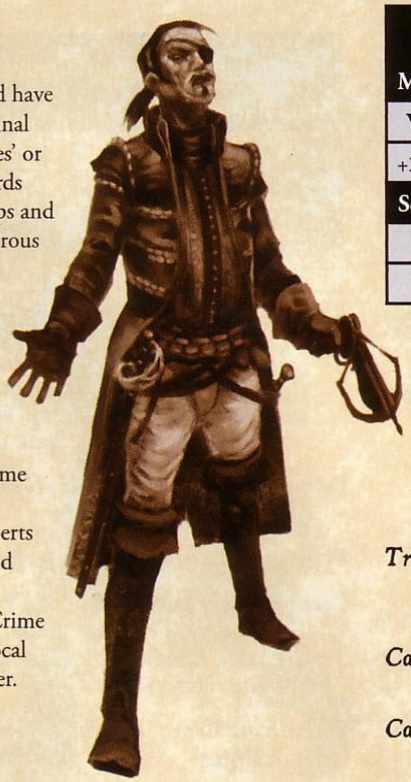
Trappings: 4 Sets of Noble's Garb, 100 gc, Valet

Career Entries: Noble, Herald, Pistolier, Politician

Career Exits: Charlatan, Duellist, Noble Lord, Politician, Steward, Spy

— Crime Lord —

Description



Most cities of the Old World have one or more organized criminal organisations, such as Thieves' or Assassins' Guilds. Crime Lords are the leaders of these groups and they are powerful and dangerous folk. To be counted among their ranks one must be clever, ambitious and completely ruthless. Most claw their way up from the bottom, learning every dirty trick in the book as they ascend to power. Crime Lords can seldom afford the luxury of trust. They are experts at evaluating both people and situations to seek whatever advantage they can. Many Crime Lords become involved in local politics to further their power.

— Crime Lord Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+15%	+15%	+20%	+25%	+20%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Charm, Command, Common Knowledge (the Empire), Dodge Blow, Evaluate, Gossip, Haggle, Intimidate, Perception, Secret Language (Thieves' Tongue), Secret Signs (Thief), Torture

Talents: Dealmaker *or* Schemer, Menacing, Public Speaking, Resistance to Poison, Sixth Sense, Specialist Weapon Group (Crossbow *or* Parrying), Streetwise

Trappings: Crossbow pistol with 10 bolts *or* Sword-breaker, One set of Best Craftsmenship Clothing, Antitoxin Kit, 100 gc, Criminal Organisation

Career Entries: Cat Burglar, Demagogue, Fence, Guild Master, Master Thief, Outlaw Chief, Politician, Steward

Career Exits: Demagogue, Master Thief, Outlaw Chief, Politician

— Daemon Slayer —

Description

In every generation there are one or two Slayers who cannot seem to find the death they crave. At every turn, destiny cheats them or perhaps, drives them forward, and as the long years pass, they grow more and more fierce, determined to find the mighty doom that awaits them. When neither Trolls nor Giants can fell a Slayer, he takes on the mightiest foes of all: the Daemons of Chaos. Daemon Slayers are frightening individuals. They are barely sane at best, the shame of their continuing survival weighing ever on their thoughts, yet they're also among the greatest warriors that the Old World has ever known.



— Daemon Slayer Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+40%	—	+30%	+30%	+20%	—	+30%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+8	—	—	—	—	—	—

Skills: Common Knowledge (any two), Consume Alcohol, Dodge Blow, Intimidate, Scale Sheer Surface

Talents: Lightning Parry, Unsettling

Trappings: Great Weapon

Career Entries: Giant Slayer

Career Exits: Glorious death

Note: Only Dwarfs can enter this career. You must have slain a Daemon of note to enter this career.

— Demagogue —

Description

Demagogues are the most popular Agitators, public speakers so gifted that they can move countries with their persuasive words. They are always counted among the leaders of whatever cause they choose to champion. Those in power view Demagogues with a great deal of suspicion, as they are far too capable of stirring up dissent or sowing mistrust against the government or the church. If they can be properly directed however, they're also very useful for rallying the people against Chaos and other threats. Thus the authorities treat popular Demagogues with caution and sometimes even favour.



— Demagogue Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	—	+10%	+15%	+20%	+15%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Academic Knowledge (History), Academic Knowledge (Law), Blather, Charm, Command, Common Knowledge (the Empire), Concealment, Disguise, Dodge Blow, Gossip, Intimidate, Perception, Speak Language (Reikspiel)

Talents: Etiquette *or* Streetwise, Master Orator, Public Speaking, Street Fighting

Trappings: Light Armour (Leather Jack and Leather Skullcap)

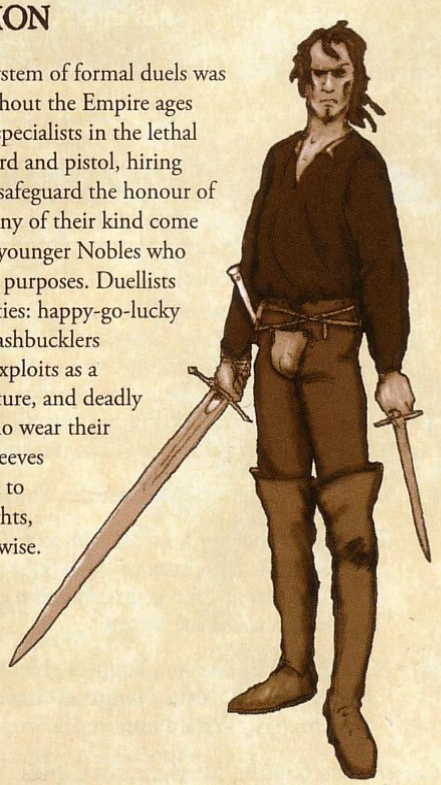
Career Entries: Agitator, Anointed Priest, Artisan, Charlatan, Crime Lord, Flagellant, Friar, Initiate, Minstrel, Outlaw, Outlaw Chief, Politician, Rogue, Vampire Hunter, Witch Hunter

Career Exits: Crime Lord, Friar, Mercenary, Outlaw Chief, Politician

— Duellist —

Description

A complex legal system of formal duels was established throughout the Empire ages ago. Duellists are specialists in the lethal application of sword and pistol, hiring themselves out to safeguard the honour of others, though many of their kind come from the ranks of younger Nobles who duel for their own purposes. Duellists come in two varieties: happy-go-lucky devil-may-care swashbucklers who regard their exploits as a continuous adventure, and deadly serious fighters who wear their honour on their sleeves and are very quick to take offence at slights, imagined or otherwise.



— Duellist Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+20%	+20%	+15%	+15%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Charm, Dodge Blow, Gamble, Gossip, Intimidate, Perception, Sleight of Hand

Talents: Ambidextrous *or* Disarm, Etiquette, Master Gunner, Mighty Shot, Quick Draw, Sharpshooter, Specialist Weapon Group (Fencing), Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Parrying), Strike Mighty Blow, Strike to Injure, Swashbuckler

Trappings: Main Gauche, Pistol with Powder and Ammunition for 10 Shots, Rapier

Career Entries: Courtier, Estalian Diestro, Highwayman, Pistolier, Protagonist, Sergeant, Targeteer

Career Exits: Assassin, Champion, Highwayman, Rogue, Sergeant

— Engineer —

Description

It was the Dwarfs who first introduced the science of engineering to the Old World. Among them, the Engineers' Guild is deeply respected and its works are held in high esteem, so long as it upholds traditional methods and values. Humanity took what the Dwarfs had to offer and ran with it, especially in regards to gunpowder and other devices suitable for use as weapons. The Imperial School of Engineers in Altdorf is famed for its bizarre inventions, which can be most useful if they manage to function correctly. Outside the Empire, Tileans are particularly famed for their bold engineering ideas.



— Engineer Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+15%	+5%	+5%	+10%	+20%	+10%	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science), Common Knowledge (Dwarfs *or* Tilea), Drive *or* Ride, Perception, Read/Write, Speak Language (Khazalid *or* Tilean), Trade (Gunsmith)

Talents: Master Gunner, Specialist Weapon Group (Engineer *or* Gunpowder)

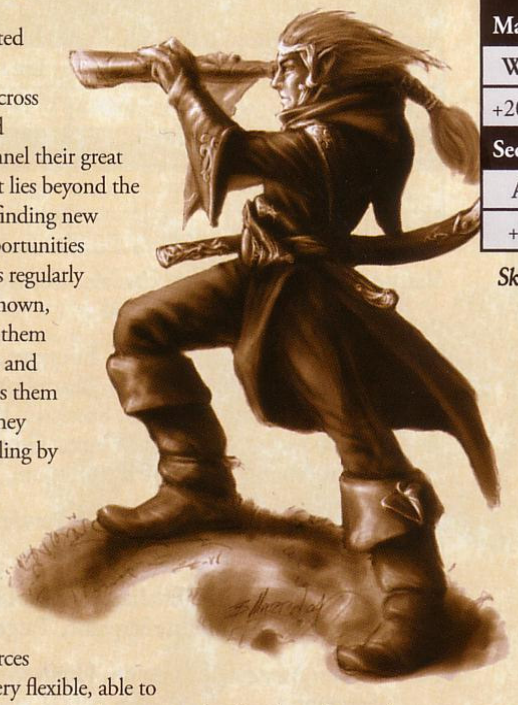
Trappings: Light Armour (Leather Jack), Engineer's Kit, 6 Spikes

Career Entries: Artisan, Miner, Student, Tradesman

Career Exits: Artisan, Explorer, Guild Master, Pistolier, Smuggler

— Explorer —

Description



Explorers are afflicted by wanderlust and travel extensively across the Old World and beyond. They channel their great need to know what lies beyond the next horizon into finding new lands and new opportunities for trade. Explorers regularly delve into the unknown, which either turns them into canny fighters and diplomats or makes them very short-lived. They are skilled in travelling by both land and sea. Explorers tend to be highly capable individuals. The variety of roles they are called upon to assume forces them to become very flexible, able to command troops or negotiate in tongues they barely understand.

— Explorer Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+15%	+15%	+25%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Academic Knowledge (History *or* Law), Command, Common Knowledge (any three), Drive, Evaluate, Follow Trail, Navigation, Outdoor Survival, Perception, Read/Write, Ride, Scale Sheer Surface, Secret Language (Ranger Tongue), Secret Signs (Scout), Speak Language (any three), Swim, Trade (Cartographer)

Talents: Orientation *or* Linguistics, Seasoned Traveller

Trappings: Bow *or* Crossbow with 10 arrows *or* bolts, Hand Weapon, Medium Armour (Mail Shirt and Leather Jack), Shield, 6 Maps, 1,000 *gc* in coin and trade goods, Riding Horse with saddle and harness

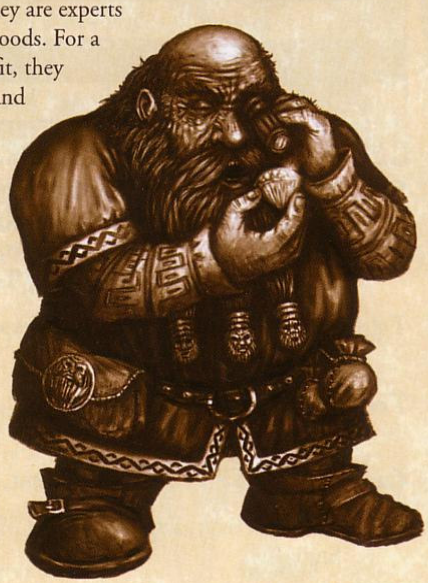
Career Entries: Captain, Engineer, Herald, Master Thief, Master Wizard, Mate, Navigator, Scholar, Scout, Sea Captain, Spy, Wizard Lord

Career Exits: Captain, Merchant, Sea Captain, Spy

— Fence —

Description

The majority of Burghers and Tradesmen are willing to deal in goods of questionable legality. Such merchandise is the stock and trade of the Fence. They are experts at liquidating stolen goods. For a percentage of the profit, they take a thief's bounty and move it to another town, city, or even country where it can be more safely disposed of. Fences are experts at evaluating the worth of any given item and therefore exactly how hot it is likely to be. The greater the risk, the greater the cut they demand.



— Fence Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+10%	+10%	+5%	+10%	+5%	+10%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Evaluate, Gamble, Gossip, Haggle, Intimidate, Perception, Sleight of Hand

Talents: Dealmaker *or* Streetwise, Strike to Stun, Super Numerate

Trappings: Trade Tools (Engraver's Kit), Writing Kit

Career Entries: Bone Picker, Burgher, Cat Burglar, Grave Robber, Innkeeper, Racketeer, Smuggler, Steward, Thief, Tomb Robber

Career Exits: Charlatan, Crime Lord, Master Thief, Racketeer

— Flagellant —

Description



Flagellants are crazed religious fanatics who barely care if they live or die, so long as they can strike a blow against Chaos and all that they perceive as vile before they go. They are often remarkablly charismatic individuals who lead other broken souls, as the force of their personality and their strong religious convictions draw others to them. Flagellants always wield massive weapons, the better to smite their enemies, and eschew the use of armour, feeling that their Gods will protect them until the proper time to die has come. Saner folk tend to actively avoid their company.

— Flagellant Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	—	+10%	+15%	+5%	—	+20%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Theology), Charm, Heal, Intimidate, Speak Language (Classical)

Talents: Fearless, Specialist Weapon Group (Flail *or* Two-handed Weapon), Strike Mighty Blow

Trappings: Flail *or* Great Weapon, Bottle of Good Craftsmenship Spirits, Religious Symbol, Religious Relic

Career Entries: Anointed Priest, Friar, Priest, Zealot

Career Exits: Demagogue, Interrogator, Priest, Soldier, Veteran

Note: You must have at least one insanity to enter this career.

— Friar —

Description

Friars are mendicants who wander the Empire teaching religious virtue by example. Their orders date back to the time of Magnus the Pious. A Witch Hunter, Berndt of Wurtbad, was a particular foe of the cults of Slaanesh, the Chaos God of Sensuality and Pleasure. Berndt saw how decadence and lust lead inexorably to the embrace of Slaanesh. After years of blood and fire, Berndt laid aside his sword and torch, gave away his possessions, and began to walk the roads of the Empire preaching a message of poverty, chastity, and obedience. He wore nothing but a hair shirt and lived off the charity of the common folk. His fervent belief was that a humble life of poverty was the surest way to fight the insidious seduction of Chaos. The Order of St. Berndt was the first mendicant order of the Empire, though several others have sprung up since.



— Friar Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	—	+5%	+10%	—	+15%	+15%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Theology), Animal Care, Common Knowledge (any two), Heal, Outdoor Survival, Perception, Speak Language (Breton, Estalian, Kislevian, *or* Tilean), Speak Language (Classical), Speak Language (Reikspiel)

Talents: Seasoned Traveller

Trappings: Healing Draught, Religious Symbol, Religious Relic, Robes

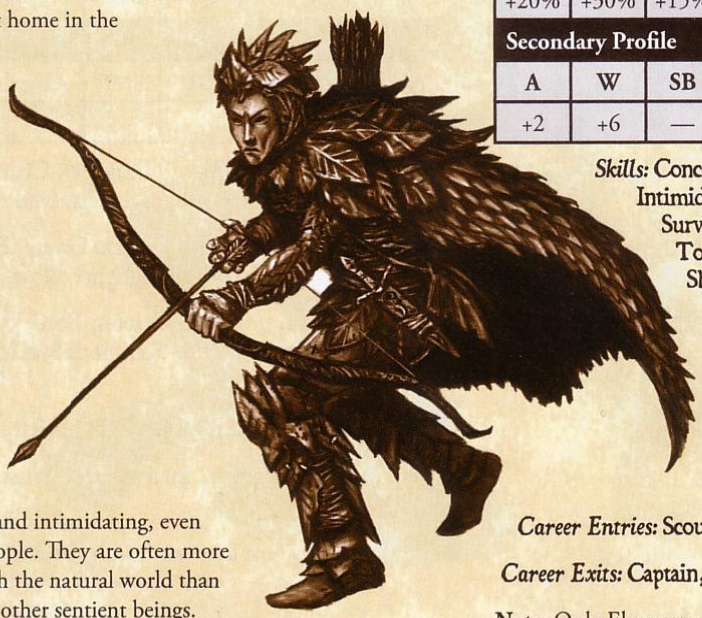
Career Entries: Demagogue, Initiate, Physician, Scholar, Vagabond, Zealot

Career Exits: Demagogue, Flagellant, Priest, Scholar

— Ghost Strider —

Description

Nearly supernaturally silent and fleet of foot, Ghost Striders roam over the Old World seeking out the forces of Chaos and various other threats to the natural world. They are most at home in the forest, though they can readily pass unseen over mountains and other terrain if need be. Ghost Striders are deadly archers, famed for never missing their targets. They are usually either softspoken or taciturn and considered to be both odd and intimidating, even by their own people. They are often more comfortable with the natural world than they are around other sentient beings.



— Ghost Strider Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+30%	+15%	+15%	+25%	+20%	+20%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Concealment, Dodge Blow, Follow Trail, Intimidate, Lip Reading, Navigation, Outdoor Survival, Perception, Secret Language (Ranger Tongue), Secret Signs (Ranger), Set Trap, Shadowing, Silent Move

Talents: Hardy *or* Fleet Footed, Lightning Parry, Mighty Shot, Quick Draw, Rapid Reload, Sure Shot

Trappings: Elfbow with 10 Arrows, Light Armour (Best Craftsmenship Full Leather Armour)

Career Entries: Scout

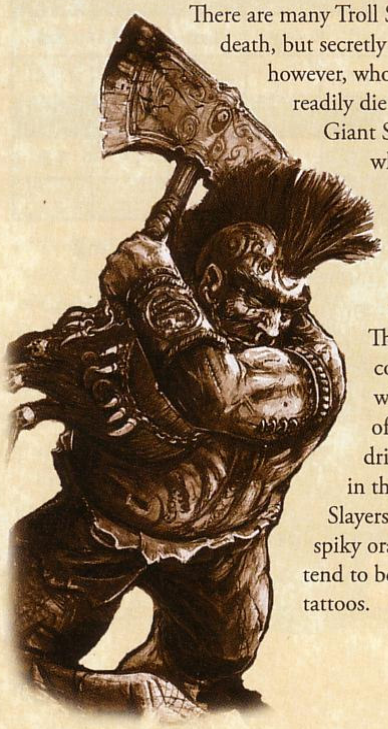
Career Exits: Captain, Outlaw Chief, Targeteer, Vampire Hunter

Note: Only Elves can enter this career.

— Giant Slayer —

Description

There are many Troll Slayers who wish to find death, but secretly fear it. There are others, however, who are just too ferocious to readily die. These rare few become Giant Slayers: obsessed Dwarfs who have found that not even Trolls could offer a sufficient enough challenge to give them the glorious ending they crave. They continue to seek out combat and a proper death wherever they go, many of them becoming morose drinkers when they aren't in the midst of battle. Giant Slayers continue to sport the spiky orange Slayer crest, but they tend to be covered with far more tattoos.



— Giant Slayer Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	—	+15%	+15%	+10%	—	+20%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Common Knowledge (any one), Consume Alcohol, Dodge Blow, Intimidate, Perception

Talents: Fearless, Resistance to Poison, Specialist Weapon Group (Flail), Strike to Injure

Trappings: Great Weapon

Career Entries: Troll Slayer

Career Exits: Daemon Slayer

Note: Only Dwarfs can enter this career. You must have slain a Giant to enter this career.

— Guild Master —

Description



Guild Masters are some of the most influential people in the Old World, quietly dictating how commerce is to work in various areas and facilitating the flow of trade. Among their ranks are master Merchants and calculating thieves, all of whom play a subtle game with the Nobles for power and control. Guild Masters are seldom great warriors, as they have many others at their beck and call to handle such things for them. Rather they are quasi-statesmen who deal with the Politicians of the Empire on their own terms. Depending on what guild they control, Guild Masters may be treated with the utmost respect or grudging civility.

— Guild Master Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	—	+10%	+15%	+30%	+20%	+35%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	—	—	—	—	—	—

Skills: Academic Knowledge (History), Charm, Command, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Secret Language (Guild Tongue), Speak Language (Breton, Estalian, Kislevian, *or* Norse), Speak Language (Reikspiel), Trade (any two)

Talents: Dealmaker, Etiquette, Linguistics

Trappings: Writing Kit, 100 *gc*, Guild

Career Entries: Artisan, Engineer, Merchant, Physician, Wizard Lord

Career Exits: Crime Lord, Politician, Racketeer

— Herald —

Description



Heralds are the voices of the nobility, dutybound to announce the arrival of their lords and patrons, or who occasionally carry news of important events from afar. They are inevitably skilled speakers, swift wits, and greatly educated for the times. Heralds are expected to recognize the heraldry of hundreds of Nobles on sight, hence their namesake. They are seldom Nobles themselves, but their position is regarded as one of the few that acts as a stepping-stone into the ranks of the lesser nobility. Heralds pride themselves on their personal appearance, as it is a reflection upon whichever lord they serve.

— Herald Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+5%	+15%	+15%	+10%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (History), Blather, Charm, Common Knowledge (Bretonnia, Kislev, *or* Tilea), Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Read/Write, Ride, Speak Language (Breton, Kislevian, *or* Tilean), Speak Language (Reikspiel)

Talents: Etiquette, Master Orator, Public Speaking

Trappings: Cologne, Purse, Two sets of Best Craftsmenship Clothing, Uniform

Career Entries: Messenger, Valet

Career Exits: Agitator, Courtier, Entertainer, Explorer, Politician, Squire

— High Priest —

Description

A High Priest is the living embodiment of his God's will in the Old World. They are fairly rare, as few individuals have both the strength of character and the boundless faith it takes to reach such a lofty post. High Priests, with very few exceptions, will operate out of one of the primary centres of their faith. Pilgrims will travel the breadth of the Empire just to speak for a few moments with such a being. High Priests tend to either reject the physical world, retiring to a monastery or embrace the temporal, becoming powerful secular leaders.



— High Priest Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+15%	+15%	+15%	+20%	+30%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	+3	—	—

Skills: Academic Knowledge (any three), Academic Knowledge (Theology), Channelling, Charm, Common Knowledge (any two), Gossip, Heal, Intimidate, Magical Sense, Ride *or* Swim, Speak Arcane Language (Magick), Speak Language (any three)

Talents: Aethyric Attunement *or* Meditation, Armoured Casting *or* Mighty Missile, Etiquette, Fast Hands *or* Strong-minded, Lesser Magic (any two)

Trappings: Religious Relic

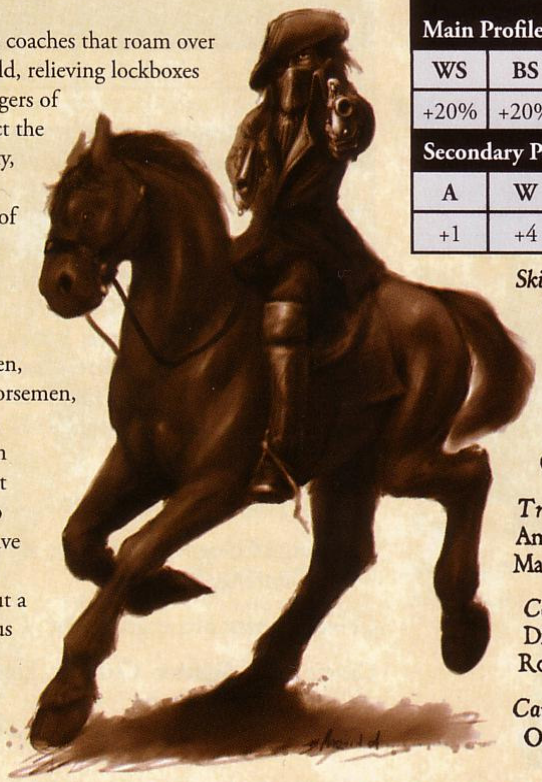
Career Entries: Anointed Priest

Career Exits: Politician, Scholar, Witch Hunter

— Highwayman —

Description

Highwaymen prey on the coaches that roam over the roads of the Old World, relieving lockboxes of their goods and passengers of their valuables. They affect the styles of the upper nobility, wearing elaborate masks and showing every point of etiquette to their victims, as they prefer to regard themselves as daring rogues rather than high-class Thieves. Highwaymen, by necessity, are skilled horsemen, adept at convincing their horses to race over uneven and treacherous ground at high speeds. They are also excellent shots, as they have to contend not only with swiftly moving targets, but a large number of dangerous forest denizens as well.



— Highwayman Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+10%	+30%	+20%	+15%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Animal Care, Animal Training, Charm, Common Knowledge (the Empire), Evaluate, Gossip, Ride, Silent Move

Talents: Ambidextrous, Etiquette, Master Gunner, Mighty Shot, Sharpshooter, Specialist Weapon Group (Fencing), Specialist Weapon Group (Gunpowder), Swashbuckler, Trick Riding

Trappings: Pair of Pistols with Powder and Ammunition for 20 Shots, Noble's Garb, Hood *or* Mask, Riding Horse with Saddle and Harness

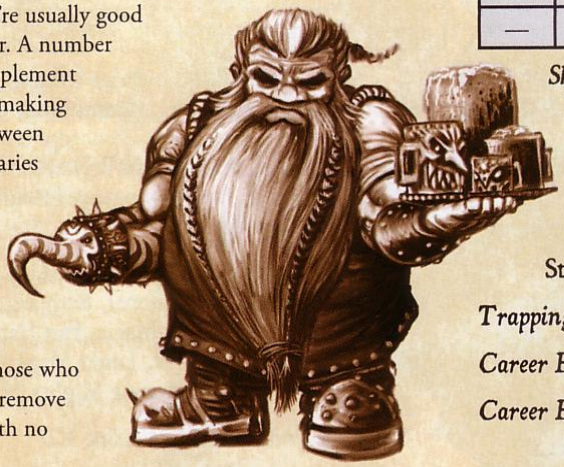
Career Entries: Coachman, Duellist, Estalian Diestro, Ferryman, Minstrel, Outlaw, Outrider, Roadwarden, Toll Keeper

Career Exits: Agitator, Duellist, Master Thief, Outlaw Chief, Sergeant

— Innkeeper —

Description

Innkeepers own and run the establishments that allow the economy of the Old World to flourish. Many innkeeping families have owned their establishment for generations. They cater to all customers, regardless of social class, so long as they can pay. In a time when the majority of folk are insular, Innkeepers have learned information is valuable and they're usually good for news from afar. A number of Innkeepers supplement their incomes by making introductions between customers. This varies from finding agreeable companionship for their guests to putting interested parties in contact with those who can permanently remove troublemakers with no questions asked.



— Innkeeper Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	+5%	+10%	+20%	+10%	+10%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Blather *or* Lip Reading, Charm, Common Knowledge (the Empire), Consume Alcohol, Evaluate, Gossip, Haggle, Perception, Read/Write *or* Sleight of Hand, Speak Language (Breton, Kislevian, Reikspiel *or* Tilean), Trade (Cook)

Talents: Etiquette *or* Streetwise, Dealmaker *or* Street Fighting, Strike to Stun

Trappings: Inn, 1 *or* more Servants

Career Entries: Burgher, Servant

Career Exits: Burgher, Fence, Merchant, Outlaw, Smuggler

— Interrogator —

Description

Interrogators know how to make people talk. They use both psychological and physical methods to extract information from their charges and neither is very pleasant. Interrogators work for Witch Hunters and Nobles and sometimes for the more zealous churches. They pride themselves on their efficiency, though many achieve it with excessive brutality. The best Interrogators know that discovering the truth is an art form. People lie and obfuscate and will say nearly anything to make the pain stop. Getting a confession is easy; getting to the truth is altogether more difficult.



— Interrogator Advance Scheme —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	—	+20%	+10%	+10%	+10%	+20%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Charm, Heal, Intimidate, Perception, Torture

Talents: Menacing, Specialist Weapon Group (Flail), Wrestling

Trappings: 5 knives, Flail, 3 sets of manacles

Career Entries: Barber-Surgeon, Bodyguard, Flagellant, Jailer, Thug

Career Exits: Physician, Racketeer, Thief

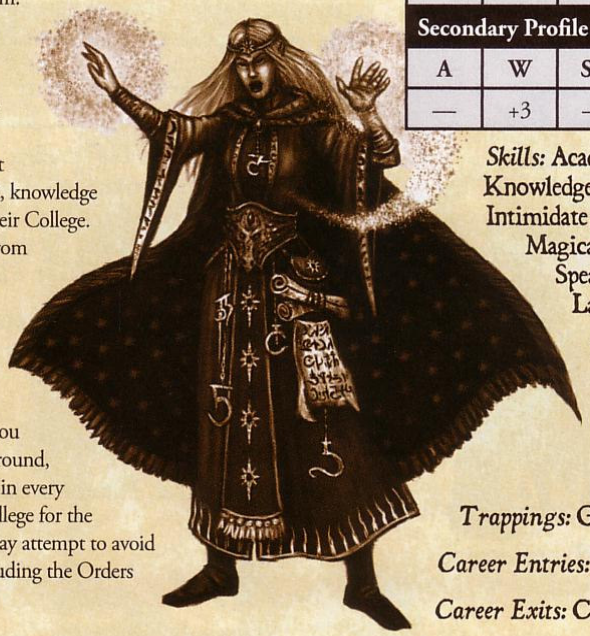
— Journeyman Wizard —

Description

Human Journeymen Wizards have completed their apprenticeship and joined an Order of Wizardry. They now have access to all the spells of their chosen lore, but they must balance their newfound powers with their faltering ability to control them.

The majority of Journeymen owe considerable teaching fees to their College, and must adventure to repay their debt. Journeymen Wizards hire out their services, often at their Orders' request, for gold, knowledge and political betterment of their College. Elves, of course, are exempt from the College system, and owe nothing.

Note: If you are human you must pay a 40 *gc* fee upon entry to this career to obtain your Licence. Unless you come from a moneyed background, you must also pay one crown in every ten you earn back to your College for the duration of this career. You may attempt to avoid this, but few succeed in defrauding the Orders for long.



— Journeyman Wizard Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	—	+5%	+10%	+20%	+25%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+3	—	—	—	+2	—	—

Skills: Academic Knowledge (Magic), Academic Knowledge (any one), Channelling, Charm *or* Intimidate, Common Knowledge (any two), Gossip, Magical Sense, Read/Write, Ride *or* Swim, Speak Arcane Language (Magick), Speak Language (any two)

Talents: Arcane Lore (any one) *or* Dark Lore (any one), Aethyric Attunement *or* Dark Magic, Fast Hands *or* Very Resilient, Lesser Magic (any two), Meditation *or* Mighty Missile

Trappings: Grimoire, Writing Kit

Career Entries: Apprentice Wizard

Career Exits: Charlatan, Master Wizard, Scholar

— Judicial Champion —

Description

A number of Old World countries legally allow a defendant to proof his innocence via trial by combat. The accused are usually pitted against the local Judicial Champion, a professional fighter who specializes in defeating a single opponent swiftly and efficiently.

Many of the laws that allow such combats state that specific weapons must be used; meaning Judicial Champions are well versed with a wide variety of arms. Correspondingly, Judicial Champions are both respected and feared warriors, whose prowess often precedes them. Noble defendants and the wealthy may sometimes be capable of hiring a Judicial Champion to fight in their place.



— Judicial Champion Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+35%	—	+15%	+15%	+20%	+10%	+15%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Dodge Blow, Perception

Talents: Lightning Parry, Specialist Weapon Group (Fencing), Specialist Weapon Group (Flail), Specialist Weapon Group (Parrying), Specialist Weapon Group (Two-handed)

Trappings: Great Weapon, Flail *or* Morning Star, Rapier *or* Foil, Buckler *or* Main Gauche, 10 Yards of Rope

Career Entries: Sergeant, Veteran

Career Exits: Assassin, Champion, Sergeant, Witch Hunter, Zealot

— Knight —

Description



Knights are professional Soldiers, generally, but not always of Noble blood. They specialize in fighting in heavy armour while using large weapons, often from horseback, and comprise a general's most elite shock troops. Many Knights have a duty to protect the lower classes, though not all of them acknowledge it. There are a large number of knightly orders hailing from both the Empire and Bretonnia, such as the Knights of the White Wolf, the Knights Panther, the Reiksgard Knights, and the Grail Knights. Religious orders of Knights are known as templars.

— Knight Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	—	+15%	+15%	+15%	+5%	+15%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry *or* Religion), Academic Knowledge (Strategy/Tactics), Dodge Blow, Perception, Ride, Secret Language (Battle Tongue), Speak Language (any two)

Talents: Specialist Weapon Group (Cavalry), Specialist Weapon Group (Flail), Specialist Weapon Group (Two-handed), Strike Mighty Blow

Trappings: Flail *or* Morning Star, Lance, Heavy Armour (Full Plate Armour), Shield, Religious Symbol, 25 gc, Destrier with Saddle and Harness

Career Entries: Noble Lord, Pistolier, Sergeant, Squire, Vampire Hunter

Career Exits: Captain, Initiate, Knight of the Inner Circle, Noble Lord, Vampire Hunter

— Knight of the Inner Circle —

Description

Within each knightly order there are those who rise to the top, the best of the best. They have proven themselves valiant and loyal time and time again and for that they are brought into the inner circle of the order. They command Knights in the field, represent the order at court, and make the important decisions. They are some of the greatest warriors the Old World has to offer and many of them have been entrusted with dangerous secrets about the foundations of their group. Each one of them aspires to become the Grand Master of his order. That is the pinnacle of knighthood.



— Knight of the Inner Circle Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+35%	+10%	+20%	+20%	+20%	+15%	+25%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+8	—	—	—	—	—	—

Skills: Academic Knowledge (Genealogy/Heraldry *or* Religion), Academic Knowledge (Strategy/Tactics), Animal Training, Charm, Command, Common Knowledge (any three), Dodge Blow, Perception, Read/Write, Ride, Secret Language (Battle Tongue), Secret Signs (Scout *or* Templar), Speak Language (Breton, Estalian, Kislevian, *or* Tilean)

Talents: Etiquette, Lightning Parry, Seasoned Traveller, Specialist Weapon Group (Fencing), Specialist Weapon Group (Parrying), Stout-hearted, Strike to Injure, Strike to Stun

Trappings: Buckler *or* Main Gauche, Rapier *or* Foil, Heavy Armour (Best Craftsmenship Full Plate Armour), Religious Symbol, 50 gc

Career Entries: Knight, Witch Hunter

Career Exits: Captain, Champion, Noble Lord, Witch Hunter

— Master Thief —

Description

In every profession there are those who rise to the top. Master Thieves are the grand artistes of the criminal world. They are the best Thieves there are, proficient in all the skills that it takes to illegally acquire the goods of others. Master Thieves are usually a part of the local Thieves' Guild structure, but as bravos who regularly flout the law, many of them are content to operate, ironically enough, "illegally", e.g. without the approval of the local Crime Lord. The Empire has a long tradition of secretly admiring bold Thieves, though they will still be punished if caught.



— Master Thief Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+10%	+40%	+25%	+20%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Charm, Concealment, Disguise, Dodge Blow, Evaluate, Gamble *or* Lip Reading, Gossip, Perception, Pick Lock, Read/Write, Scale Sheer Surface, Secret Language (Thieves' Tongue), Secret Signs (Thief), Search, Silent Move, Sleight of Hand, Swim

Talents: Specialist Weapon Group (Crossbow), Specialist Weapon Group (Throwing), Street Fighting *or* Swashbuckler, Streetwise, Trapfinder

Trappings: Crossbow Pistol with 10 Bolts, 2 Throwing Axes/ Hammer *or* 3 Throwing Daggers/Stars, Best Craftsmenship Lock Picks, Cloak, Sack, Best Craftsmenship Rope (10 yards)

Career Entries: Cat Burglar, Crime Lord, Fence, Highwayman, Racketeer, Spy

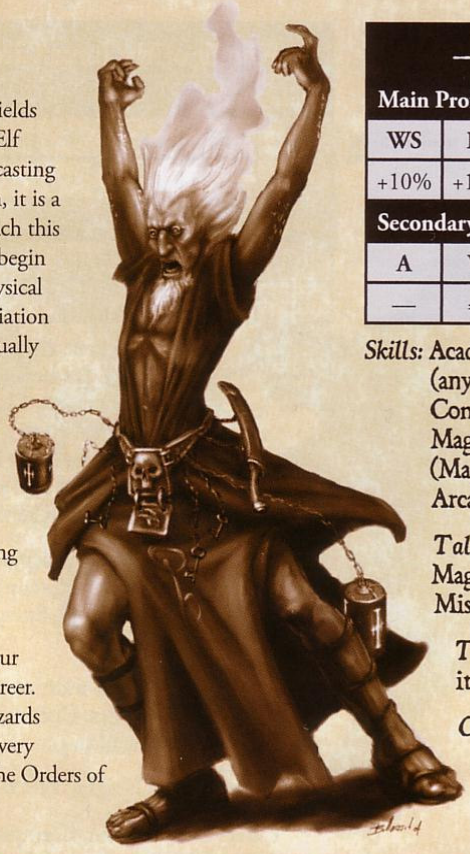
Career Exits: Crime Lord, Explorer, Outlaw Chief, Targeteer

— Master Wizard —

Description

A Master Wizard is one who wields magic with surety and finesse. Elf Wizards find this level of spell casting easy to attain, but for a Human, it is a life's work. By the time they reach this level of mastery, most Wizards begin to exhibit eccentricities and physical changes wrought by close association with magic. Master Wizards usually prefer to spend their time researching or politicking with fellow magisters. However, their Order usually requires them to adventure in the world at large, furthering the cause of their art, and seeking out young folk to apprentice.

Note: If you are Human you must continue to pay dues to your Order for the duration of this career. Most colleges charge Master Wizards a reduced rate of one crown in every twenty. Elves do not belong to the Orders of Magic, and thus owe nothing.



— Master Wizard Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	—	+10%	+15%	+30%	+35%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	=4	—	—	—	+3	—	—

Skills: Academic Knowledge (Magic), Academic Knowledge (any two), Channelling, Charm *or* Intimidate, Common Knowledge (any two), Gossip *or* Ride, Magical Sense, Read/Write, Speak Arcane Language (Magick), Speak Arcane Language (Daemonic *or* Arcane Elf), Speak Language (any three)

Talents: Aethyric Attunement *or* Meditation, Dark Magic *or* Strong-minded, Fast Hands *or* Mighty Missile, Lesser Magic (any two)

Trappings: Trade Tools (Apothecary), Two magic items

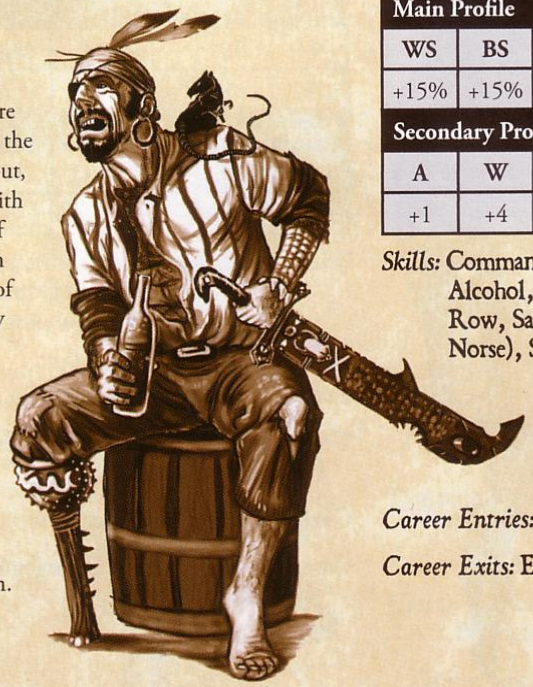
Career Entries: Journeyman Wizard

Career Exits: Explorer, Scholar, Wizard Lord

— Mate —

Description

Mates serve on ships as the second in command, answering directly to the Captain of the vessel. They are responsible for ensuring that the Captain's orders are carried out, which can be a trying task with even the most professional of crews. Mates have to be stern but fair, earning the respect of their crew or they will swiftly find themselves the butt of many practical jokes and far worse if a mutiny should occur. Mates are always experienced sailors, often with several voyages under their belt and there are few ports they haven't drank, fought, or caroused in.



— Mate Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+15%	+10%	+10%	+10%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Command, Common Knowledge (any two), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Row, Sail, Speak Language (Breton, Kislevian, *or* Norse), Swim, Trade (Shipwright)

Talents: Resistance to Disease, Seasoned Traveller, Street Fighting

Trappings: Light Armour (Leather Jack)

Career Entries: Marine, Seaman

Career Exits: Explorer, Merchant, Navigator, Sea Captain

— Merchant —

Description

Merchants are speculators who arrange to move large amounts of goods from city to city, seeking the market that they will make the most handsome profit in. They seldom interact with the populace as they deal in bulk, generally selling their goods to Burghers and Tradesmen. Merchant Guilds are extremely influential in the Empire and they are slowly usurping the position once held by Nobles in the Old World. Even the poorest Merchant tends to be very wealthy, indeed, many use their wealth to buy legitimacy, purchasing titles or marrying their children into Noble families.



— Merchant Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+5%	+10%	+25%	+20%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Charm, Common Knowledge (any two), Drive, Evaluate, Gossip, Haggle, Read/Write, Ride, Secret Language (Guild Tongue), Speak Language (Breton, Estalian, Kislevian, *or* Norse), Speak Language (Reikspiel), Trade (Merchant)

Talents: Dealmaker *or* Streetwise, Super Numerate

Trappings: Town House, Warehouse, 1,000 *gc* in coin *or* trade goods

Career Entries: Artisan, Burgher, Captain, Envoy, Explorer, Fisherman, Innkeeper, Mate, Scholar, Steward, Tradesman

Career Exits: Guild Master, Militiaman, Politician, Racketeer, Spy

— Minstrel —

Description



Minstrels are wandering musicians who travel the roads of the Old World bringing their songs and entertainment to those who desperately need it. The original and most renowned Minstrels were Elves but now many Humans follow in their footsteps. Minstrels are close to sacred in the Old World. They can walk into some of the most dangerous dens of cutthroats and come out unscathed (as long as they're willing to provide free entertainment, of course). Occasionally, a Minstrel will accept patronage from a Noble or Merchant and settle down for a time, composing songs at his patron's request. Eventually, though, the open road calls and the Minstrel moves on again.

— Minstrel Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	—	—	+15%	+10%	+5%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Charm, Common Knowledge (any two), Gossip, Perception, Performer (Musician), Performer (Singer), Read/Write, Speak Language (Breton, Eltharin *or* Tilean)

Talents: Etiquette, Pubic Speaking

Trappings: Entertainer's Garb, Musical Instrument (Lute *or* Mandolin)

Career Entries: Entertainer

Career Exits: Charlatan, Demagogue, Highwayman, Spy, Student

— Navigator —

Description



Navigators have the critically important task of getting a ship where it is supposed to go. Old World Navigators typically use charts to set their course, though they are often also capable of navigating by sun and stars. Navigators know the secrets of wind and tide, which makes them seem somewhat mystical to their sailor brethren and they are often regarded as a breed apart. Navigators are, by necessity, cartographers, charting the course of their voyages so that they may retrace them or that others may follow their route. As there are no compasses in the world, all ships employ a skilled Navigator, as do some overland expeditions.

— Navigator Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+5%	+10%	+25%	+10%	+5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Astronomy), Common Knowledge (any two), Navigation, Perception, Read/Write, Speak Language (Classical), Swim, Trade (Cartographer)

Talents: Orientation

Trappings: 6 Maps and Charts, Trade Tools (Navigator's Instruments)

Career Entries: Boatman, Fisherman, Mate, Scribe, Seaman

Career Exits: Artisan, Explorer, Scholar, Sea Captain

— Noble Lord —

Description

Noble Lords are members of the nobility with actual power and responsibility, unlike the many dilettantes who fill the courts of the Old World. Some inherit their positions, whereas others forcefully claw their way to them. All of them tend to be strong-willed, adroit public speakers, and skilled fighters. They must be adept at resolving local disputes, negotiating court politics, and leading troops in the field. Some of the most powerful Noble Lords in the Empire are the Elector Counts who choose from among their number who will be the next Emperor.



— Noble Lord Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	+15%	+10%	+10%	+10%	+20%	+20%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Academic Knowledge (History *or* Strategy/Tactics), Academic Knowledge (Genealogy/Heraldry), Charm, Command, Common Knowledge (the Empire), Evaluate, Gossip, Perception, Read/Write, Ride, Speak Language (Classical), Speak Language (Reikspiel)

Talents: Master Orator, Public Speaking, Specialist Weapon Group (Fencing)

Trappings: Best Craftsmenship Rapier *or* Foil, Best Craftsmenship Noble's Garb, 500 gc, Jewellery worth 500 gc, Destrier with Saddle and Harness

Career Entries: Courtier, Knight, Knight of the Inner Circle, Politician, Sea Captain

Career Exits: Captain, Knight, Scholar, Sea Captain

— Outlaw Chief —

Description

Every band of brigands needs a leader. An Outlaw who shows he is both cunning and bold can rise to the level of Outlaw Chief. Commanding a lawless group of dangerous men is no easy task and the perilous forests of the Old World don't make the job any easier. Outlaw Chiefs get their pick of the loot their band acquires, but they are also held responsible for every failure and their grasp on leadership is tenuous. Outlaw bands are notorious for not allowing any of their members to simply retire, which may make leaving the Chief's post a difficult task.



— Outlaw Chief Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+30%	+10%	+20%	+10%	+10%	+10%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (the Empire), Concealment, Follow Trail, Perception, Ride, Scale Sheer Surface, Secret Language (Battle Tongue), Secret Language (Thieves' Tongue), Secret Signs (Scout *or* Thief), Silent Move

Talents: Lightning Parry, Mighty Shot, Quick Draw, Rapid Reload, Sure Shot

Trappings: Bow *or* Crossbow with 10 Arrows *or* Bolts, Medium Armour (Sleeved Mail Shirt and Leather Jack), Horse with Saddle and Harness, Band of Outlaws

Career Entries: Crime Lord, Demagogue, Ghost Strider, Highwayman, Master Thief, Racketeer, Scout, Veteran

Career Exits: Assassin, Captain, Crime Lord, Demagogue

— Physician —

Description

Physicians are practitioners of the healing arts who study the mysteries of illness and anatomy. The science of medicine is relatively new and still distrusted by the majority of Old World citizens. Many regard unknown Physicians as either trumped up apothecaries or dangerous quacks until they've proven themselves. Skilled Physicians, however, are often well-respected members of their communities. They are capable of dealing with most minor ailments and a number of more straightforward injuries, such as major cuts or crushing wounds. Physicians are often eager to seek out new medicines and learn about more effective treatments.



— Physician Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
—	—	+10%	+10%	+15%	+30%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Science), Heal, Gossip, Perception, Prepare Poison, Read/Write, Speak Language (Classical), Trade (Apothecary)

Talents: Resistance to Disease, Strike to Stun, Surgery,

Trappings: 4 Healing Draughts, Trade Tools (Medical Instruments)

Career Entries: Barber-Surgeon, Interrogator, Scholar, Student

Career Exits: Friar, Guild Master, Scholar, Spy

— Pistolier —

Description

Pistoliers are the elite light cavalry of the Imperial Army. They specialize in wielding firearms, specifically pistols. Pistoliers have only come into their own recently, as gunpowder weapons have been relatively unstable until now in the Old World. Because of the expense of their weapons and the constant upkeep that pistols and warhorses require, Noblemen dominate the ranks of the Pistoliers. Many young Nobles volunteer for the Pistoliers in search of glory or in the hopes of making a name.



— Pistolier Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+10%	+15%	—	+15%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Animal Care, Dodge Blow, Evaluate *or* Gossip, Perception, Ride, Secret Signs (Scout)

Talents: Master Gunner, Quick Draw, Rapid Reload, Sharpshooter, Specialist Weapon Group (Gunpowder), Strike Mighty Blow, Sure Shot

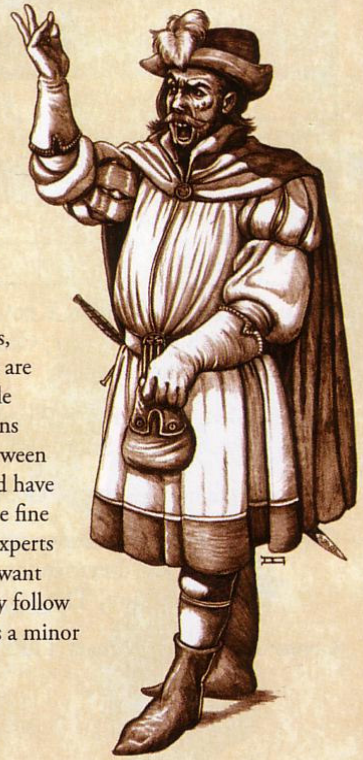
Trappings: Pair of Pistols with Ammunition and Gunpowder for 20 Shots, Best Craftsmenship Clothing, Light Warhorse

Career Entries: Engineer, Noble

Career Exits: Courtier, Duellist, Knight, Sergeant, Veteran

— Politician —

Description



While the Nobles are nominally "in charge" of most of the Old World's countries, it is the Politicians who actually run the villages, towns, and cities of the Empire. They are an often reviled and frequently corruptible lot whose ranks include burgomeisters, mayors, and other civil servants. Some are elected to their positions, while others are appointed. Politicians frequently find themselves between various dangerous factions and have to swiftly become skilled at the fine art of compromise. They are experts at saying exactly what people want to hear, though if they actually follow through on their promises, it's a minor miracle.

— Politician Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	+10%	—	+20%	+10%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (History *or* Genealogy/Heraldry), Academic Knowledge (Law), Blather, Charm, Command, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Performer (Actor), Read/Write, Speak Language (Reikspiel)

Talents: Dealmaker *or* Schemer, Etiquette *or* Streetwise, Master Orator, Public Speaking

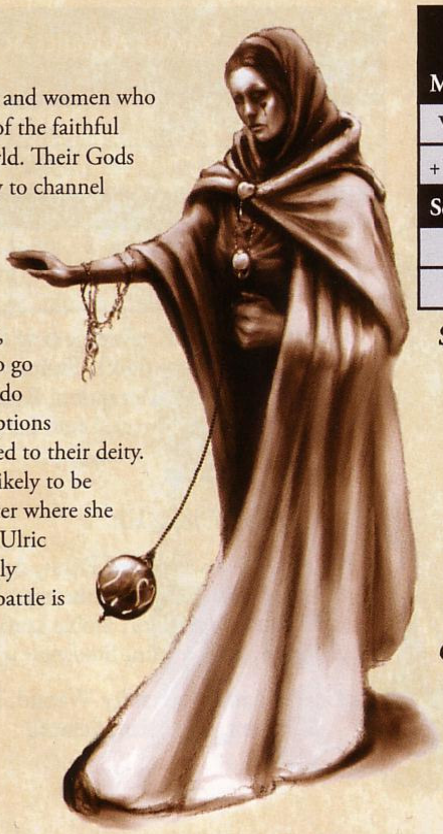
Trappings: Best Craftsmenship Hand Weapon, Best Craftsmenship Leather Jack, Pamphlets

Career Entries: Agitator, Bailiff, Captain, Charlatan, Courtier, Crime Lord, Demagogue, Guild Master, Herald, High Priest, Merchant, Noble, Peasant, Racketeer, Toll Keeper

Career Exits: Courtier, Crime Lord, Demagogue, Noble Lord, Racketeer, Steward

— Priest —

Description



Priests are ordained men and women who administer to the needs of the faithful throughout the Old World. Their Gods gift them with the ability to channel small amounts of divine energy, to aid in their works. Many Priests will be assigned to a specific region or church, others are wanderers who go where they feel they can do the most good. The receptions they get are directly linked to their deity. A Priestess of Shallya is likely to be received warmly no matter where she goes, whereas a Priest of Ulric is likely to only be heartily welcomed when a great battle is in the offing.

— Priest Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+10%	+5%	+10%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	+1	—	—

Skills: Academic Knowledge (any one), Academic Knowledge (Theology), Channelling, Charm, Common Knowledge (any two), Gossip, Heal, Magical Sense, Perception, Read/Write, Ride *or* Swim, Speak Arcane Language (Magick), Speak Language (any two)

Talents: Armoured Caster *or* Master Orator, Petty Magic (Divine), Strike to Injure *or* Strike to Stun

Trappings: Prayer Book, Writing Kit

Career Entries: Flagellant, Friar, Initiate

Career Exits: Anointed Priest, Flagellant, Scholar, Steward

— Racketeer —

Description

Racketeers make up the general ranks of most criminal organisations. They are experts at extorting protection money from small businesses, which tends to be their most lucrative operation. Successful Racketeers move into such activities as loan sharking, drug pedalling, prostitution and illegal gambling dens. They are seldom very imaginative, insofar as criminals go, but they are generally ruthless and used to having their own way. Racketeers are sometimes even a part of the local government, which makes rooting them out a very tricky business for law enforcement. In some areas, they are the local law enforcement.



— Racketeer Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+15%	+15%	+10%	+10%	—	+15%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	—	—	—	—	—	—

Skills: Command, Common Knowledge (the Empire), Dodge Blow, Evaluate, Gossip, Haggle, Intimidate, Perception, Shadowing

Talents: Menacing, Street Fighting, Streetwise, Strike Mighty Blow, Strike to Stun

Trappings: Knuckle-dusters, Good Quality Clothing, Hat

Career Entries: Bailiff, Bodyguard, Cat Burglar, Fence, Guild Master, Interrogator, Merchant, Politician, Protagonist, Spy, Thug

Career Exits: Fence, Master Thief, Politician, Outlaw Chief

— Scholar —

Description

Scholars are academicians who have dedicated their lives to the pursuit of knowledge. Scholars include sages who delve into philosophy and scientific theory, monks who specialize in religious lore, and tutors who strive to educate the children of wealthy Merchants and Nobles. Some Scholars are driven to pursue esoteric or forbidden knowledge. Such a path requires great mental fortitude and a willingness to risk discovery by Witch Hunters and other Zealots. Those that actively study and pursue the law, such as clerks and lawyers, are considered to be a specialized form of Scholar in the Old World.



— Scholar Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	+5%	+10%	+30%	+15%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (any three), Common Knowledge (any three), Evaluate *or* Trade (Cartographer), Perception, Read/Write, Speak Language (any three), Speak Language (Classical)

Talents: Linguistics

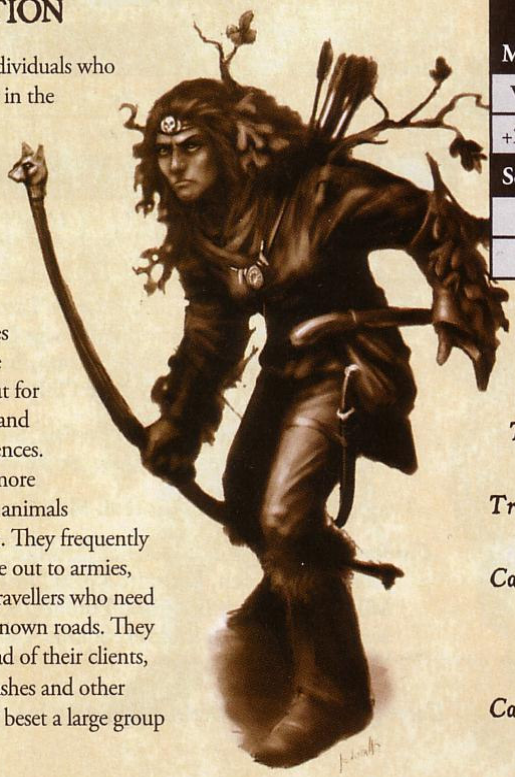
Trappings: Writing Kit

Career Entries: Anointed Priest, Apprentice Wizard, Friar, High Priest, Journeyman Wizard, Master Wizard, Navigator, Noble Lord, Physician, Priest, Scribe, Sea Captain, Student

Career Exits: Apprentice Wizard, Explorer, Friar, Merchant, Physician, Steward

— Scout —

Description



Scouts are rare individuals who are more at home in the wild than in the teeming cities of the Old World. They roam through the wilderness, following trails that few other eyes can discern, while keeping an eye out for dangerous beasts and unnatural occurrences. Scouts are often more comfortable with animals than other people. They frequently hire their expertise out to armies, Merchants, and travellers who need to go far off the known roads. They usually roam ahead of their clients, seeking out ambushes and other troubles that may beset a large group on the move.

— Scout Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+10%	+15%	+20%	+15%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Animal Care, Common Knowledge (any two), Concealment, Dodge Blow, Follow Trail, Navigation, Perception, Ride, Secret Language (Ranger Tongue), Secret Signs (Scout), Silent Move, Speak Language (any two)

Talents: Charm Animal, Mighty Shot *or* Sure Shot, Orientation, Rapid Reload, Specialist Weapon (Crossbow *or* Longbow)

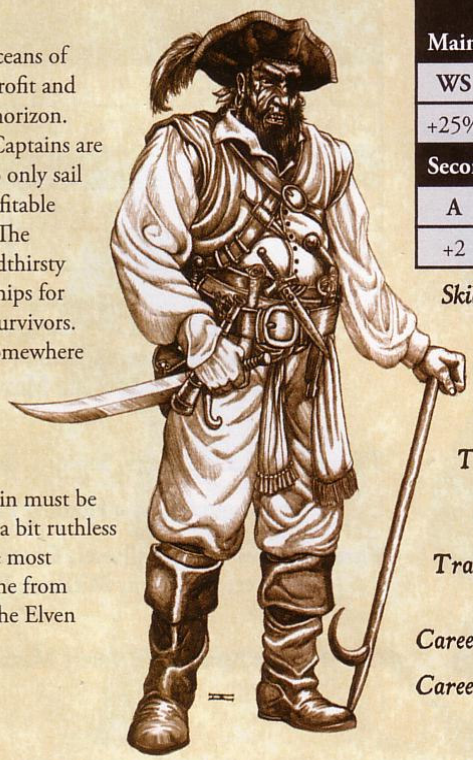
Trappings: Medium Armour (Mail Shirt and Leather Jack), Shield, 10 Yards of Rope, Horse with Saddle and Harness

Career Entries: Bounty Hunter, Champion, Charcoal-Burner, Coachman, Fieldwarden, Hunter, Kithband Warrior, Messenger, Miner, Outrider, Roadwarden, Runebearer, Vagabond, Woodsman

Career Exits: Explorer, Outlaw Chief, Sergeant, Vampire Hunter, Ghost Strider

— Sea Captain —

Description



Sea Captains roam the oceans of the Old World seeking profit and adventure over the next horizon. Strictly honourable Sea Captains are far-travelling traders who only sail in search of the most profitable markets for their goods. The most dangerous are bloodthirsty pirates, attacking other ships for plunder and leaving no survivors. Most Sea Captains fall somewhere in between. On a sea-going vessel a Captain's word is law. Sailors, however, are a fractious lot; a Sea Captain must be clever, strong-willed and a bit ruthless to stay in command. The most famous Sea Captains come from Marienburg, Tilea, and the Elven island of Ulthuan.

— Sea Captain Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+25%	+20%	+15%	+20%	+20%	+20%	+25%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Strategy/Tactics), Animal Training, Command, Common Knowledge (any three), Dodge Blow, Perception, Sail, Speak Language (any three), Swim, Trade (Cartographer *or* Shipwright)

Talents: Disarm, Lightning Parry *or* Swashbuckler, Seasoned Traveller, Specialist Weapon Group (Fencing), Strike Mighty Blow

Trappings: Rapier, Light Armour (Leather Jack), Telescope, Ship

Career Entries: Explorer, Mate, Navigator, Noble Lord

Career Exits: Explorer, Noble Lord, Scholar, Spy

— Sergeant —

Description

Sergeants are professional warriors who've managed to impress either a Captain or a Noble with their ability to command men in battle. They lead small units of Soldiers, Militiamen, Mercenaries and Roadwardens, ensuring that orders are carried out to the letter. Some lead by setting a sterling example, others by terrifying their troops into quick obedience. Those who make their troopers lives a priority tend to be the most popular. The best Sergeants earn the respect of their Soldiers with their own blood and courage. They are often called upon to lead their men into danger and they swiftly become experts at assessing the capabilities of others.



— Sergeant Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+15%	+10%	+10%	+10%	+10%	+10%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (any two), Dodge Blow, Gossip, Intimidate, Perception, Ride *or* Swim, Secret Language (Battle Tongue), Speak Language (Tilean)

Talents: Menacing *or* Seasoned Traveller, Street Fighting *or* Wrestling, Strike Mighty Blow, Strike to Stun

Trappings: Medium Armour (Full Mail Armour), Shield

Career Entries: Assassin, Champion, Duellist, Highwayman, Judicial Champion, Kislevite Kossar, Marine, Mercenary, Militiaman, Norse Berserker, Pistolier, Roadwarden, Scout, Shieldbreaker, Soldier, Squire, Targeteer, Veteran, Watchman

Career Exits: Captain, Duellist, Judicial Champion, Knight

— Spy —

Description

Spies are secret agents who gather information for their patrons or the highest bidder. Spies are masters of disguise who often risk their lives to work undercover in enemy territory. Some will even join subversive groups and study them for months from the inside. A Spy who dares to infiltrate a Chaos coven risks far worse than death, but there are many groups in the Old World who desperately need the information such a stout soul can provide. All the nations of the Old World employ Spies, usually to monitor the military and political moves of their rivals.



— Spy Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	+10%	+20%	+20%	+35%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Charm, Common Knowledge (any two), Concealment, Disguise, Gossip, Lip Reading, Performer (Actor), Pick Lock, Shadowing, Sleight of Hand, Secret Language (any one), Silent Move, Speak Language (any three)

Talents: Flee!, Linguistics, Schemer, Suave *or* Sixth Sense

Trappings: Disguise Kit, 4 Homing Pigeons

Career Entries: Camp Follower, Charlatan, Courtier, Explorer, Merchant, Minstrel, Physician, Sea Captain, Servant

Career Exits: Assassin, Explorer, Master Thief, Racketeer

— Steward —

Description



A Steward is a household manager, entrusted with arranging all the bothersome everyday details that Nobles and the very rich, such as successful Merchants or powerful clergy, cannot be bothered to deal with. While a Noble Lord will often have no idea what he is worth or how much it takes to upkeep his affairs and various holdings, his Steward will know down to the last shilling. As wealthy Nobles tend to have far flung estates, some Stewards may be put in charge of a property and left to their own devices for years at a time.

— Steward Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+10%	+10%	—	+30%	+20%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+4	—	—	—	—	—	—

Skills: Academic Knowledge (Law), Charm, Command, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Intimidate, Perception, Read/Write, Ride, Search, Speak Language (Reikspiel), Trade (Merchant)

Talents: Public Speaking, Super Numerate

Trappings: 2 Sets of Best Craftsmenship Noble's Garb, Writing Kit

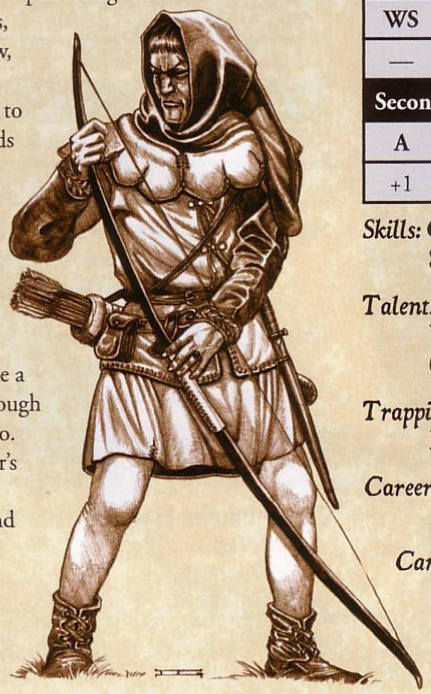
Career Entries: Courtier, Politician, Priest, Scholar, Valet

Career Exits: Crime Lord, Fence, Merchant, Noble

— Targeteer —

Description

Targeteers dedicate themselves to perfecting their skill with missile weapons, most often the mighty longbow, though a rare few prefer the crossbow. They regularly travel to different fairs, delighting crowds with their trick shooting and pitting their skills against all-comers in impromptu contests. Many Nobles regularly hold archery tourneys with a fair purse to the winner and a professional Targeteer can make a decent living if he is skilled enough to regularly claim a prize or two. In these grim times, a Targeteer's uncanny skill with a bow is in high demand among armies and Mercenary companies.



— Targeteer Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
—	+35%	+10%	+10%	+25%	+10%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Common Knowledge (the Empire), Gossip, Outdoor Survival, Perception, Search, Sleight of Hand

Talents: Mighty Shot, Rapid Reload, Sharpshooter, Specialist Weapon Group (Longbow), Specialist Weapon Group (Crossbow or Throwing), Sure Shot

Trappings: Longbow or Crossbow with 10 Arrows or Bolts, Light Armour (Leather Jack)

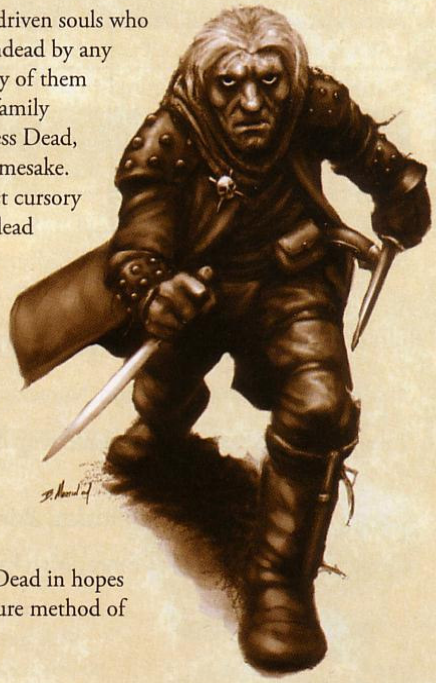
Career Entries: Bounty Hunter, Hunter, Ghost Strider, Master Thief, Vampire Hunter, Veteran

Career Exits: Assassin, Champion, Duellist, Sergeant

— Vampire Hunter —

Description

Vampire Hunters are driven souls who seek to destroy the Undead by any means necessary. Many of them have lost friends and family members to the Restless Dead, most often to their namesake. Since any but the most cursory knowledge of the Undead is a forbidden subject in the Empire, Vampire Hunters are a self-made lot. They congregate quietly with others of their ilk; sharing what little knowledge they've gleaned from their more successful encounters with the forces of the Restless Dead in hopes of one day finding a sure method of killing vampires.



— Vampire Hunter Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+20%	+15%	+15%	+20%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Academic Knowledge (History *or* Necromancy), Common Knowledge (the Empire), Concealment, Dodge Blow, Follow Trail, Perception, Scale Sheer Surface, Shadowing, Search, Silent Move, Speak Language (Classical)

Talents: Mighty Shot *or* Rapid Reload, Specialist Weapon Group (Crossbow), Stout-hearted, Strike Mighty Blow, Strike to Injure, Tunnel Rat

Trappings: Repeater Crossbow with 10 Bolts, Medium Armour (Full Mail Armour), Blessed Water, 4 Stakes

Career Entries: Bounty Hunter, Field Warden, Ghost Strider, Knight, Scout, Tomb Robber

Career Exits: Demagogue, Initiate, Knight, Targeteer, Witch Hunter

— Veteran —

Description

A professional Soldier or Mercenary who survives a great many battles, but cares not in the slightest for rising up the ranks, eventually finds himself a Veteran. Veterans are, first and foremost, survivors. They don't volunteer for suicide missions and they don't take unnecessary risks, but when the time comes to get stuck in, they're some of the toughest troops on the field. Off-duty Veterans are always good for old war tales. They carouse with a will, knowing that their time may be short and there's no sense in dying with gold still in your pockets.



— Veteran Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+10%	+15%	—	+15%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Perception, Secret Language (Battle Tongue)

Talents: Mighty Shot *or* Strike Mighty Blow, Rapid Reload *or* Strike to Injure, Specialist Weapon Group (any two), Very Resilient *or* Very Strong

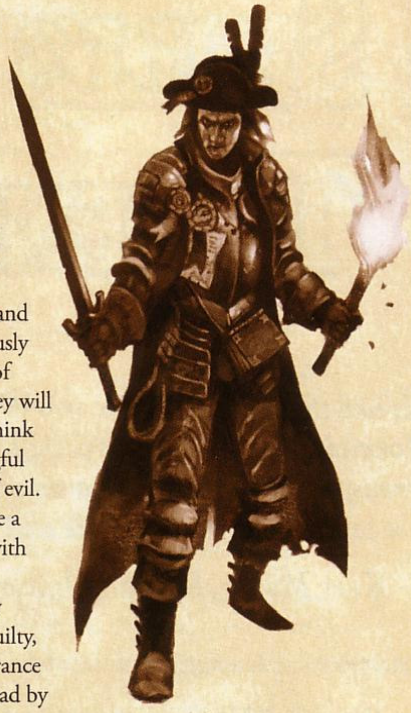
Trappings: Any two weapons, Medium Armour (Full Mail Armour), Bottle of Good Craftsmenship Spirits

Career Entries: Flagellant, Kislevite Kossar, Kithband Warrior, Mercenary, Norse Berserker, Outlaw, Pistolier, Pit Fighter, Runebearer, Shieldbreaker, Soldier, Squire

Career Exits: Champion, Judicial Champion, Outlaw Chief, Sergeant, Targeteer

— Witch Hunter —

Description



Witch Hunters are grim individuals who have dedicated their lives to eradicating the forces of Chaos, either in the service of the state or the Church of Sigmar. They prefer to seek out Chaos cultists, Mutants, and heretics that have insidiously hidden amidst the cities of the Empire. However, they will travel far indeed if they think they can strike a meaningful blow against the forces of evil. Witch Hunters tend to be a surly and suspicious lot with no qualms about killing innocents, so long as they also manage to slay the guilty, which means their appearance is often regarded with dread by other folk.

— Witch Hunter Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+30%	+15%	+15%	+15%	+15%	+35%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+6	—	—	—	—	—	—

Skills: Academic Knowledge (Magic), Academic Knowledge (Necromancy), Academic Knowledge (Theology), Charm, Command, Common Knowledge (the Empire), Gossip, Intimidate, Perception, Ride, Search, Silent Move, Speak Language (any one)

Talents: Lightning Parry, Lightning Reflexes *or* Marksman, Menacing, Public Speaking, Sixth Sense, Specialist Weapon Group (Crossbow), Specialist Weapon Group (Entangling), Specialist Weapon Group (Throwing), Stout-hearted, Strike Mighty Blow

Trappings: Crossbow Pistol with 10 bolts, Best Craftsmenship Hand Weapon, 4 Throwing Knives/Stars, Heavy Armour (Full Plate Armour), 10 Yards of Rope

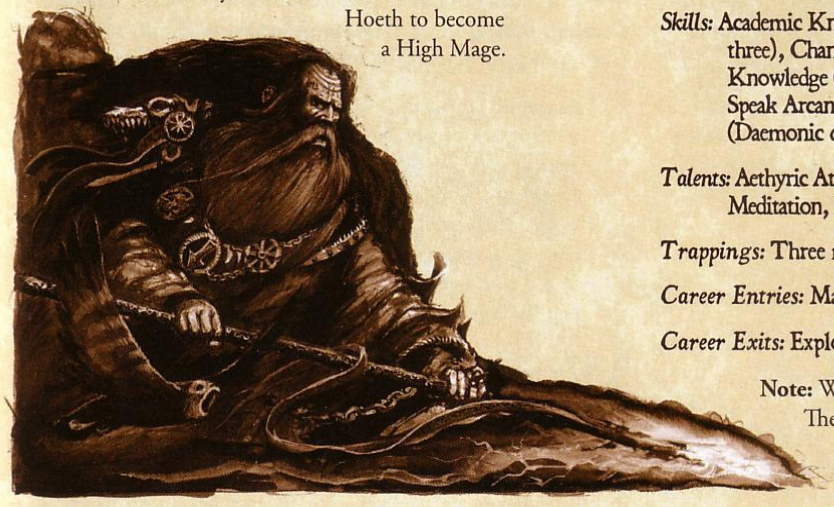
Career Entries: Anointed Priest, Assassin, Champion, High Priest, Judicial Champion, Knight of the Inner Circle, Vampire Hunter

Career Exits: Captain, Champion, Demagogue, Initiate, Knight of the Inner Circle

— Wizard Lord —

Description

Within the Empire, the Lords of the Magical Orders are powerful individuals indeed. They no longer see the world as others do, however, having dedicated their very souls to magic. They now embody their chosen Lore in word, deed and physical form. Should an Elf attain this level of magical skill, he is considered to have completed his minor magic apprenticeship, and is ready to travel to the towers of Hoeth to become a High Mage.



— Wizard Lord Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	+15%	+20%	+35%	+40%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+5	—	—	—	+4	—	—

Skills: Academic Knowledge (Magic), Academic Knowledge (any three), Channelling, Charm *or* Intimidate, Common Knowledge (any three), Magical Sense, Read/Write, Speak Arcane Language (Magick), Speak Arcane Language (Daemonic *or* Arcane Elf), Speak Language (any four)

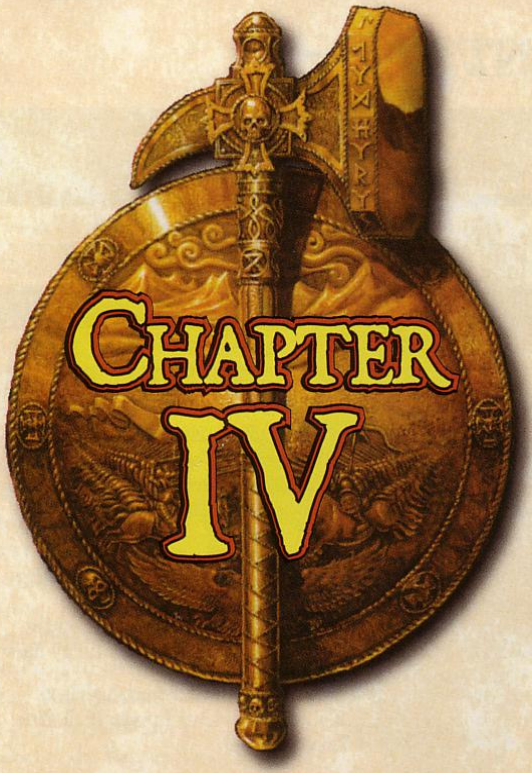
Talents: Aethyric Attunement *or* Mighty Missile, Dark Magic *or* Meditation, Fast Hands *or* Hardy, Lesser Magic (any two)

Trappings: Three magic items, 12 Grimoires

Career Entries: Master Wizard

Career Exits: Explorer, Guild Master

Note: Wizard Lords no longer pay dues to their Order. They are, however, charged with preserving the purity of their order, rooting out Chaos worshippers, and ensuring the Orders receive the respect (and monies) due to them.



Skills & Talents

"It is said the patriarch of the von Wittgenstein family transformed into a giant cockroach. This is of course quite ludicrous, but the peasants are a superstitious lot and they have taken an obvious parable and made it reality."

— Kurt Muller, Scholar, University of Altdorf

Together with your Characteristics, Skills and Talents describe the different things your character can do. From riding a horse to hiding in shadows, Skills and Talents are an invaluable asset to the aspiring adventurer.

Generally speaking, the more Skills and Talents a person has, the more things they are able to do. Part of the fun of *WFRP* is deciding which Skills and Talents you'd like to develop, and finding a career that allows you to get them.

This chapter contains all the information you'll need to understand and use Skills and Talents to their fullest effect. It also contains detailed rules on all manner of Tests you might make whilst playing *WFRP*.

Skills vs. Talents

Though they sound similar, Skills and Talents work in different ways.

Skills are learnt proficiencies gained by progressing through different careers. If an action requires a test, it is a skill. Ride and Perception, for example, are both skills. Some careers will allow you to "specialize" in certain skills—this is known as Skill Mastery (see the Skill Mastery section on page 90 for more details on this).

Your talents are either natural aptitudes (like Very Strong) or special abilities (like Rapid Reload). Talents are usually a bonus to an existing capability, though sometimes they unlock very particular powers (like Dark Magic). Talents can develop as you move through careers, but don't have the varying levels of mastery that skills do.

You'll need a good combination of Skills and Talents if you're to survive the perils of the Warhammer World for any length of time.

Making Skill Tests

Each skill is associated with a particular characteristic. Dodge Blow, for example, is based on the Agility characteristic. When you want to use one of your character's skills, you must make a Skill Test. The basics of this are quite simple. Roll percentile dice. If your score is equal to or lower than the characteristic associated with the skill, your Skill Test succeeds. If you roll over the characteristic, you have failed. There may or may not be consequences for failing Skill Tests. If there are, your GM will let you know what happens.

> **Example:** *Stefan, a Soldier with Agility 34%, is fighting a Beastman. The foul creature of Chaos makes a successful attack with his rusty spear. Stefan has the Dodge skill, so he tries to try to avoid the blow. Stefan's player makes a Dodge Skill Test, rolling 45 on percentile dice. Since this is over Stefan's Agility score, the ill-fated soldier fails the Skill Test and the Beastman's weapon strikes home.*

Many talents can improve your chances of success, as can Skill Mastery (see page 90). The Orientation talent, for example, provides a +10% bonus on Navigation Skill Tests.

Some tasks are quite complicated and may take extra time to finish. In these cases, the GM may decide that it takes more than one successful Skill Test to complete the task. This is known as an Extended Skill Test.

The GM can also adjust the time represented by each test. Typical tests in a combat situation take a half or full action (see **Chapter 6: Combat, Damage, and Movement**) but the amount of time a test takes can vary depending on what is being attempted.

> **Example:** *Gerhardt, a Scholar, is researching an obscure heresy in the temple of Sigmar. This is not something that can be done quickly. The GM decides that three successful Academic Knowledge (Religion) Skill Tests will be required to unearth in the information and each test will represent four hours of research. It takes Gerhardt six tries to get his three successful tests. It thus takes twenty-four solid hours of research for Gerhardt to find the information he was looking for.*

When Not to Test

Skill Tests are only necessary when there is some chance of the action's failure. Everyday activities do not require Skill Tests. No dice need to be rolled to open an unlocked door, for instance, or climb a staicase.

— Basic and Advanced Skills —

The basic rules for Skill Tests assume that your character has the skill in question. But what if you want to try a skill you don't know? Is that a possibility? The answer lies in the skill type, which is denoted in each skill's description. Skills have two types: basic and advanced.

Basic skills are in common use throughout the Old World and simply growing up in the Empire will expose most characters to the rudiments of these abilities. Even if you don't have a basic skill, you can attempt to use your natural aptitude in lieu of formal training. Roll a Skill Test as normal, but halve the Characteristic (rounding up). If you don't have a basic skill, any attempt to use it requires a Skill Test. There will thus be times when a skilled character doesn't even have to roll (swimming in calm waters, for instance) but an unskilled character still would.

> **Example:** *Kurt, a Mercenary, is trying to bargain down the price of a new sword. He doesn't have the Haggle skill, but it's a basic skill so he can still give it a try. Kurt has Fellowship 33%, but he must halve it because he doesn't have Haggle. Kurt thus has a 17% chance (Fellowship 33/2=17) of successfully haggling the price down. Kurt's player rolls a 05, a success! Kurt has bargained the merchant down and gets his new sword at a reduced price.*

Advanced skills require training and experience. If you don't have an advanced skill, you can't even attempt it. No matter how smart you are, for instance, you won't be able to read the script of ancient Khemri without study.

The Role of Circumstance

Not all Skill Tests are created equal. Climbing a fence is laughably easy, for instance, but scaling a sheer cliff is insanely difficult. The GM can assign bonuses or penalties to Skill Tests depending on the circumstances. While published adventures will call out these modifiers for you, there will still be many instances when the GM has to determine them on the fly. Making judgments like this is a big part of being a Game Master.

For each Skill Test, the GM should determine the difficulty, and then consult **Table 4-1: Test Difficulty** to determine the appropriate modifier. GMs may decide to assign even greater bonuses or penalties than those shown on the table, but such modifiers should only be used in extremely unusually circumstances. It is recommended that all modifiers be given out in 10% increments to keep skill use simple. GMs who prefer more finesse, however, can hand out modifiers in 5% increments if they like.

> **Example:** *Hilda, a Bounty Hunter, is trying to find the tracks of her quarry. Hilda's player makes a Follow Trail Skill Test. Under normal circumstances, she'd simply use her Agility characteristic as her base chance of success. However, the GM decides that the rain last night washed away most of the tracks. He deems the task Very Hard and imposes a –30% penalty on Hilda's Skill Test. With her Agility 41%, Hilda would normally have a 41% chance of following the trail successfully, but after the penalty this drops to only 11% (41–30=11). Hilda's player rolls a 35, which would have been a success under better circumstances, but in this instance the rain foiled her and the Skill Test failed.*

Degrees of Success

For the majority of tests, it is enough to know whether or not you succeeded or failed. Sometimes, however, it is useful to know how well you succeeded. This is particularly useful with social skills like Charm and Gossip, as it gives the GM a guideline to help determine NPC attitudes.

Measuring degrees of success is straightforward. You compare the result of your Skill Test with your percentage chance. For each full 10% you beat your chance by, you achieve one degree of success. Your GM will let you know if degrees of success are important for a particular test.



> **Example:** *Rurik, a Kislevite Kossar, is trying to get some information about a man he's looking for from a bartender. He makes a Gossip Test to see what he can find out. His Fellowship is 32% but the GM decides the bartender is suspicious of foreigners and so rates the test as Challenging (–10%). This gives Rurik a 22% chance. He rolls a 01, the best possible result. Since this is 21% under his chance, Rurik achieves two degrees of success (one for each full 10%). The GM decides that not only will the bartender admit the man is a customer, he'll also tell Rurik where the man can be found right now.*

You can also measure degrees of failure in a similar way, with each full 10% you failed the test by equalling one degree of failure, but it is not often necessary.

Opposed Skill Tests

Sometimes you have to test your skill versus that of an opponent. This is known as an Opposed Skill Test. If you were trying to hide from a searching Roadwarden, for example, you'd use your Concealment skill while the Roadwarden would try to find you with his Perception skill. In these types of situation, both parties roll Skill Tests. The GM can assign modifiers to either or both tests as appropriate. Whoever makes a successful test wins the contest. If both characters make successful tests, whoever achieves the most degrees of success wins. If the characters have achieved the same degree of success, the lower dice roll wins out. If both parties fail, the GM should choose from these options, as appropriate for the situation:

- **Stalemate:** Neither side gains the advantage. Next round both parties can roll again.
- **Re-roll:** Have both parties re-roll now until there is a winner.

> **Example:** *Theodoric, an Outlaw, needs to sneak behind a town Watchman. This is a Silent Move Skill Test, opposed by the Watchman's Perception Skill Test. Since Theodoric will be passing close by the Watchman, the GM decides this is a Challenging test and assigns a –10% penalty to the Outlaw. Theodoric has a 35% chance normally, modified down to 25%. The Watchman has a 30% chance of detecting him. Theodoric's*

Table 4-1: Test Difficulty

Difficulty	Skill Modifier
Very Easy	+30%
Easy	+20%
Routine	+10%
Average	No modifier
Challenging	–10%
Hard	–20%
Very Hard	–30%



player rolls a 14%, a success. The GM rolls for the Watchman and gets a 28%, also a success. They must now compare degrees of success. Theodoric beat his chance by 11%, achieving one degree of success, while the Watchman only beat his by 2%, so he has zero degrees of success. Theodoric just manages to sneak by the Watchman.

Characteristic Tests

Sometimes you may want to do something that isn't covered by a skill (using brute strength to knock down a door, for example). In these cases, you can make a Characteristic Test instead. This works almost exactly like a Skill Test. The GM determines the most appropriate characteristic for what you're trying to do. You then roll percentile dice and if your roll is equal to or less than the characteristic, you succeed. **Table 4-1: Test Difficulty** also applies to Characteristic Tests. You can also make Opposed Characteristic Tests and again these work the same way.

> **Example:** *Karl, a Tomb Robber, has found a heavy stone sarcophagus. The lid is extremely heavy but Karl is determined to push it off so he can loot the corpse. The GM calls for a Strength Test. Due to the weight of the lid, the GM rules that this is a Hard task, which imposes a –20% penalty. With Strength 37%, Karl thus has a 17% chance of shifting the lid. He rolls a 45% and fails to budge it.*

Characteristic Tests are sometimes called for in other circumstances, such as resisting poison, torture, disease, or magic. These tests are explained where appropriate.

Skill Mastery

If you get access to the same skill in different careers, you can (at your option) spend another 100 xp to gain an additional +10% when using the skill. You can buy the same skill no more than three times. This represents additional training and experience with the skill that you've gained as you've advanced from one career to the next.

> **Example:** *Helga, an Apprentice Wizard, begins with the Academic Knowledge (Magic) skill. She finishes her first career and becomes a Journeyman Wizard. This career also includes Academic Knowledge (Magic). Helga now has a choice. If she's happy with her current understanding of magic, she can leave things as they are. If she'd like additional expertise, she can spend 100 xp and buy this skill again. This Skill Mastery gives her a +10% bonus on Academic Knowledge (Magic) Tests. If Helga later became a Master Wizard, which also includes the Academic Knowledge (Magic) skill, she could opt to buy it again. She could not buy Academic Knowledge (Magic) a fourth time.*

Gaining Skills

You automatically gain the skills of your Starting Career. These skills represent what you've learned in your life up to the point that you began your adventuring career. As you gain experience, you'll be able to move into different careers. This gives you the opportunity to learn new skills. Each skill you learn in this way costs you 100 experience points (xp). See **Chapter 3: Careers** for more info on changing careers.

> **Example:** *Wolfgang, a Coachman, gains the following skills automatically from his Starting Career: Animal Care, Drive, Haggle, Navigation, Perception, Ride, Secret Signs (Ranger), and Speak Language (Kislevian). He finishes the Coachman career and becomes a Roadwarden, a career that includes the following skills: Animal Care, Drive, Common Knowledge (the Empire) or Gossip, Follow Trail or Secret Signs (Scout), Navigation, Outdoor Survival, Perception, Ride, and Search. He does not gain all the skills of his new career automatically, so he must buy the skills he doesn't have already (for 100 xp each). Before he can finish the Coachman*

career, therefore, Wolfgang must gain Follow Trail or Secret Signs (Scout), Outdoor Survival, and Search. Since he's a Human from the Empire and thus started with Common Knowledge (the Empire) and Gossip, he does not need to buy those skills.

Skill Format

Skills are presented in the following format:

Skill Name

Skill Type: Basic or Advanced.
Characteristic: This entry specifies which Characteristic this skill uses for Tests.
Description: This section describes what the skill does and is used for.
Related Talents: Many talents improve your chances with skills. The bonus either applies all the time or under certain circumstances specified in the talent description. Any talents that can affect a skill are listed here.

Skill Descriptions

Descriptions of both basic and advanced skills follow, presented in alphabetical order.

Academic Knowledge (Various)

Skill Type: Advanced.
Characteristic: Intelligence.
Description: Use Academic Knowledge to remember pertinent facts and figures, and (if you have access to the proper facilities or resources) to do research. Academic Knowledge represents a depth of learning far beyond Common Knowledge and requires extensive study. Academic Knowledge is unusual in that it is not one skill, but many and each must be acquired individually. Each Academic Knowledge skill is a separate field of study, with the specialty noted in parenthesis. For example, Academic Knowledge (Religion) is a different skill than Academic Knowledge (History). The most common Academic Knowledge skills are the Arts, Astronomy, Daemonology, Engineering, Genealogy/Heraldry, History, Law, Magic, Necromancy, Philosophy, Runes, Science, Strategy/Tactics, and Theology.
Related Talents: None.

Animal Care

Skill Type: Basic.
Characteristic: Intelligence.
Description: Use this skill to take care of farm and domestic animals, like horses, cattle, pigs, oxen, and the like. Routine care and feeding require no Skill Test. Tests are most commonly made to spot developing illnesses or signs of discomfort, or for special grooming (preparing a mount for a parade, for instance).
Related Talents: None.

Animal Training

Skill Type: Advanced.
Characteristic: Fellowship.
Description: Use this skill to train animals to perform tricks and obey simple commands. The most commonly trained animals are dogs, horses, and hawks, though more unusual animals may be trained with the GM's permission. Properly training an animal takes some time. Skill Tests should be made once a week during training. A simple trick can be learned with one successful test, a moderately difficult trick can be learned with three successful tests, and a difficult trick can be learned with ten successful tests.
Related Talents: None.

Blather

Skill Type: Advanced.
Characteristic: Fellowship.

Table 4-2: Basic Skills

Skill Name	Characteristic	Skill Name	Characteristic	Skill Name	Characteristic
Animal Care	Intelligence	Evaluate	Intelligence	Ride	Agility
Charm	Fellowship	Gamble	Intelligence	Row	Strength
Command	Fellowship	Gossip	Fellowship	Scale Sheer Surface	Strength
Concealment	Agility	Haggle	Fellowship	Search	Intelligence
Consume Alcohol	Toughness	Intimidate	Strength	Silent Move	Agility
Disguise	Fellowship	Outdoor Survival	Intelligence	Swim	Strength
Drive	Strength	Perception	Intelligence		

Table 4-3: Advanced Skills

Skill Name	Characteristic	Skill Name	Characteristic	Skill Name	Characteristic
Academic Knowledge (Various)	Intelligence	Heal	Intelligence	Secret Language (Various)	Intelligence
Animal Training	Fellowship	Hypnotism	Will Power	Secret Signs (Various)	Intelligence
Blather	Fellowship	Lip Reading	Intelligence	Set Trap	Agility
Channelling	Will Power	Magical Sense	Will Power	Shadowing	Agility
Charm Animal	Fellowship	Navigation	Intelligence	Sleight of Hand	Agility
Common Knowledge (Various)	Intelligence	Performer (Various)	Fellowship	Speak Language (Various)	Intelligence
Dodge Blow	Agility	Pick Lock	Agility	Torture	Fellowship
Follow Trail	Intelligence	Prepare Poison	Intelligence	Trade (Various)	Varies
		Read/Write	Intelligence	Ventriloquism	Fellowship
		Sail	Agility		

Description: Use this skill to stall for time by running off at the mouth. Blathering never makes sense (use Charm for that); it only seeks to confuse. Victims of a successful Blather Skill Test are allowed a Will Power Test to see through the ruse. If they fail, they can do nothing for one round, as they stare dumbfounded and wonder if you are drunk, crazy, or both. You cannot use Blather if the targets are in combat or in clear and present danger. You can affect one person for each 10 points of your Fellowship, though they must understand the language you are speaking for Blathering to work.
Related Talents: None.

Channelling

Skill Type: Advanced.
Characteristic: Will Power.
Description: Use this skill to control the Winds of Magic. All spellcasting involves manipulations of the Winds of Magic, but Channelling is used whenever greater finesse or control is needed. For more on the process of spellcasting and the role of Channelling, see **Chapter 7: Magic**.
Related Talents: Aethyric Attunement.

Charm

Skill Type: Basic.
Characteristic: Fellowship.
Description: Use this skill to manipulate others. Charm Tests can be used to change the minds of individuals and small groups, to lie convincingly, to bluff, and even to beg. Charm also includes innuendo and seduction. Skill Tests that involve convincing others to do something unusual or against their natures allow a WP Test to resist. You can affect one person for each 10 points of your Fellowship, though they must understand the language you are speaking for your Charm to be effective.
Related Talents: Etiquette, Master Orator, Public Speaking, Schemer, Streetwise.

Charm Animal

Skill Type: Basic.
Characteristic: Fellowship.
Description: Use this skill to befriend animals. Domestic animals are always friendly to you. Wild animals or those trained to be hostile (like attack dogs) can be calmed with a successful test. GMs may impose penalties for particularly loyal or ornery animals. Note this skill doesn't work on monsters.
Related Talents: None.

Command

Skill Type: Basic.
Characteristic: Fellowship.
Description: Use this skill to make subordinates follow orders. With a successful Skill Test, those commanded execute their orders as instructed. On a failed test, they either misinterpret the command or do nothing at all (GM's call). Command does not allow you to order strangers about, only those already under your authority.
Related Talents: None.

Common Knowledge (Various)

Skill Type: Advanced.
Characteristic: Intelligence.
Description: Use Common Knowledge to remember the habits, institutions, traditions, public figures, and superstitions of a particular nation, cultural group, or race. Common Knowledge does not represent scholarly learning (that's the Academic Knowledge skill), but the basics you learn growing up or travelling extensively through a region. Like Academic Knowledge, Common Knowledge isn't one skill but many. The most typical Common Knowledge skills are Border Princes, Bretonnia, Dwarfs, Elves, the Empire, Estalia, Halflings, Kislev, Norsca, Ogres, Tilea, and the Wasteland.
Related Talents: Seasoned Traveller.

Concealment

Skill Type: Basic.
Characteristic: Agility.
Description: Use this skill to hide from unfriendly eyes. There must be terrain (trees, walls, buildings, etc.) to hide behind or the Skill Test fails automatically (no hiding in the middle of the street!). Oftentimes, Concealment is an Opposed Skill Test vs. your foes' Perception.
Related Talents: Alley Cat, Rover, Tunnel Rat.

Consume Alcohol

Skill Type: Basic.
Characteristic: Toughness.
Description: Use this skill to resist the effects of alcohol. Experienced drinkers can build up quite a tolerance. A Skill Test must be taken after each drink. See **Chapter 5: Equipment** for more information on alcohol and its effects.
Related Talents: None.

Disguise

Skill Type: Basic.
Characteristic: Fellowship.
Description: Use this skill to mask your true appearance. Appropriate clothing, props, and make-up are often key to a successful disguise. It's also possible to masquerade as a member of the opposite sex, a different race, or a specific person, though these are more difficult to pull off. Oftentimes, Disguise is an Opposed Skill Test vs. your foes' Perception.
Related Talents: Mimic.

Dodge Blow

Skill Type: Advanced.
Characteristic: Agility.
Description: Use this skill to avoid attacks in melee combat. Dodge Blow can be used once per round. See **Chapter 6: Combat, Damage, and Movement**.
Related Talents: None.

Drive

Skill Type: Basic.
Characteristic: Strength.
Description: Use this skill to control carts, wagons, and even chariots. Driving under normal conditions does not require a Skill Test. However, tests may be called for when navigating treacherous terrain, going at excessive speed, or attempting dangerous manoeuvres.
Related Talents: None.

Evaluate

Skill Type: Basic.
Characteristic: Intelligence.
Description: Use this skill to determine the value of everyday objects, as well as valuables such as jewellery, gems, and objects d'art. A successful Skill Test reveals the item's market price. Since a failed test may result in the miscalculation of an item's true value, it is recommended GMs roll Evaluate Skill Tests in secret and tell the player what his character believes to be true.
Related Talents: Artistic, Dealmaker.

Follow Trail

Skill Type: Advanced.
Characteristic: Intelligence.
Description: Use this skill to track prey, be they animal or otherwise. Following obvious tracks requires no Skill Test and can be done without slowing down. However, tests may be called for in more difficult circumstances. You may also make tests to deduce your distance from the quarry, their numbers, and their racial types.
Related Talents: None.

Gamble

Skill Type: Basic.
Characteristic: Intelligence.
Description: Use this skill to participate in games of chance, such as cards or dice. Each participant in a game wagers the same amount and makes an Opposed Gamble Skill Test. The winner of the test takes the pot. You may, at your option, choose to throw the game, in which case you lose automatically.
Related Talents: Super Numerate.

Gossip

Skill Type: Basic.
Characteristic: Fellowship.
Description: Use this skill to gather information. It is useful for picking up rumours, finding out the latest news, and engaging in informal conversation.
Related Talents: Etiquette, Streetwise.

Haggle

Skill Type: Basic.
Characteristic: Fellowship.
Description: Use this skill to negotiate deals and prices. When dealing with day-to-day affairs, like haggling in the marketplace, a simple Skill Test is sufficient. However, for important deals (negotiating the price of a rare manuscript, for instance), the GM may call for an Opposed Skill Test, with both sides using their Haggle skill.
Related Talents: Dealmaker.

Heal

Skill Type: Advanced.
Characteristic: Intelligence
Description: Use this skill to provide medical attention to the wounded. A successful Heal test restores 1d10 Wounds to a lightly wounded character or 1 Wound to a heavily wounded character. A wounded character can only receive such healing once during or after each encounter (battle, trap, fall, etc.) in which Wounds are lost. The next day, and once each day thereafter, the wounded character can receive the benefits of another Heal Test. See **Chapter 6: Combat, Damage, and Movement** for more information on Wounds and healing damage.
Related Talents: Surgery.

Hypnotism

Skill Type: Advanced.
Characteristic: Will Power
Description: Use this skill to put another into a trance. The subject's attention must be kept (often by swinging a bauble and/or chanting) for one minute, after which time you must make a successful Skill Test. Unwilling subjects may resist with a successful Will Power Test. Once the subject is in a trance, you may ask him one question per 10 points of your Will Power Characteristic. These must be answered truthfully. Note the subject answers with what he knows to be the truth, but he may very well be wrong. Once the last question is asked, the subject comes out of the trance.
Related Talents: None.

Intimidate

Skill Type: Basic.
Characteristic: Strength.
Description: Use this skill to coerce or frighten others. Victims of intimidation may resist with a successful Will Power Test. How NPCs react to intimidation is ultimately up the GM, bearing in mind the character's personality and the results of the test. Under certain circumstances (blackmail, etc.), the GM may allow Intimidate Tests that are based on Fellowship instead of Strength.
Related Talents: Menacing.





Lip Reading

Skill Type: Advanced.
Characteristic: Intelligence.
Description: Use this skill to "listen in" on conversations taking place out of earshot. You must have an unobstructed view of the speaker's lower face and you must also be able to understand the language being spoken.
Related Talents: Excellent Vision.

Magical Sense

Skill Type: Advanced.
Characteristic: Will Power.
Description: Sometimes known as "Witchsight" this skill is used to detect the presence of Magic. Wizards describe this skill as the sixth, seventh and eighth senses. With a successful test, you can determine if an item, area, or person is enchanted with magic. You can also see the Winds of Magic, which allows you to determine how weakly or strongly the Winds of Magic are blowing in a particular area. For more information, see **Chapter 7: Magic**.
Related Talents: Aethyric Attunement.

Navigation

Skill Type: Advanced.
Characteristic: Intelligence.
Description: Use this skill to find your way on land or water. You can navigate using the stars, maps, and your own sense of direction. You can also estimate travel times, based on geography, time of year, and weather. Under normal circumstances, one Skill Test a day will keep you on track. The GM may call for additional tests if there are unusual conditions.
Related Talents: Orientation, Super Numerate.

Outdoor Survival

Skill Type: Basic.
Characteristic: Intelligence.
Description: Use this skill to subsist in the wild. It includes such activities as fishing, game hunting, making fires and charcoal, finding edible food, constructing improvised shelters, and so on.
Related Talents: None.

Perception

Skill Type: Basic.
Characteristic: Intelligence.
Description: Use this skill to observe your surroundings and to notice small details that others might miss. It can also be used to spot traps, pitfalls, and other physical dangers. While most often used to determine what you see, Perception covers all the senses and can be used for listening, tasting, smelling, and touching as well. Perception is the skill most frequently used in Opposed Tests, vs. skills like Concealment, Disguise, and Silent Move. It can also be used to estimate numbers, distance, quantity, etc., with failed tests providing bogus information.
Related Talents: Acute Hearing, Excellent Vision, Super Numerate, Trapfinder.

Performer (Various)

Skill Type: Advanced.
Characteristic: Fellowship.
Description: Use Performer to entertain crowds of spectators. Like Academic Knowledge, Performer isn't one skill but many. The most common Performer skills are: Acrobat, Actor, Clown, Comedian, Dancer, Fire Eater, Jester, Juggler, Mime, Musician, Palm Reader, Singer, and Storyteller.
Related Talents: Contortionist, Mimic.

Pick Locks

Skill Type: Advanced.
Characteristic: Agility.
Description: Use this skill to open locks. Usually, one successful Skill Test is all that's required to pick a lock, but GMs may call for extra tests for extremely complicated locks. This skill can also be used to disarm mechanical traps.
Related Talents: Trapfinder.

Prepare Poison

Skill Type: Advanced.
Characteristic: Intelligence.
Description: Use this skill to ready poison for use. The skill covers the preparation of animal venoms, natural and chemical poisons. See **Chapter 5: Equipment** for more information on poison and its effects.
Related Talents: None.

Read/Write

Skill Type: Advanced.
Characteristic: Intelligence.
Description: Use this skill to read or write any language you can speak. Under normal circumstances, Skill Tests are not required to read or write. However, they may be called for to decipher obscure phraseology, archaic usage, or unusual idioms.
Related Talents: Linguistics.

Ride

Skill Type: Basic.
Characteristic: Agility.
Description: Use this skill to ride horses and similar mounts. Riding under normal conditions does not require a Skill Test. However, tests may be called for when galloping, racing, guiding a steed through treacherous terrain, leaping onto a moving mount, and the like.
Related Talents: Trick Riding.

Row

Skill Type: Basic.
Characteristic: Strength.
Description: Use this skill to propel rowboats, dinghies, flat-bottomed barges, and similar vessels. Rowing under normal conditions does not require a Skill Test. However, tests may be called for when there is bad weather, dangerous obstacles, or rough waters to contend with.
Related Talents: None.

Sail

Skill Type: Advanced.
Characteristic: Agility.
Description: Use this skill to crew sailing vessels. The skill includes familiarity with the ship-borne operations, knowledge of different types of sails, procedures for inclement weather, and the like. Sailing under normal conditions does not require a Skill Test. However, tests may be called for when there is bad weather, dangerous obstacles, or rough waters to contend with.
Related Talents: None.

Scale Sheer Surface

Skill Type: Basic.
Characteristic: Strength.
Description: Use this skill to climb walls, fences, and other vertical obstacles. Under normal conditions, a Skill Test is required once each round. Using Scale Sheer Surface is a full action and you can climb a number of yards equal to half your Movement Characteristic (rounded up) with a successful test.
Related Talents: None.

Search

Skill Type: Basic.
Characteristic: Intelligence.
Description: Use this skill to check an area for clues, treasure, and other hidden items (including traps). One test is required for each room or small area.
Related Talents: None.

Secret Language (Various)

Skill Type: Advanced.
Characteristic: Intelligence.
Description: Use this skill to communicate with others of a common profession. Secret languages are more like codes than real languages. By the use of signifiers, body language, and/or code words, users can speak in one tongue but use a secret language to impart deeper meaning or to relay a lot of information quickly. Under normal circumstances, Skill Tests are unnecessary if all speakers know the secret language. They may be required in adverse conditions (a noisy venue, the chaos of battle, etc.). Like Academic Knowledge, Secret Language isn't one skill but many. The most common Secret Languages are Battle Tongue, Guild Tongue, Thieves' Tongue, and Ranger Tongue.
Related Talents: None.

Secret Signs

Skill Type: Advanced.
Characteristic: Intelligence.
Description: Use this skill to read or leave coded messages. Several common sets of signs are in use in the Empire. Secret signs are not very sophisticated, mostly being used to warn of danger, mark a target, indicate protection, and so on. Skill tests are not required to read basic messages but may be necessary to decipher complicated messages or worn or damaged signs. Like Academic Knowledge, Secret Signs isn't one skill but many. The most common Secret Signs are Scout, Templar, Thief, and Ranger.
Related Talents: None.

Set Trap

Skill Type: Advanced.
Characteristic: Agility.
Description: Use this skill to prepare and bait traps to catch various animals. Traps that immobilize and kill are both in common use in the Empire. A Skill Test may be made once per day per trap. A successful test means an animal has been trapped.
Related Talents: None.

Silent Move

Skill Type: Basic.
Characteristic: Agility.
Description: Use this skill to move quietly. You can only take one move action in a round if you are using Silent Move. Oftentimes, Silent Move is an Opposed Skill Test vs. your foes' Perception.
Related Talents: Alley Cat, Rover, Tunnel Rat.

Shadowing

Skill Type: Advanced.
Characteristic: Agility.
Description: Use this skill to follow others without being seen. Oftentimes, Shadowing is an Opposed Skill Test vs. your foes' Perception.
Related Talents: None.

Sleight of Hand

Skill Type: Advanced.
Characteristic: Agility.
Description: Use this skill to palm objects, pick pockets, or perform tricks with small items like coins and cards. Oftentimes, Sleight of Hand is an Opposed Skill Test vs. the viewer's Perception.
Related Talents: None.

Speak Arcane Language

Skill Type: Advanced.
Characteristic: Intelligence.
Description: Use this skill to cast spells. You must speak an arcane language in order to use magic. Unlike other languages,

arcane languages aren't used for common conversation, but to manipulate magical energies. All scrolls and grimoires are written in an arcane language. Like Academic Knowledge, Speak Language isn't one skill but many. The most common arcane languages are Magick (known as Lingua Praestantia amongst Imperial magisters), Daemonic, and Arcane Elf.

Related Talents: None.

Speak Language (Various)

Skill Type: Advanced.
Characteristic: Intelligence.
Description: Use this skill to communicate with others using a tongue common to both of you. Most of the languages of the Old World derive from the same ancient tongue, but the common roots are so deeply buried that for all intents and purposes each race or nation speaks its own specific language. Under normal circumstances, Skill Tests are unnecessary if all speakers know the language. They may be required to imitate or decipher regional accents or to try to speak like a native when you're not. Like Academic Knowledge, Speak Language isn't one skill but many different ones. The most common languages and the areas/people that speak them are as follows: Breton (Bretonnia), Eltharin (Elves), Estalian (Estalia), Halfling (Halfling), Khazalid (Dwarves), Kislevian (Kislev), Norse (Norsca), Reikspiel (the Empire), Tilean (Tilea). Another language is Classical, an old tongue favoured by academics but rarely spoken anymore. Less civilized languages include the Dark Tongue (Beastman, Chaos), the Goblin Tongue (Orcs, Goblins, Hobgoblins), and Grumbarth (Ogres).
Related Talents: Linguistics, Mimic, Seasoned Traveller.

Swim

Skill Type: Basic.
Characteristic: Strength
Description: Use this skill to swim and dive. Swimming under normal conditions does not require a Skill Test. However, tests may be called for when waters are rough or swimming for an extended period is required. Your Movement Characteristic is halved (rounded up) while swimming.
Related Talents: None.

Torture

Skill Type: Advanced.
Characteristic: Fellowship.
Description: Use this skill to use various means to coax information out of an unwilling subject. The skill includes both physical and mental torture. A victim may resist torture with a Will Power Test.
Related Talents: Menacing.

Trade (Various)

Skill Type: Advanced.
Characteristic: Varies (see description).
Description: Use this skill to practice a trade. Like Academic Knowledge, Trade isn't one skill but many different ones. The most common Trade skills and their associated Characteristics are Apothecary (Int), Armourer (S), Artist (Ag), Bowyer (Ag), Brewer (Int), Calligrapher (Ag), Candlemaker (Ag), Carpenter (Ag), Cartographer (Ag), Cook (Int), Cooper (S), Embalmer (Int), Farmer (S), Gem Cutter (Ag), Goldsmith (Ag), Gunsmith (Ag), Herbalist (Int), Merchant (Fel), Miller (S), Miner (S), Prospector (S), Shipwright (Int), Shoemaker (Ag), Smith (S), Stoneworker (Ag), Tailor (Ag), Tanner (S), and Weaponsmith (S).
Related Talents: Artistic, Dwarfcraft.

Ventriloquism

Skill Type: Advanced.
Characteristic: Fellowship.
Description: Use this skill to talk without moving your lips and to throw your voice. Onlookers paying special attention may be allowed to make an Opposed Perception Skill Test at the GM's option.
Related Talents: None.

— Talents —

Talents are special abilities. They complement skills and further define what your character can do. Talents can represent inherent or learned abilities. Night Vision, for example, is something you are born with, but Disarm is something you can learn. Both fall under the heading of talents.

Gaining Talents

At character creation, you automatically gain the talents of your starting career. As you change careers, you'll have the opportunity to learn new talents. Each talent you learn in this way costs you 100 experience points (xp). See **Chapter 3: Careers** for more info on changing careers.

Talent Format

Talents are presented using the following standard format:

Talent Name

Description: What does it do?

Talent Descriptions

Desciptions for all of the talents follow, presented in alphabetical order.

Acute Hearing

Description Your hearing is exceptionally good. You gain a +20% bonus on Perception Skill Tests that involve listening.

Aethyric Attunement

Description You are well attuned to the Aethyr and can more easily manipulate the Winds of Magic. You gain +10% bonus on Channelling and Magical Sense Skill Tests.

Alley Cat

Description: You are at home on the streets. You gain a +10% bonus on Concealment and Silent Move Skill Tests when in urban locations.

Ambidextrous

Description: You can use either hand equally well. You do not suffer the normal –20% WS or BS penalty when using a weapon in your secondary hand.

Arcane Lore

Description: You have studied one of the Empire's traditions of magic. Arcane Lore is unusual in that it is not one talent, but many. Such is the study and focus required that you can only ever know one. Each Arcane Lore talent is a separate magical proficiency, with the specialty noted in parenthesis. For example, Arcane Lore (Beasts) is a different talent than Arcane Lore (Fire). The most common Arcane Lores, known as the Eight Orders of Magic, are Beasts, Death, Fire, the Heavens, Life, Light, Metal, and Shadow. If you know an Arcane Lore, you can attempt to cast any spell from that lore. See **Chapter 7: Magic** for spell lists and further details.

Armoured Casting

Description: Your prayers help you cast spells while wearing armour. Your Casting Roll penalty while wearing armour is reduced by 3 when you cast divine spells. Normally, you'd suffer a –3 penalty for wearing a mail shirt, for example, but with Armoured Casting this penalty would be reduced to 0.

Artistic

Description: You have true creative talent. You gain a +20% bonus on Trade (Artist) Tests and +10% on tests to Evaluate objects d'art.

Contortionist

Description: You can bend and manipulate your body in a myriad of unnatural ways. You gain a +10% bonus on relevant Performer Skill Tests and a +20% bonus on Agility Tests to escape from bonds, squeeze through narrow openings, and so on.

Coolheaded

Description: You gain a permanent +5% bonus to your Will Power Characteristic. Modify your starting profile to reflect this bonus.

Dark Lore

Description: You have embraced one of the forbidden arts of sorcery. Dark Lore is unusual in that it is not one talent, but many. Such is the study and focus required that you can only ever know one. Each Dark Lore talent is a separate magical proficiency, with the specialty noted in parenthesis. For example, Dark Lore (Chaos) is a different talent than Dark Lore (Necromancy). The most common Dark Lores are Chaos and Necromancy. Future supplements will detail additional Dark Lores, including those of the Chaos powers Nurgle, Slaanesh, and Tzeentch. If you know a Dark Lore, you can attempt to cast any spell from that lore. See **Chapter 7: Magic** for spell lists and further details.

Dark Magic

Description: You know how to manipulate *Dhar* (black magic) to fuel your spells. Using Dark Magic gives you more power, but is much more dangerous. When you cast a spell, you can opt to use the energy of *Dhar* to fuel it. When making a Casting Roll for a Dark Magic spell, you roll an extra d10 and drop the die with the lowest result. However, all dice count for the purposes of Tzeentch's Curse. For example, a wizard with Magic 2 who casts a dark magic spell rolls 3d10 and uses the highest two dice for his Casting Roll. All three dice are used to determine Tzeentch's Curse. If he rolled a 6, 6, and 6, the Casting Roll would be 12 (6+6), but the spell would trigger a Major Chaos Manifestation. You must use Dark Magic when casting a Dark Lore spell. See **Chapter 7: Magic** for more information on spellcasting.

Dealmaker

Description: You are a slick-talking businessman who knows how to close a deal. You gain a +10% bonus on Evaluate and Haggle Skill Tests.

Disarm

Description: If you hit with a melee attack, you may attempt to disarm your opponent instead of inflicting damage. Make an Opposed Agility Test. If you win, your opponent is disarmed and the weapon drops to the ground. It can be picked up with the ready action. If your opponent wins, he retains his weapon. Natural weapons (teeth, claws, etc.) cannot be disarmed.

Divine Lore

Description: Your dedication to your deity is such that your prayers can produce magical effects. Divine Lore is unusual in that it is not one talent, but many different ones. Such is the devotion required that you can only ever know one Divine Lore. Each Divine Lore talent is a separate magical



proficiency, with the specialty noted in parenthesis. For example, Divine Lore (Sigmar) is a different talent than Divine Lore (Ulric). The most common Divine Lores correspond to the major deities of the Old World: Grungni, Manann, Morr, Myrmidia, Ranald, Sigmar, Shallya, Taal/Rhya, Ulric, Verena. If you know a Divine Lore, you can attempt to cast any spell from that lore. See **Chapter 7: Magic** for spell lists and further details.

Dwarfcraft

Description: Members of your race are natural craftsmen. You gain a +10% bonus on tests with the following Trade skills: Armourer, Brewer, Gem Cutter, Gunsmith, Miner, Smith, Stoneworker, and Weaponsmith.

Etiquette

Description: You are well versed in the social graces of the upper classes. You gain a +10% bonus on Charm and Gossip Skill Tests when dealing with the nobility. The bonus also applies in other situations in which knowing the proper etiquette is important (impersonating a noble with the Disguise skill, for instance).

Excellent Vision

Description: Your eyes are keen. You gain a +10% bonus on Perception Skill Tests that involve sight, and on Lip Reading Skill Tests.

Fast Hands

Description: You are adept at touching melee opponents during spellcasting. You gain a +20% Weapon Skill bonus when casting touch spells.



Fearless

Description: You are either brave enough or crazy enough that that you know no fear. You are immune to fear and treat terror as fear. You are also immune to the effects of the Intimidate skill and the Unsettling talent. See **Chapter 9: The Game Master** for more information on fear and terror.

Flee!

Description: When your life is on the line, you are capable of impressive bursts of speed. When running away from combat or another dire threat, you gain a +1 bonus to your Movement Characteristic for 1d10 rounds.

Fleet Footed

Description: You gain a permanent +1 bonus to your Movement Characteristic. Modify your starting profile to reflect this bonus.

Flier

Description: You can fly. For more information on flying, see **Chapter 6: Combat, Damage, and Movement**.

Frenzy

Description: You can incite yourself into a frothing rage. You must spend 1 round psyching yourself up (howling, biting your shield, etc.). The next round you lose control and go berserk, gaining a +10% bonus to Strength and Will Power but a –10% penalty to Weapon Skill and Intelligence. You must attack the nearest enemy in melee combat, all attacks must be all out attacks, charge attacks, or swift attacks, and you may not flee or retreat. You remain in this frenzied state until the combat is over.

Frightening

Description: You have a frightening appearance. You cause Fear, as detailed in **Chapter 9: The Game Master**.

Grudge-born Fury

Description: Your people have a long list of grudges against the various Goblinoid races. Their depredations fill you with such fury that you gain a +5% bonus to WS when attacking Orcs, Goblins, and Hobgoblins.

Hardy

Description: You gain a permanent +1 bonus to your Wounds Characteristic. Modify your starting profile to reflect this bonus.

Hedge Magic

Description: You are a self-taught spellcaster who has figured out how to work magic by trial and error. You can cast Petty Magic (Hedge) spells only without having the Speak Arcane Language skill; the Petty Magic (Hedge) talent is still required. You must roll an extra d10 when casting a spell. This does not add into your Casting Roll, but does count for the purposes of Tzeentch's Curse. Once you learn an Arcane Language, you no longer have to roll the extra die.

Table 4-4: Talents

Acute Hearing	Keen Senses	Seasoned Traveller
Aethyric Attunement	Lesser Magic	Sharpshooter
Alley Cat	Lightning Parry	Sixth Sense
Ambidextrous	Lightning Reflexes	Specialist Weapon
Arcane Lore	Linguistics	Group (Various)
Armoured Casting	Luck	Stout-hearted
Artistic	Marksman	Street Fighting
Contortionist	Master Gunner	Streetwise
Coolheaded	Master Orator	Strike Mighty Blow
Dark Lore	Meditation	Strike to Injure
Dark Magic	Menacing	Strike to Stun
Dealmaker	Mighty Missile	Strong-minded
Disarm	Mighty Shot	Sturdy
Divine Lore	Mimic	Suave
Dwarfcraft	Natural Weapons	Sure Shot
Etiquette	Night Vision	Surgery
Excellent Vision	Orientation	Super Numerate
Fast Hands	Petty Magic	Swashbuckler
Fearless	Public Speaking	Terrifying
Flee!	Quick Draw	Trapfinder
Fleet Footed	Rapid Reload	Trick Riding
Flier	Resistance to Chaos	Tunnel Rat
Frenzy	Resistance to Disease	Undead
Frightening	Resistance to Magic	Unsettling
Grudge-born Fury	Resistance to Poison	Very Resilient
Hardy	Rover	Very Strong
Hedge Magic	Savvy	Warrior Born
Hoverer	Schemer	Wrestling

Hoverer

Description: You can fly low to the ground. For more information on flying, see **Chapter 6: Combat, Damage, and Movement**.

Keen Senses

Description: You have naturally acute senses. You gain a +20% bonus on Perception Tests.

Lesser Magic

Description: You know a spell common to all types of magic. Lesser Magic is unusual in that it is not one talent, but many, and each must be acquired individually. Each Lesser Magic talent is a separate spell, with the spell name noted in parenthesis. For example, Lesser Magic (Dispel) is a different talent than Lesser Magic (Skywalk). The most common Lesser Magic spells are Aethyric Armour, Blessed Weapon, Dispel, Magic Alarm, Magic Lock, Move, Silence, and Skywalk. See **Chapter 7: Magic** for more information on Lesser Magic and descriptions of the various spells. You must have a Petty Magic talent before you can learn a Lesser Magic talent.

Lightning Parry

Description: When you make a swift attack (see **Chapter 6: Combat, Damage, and Movement**), you can forego one of your attacks to gain a free parry. If you had Attacks 3, for example, you could make two attacks and gain one parry with your swift attack action. The limit of one parry per round remains in effect.

Lightning Reflexes

Description: You gain a permanent +5% bonus to your Agility Characteristic. Modify your starting profile to reflect this bonus.

Linguistics

Description: You have a natural affinity for languages. You gain a +10% bonus on all Read/Write and Speak Language Skill Tests.

Luck

Description: You were born lucky. At the most improbable times, things go your way. You gain an extra Fortune Point each day. See **Chapter 6: Combat, Damage, and Movement** for more information about Fortune Points.

Marksman

Description: You gain a permanent +5% bonus to your Ballistic Skill Characteristic. Modify your starting profile to reflect this bonus.

Master Gunner

Description: You reduce the reload time of all black powder weapons by a half action. If you also have Rapid Reload, you gain the benefits of both talents (thus reducing the reload time of black powder weapons by a full action).

Master Orator

Description: You are such an accomplished orator that you can fire up huge crowds. You can affect 100 times the normal number of people when using the Charm skill. You must have Public Speaking before you can gain this talent.

Meditation

Description: You can focus your mind and ignore the world around you. When performing ritual magic, you gain a bonus to your Casting Roll equal to your Magic Characteristic.

Menacing

Description: You have an imposing presence, due to size, demeanour, or appearance. You gain a +10% bonus on Intimidate and Torture Skill Tests.

Mighty Missile

Description: You know how to target magic missiles to inflict maximum damage. You gain a +1 bonus on damage rolls with magic missile spells.

Mighty Shot

Description: You know how to target missile attacks so they do extra damage. You gain a +1 bonus on damage rolls with missile weapons.

Mimic

Description: You have an ear for voices and accents and can reproduce them accurately. You gain a +10% bonus on Performer (Actor, Clown, Comedian, Jester and Storyteller) Skill Tests, Disguise Skill Tests if the disguise has a verbal component, and Speak Language Skill Test when trying to pass as a native.

Natural Weapons

Description: You have claws or vicious teeth that can rend apart your foes in combat. When attacking without a weapon, you count as being armed with a hand weapon. You cannot parry with your natural weapons. You cannot, for obvious reasons, be disarmed.

Night Vision

Description: You can see extremely well in natural darkness at distances up to 30 yards. This talent doesn't work in total darkness, requiring illumination equivalent to starlight to function.

Orientation

Description: You have an instinctive feel for direction. You rarely get lost and always know the direction of north. You gain a +10% bonus on Navigation Skill Tests.

Petty Magic

Description: You know the most basic of magical techniques. Like Arcane Lore, it not one talent but many. Each Petty Magic talent is a separate magical proficiency, with the specialty noted in parenthesis. For example, Petty Magic (Arcane) is a different talent than Petty Magic (Divine). The most common Petty Magic talents are Arcane, Divine, and Hedge. If you know a Petty Magic talent and you have a Magic Characteristic of at least 1, you can attempt to cast any spell from that talent. See **Chapter 7: Magic** for spell lists and further details.

Public Speaking

Description: You know how to work a crowd. You can affect 10 times the normal number of people when using the Charm skill.

Quick Draw

Description: Your speedy reflexes allow you to quickly draw weapons and other items. Once per round, you can use the ready action as a free action.

Rapid Reload

Description: You can reload ranged weapons with practiced ease. You reduce the reload times of all missile weapons by a half action. You could reload a crossbow in a half action, for example, whereas it is normally a full action. If the weapon already had a reload time of a half action, it becomes a free action. It takes you virtually no time to reload such weapons, which allows you to make swift attacks with them. See **Chapter 6: Combat, Movement, and Damage** for more information on swift attacks.

Resistance to Chaos

Description: You are naturally resistant to the power of Chaos. You gain a +10% bonus on Will Power Tests to resist magic and other Chaos effects, and you are immune to Chaos mutation. However, you can never become a spellcaster of any type.

Resistance to Disease

Description: Your constitution allows you to shrug off many diseases. You gain a +10% bonus on Toughness Tests to resist disease.

Resistance to Magic

Description: You are naturally resistant to the effects of magic. You gain a +10% bonus on Will Power Tests to resist magic.

Resistance to Poison

Description: Your hardiness allows you to ignore the effects of many poisons. You gain a +10% bonus on Toughness Tests to resist poison.

Rover

Description: You are at home in the wild. You gain a +10% bonus on Concealment and Silent Move Skill Tests when in rural locations.

Savvy

Description: You gain a permanent +5% bonus to your Intelligence Characteristic. Modify your starting profile to reflect this bonus.

Schemer

Description: You are a master of personal politics. You gain a +10% bonus on intrigue-related Charm Tests and on WP Tests to resist the Charm of others.

Seasoned Traveller

Description: You have extensive travel experience. You gain a +10% bonus on Common Knowledge and Speak Language Skill Tests.

Sharpshooter

Description: You can make aimed shots with exceptional accuracy. When you use the aim action, your next ranged attack gains a +20% Ballistic Skill bonus instead of the normal +10%.

Sixth Sense

Description: You get a strange feeling when you are in grave danger, and this sometimes alerts you to trouble before it happens. When danger is afoot, the GM may secretly roll a test on your Will Power. If successful, the GM may tell you that you have a bad feeling about your situation or that you feel like you're being watched. This talent may enable to you to avoid being surprised when the rest of your allies succumb.

Specialist Weapon Group (Various)

Description: You know how to use a group of weapons that require special training. Specialist Weapon Group is unusual in that it is not one talent, but many and each must be acquired individually. Each Specialist Weapon Group talent is a separate proficiency, with the specialty noted in parenthesis. For example, Specialist Weapon Group (Two-handed) is a different talent than Specialist Weapon Group (Throwing). The most common Specialist



Weapon Group talents are: Cavalry, Crossbow, Engineer, Entangling, Fencing, Flail, Gunpowder, Longbow, Parrying, Sling, Throwing, and Two-handed. For details on the weapons included in each group, see **Chapter 5: Equipment**.

Stout-hearted

Description: You are exceptionally brave. You gain a +10% bonus on Fear and Terror Tests, and on Will Power Tests to resist Intimidate attempts.

Street Fighting

Description: You learned how to brawl in the gutters. You can make unarmed attacks with a +10% bonus to Weapon Skill. Furthermore, you gain a +1 bonus on damage rolls with unarmed attacks.

Streetwise

Description: You know how to get by on the street. You gain a +10% bonus on Charm and Gossip Skill Tests when dealing with the criminal underworld.

Strike Mighty Blow

Description: You know how to target melee attacks so they do extra damage. You gain a +1 bonus on damage rolls with melee weapons.

Strike to Injure

Description: You're an expert at targeting your enemies' most vulnerable areas. The Critical Value of any Critical Hits you inflict is increased by 1.

Strike to Stun

Description: If you hit with a melee attack, you may attempt to stun your opponent instead of inflicting damage. First, you must make a Strength Test. If that is successful, your opponent must make a Toughness Test, with a +10% bonus for each AP on his head. If he fails, your opponent is stunned for 1d10 rounds. Stunned characters cannot take any actions and cannot dodge.

Strong-minded

Description: Your resilient mind is less susceptible to sanity-blasting events. You don't have to check for insanity until you have 8 Insanity Points and you don't automatically get one until you have 14 IPs.

Sturdy

Description: You have a brawny physique. You do not suffer any Movement penalties while wearing heavy/plate armour. See **Chapter 5: Equipment** for more information about armour.

Suave

Description: You gain a permanent +5% bonus to your Fellowship Characteristic. Modify your starting profile to reflect this bonus.

Sure Shot

Description: You know how to find the weak spots in your enemies' armour. When you hit with a ranged attack, you can ignore 1 Armour Point. If your target has no armour, this talent has no effect.

Surgery

Description: You know the most advanced scientific healing techniques. You gain a +10% on Heal Skill Tests. If you are treating a heavily wounded patient, a successful test heals 2 Wounds instead of the normal 1. If this character is in danger of losing a limb from a Critical Hit (see **Chapter 6: Combat, Damage, and Movement**), you also provide the patient with a +20% Toughness bonus on the test to resist limb loss.

Super Numerate

Description: You have a gift for calculation and can work out a solution for nearly any mathematical problem given time. You gain a +10% bonus on Gamble and Navigation Skill Tests, and a +20% bonus on Perception Skill Tests that involve estimation.

Swashbuckler

Description: You are an agile combatant. You can use the Jump/Leap action as a half action and you increase the distance of all leaps by 1 yard.

Terrifying

Description: One look at your monstrous countenance sends enemies running. You cause terror, as detailed in **Chapter 9: The Game Master**.

Trapfinder

Description: You are an expert at dealing with traps. You gain a +10% bonus to Perception and Pick Lock Tests that deal with locating and disarming traps.

Trick Riding

Description: You are capable of amazing feats on horseback. You can do handstands on a galloping mount, leap from horse to horse, and the like. You only need to take Ride Skill Tests under the most extreme circumstances, and even then you gain a +10% bonus.

Tunnel Rat

Description: You are at home beneath the earth. You gain a +10% bonus on Concealment and Silent Move Skill Tests when in underground locations.

Undead

Description: You are a creature of undeath, hideously reanimated by necromantic magic (see **Chapter 7: Magic**). You are immune to Fear, Terror, stunning, poison, disease, and all spells, skills, and effects that involve the manipulation of emotions and the mind.

Unsettling

Description: Your daunting presence disturbs your opponents. Enemies must make a successful Will Power Test on seeing you or suffer a –10% penalty to their Weapon Skill and Ballistic Skill. They may test to overcome the effects this talent each round until they either make it or are out of sight of you.

Very Resilient

Description: You gain a permanent +5% bonus to your Toughness Characteristic. Modify your starting profile to reflect this bonus.

Very Strong

Description: You gain a permanent +5% bonus to your Strength Characteristic. Modify your starting profile to reflect this bonus.

Warrior Born

Description: You gain a permanent +5% bonus to your Weapon Skill Characteristic. Modify your starting profile to reflect this bonus.

Wrestling

Description: You are an expert grappler. You can make unarmed attacks with a +10% bonus to Weapon Skill when attempting to grapple. Furthermore, you gain a +10% bonus on grappling Strength Tests.

Run, Snorri, Run

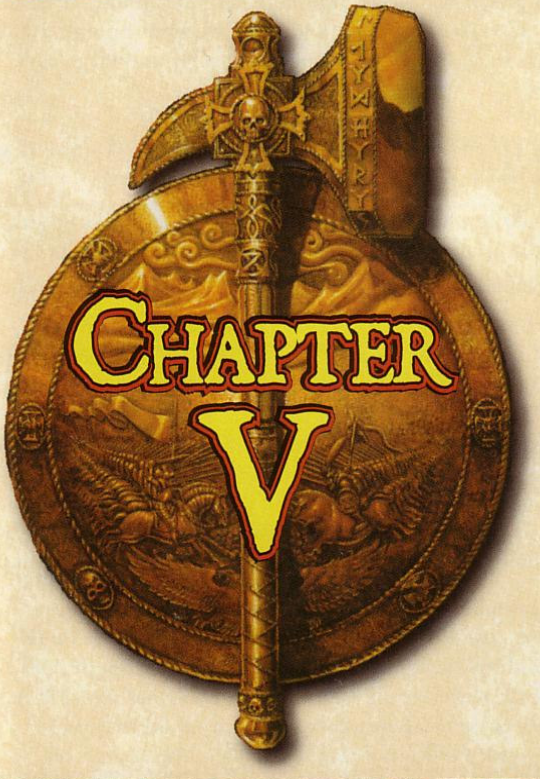
Snorri slowly approached the intersection, eyes and ears alert for signs of trouble. The way ahead was clear, but he could hear voices coming from the tunnel around the corner. Naturally, this was the direction the Dwarf needed to go. Peeking his head around the wall, Snorri confirmed the threat: Goblins. There looked to be half dozen at least. The Dwarf considered the problem. He could fight his way through them, but he'd likely be wounded and he still had many leagues to run. In any case, fighting Goblins was not his mission. He had a vital message for King Alrik of Karak-Hirn and it was his duty as a Runebearer to make sure it got through.

Twenty yards beyond the intersection Snorri could see an area of loose rocks. It looked like part of the old Dwarf tunnel had started to collapse at that point. Snorri quietly loaded his crossbow and took careful aim. He fired the weapon and watched as the bolt streaked into the damaged section of the wall. As he had hoped, the impact of the bolt caused a shower of rocks to fall to the flagstone floor. The sound of bouncing rocks echoed up and down the corridors.

Snorri quickly reloaded the crossbow and then pressed himself flat against the wall. The tramp of feet told him the Goblins had taken the bait. A pack of crooked-legged greenskins ran to the intersection and then to the right, following the sound of the rock-fall. Once they had passed, Snorri eased around the corner and checked the lookout post. All the Goblins had fallen for the ruse.

The Runebearer ran down the passage. After a quarter of a mile, he stopped by a nondescript section of wall. He could hear Goblin voices behind him. He touched three sections of the wall and suddenly a hidden door swung open. Snorri entered the newly revealed passage and shut the door behind him. The Dwarf smiled. The Goblins may control these tunnels, he thought, but they have not mastered their secrets.

Snorri ran on. He needed to reach Karak-Hirn in less than a day and there were other dangers in the *Undgrin Ankor*. The Runebearer prayed to Valaya for protection and redoubled his speed.



EQUIPMENT

"I will not pay 2,000 Karls for a Dwarf-made pistol! Solid Imperial craftsmanship is good enough for me!"

—Dagmar von Horstrup, Carroburg Noble (deceased)

When you finish rolling up your character, you should have a selection of starting trappings that you received from your career and some gear common to all adventurers. Before you start playing, you can buy additional equipment, described in this chapter, without regard for its availability (see **Availability** on page 104 for details).

Trappings are important, because as you come close to finishing your career, you must have the career exit's trappings in order to change careers. As you adventure, you will undoubtedly acquire money and other treasures. On what to spend this hard earned coin becomes the question. This chapter details an assortment of goods and services available in the world of the *Warhammer Fantasy Roleplay*.

— Optional: Encumbrance —

Some gaming groups are not too worried about exactly how much characters can carry. If it sounds right and looks right, then it is right. For groups preferring a little more detail, these optional rules are available. Encumbrance reflects the combined weight and bulkiness of an object. Some objects may actually weigh very little, but are large and unmanageable, while some items are small, but exceptionally heavy. Consequently, some objects are just too large and heavy to manage. For coins, 50 coins equals 5 points of encumbrance.

Characters can manage a certain amount of encumbrance based on their Strength Characteristic before feeling its effects. A character can carry a number of encumbrance points equal to their Strength Characteristic x 10. Thus, a character with Strength 45%, could manage 450 points of encumbrance before slowing down. For every 50 points by which they exceed their encumbrance, they take a –1 penalty to their Movement Characteristic.

Dwarfs can handle larger loads than other characters, using their Strength Characteristic x 20 instead. Dray animals, such as horses, can handle larger loads and may handle encumbrance values equal to their Strength Characteristic x 30.

A character or creature's encumbrance value equals the sum of character or creature's Strength and Toughness Characteristics multiplied by 10.

— Coinage —

Currency, regardless of nationality, falls into three major types: gold, silver, and brass (sometimes replaced by copper or bronze, but in any case each are of equal value). Each coin weighs approximately one ounce. While small differences do exist, such as the decoration on the face of the coin, or the inscriptions on the back, each city strives to stamp coins of approximately the same value to facilitate trade throughout the Old World. Thus, a gold coin minted in Kislev has about the same value in Bretonnia. Still, in some circumstances, such as times of war, some coins may elicit suspicion or even outright hostility, so it's best to know the lands through which you travel.

In every land, people refer to coins by their common names. Gold coins are gold crowns, and when written, they are designated with "*gc*," silver coins are shillings, noted as "*s*," and brass (or bronze or copper) coins are pennies, and designated by "*p*" So four gold crowns is written 4 *gc*, nine silver shillings is 9 *s*, and fifteen pennies is 15 *p*.

Exchange Rates

The rate of exchange is as follows.

1 gold crown (*gc*) = 20 silver shillings (*s*) = 240 brass pennies (*p*)

1 silver shilling = 12 brass pennies

Most people in the Old World see very few gold coins in their lives. In lieu of hard currency, many commoners rely on trade for support, perhaps crafting a wagon wheel in exchange for a sack of flour. Adventurers, on the other hand, encounter far more gold than the average person, and so can have more assets than most people. For more information on income and rates for common people, labourers, and artisans, see **Table 5-1: Income**, which presents rough pay guidelines.

— Availability —

Having the money doesn't always guarantee the desired good or service is at hand. Hamlets and small villages are a lot less likely to have expensive goods than, say, a large city of 10,000 people. Moreover, finding a high quality sword in a backwater village is far more difficult than locating such a weapon in a teeming metropolis. To reflect availability, each good and service has an associated availability, ranging from Very Rare to Abundant. These notations are a base availability and should serve as a starting point for determining whether a town has such an item or not. For example, Marienburg is a coastal city, and naturally, fish would be more common there than in a place like Karak Kadrin, situated as it is in the World's Edge Mountains. Hence, feel free to adjust the levels of goods and services to suit the location of your game.

Characters searching for a particular item or service must make a successful Gossip Test modified by the availability of the item (**Table 5–2: Consequences of Availability** provides a baseline modifier for Gossip Tests to find an item in a community of 1,000 people or less). For communities larger than 1,000 people, reduce the difficulty for finding an object by one step for communities of 10,000 or less, or two steps for communities of 10,000 or more. If the community has 100 people or less, increase the difficulty by one step. **Table 5–3: Availability by Population** shows how the difficulty changes based on population size.

> **Example:** *Aaron needs a new sword. A sword is a common item, and so he gains a +10% on his Gossip Test to find it in an average village. If he looks in a hamlet, with a population of 100 or less, the difficulty is Average (no bonus) or if he looks in a city with a large population (say about 8,000 people), he could find a sword easily (gaining a +20% bonus as the difficulty lessens to Easy).*

Table 5-1: Income

Job	Yearly Pay (*gc*)	Monthly Pay (*s*)	Weekly Pay (*p*)
Peasant	9-15	15-25	45-75
Rich Farmer	15-25	25-45	75-135
Innkeeper	20-30	35-50	105-150
City Shopkeeper	20-40	35-65	105-195
Mercenary	20-50	35-80	105-240
Skilled Craftsman	25-80	40-135	120-400
Typical Fence	30-100	50-165	150-495
Physician	40-150	65-250	195-750
Artisan	150-500	250-835	750-2505
Lesser Noble	250-500	415-835	1245-2505
Wizard Lord	300-800	500-1350	1500-4050
Greater Noble	1000+	1700+	5100 +

All yearly wages given are *before* regional taxes have been applied.

Table 5-2: Consequences of Availability

Availability	Difficulty	Gossip Skill Test Modifier
Very Rare	Very Hard	–30%
Rare	Hard	–20%
Scarce	Challenging	–10%
Average	Average	+0%
Common	Routine	+10%
Plentiful	Easy	+20%
Abundant	Very Easy	+30%

— Craftsmanship —

Not all goods are of the same quality. Some equipment is shoddy, in poor repair, or of exquisite craftsmanship and beauty. A haunch of spoiled meat has far less value than a well-prepared roast, just as a polished sword from a Dwarf forge is far more valuable than a rusty sword found in the bottom of a lake. All goods and services described in the following sections are of Common craftsmanship, meaning the goods and services are of average quality or performance. For characters desiring something less or greater than the average, use the following adjustments to cost and availability.

Normally, craftsmanship has no affect on game play for regular goods and services. A poorly crafted tallow candle may refuse to stay lit, or sputter, or give off a foul odour, while the best-crafted wax candle may burn brightly, resist gusts of wind, and so on. In the case of weaponry and armour, there are effects on the item's performance or encumbrance, but in cases of general goods and services, differences of quality are merely descriptive. The GM may reduce the difficulty of certain tests, but it is entirely at her discretion.

Table 5-3: Availability by Population

	Difficulty by Population			
Availability	**Below 100**	**Below 1,000**	**Below 10,000**	**10,000 or more**
Very Rare	GM's discretion	Very Hard	Hard	Challenging
Rare	Very Hard	Hard	Challenging	Average
Scarce	Hard	Challenging	Average	Routine
Average	Challenging	Average	Routine	Easy
Common	Average	Routine	Easy	Very Easy
Plentiful	Routine	Easy	Very Easy	Automatic
Abundant	Easy	Very Easy	Automatic	Automatic

Slang in the Old World

Coinage in the Old World is known by a confusion of different names. A profusion of differently minted coins in circulation, combined with regional dialect and Old Worlder's tendency to wilful obscurity makes the situation even worse. Below are some of the common epithets that adventurers may encounter

Gold Crowns

Karls: Reikland slang based upon the image of the Emperor stamped on all Altdorf coin.
Gelt: Northlander term for all large denomination coin.
Mark: Generic Empire crown, probably based on the common "hammer mark".
Guilder: A gold coin minted with a guild mark—common in Marienburg.
Jink: City dwellers' term for crowns of a dubious origin.
Shiner: Altdorf street slang for a Gold Crown.

Shillings

Bob: Informal term amongst the gentry.
Shimmy: Thieves cant of unknown origin, since passed into common speech.
Silver: Common term amongst traders and sailors for shillings.
Muck: Rural name for shillings, which often causes much confusion.

Pence

Shrapnel: Empire army slang for a handful of brass pennies.
Clank: Common phrase amongst guttersnipes.
Brass: Typically literal Dwarf term for small coinage.

Common Phrases

"Hard tuppn'y": A poor deal, a rough time of it.
"Where there's muck there's Halflings": A money making enterprise that needs cheap, expendable labour.
"Completely brassic": To have no money.
"Clank f'rus G'vner": Typical phrase of an Altdorf beggar, so poor they can't afford vowels.

Craftsmanship

Craftsmanship	Cost Multiplier	Availability
Best	x10	Drop 2 steps
Good	x3	Drop 1 step
Common	x1	—
Poor	x1/2	Increase 1 step

Example: Going back to Aaron, he realizes he can't afford a brand new sword, so he decides to settle for a poor quality sword. The cost for such a weapon is halved, and there are plenty of them, increasing the availability from Common to Plentiful.



— Goods and Services —

In marketplaces all across the Old World, there are innumerable items for trade or sale. In countless shops, characters can find common items like weapons, rope, containers, food, or rare and exotic goods like poisons, draughts, or even the extremely rare magic items. The following items are organized into two broad categories: Goods, which include such things as Weaponry, Armour, Clothing, Food & Drink, Miscellanea, Transportation, Special Equipment, and Services, such as medical services, hirelings, and so on.

Weaponry

The various melee and missile weapons are grouped into two broad categories. Ordinary weapons can be used by anyone, while Specialist weapons require training to employ properly, so can only be used by those with the appropriate Specialist Weapon talent (See **Chapter 4: Skills and Talents**). If you try to use a Specialist Weapon without the appropriate talent, your WS (for melee weapons) or BS (for missile weapons) is halved (rounded up).

Specialist Weapon Groups

Specialist Weapons are further subdivided into smaller groups, each of which corresponds to a talent (See **Chapter 4: Skills and Talents**). The Specialist Weapon Groups and the weapons covered are: Cavalry (Demilance, Lance), Crossbow (Crossbow Pistol, Repeater Crossbow), Engineer (Hochland Long Rifle, Repeater Firearm, Repeater Pistol), Entangling (Bolo, Lasso, Net, Whip), Fencing (Foil, Rapier), Flail (Flail, Morning Star), Gunpowder (Blunderbuss, Firearm, Pistol), Longbow (Elfbow, Longbow), Parrying (Buckler, Main Gauche, Sword-breaker), Sling (Sling, Staff Sling), Throwing (Throwing Dagger/Star, Throwing Axe), and Two-handed (Great Weapon, Halberd).

Weapon Qualities

There are many weapons in the Old World, each with unique advantages and drawbacks. These attributes are known as Weapon Qualities. Some weapons have none, while others have several. The various Weapon Qualities are described in the following section. You can see which qualities apply to which weapons on **Tables 5-3** and **5-4**.

Armour Piercing

Weapons with this quality are particularly good at punching through armour. Attacks from Armour Piercing weapons ignore 1 Armour Point. If a target has no armour, this quality has no effect. You can gain both this bonus and that of the Sure Shot talent.

Balanced

Weapons with this quality are designed to be used in your secondary hand, usually in concert with a rapier or foil. When wielding a Balanced weapon in your secondary hand, you don't suffer the normal –20% penalty to your Weapon Skill.



Defensive

Weapons with this quality are designed with parrying in mind. You gain a +10% bonus on parry attempts while wielding a Defensive weapon.

Experimental

Weapons with this quality use the latest engineering technology so they are more prone to mishap. On an attack roll of 96-98, the weapon jams and cannot be fire again until a successful Trade (Gunsmith) Skill Test is made. On an attack roll of 99-00, the weapon explodes, inflicting a Damage 8 hit on the wielder and destroying itself in the process.

Fast

Weapons with this quality strike quickly because they are especially nimble or long. Enemies suffer a -10% penalty when trying to parry or dodge a Fast weapon.

Trappings and Changing Careers

As you gain and spend xp to complete your career, you should think about your next career. In order to take a career exit, you have to have all of the new career's trappings. You may have some of these things from you various adventures, but some equipment may be too expensive to buy, forcing you to steal or search for certain goods in the wilderness (both dangerous options). Most of the equipment presented in this chapter should be available to buy in any town or village, or failing that, available from one of countless merchants and craftsmen at work in the stinking cities across the Old World. Some goods, however, may be a bit more difficult to acquire, forcing you to brave terrible creatures, haunted ruins, or blood-crazed cultists.

Impact

Weapons with this quality hit with tremendous force. If you hit with an Impact weapon, you may roll two d10 for damage and pick the higher result.

Precise

Weapons with this quality are deadly accurate. When using a Precise weapon, the Critical Value of any Critical Hits is increased by 1. You can gain both this bonus and that of the Strike to Injure talent.

Pummelling

Weapons with this quality can knock foes senseless. You gain a +10% bonus to your Strength when using the Strike to Stun talent.

Shrapnel

Weapons with this quality fire loads of shot, jagged metal, nails, glass, or other small projectiles. These are not marksman's weapons; they just spray out spinning death over a large area. Firing a Shrapnel weapon does not require a Ballistic Skill Test to hit. Simply measure out a line as long as the weapon's maximum range (32 yards/16 squares in the case of a blunderbuss) and 2 yards (1 square) wide. Anyone caught in this area must make a successful Agility Test or suffer the weapon's damage.

Slow

Weapons with this quality are heavy and awkward, making them easier to avoid. Enemies gain a +10% bonus when trying to parry or dodge a Slow weapon.

Snare

Weapons with this quality are designed to entangle enemies. On a successful hit, the target is trapped unless a successful Agility Test is made. An entangled target can attempt no other actions except escaping the snare. He can try to burst the bonds (a Strength Test) or wriggle free (an Agility Test); these are full actions. Attacks against a snared character receive a +20% WS or BS bonus (as appropriate).

Special

See weapon description for additional special rules.

Tiring

Weapons with this quality are fatiguing to use. Their Impact quality thus only applies during the first round of melee.

Unreliable

Weapons with this quality do not always function dependably. On an attack roll of 96-99, the weapon jams and cannot be fire again until a successful Trade (Gunsmith) Skill Test is made. On an attack roll of 00, the weapon explodes, inflicting its normal damage on the wielder and destroying itself in the process.

Weapon Statistics

The game statistics for each weapon can be found on **Table 5–4: Melee Weapons** or **Table 5–5: Missile Weapons**. The tables include the following information:

Name

The most common name for the weapon; some weapons are known by other names by different races and cultures.

Weapon Craftsmanship

All weapons presented in the chapter are of common craftsmanship. For weapons of better or worse construction, use the following modifiers, unless otherwise mentioned in the weapon's description.

Best: This weapon is one of the best of its kind. When wielding such a weapon in combat, you gain a +5% bonus to your Weapon Skill or Ballistic Skill (as appropriate). In addition, it is less cumbersome than a standard weapon, reducing the overall encumbrance of the weapon by 10% (to a minimum of 1). Ammunition of the best craftsmanship does not give you a bonus to BS, but its encumbrance is reduced. Weapons of the best craftsmanship are often beautiful, with gemstones set into the pommel, or extra detail in the workmanship. Some weapons of this level of craftsmanship may be plain, but exquisite in its performance.

Good: This weapon is of high quality, with good balance and reliability. It is less cumbersome than a standard weapon, reducing the overall encumbrance of the weapon by 10% (to a minimum of 1). Ammunition of good craftsmanship confers no benefits.

Poor: Weaponry of poor craftsmanship is shoddy and unreliable. When wielding such a weapon in combat, you take a –5% penalty to your Weapon Skill or Ballistic Skill (as appropriate). Poor quality ammunition applies this penalty to the weapon with which it is used. If a poor missile weapon is used with poor ammunition, the wielder takes a –10% penalty to their Weapon Skill.

Cost

This entry lists the common costs for an item. This value fluctuates depending on the item's availability (GM's discretion), craftsmanship, or upon the success or failure of a Haggle Test.

Encumbrance

This column describes the approximate weight and bulkiness of the weapon. See page 103 for details on Encumbrance.

Group

This entry denotes the Weapon Group (see page 105).

Damage

This entry denotes the base damage of the weapon. When a hit is scored, the weapon deals this amount plus 1d10 damage (see **Chapter 6: Combat, Damage, and Movement**). Melee weapon damage is based on the wielder's Strength Bonus.

Range

Every missile weapon has a range, given as two numbers divided by a slash. The first number is its short range, and the second is its long range. Shots at long range are taken at a –20% BS penalty. All ranges are expressed in yards (if you are using squares, simply halve the given number to find the range). For example, a bow has a short range of 24 yards and a long range of 48 yards. If you shoot at an enemy up to 24 yards away, you take no BS penalty. If you shoot at an enemy between 25 and 48 yards away, you take a –20% BS penalty. Some weapons have no long range.

Reload

This is the type (and sometimes number) of actions it takes to reload the weapon. For more information on action types and the reload action, see **Chapter 6: Combat, Damage, and Movement.**

Qualities

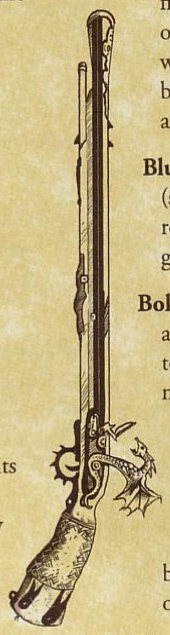
This entry denotes any Weapon Qualities (see pages 105-106).

Availability

This entry describes a weapon's general availability (see page 104).

Weapon Descriptions

The weapons found on **Table 5–4: Melee Weapons** and **Table 5–5: Missile Weapons** are described here along with any special rules that arise as a result of wielding them in combat.



Arrow and Bolt: Arrows (for bows) and bolts (for crossbows) come in bundles of five. At the end of an encounter, you can retrieve fired ammunition, but each has a 50% chance of being ruined or lost. For the desperate, arrows and bolts can serve as melee weapons (treat them as improvised weapons, see page 109), but they have a 50% chance of breakage with each successful attack.

Blunderbuss: A blunderbuss is a larger version of the Firearm (see page 109). You can load it with nails, broken glass, small rocks or just about anything else on hand, though shot (see gunpowder on page 109) is preferred.

Bola: A bola is a set of two to four weighted spheres connected by a cord. A bola of the best craftsmanship does not grant a bonus to Weapon Skill Tests. Instead, the subject of a successful attack must succeed a Challenging (–10%) Strength or Agility Test.

Bow: A bow is usually constructed with wood, horn, and sinew. Readily available in most places, the bow is a staple weapon in communities of every size.

Buckler: A buckler is a small shield used for blocking attacks, but is suitable for attacks as well. Some bucklers feature studs or spikes.

Crossbow Pistol: A crossbow pistol looks like a small crossbow, but it is constructed entirely from steel. About the size of a pistol, you can fire it with one hand. Even with the advantages of its size, it is as slow to load as a regular crossbow, requiring you to draw back the bowstring by a screw built into the weapon's stock.

Dagger: The dagger includes all smaller bladed weapons, from the stiletto to the knife. The length of blade ranges from about 18 inches to just under 6 inches. Daggers are common as they are the principle form of cutlery in the Old World.

Demilance: A demilance is a short spear or a half pike used by cavalry. Though not as large as a lance, it is still capable of delivering impressive amounts of damage, without being as cumbersome as the full lance.

Elfbow: The Elfbow is similar to a longbow, but it is constructed of rare and flexible woods layered with bone. It's lighter and

Table 5-4: Melee Weapons

Name	Cost	Enc	Group	Damage	Qualities	Availability
Buckler	2 *gc*	10	Parrying	SB–4	Balanced, Defensive, Pummelling	Average
Dagger	1 *gc*	10	Ordinary	SB–3	None	Common
Demilance (Cavalry Spear)	20 *gc*	75	Cavalry	SB	Fast, Impact, Tiring	Scarce
Flail*	15 *gc*	95	Flail	SB+1	Impact, Tiring	Scarce
Foil	18 *gc*	40	Fencing	SB–2	Fast, Precise	Rare
Gauntlet/Knuckle-duster	1 *gc*	1	Ordinary	SB–3	Pummelling	Common
Great Weapon*	20 *gc*	200	Two-handed	SB	Impact, Slow	Average
Halberd*	15 *gc*	175	Two-handed	SB	Special	Common
Hand Weapon (sword etc)	10 *gc*	50	Ordinary	SB	None	Common
Improvised	—	35	Ordinary	SB–4	None	—
Lance	15 *gc*	100	Cavalry	SB+1	Fast, Impact, Tiring	Rare
Main Gauche	4 *gc*	15	Parrying	SB–3	Balanced, Defensive	Scarce
Morning Star	15 *gc*	60	Flail	SB	Impact, Tiring	Scarce
Quarter Staff*	3 *s*	50	Ordinary	SB–2	Defensive, Pummelling	Plentiful
Rapier	18 *gc*	40	Fencing	SB–1	Fast	Scarce
Shield	10 *gc*	50	Ordinary	SB–2	Defensive, Special	Common
Spear	10 *gc*	50	Ordinary	SB	Fast	Common
Sword-breaker	5 *gc*	40	Parrying	SB–3	Balanced, Special	Scarce
Unarmed	—	—	Ordinary	SB–4	Special	—

Table 5-5: Missile Weapons

Name	Cost	Enc	Group	Damage	Range†	Reload	Qualities	Availability
Blunderbuss	70 *gc*	50	Gunpowder	3	32/-	3 Full	Shrapnel	Very Rare
Bola	7 *s*	20	Entangling	1	8/16	Half	Snare	Scarce
Bow*	10 *gc*	80	Ordinary	3	24/48	Half	None	Common
Crossbow*	25 *gc*	120	Ordinary	4	30/60	Full	None	Average
Crossbow Pistol	35 *gc*	25	Crossbow	2	8/16	Full	None	Rare
Elfbow*	70 *gc*	75	Longbow	3	36/72	Half	Armour Piercing	Very Rare
Firearm*	300 *gc*	30	Gunpowder	4	24/48	2 Full	Impact, Unreliable	Very Rare
Hochland Long Rifle	450 *gc*	70	Engineer	4	48/96	2 Full	Impact, Unreliable	Very Rare
Improvised	—	10	Ordinary	SB–4	6/–	Half	None	—
Javelin	25 *s*	30	Ordinary	SB–1	8/16	Half	None	Average
Lasso*	1 *gc*	10	Entangling	n/a	8/–	Half	Snare	Plentiful
Longbow*	15 *gc*	90	Longbow	3	30/60	Half	Armour Piercing	Average
Net	3 *gc*	60	Entangling	n/a	4/8	Full	Snare	Plentiful
Pistol	200 *gc*	25	Gunpowder	4	8/16	2 Full	Impact, Unreliable	Very Rare
Repeater Crossbow*	100 *gc*	150	Crossbow	2	16/32	Free	Special	Very Rare
Repeater Firearm*	600 *gc*	30	Engineer	4	24/48	Free	Experimental, Special	Very Rare
Repeater Pistol	400 *gc*	25	Engineer	4	8/16	Free	Experimental, Special	Very Rare
Shortbow*	7 *gc*	75	Ordinary	3	16/32	Half	None	Common
Sling	4 *gc*	10	Sling	3	16/32	Half	None	Common
Spear	10 *gc*	50	Ordinary	SB	8/-	Half	None	Common
Staff Sling*	6 *gc*	50	Sling	4	24/48	Full	None	Rare
Throwing Axe/Hammer	5 *gc*	40	Throwing	SB–2	8/-	Half	None	Average
Throwing Dagger/Star	3 *gc*	10	Throwing	SB–3	6/12	Half	None	Common
Whip	2 *gc*	40	Entangling	SB–4	6/-	Half	Fast, Snare	Average

Ammunition

Name	Cost	Enc	Group	Damage	Range†	Reload	Qualities	Availability
Arrows (5)	1 *s*	10	—	—	—	—	—	Common
Bolts (5)	2 *s*	10	—	—	—	—	—	Average
Firearm Shot (10)	1 *s*	10	—	—	—	—	—	Rare
Gunpowder (per shot)	3 *s*	1	—	—	—	—	—	Very Rare

* Requires two hands to wield, so this weapon cannot be used in conjunction with a shield or buckler. † Range is expressed in yards; if you are using squares, simply halve to find the range.

less bulky than a standard bow, but its unusual construction prevents all but the most skilled archers from using it. Elves are the only craftsmen capable of producing Elfbows and so they are very rare in almost all places aside from Elven lands. If you do not have the Specialist Weapon Group (longbow), the Elfbow uses all the statistics of a normal shortbow in addition to Weapon Skill reduction. There are no differences of craftsmanship with the Elfbow; all are of Exceptional quality.

Firearm: A firearm, also known as an arquebus, is the most basic form of gunpowder weapon available in the Old World. Craftsmanship varies with these weapons, ranging from the crude wooden firearms where the wielder must touch a burning match to the black powder to fire the weapon, to the sophisticated Dwarf weapons equipped with a variety wheel lock mechanisms and even a trigger.

Firearm Shot: Firearm shot is available in small oiled cloth pouches of 10 shots each. Used as ammunition for any Engineer and Gunpowder weapons, they are more common than the weapons for which they are designed. Best Craftsmanship firearm balls are made of steel, while lower quality shot might be lead, ceramic, or even clay. Unlike other forms of ammunition, once the firearm ball is shot from a firearm, it is not reusable.

Flail and Morning Star: A flail is a weapon consisting of two or more chains attached to a rod-like handle. Most flails affix a weight such as a spiked metal ball or a ring at the end of the chains to enhance the weapon's potential damage. A flail with just one chain and ball is called a morning star, and is less encumbering and deals less damage than the flail.

Foil: A foil, sometimes called an epee, is a slender square-section blade with a cup hilt. Primarily used for fencing, it has the benefit of being quick and accurate. In exchange for its speed, it gives up something of its potential to deal damage.

Gauntlets and Knuckle-Dusters: Use gauntlets and knuckle-dusters to gain a slight improvement over using your fists in combat. Also included under this heading are mailed gloves and brass knuckles.

Great Weapon: Like the hand weapon (see below), the great weapon is a broad category of weaponry. Any weapon you need two hands to wield falls into this group. Such weapons include double-handed swords, great hammers, or great axes.

Gunpowder: Gunpowder, required to fire pistols and other firearms, is sold in small kegs or in horns, stopped with wax to prevent moisture from ruining the powder. There are no craftsmanship differences in gunpowder, though if exposed to water, the gunpowder is ruined. Each dose of gunpowder is good for one shot.

Halberd: A halberd is a heavy blade mounted at the end of a sturdy wooden or metal pole. The blade features a sharp point at the top and a wide cutting edge like an axe, which allows it to be used two different ways. When you attack with a halberd, you can treat like a spear or a great weapon. This means it will either have the Fast quality or both the Impact and Slow qualities. There are many variations on the halberd, such as the size of the blade, the length of the point, and composition of the shaft. Furthermore, halberds can include just about any other pole arm such as the glaive and bill, all using the same statistics.

Hand Weapon: Hand weapons encompass a broad category of weaponry, including any melee weapon one can wield in one hand. Thus, this category includes maces, hammers, swords, picks, clubs, and axes. Most combatants in the Old World rely on these weapons over more difficult to use armaments.

Hochland Long Rifle: In the Duchy of Hochland, a place famous for its hunters, engineers devised a firearm that has a range improved over the blunderbuss and the arquebus. While this weapon is superior to most other firearms in the Empire, it is rare, and those who have them almost never sell them. For now, knowledge of their construction is limited to Hochland. Like the Elfbow, there are no differences of craftsmanship with the Hochland long rifle; all are of Exceptional quality.

Improvised: Where the hand weapon and the great weapon account for large groups of weapons, improvised weapons include perhaps the largest, for anything you can pick up and potentially hurt someone with counts as an improvised weapon. This group includes tankards, hooks, candlesticks, or even chairs. You can throw improvised weapons as missile weapons. Because improvised weapons are so broadly conceived, the encumbrance value listed on **Tables 5–3: Melee Weapons** and **5–4: Missile Weapons** is the base encumbrance. For larger items, like barstools, chairs, or doors, the encumbrance value increases, though statistically, the weapon deals the same amount of damage. There are no craftsmanship differences among improvised weapons.

Javelin: A javelin is a short spear designed for throwing. Its design makes it unsuitable for use in melee combat. If so used, treat it as an improvised weapon.

Lance: The lance is a heavy long spear, usually with an oak shaft, and a steel point. Capable of punching through armour and knocking foes to the ground, the lance would be popular if it were more common and affordable. Given its price, though by no means as expensive as a blunderbuss, and its availability, lances are relegated to use by knights and wealthy warriors throughout the Empire.

Lasso: A lasso is nothing more than a length of rope tied one end to form a loop. On a successful attack, the loop catches the target, on the arm, leg or torso. Though the lasso deals no damage, it is useful for immobilizing foes, at least for a time.

Longbow: A longbow is an improved version of a standard bow (see page 107), constructed of alternating layers of flexible wood like yew and elm. Though its performance is somewhat superior to a normal bow, its true strength lies in its ability to send arrows punching through armour.

Main Gauche: The main gauche, or left-handed dagger, is a short-bladed weapon slightly longer than a normal dagger. Its construction is such that it is useful for defence, with a broader hilt and narrower blade than a normal knife. However, given its construction, it performs poorly when thrown, counting as an improvised weapon.

Net: The net is a web of weighted cords or rope used to immobilize foes. Like the lasso, the net does not deal damage, so it is useful for capturing foes alive. However, these weapons are difficult to use properly and are reserved for the best-trained warriors and bounty hunters.

Pistol: The pistol is a finely crafted firearm that fires using a spring mechanism. Essentially a pistol is a hollow metal tube fitted with a wooden stock. The firing mechanism is a little over halfway down the barrel. Pistols use firearm balls for ammunition.

Quarter Staff: One of the most common weapons in the Old World is the quarter staff. Easy to manufacture, available just about anywhere, the quarter staff is a staple of most travellers' supplies. The best staves are made of hickory or oak, with metal caps to prevent splitting at the ends, and a leather grip about midway along the shaft.



Rapier: A rapier is similar to a foil, but with a broader straight blade and long quillions in addition to the cup. Though not as precise as the smaller weapon, its broader blade and its capacity to slash as well as pierce allows this weapon to deal more damage. A sabre has the same statistics as a rapier.

Repeater Crossbow: A repeater crossbow looks like a standard crossbow, but it features a 10-bolt magazine, allowing the wielder to make several attacks before having to reload the magazine. The reload time on **Table 5-5: Missile Weapons** only applies when there are bolts in the magazine. Once it's empty, it takes 4 full actions to refill the magazine and make the weapon ready to fire again.

Repeater Firearm and Pistol: These weapons are similar in appearance to the non-repeater varieties, except they have six barrels. The reload time on **Table 5-5: Missile Weapons** only applies when barrels have not yet been discharged. Once six shots have been taken, it takes 6 full actions to refill the magazine and make the weapon ready to fire again. Normally only used by Imperial engineers, repeater weapons are consequently quite rare.

Shield: Shields are used to block enemy attacks and to bash opponents. They come in a variety of forms, such as round, square, and diamond shaped. Due to the large size of the shield, ranged attacks made against you suffer a –10% Ballistic Skill penalty if you are aware of the attack.

Shortbow: Smaller than the standard bow, it is cheap and easy to manufacture. The only drawback is that it has a reduced range. Some horsemen use shortbows because they are easier to manage while riding a horse, and Halflings typically employ these weapons due to their size.

Sling: A sling is a loop of cloth or leather into which the stone is placed. Though not as impressive as a bow, it lacks the range of bows and longbows, but it has a range equivalent to a shortbow, and deals the same amount of damage. Furthermore, ammunition is free because any small rock will do. In the right hands, a sling can be a dangerous weapon. Slings do not have variations of craftsmanship; any quality differences are negligible.

Spear: As one of the oldest weapons in history, it has not gone out of style mainly because of its versatility. Spears are decent melee weapons, but are also viable for missile combat. If you use it as a melee weapon, it has the fast quality (see page 106), but has no special qualities when used as a missile weapon.

Staff Sling: A staff sling is a short staff with a sling on one end. The staff section allows you to launch stones with greater speed. However, because it is larger and more cumbersome than the regular sling, it has a longer reload time.

Sword-breaker: The Sword-breaker was designed to render bladed weapons useless. If you make a successful attack with it, you can try to break your opponent's dagger, foil, main gauche, rapier, or sword. This is resolved as an Opposed Strength Test. If you win, your opponent's blade is broken, counting now as an improvised weapon.

Throwing Axe/Hammer: These weapons are usually hand axes or regular hammers that, when thrown, deal greater damage than other thrown hand weapons. If used in melee combat, they deal the same damage as if thrown.

Throwing Dagger/Star: Encompassing darts, knives, daggers, stars, and other small bladed or piercing weapons, these items are smaller and less deadly than the larger throwing axe or hammer. However, they have the benefit of a longer range.

Unarmed: Unarmed attacks include punches, kicks, head-butts and so on. Armour Points count double against unarmed attacks. See Unarmed Combat on page 131 for more information.

Whip: A whip is a thick leather or rope cord dealing negligible damage, but with it, you can entangle your foes. Coupled with its fast quality, the whip is a dangerous weapon in the hands of a skilled wielder.

Armour

The Old World is a dangerous place and oftentimes the only thing between you and jagged metal death is a well-crafted piece of armour. Armour works much like your Toughness Bonus, reducing the damage dealt to you by your enemies' attacks. Each piece of protective equipment has an Armour Point rating. This indicates the degree of protection offered. You add your Armour Points and your Toughness Bonus together to determine how much damage you resist when struck by an attack.

Basic vs. Advanced

There are two different methods for handling armour in *WFRP*, Basic and Advanced. It is recommended that you start with the Basic method when first learning the game. Once you've mastered the essentials of the system, you can integrate the Advanced rules if you want added realism.

Basic Armour

The Basic method for handling armour in *WFRP* is fairly abstract. You don't need to keep an exhaustive tally of each piece of armour worn; you only need to know the general level of protection your armour affords. In this system, characters have four choices:

- **No Armour:** You either can't afford armour or choose not to wear it. You have 0 Armour Points.
- **Light Armour:** Your armour is predominantly leather. You have 1 Armour Point.
- **Medium Armour:** Your armour is predominantly mail. You have 3 Armour Points.
- **Heavy Armour:** Your armour is predominantly plate. You have 5 Armour Points.

Optional: Advanced Armour

While the Basic method works well for most situations, it is quite abstract. The Advanced method is a bit more complicated, but allows you greater control in armouring up your character.

The Advanced method works hand in hand with the Hit Location system (see **Chapter 6: Combat, Damage, and Movement**). In brief, each character has six locations: head, right arm, left arm, body, right leg, and left leg. The Advanced system allows you to keep track of the armour on each location separately (allowing you to layer extra protection on certain areas, for instance). You might have 3 APs on your head, 1 on your body, and none on your legs. The location of each attack is thus much more important in this system.

Table 5–6: Advanced Armour details the different types of armour available. Leather is the cheapest and most common armour available. You can layer mail or plate/helm on top of leather and plate/helm on top of mail. No location can have more than 5 Armour Points (1

for leather, 2 for mail, and 2 for plate/helm). Full suits of armour are complete sets with all available options. For instance, full plate armour includes leather, mail, and plate/helm for all locations.

> **Example:** *Reinhardt, a Scout, currently has a set of full leather armour. He decides he wants more protection on certain parts of his body though, so he visits an armourer in Talabheim and purchases a few items: a mail coif, a mail shirt, and a helmet. Once kitted out, Reinhardt now has 5 APs on his very important head, 3 APs on his body, and 1 on his legs and arms.*

The Effects of Armour

The protection of armour does come with a price. Good armour is heavy and can reduce the speed and dexterity of the wearer. The effects of armour, which are cumulative, are as follows:

- If you are wearing light armour (Basic) or only leather armour (Advanced), you suffer no penalties.
- If you are wearing medium armour (Basic) or any type of mail (Advanced), you suffer a –10% penalty to your Agility Characteristic. This penalty does not apply if the only mail you are wearing is a coif.
- If you are wearing heavy armour (Basic) or any type of plate (Advanced), you suffer –1 penalty to your Movement Characteristic. If you are using Encumbrance, you can ignore this penalty, as the Encumbrance system already accounts for this.

Armour Descriptions

The armours found on **Table 5–6: Advanced Armour** are described here.

Breastplate: A breastplate consists of two plates of armour, one to cover your front, and another to cover your back. Straps and buckles over the shoulders and at the sides keep the armour together, and can be adjusted if your body weight changes. The breastplate is included in full plate armour.

Helmet: The helmet includes any sort of solid metal head protection, from open-faced helms, pot helmets, to the large knight's helmet with visor. The helmet is included in full plate armour. If you wear a helm but no other pieces of plate armour, you do not suffer the –1 penalty to your Movement Characteristic noted under the Effects of Armour.

Leather Armour, Full: A full suit of leather armour allows maximum mobility and flexibility at the cost of reduced protection. The armour's components are a mixture of soft leather and hard leather, made rigid by being boiled in oil. This suit also includes a leather skullcap for head protection.

Leather Jack: A leather jack is little more than a leather jacket that buckles in the front. The joints are reinforced with additional layers of leather for added protection. A leather jack is included in the full suit of leather armour. The leather jack is included in full leather armour.

Leather Jerkin: Where the leather jack covers the body and arms, the leather jerkin simply covers your torso and upper arms. Inexpensive and serviceable, the leather jerkin is the preferred armour of thugs throughout the Old World.

Leather Leggings: This type of armour protects the legs, reinforcing the knees and offering protection for the ankles and heel. Leather leggings are included in full leather armour.

Leather Skullcap: This tight fitting leather cap offers some protection to the scalp and ears. The skullcap is included in full leather armour.

Mail Armour, Full: Full mail armour covers the body entirely in armour consisting of interlocking chains. It consists of a mail

Table 5-6: Advanced Armour

Armour Type	Cost	Enc	Location(s) Covered	AP	Availability
Leather					
Leather Skullcap	3 *gc*	10	Head	1	Common
Leather Jerkin	6 *gc*	40	Body	1	Common
Leather Jack	12 *gc*	50	Body, Arms	1	Common
Leather Leggings	10 *gc*	20	Legs	1	Common
Full Leather Armour	25 *gc*	80	All	1	Average
Chain					
Mail Coif	20 *gc*	30	Head	2	Average
Mail Shirt	60 *gc*	60	Body	2	Average
Sleeved Mail Shirt	95 *gc*	80	Body, Arms	2	Average
Mail Coat	75 *gc*	80	Body, Legs	2	Average
Sleeved Mail Coat	130 *gc*	100	Body, Arms, Legs	2	Average
Mail Leggings	20 *gc*	40	Legs	2	Scarce
Full Mail Armour	170 *gc*	210	All	3	Scarce
Plate					
Helmet	30 *gc*	40	Head	2	Scarce
Breastplate	70 *gc*	75	Body	2	Scarce
Plate Bracers	60 *gc*	30	Arms	2	Scarce
Plate Leggings	70 *gc*	40	Legs	2	Scarce
Full Plate Armour	400 *gc*	395	All	5	Rare

coif, leggings and a sleeved mail shirt worn over full leather armour.

Mail Coat and Sleeved Mail Coat: A standard mail coat offers protection for the torso and shoulders and drapes down past your knees, offering protection to the legs. You can purchase mail coats with sleeves for a slight increase in price and encumbrance. The sleeved mail coat is included in full mail armour.

Mail Coif: A mail coif is a separate hood of interlocking chain protecting your scalp, sides of your face and neck, leaving the front of your face exposed. This component is included in full mail armour.

Mail Leggings: Mail leggings serve the same function as leather leggings. Though you can combine them with a mail shirt or a sleeved mail shirt, this component cannot be combined with the sleeved mail coat.

Mail Shirt and Sleeved Mail Shirt: A mail shirt covers your torso only, though it is available with sleeves. It is the central component of full mail armour.

Plate Armour, Full: Full plate armour encases you in a suit of interlocking plates, designed for maximum protection. Full plate armour includes a helmet, breastplate, plate bracers, and plate leggings worn over full mail and full leather armour. The more expensive suits of full plate armour feature intricate carvings and embosses on the armour to strike fear into the hearts of enemies.

Plate Bracers: Plate bracers offer protection to the forearms, arms, and shoulders. Most also wear gauntlets for addition protection to their fingers and to give them a weapon if disarmed. Plate bracers are always sold in pairs, and are part of full plate armour.

Plate Leggings: These components, naturally, protect your legs. They offer protection to your kneecaps, thighs and shins, with some additional protection for the back of the legs. Plate leggings are included in full plate armour.

Other Goods

Aside from a handy weapon and a suit of armour, you may purchase, or otherwise acquire, all sorts of goods in the course of your careers. This section breaks down into several smaller groupings such as clothing, food and drink, and general equipment, which is further subdivided into smaller categories. Basic descriptions accompany each item.

Clothing

Clothing in the Old World varies throughout the land. Among the elite, fashion changes yearly, with subtle changes in cut, neckline, hem, and colour following an inexplicable pattern. Only the wealthy can afford the fickle tastes of the upper class, and so most commoners retain the simple clothing of their station. Moreover, most commoners have one or two sets of clothes, wearing the same things for days in a row. Instead of pricing out each component, clothing is organized into categories of quality, starting with rags and ending with royal garb. Like all equipment, there are gradations of craftsmanship within each, where poor rags may cost as little as two pence or the best royal garb may cost upwards of 1,000 gold crowns.

Rags: Rags offer minimal protection, and are usually little more than a torn shirt and some underclothes. This attire does not include shoes, boots, or any headwear. Only the most destitute of beggars wear rags. Differences of craftsmanship define the original source of the rags, or added layers of rags, such that rags of the best craftsmanship may include a towel or the tattered remains of a cloak for warmth, while poor crafted rags, essentially free, cover the barest necessities.

Poor Clothing: A slight step above rags is poor clothing. These clothes include a mended and stained shirt, frayed breeches and little else. The worst of poor clothing is filthy and terribly stained, probably the cast-offs of a butcher, stable boy, or murderer, while the best includes shoddy shoes and maybe a light, albeit frayed and torn, cloak. Poor clothing is the same for either gender.

Common Clothing: Common clothing varies slightly depending on profession, and is altogether different depending on gender. Common male clothing includes breeches, with few patches, stained, and slightly frayed shirt, light cloak, and shoes or old boots. While many females don clothing similar to that worn by males, especially women who are adventurers, most common women wear plain dresses cinched at the waist with a thin belt of cloth or leather, with shoes, and a light cloak. Craftsmanship affects common clothing by introducing a little colour or

Armour Craftsmanship

All armours presented in the chapter are of common craftsmanship. For armour of better or worse construction, use the following modifiers, unless otherwise mentioned in the weapon's description.

Best: A master armourer constructed this armour. It is tailored to the individual so it fits properly. When wearing such armour, you halve the encumbrance value.

Good: This is exceptional armour. Though not the best, it was constructed with care and skill. Reduce the encumbrance of this armour by –10%.

Poor: Poor armour rarely performs well, with pieces falling off on the battlefield, straps breaking, or is otherwise worn out. Given its sorry state, and the extra effort a character must give to maintain it, this armour adds +50% to the armour's encumbrance.

Table 5-7: Clothing

Attire	Cost	Enc	Availability
Rags	1 *p*	5	Abundant
Poor	10 *s*	10	Abundant
Common	1 *gc*	15	Plentiful
Good	3 *gc*	15	Common
Best	10 *gc*	20	Average
Robes	15 *gc*	25	Average
Costume/Entertainer	5 *gc*	10	Average
Uniform	15 *gc*	15	Scarce
Noble's Garb	50 *gc*	30	Rare
Royal Garb	100 *gc*	50	Very Rare
Cloak	5 *gc*	10	Plentiful
Overcoat	10 *gc*	15	Plentiful
Hat, simple	10 *s*	1	Plentiful
Hat, wide-brimmed	1 *gc*	5	Plentiful
Hood or Mask	10+ *s*	2	Common

Starvation

A destitute character may go up to three days without food before being required to make a Routine (+10%) Toughness Test. On a successful test, you tighten your belt and may go on another day. If you fail the Toughness Test, you take 1 Wound. Each day after the third the difficulty of the test increases by one, from Routine to Average, from Average to Challenging, and so on, to a maximum of Very Hard. After the seventh day, you automatically take 1 Wound each day until you starve to death, or eat. Each failed test deals 1 Wound. Wounds incurred from starvation cannot be restored until you actually eat. Water deprivation has the same effects, except you start making Toughness Tests on the second day onward, and on the sixth day, and each day thereafter, you automatically take 1 Wound until you die. You need at minimum a quarter-gallon of water each day.

accessories for the better-crafted clothing, while common clothing of poor craftsmanship may lack the cloak or shoes or both.

Good Clothing: Good clothes stand apart from common garb. Consisting of a somewhat clean shirt, breeches, boots that fit, and a heavier cloak, good clothing is the preferred attire for people on the road. For women, the dresses are still serviceable, but show some thought to the aesthetic, with threads of colour, comfortable shoes or boots, and a cloak or mantle depending on the season. Good clothing of the best craftsmanship incorporates jewellery, headwear, and better materials, while shoddily constructed clothing of this type is commonly second-hand and worn.

Best Clothing: Best clothing is new, generally fashionable, and serviceable. For men, the shirt usually has buttons, is made of fine material, and includes a jacket, breeches, and boots, and a fine woollen cloak for the winter. For women, the attire is still practical, but fits well and incorporates the best materials. Best clothing, of lower craftsmanship may use wooden buttons instead of metal, lack the accessories like a belt or buckles on the boots, while the best craftsmanship may incorporate elegant stitching and patterns in the material, use fanciful and fashionable colours, or even incorporate fur lining in the cloak.

Robes: These heavy robes are the preferred attire of wizards, priests, and scholars. Robes include good or best clothing beneath, but present a show of learning and skill to others. Robes can be of any colour, but purples and blues are the most expensive as the dyes themselves are rare.

Costume: A costume is any outfit worn by an entertainer, be it a clown, acrobat, or jester's garb. Better costumes of Good or Best Craftsmanship include masks or make-up, while poor costumes only vaguely convey the purpose of the attire.

Uniform: This category of clothing includes soldier's garb, the attire of officials of state, or any other garb required by a profession. Uniforms vary depending on the career. Servant's uniforms are less expensive, usually half the listed price. Uniforms cover the entire body, including head and footwear.

Noble's Garb: This outfit is far better than the best clothing, incorporating purples, blues, and other rare dies into the fabric, rare pelts, while also stitching in pearls, or other gemstones. Noble's garb is always the most fashionable attire and it includes a doublet, hose, shoes, and a large and ostentatious hat. Styles vary depending on region, current fashion, and whim.

Royal Garb: A step above noble's garb, royal garb is worn, nearly exclusively, by heads of state or city-state. Incorporating all the elements of noble's garb, royal garb adds a long ermine, or other symbolic hide,

Cloak: A cloak is a long cape, designed to keep the wearer warm and dry. Better cloaks are lined with fur, while cheaper cloaks are one-layer. Most clothing, Common or Better, includes a cloak. Nearly all cloaks include a hood. A shorter cloak, a cape or mantle, is worn during Spring and Summer months.

Overcoat: This is a large heavy coat, usually as long as a cloak, but with sleeves. It is a common sight in northern climates.

Hats: The majority of hats are simple caps, designed to keep the sun out of the wearer's eyes. Wide-brimmed hats provide better shade, and can, somewhat, conceal the wearer's features.

Hood or Mask: For those who would hide their identity, there are hoods and masks. Hoods conceal most of the wearer's features. A mask, regardless of quality, covers a portion of the wearer's face. The more expensive the mask, the more elaborate, incorporating feathers, wild colours, or animalistic features, suitable for a masquerade.

Table 5-8: Food & Drink

Food & Drink	Cost	Enc	Availability
Ale	2 *p*	2	Plentiful
Beer	1 *p*	2	Abundant
Keg of Ale or Beer	18 *p*/3 *s*	30	Abundant
Fodder per Day	5 *p*	50	Plentiful
Food per Day (Poor)	5+ *p*	10	Plentiful
Food per day (Average)	10+ *p*	10	Common
Food per Day (Good)	18+ *p*	10	Average
Rations (per Week)	6+ *s*	50	Common
Cheap Pie	1-3 *p*	2	Common
Loaf of Bread	2 *p*	2	Abundant
Side of Meat	1 *s*	10	Average
Delicacy	3+ *s*	varies	scarce
Spirits, Bottle	1 *s*	5	Average
Wine, Common	1 *s*	5	Common
Wine, Quality	10 *s*	5	Average

Food & Drink

You need food and water to survive. Base subsistence requires 3 *p* per day to remain healthy, but if you have money, you must spend 5 *p* per day on food. 5 *p* is hardly excessive, and you can spend more money to maintain your standard of living.

Food

Fodder: This horse feed is typically a mixture of hay and oats.

Food per Day (Poor): Food per Day (Poor) is the minimum amount of prepared food you must eat in order to stay healthy. Typically consisting of rough bread and pottage of beans or cabbage, its not pleasant to look at, eat or smell. Considering the high price, most commoners make their own, from food they grow, or animals they slaughter.

Food per Day (Average): Food per Day (Average) is the amount of prepared food you must eat in order to stay healthy, feel full

The Effects of Alcohol

Whenever you start drinking undiluted alcohol, you run the risk of becoming drunk. If you limit yourself to a number of alcoholic beverages equal to your Toughness Bonus, you remain relatively sober. For each additional drink quaffed, however, you must make a Consume Alcohol Test. Difficulty depends on the drink (see table below).

On a successful test, the alcohol does not have any effect. On a failed test however, you start down the path to drunkenness. Each failed Consume Alcohol Test increases the difficulty of WS, BS, Ag, and Int Tests, and the difficulty of further Consume Alcohol Tests, worsening the difficulty by each failed test (such that Ale, which starts at Routine, becomes Average, then Challenging, Hard, and finally Very Hard). The listed difficulty is in addition to the normal difficulty of a test; for a drunk, some things are nearly impossible.

Stinking Drunk

If you fail four or more Toughness Tests, you're stinking drunk. Being stinking drunk, you must spend a half action each round to keep your bearings. If you opt not to take this half action, roll 1d100 on the following table.

The effects of alcohol fade after a number of hours equal to 1d10–your Toughness Bonus (minimum of 1 hour). If you're stinking drunk, the effects end after 1d10 (minimum of 4) hours.

Consume Alcohol Test

Drink	Consume Alcohol Test Difficulty
Ale	Routine
Beer	Easy
Wine	Routine
Spirits	Average

Failed Tests

Number of Failed Consume Alcohol Tests	Difficulty of WS, BS, Ag, Int Tests
1	Challenging
2	Hard
3	Very Hard
4 or more	Stinking Drunk, see below

Stinking Drunk

Roll	Effect
01-30	**"I've only had a few ales, officer":** No effect, you can act normally, albeit with a -30% penalty to your WS, BS, Ag, and Int.
31-40	**"I feel... unusual":** Confused, you may move at half your normal rate but otherwise can take no action.
41-50	**"You're my besht mate":** Disoriented, you're vaguely aware of what's going on, and may defend yourself and move at normal rates, but may not cast spells.
51-60	**"Are you lookin' at my Halflin'?":** Dull-witted, you function normally, but your Attacks characteristic is reduced by 1.
61-70	**"I'll take yer all on...":** Confused but resolute, you're not sure what's going on, and lash out randomly, either verbally if not in combat, or with a weapon (friend or foe, whoever is closest).
71-00	**"Sleep...now...":** You pass out in a pool of your own vomit for 1d10 hours or until someone wakes you.

and satisfied. Usually consisting of bread and cheese, pie and ale or a thick vegetable and meat stew, this fare is the everyday lot of the middle classes.

Food per Day (Good): Food per Day (Good) is a handsome portion of prepared food, suitable for you to feel luxuriously well fed, and even put on weight. Consisting of wine, meats, cheeses, pastries and cakes, this fare is considered suitable for a feast by most folk, although it is the everyday lot of the rich and the noble.

Rations: This food is designed for easy consumption while travelling. It includes a mixture of nuts, dried fruit, salted meat, and biscuits. Nourishing, it keeps well, and it provides the needed energy for long journeys.

Cheap Pie: Be it a Rumsters Special or a homemade Beef and Beer, pies are a common fare for all classes. Portable and tasty, the pastry helps disguise the quality and freshness of the contents—a considerable boon to the "cook them fast, sell them cheap" Halfling vendors who are common in many cities.

Loaf of Bread: The staple fare of the Old Worlder's diet.

Side of Meat: Half of a cow, sheep, pig, goat or other livestock, these are the "basic units" of the meat trade. Sometimes smoked, salted, dried, or honeyed to keep for longer, a skilled butcher can cut up to eight portions from these.

Delicacy: There are many fine and rare delicacies to be had in the Old World, from the horseflesh sausages of Bretonnia to thousand year-old eggs from far Cathay. Far more common in large cities, these are usually saved for special occasions, or moments of conspicuous consumption.

Alcohol

Ale: Brewed from wheat, barley, yeast and other mysterious ingredients, ale is one of the staple drinks of the Empire, and indeed, most of the Old World. In a grim and perilous life, where each sip of water could kill you, a warm alcoholic haze and a deep nutty flavour are deemed deeply desirable qualities in a drink.

Beer: Similar to ale, yet brewed with hops for added flavour and longevity, beer is the travellers friend. Most far flung inns will only stock beer, as it is less likely to go "off head" than ale. Dwarfs in particular are fond of a good beer, and have been know to produce some champion pints.

Keg of Ale or Beer: Containing twenty-four pints of ale or beer, a keg is not a particularly portable item. Innkeepers usually pay an

extra barrel deposit of 1 s for each 18 p keg that they order from the brewery, refundable upon return of the barrel. Characters wanting to "buy and go" must pay the second price listed, which covers the cost of the cost of the barrel.

Table 5-9: Carrying Equipment

Container	Cost	Enc	Availability
Backpack	30 *s*	20	Plentiful
Case, map or scroll	1 *gc*	2	Scarce
Chest	5 *gc*	40	Average
Flask, leather	15 *s*	5	Average
Flask, metal	2 *gc*	15	Scarce
Jug	4 *s*	10	Plentiful
Pouch	5 *s*	1	Plentiful
Purse	2 *s*	1	Plentiful
Sack	5 *s*	7	Plentiful
Saddlebag	2 *gc*	5	Average
Slingbag	2 *gc*	5	Average
Water Skin	8 *s*	1/100	Plentiful

Table 5-10: Lighting

Light source	Cost	Enc	Availability
Candle, tallow	3 *s*	5	Plentiful
Candle, wax	6 *s*	5	Average
Firewood	2 *s*	5	Plentiful
Oil, lamp	5 *s*	5	Plentiful
Lamp	5 *s*	20	Plentiful
Lantern	5 *gc*	20	Average
Lantern, Storm	12 *gc*	30	Scarce
Match	1 *p*	—	Average
Torch	5 *p*	5	Plentiful

Table 5-11: Miscellanea

Item	Cost	Enc	Availability
Blanket	25 *s*	10	Plentiful
Cooking Pot	1 *gc*	20	Plentiful
Cutlery, wooden	5 *s*	2	Plentiful
Cutlery, metal	3 *gc*	4	Common
Cutlery, silver	15 *gc*	3	Scarce
Deck of cards	1 *gc*	1	Plentiful
Dice (bone)	6 *s*	—	Plentiful
Instrument	5 *gc*	5	Common
Kettle	30 *s*	10	Plentiful
Ladder	10 *s*	50	Common
Lock, average	1 *gc*	5	Common
Lock, quality	10 *gc*	5	Scarce
Mirror	10 *gc*	5	Rare
Paper	5 *s*	—	Very Rare
Parchment	1 *s*	—	Rare
Perfume or Cologne	1 *gc*	—	Common
Religious Symbol	1 *gc*	5	Common
Rope, 20 yards	1 *gc*	50	Common
Tankard, pewter	1 *gc*	5	Plentiful
Tankard, wooden	10 *s*	5	Plentiful
Telescope	100 *gc*	5	Rare
Tent	15 *s*	20	Common
Tinderbox	30 *s*	5	Plentiful

Spirits: This category includes any hard liquor, from pure grain alcohol to rotgut whiskey.

Wine: Wine includes any beverage made from fermented grapes. The wines from the Tilean City States and Estalian Kingdoms lean towards red vintages, while wine from the Empire favours lighter and sweeter grapes. Common people use wine to cleanse their water, as wine is too valuable to be consumed by itself. If they do drink it, they likely add water to it.

General Equipment

General equipment includes the types of gear every adventurer needs to survive in the dangerous lands of the Old World. For easy organization, this group is subdivided into Carrying Equipment, Lighting, Miscellanea, and Tools. As with any other equipment, quality of these items depends on craftsmanship. A backpack of the best craftsmanship may be oiled leather and waterproof while a poor backpack may be nothing more than a dirty pillowcase with holes cut for arms. Descriptions for items follow.

Carrying Equipment

Backpack: A backpack is a simple bag with straps that fit over your arms distributing the weight onto your shoulders. Backpacks can hold 250 units of encumbrance. Better backpacks are oiled leather and waterproof, while shoddier packs are cloth, and likely to split. Backpacks have a flap that closes over its mouth with a cinch to keep it closed.

Case, map or scroll: A case is a leather roll designed to hold a map or a scroll. It usually comes with wooden or metal caps that fit on either end to protect the contents. A typical case can comfortably fit 3 scrolls or maps.

Chest: This is a lidded wooden box. Better chests are reinforced with iron bands and locks, while shoddy chests sometimes even lack a lid. An average chest can hold 300 units of encumbrance.

Flask, leather or metal: Flasks are small containers used to hold water, beer, oil, or some other liquid. They commonly come in leather, or the sturdier metal varieties, though ceramic flasks (the same price as leather) are available in some lands. A flask holds about a pint of liquid.

Jug: This simple clay or ceramic container has a small handle and a spout at the top. A jug holds 1 gallon of liquid, increasing its encumbrance to 105 units.

Pouch: This small bag comes with ties to hang it from your belt, backpack, or strap. These are cloth, but better pouches may be silk, fur, or cured leather. A pouch holds 400 coins or 2 units of encumbrance.

Purse: A purse is a special kind of pouch designed to hold money. Smaller and concealable, it is preferred as it is less visible than a pouch and thereby safer. A purse can hold 100 coins.

Sack: A sack is a general-purpose cloth or linen bag. It holds 200 units of encumbrance.

Saddlebag: A saddlebag ties onto a saddle, and is nearly always made of durable leather, with a flap that closes over the mouth. Inside, there are smaller pouches and divisions to keep items separate.

Slingbag: A slingbag is a pouch with a shoulder strap. Though smaller than a backpack, a slingbag is easier to manage, and a lot less bulky. Slingbags hold 200 units of encumbrance.

Water Skin: A water skin is a large animal bladder fitted with a mouthpiece. Water skins hold one gallon of water. When filled, a water skin is 100 units of encumbrance.

Lighting

Candles, Tallow or Wax: Candles are either tallow (animal fat) or beeswax (or some other kind of wax). Tallow candles burn fitfully, and give off an acrid stink. Wax candles burn cleaner, and are sometimes scented (best craftsmanship pricing).

Firewood: Used to build campfires, kindling at this price is specially treated to burn. You can forage in the wilderness by making an Outdoor Survival Test, with the difficulty depending on the nature of the terrain, as your GM adjudicates.

Oil: Harvested from whales in the north, animals in the mainland, or other sources, oil is used to fuel lamps. Purchased oil comes in a small vial, and has enough for a lamp to burn 4 hours.

Lamp: A lamp is a simple device, little more than an oil reservoir with a wick dipped inside.

Lantern or Storm Lantern: A lantern is a sturdier device, equipped with a larger wick, and giving off a commensurably brighter light. Storm lanterns have glass pane inserts to protect the flame from wind and rain. Lanterns use lamp oil for fuel.

Match: A match is a thin sliver of wood with one end chemically treated to produce a flame when drawn across a rough surface. Any given match has a 50% chance of lighting. A poorly constructed match reduces this chance to 25%, while a goodly crafted match ignites 75% of the time, and those of best craftsmanship always light.

Torch: A torch is a wooden club with one end dipped in naphtha or wrapped in oil-soaked rags. A torch can be used as an improvised weapon. See **Chapter 6: Combat, Damage, and Movement** for details on Fire.

Miscellanea

Blanket: For those who need a bit more than a travel-stained cloak for warmth in the wilderness, there are blankets.

Cooking Pot: This small iron pot is hardy and can withstand the rigors of travel.

Cutlery, wooden, silver, or metal: This set of cutlery includes a spoon, fork, and a small knife. Most cutlery is wooden, though pewter or silver varieties are available to those with coin to spend.

Deck of cards: This deck consists of 36 vellum tarot cards. Better sets have painted panels and a small cloth bag or wooden carrying case.

Dice (bone): Dice, 6-siders, are carved animal bones or wood. They are sold in pairs. Each die has pips or a rune carved on each surface. Weighted or fixed dice can be purchased for twice the listed price.

Instrument: This listing is a catchall for all the common instruments in the Old World, from horns, to strings, to woodwinds. Harpsichords and larger instruments are far more expensive, upward of 10 or even 100 times the listed price.

Kettle: A kettle is a specially constructed cooking pot used to boil water or other liquids. Boiling liquid generating steam in the kettle powers a shrill whistle in the kettle's lid.

Ladder: This stout wooden ladder is 3 yards tall and has about ten rungs.

Lock, average or quality: Locks in the Old World are overlarge and bulky. Each lock comes with two keys. The better the lock, the greater the difficulty of the Pick Locks Test.

Mirror: This small metal mirror is polished steel covered with a thin layer of glass. Better mirrors have silver backs. These objects are not that useful as they rarely reflect an actual depiction of an object, frequently distorting proportions or distances.

Illumination

Lighting can make the difference in nasty fights. Each light source illuminates an area with bright light allowing Normal Vision in a radius measured in yards, followed parenthetically by the distance in squares for those using tactical maps. This illumination is shadowy, but bright enough to see clearly. Beyond this radius, the light source sheds some light, but not enough for details beyond large objects, barriers, walls, and structures. The Maximum Vision column reflects the greatest distance a character can see using this light source. Beyond the normal radius of bright light, a character can only see structures and other large objects. Spotting distance refers how far away a light source can be seen in the dark. Duration indicates how long a light source burns before sputtering out.

Example: *Jurgen, a Rat Catcher, prowls the darkness looking for a Thief who stole his purse. He holds aloft a sputtering torch. The torch sheds bright light out in a 10-yard (5-square) radius. Beyond the bright light, he can notice the looming buildings, including an ominous alleyway, up to 30 yards (15 squares) away. Finally, the cutthroats waiting ahead, who used the Thief to lure him into this trap, will notice Jurgen's torchlight when he comes within 20 yards (10 squares) of their hiding place.*

Illumination

Source	Normal Vision	Maximum Vision	Spotting Distance	Duration
Match	2(1)	6(3)	6(3)	1 round
Candle	6(3)	16(8)	10(5)	2 hours
Lamp	6(3)	16(8)	10(5)	4 hours
Torch	10(5)	30(15)	20(10)	1 hour
Lantern	16(8)	40 (20)	30(15)	4 hours
Camp Fire	16(8)	40(20)	30(15)	Varies
Night Vision	30(15)	30(15)	—	—

Table 5-12: Tools

Item	Cost	Enc	Availability
Abacus	10 *gc*	5	Rare
Gin Trap	2 *gc*	20	Common
Snare	1 *s*	2	Common
Book, Illuminated	350 *gc*	50	Very Rare
Book, Printed	100 *gc*	35	Very Rare
Chain, per yard	30 *s*	5	Rare
Crowbar	10 *s*	10	Common
Disguise Kit	5 *gc*	10	Scarce
Fish Hook and Line	3 *s*	2	Common
Grappling Hook	4 *gc*	20	Average
Lock Picks	10 *gc*	20	Average
Manacles	5 *gc*	20	Average
Metal Ingot, Base	25 *s*	20	Average
Pick	25 *s*	20	Average
Pole, Yard	1 *s*	10	Plentiful
Sledge Hammer	20 *s*	40	Common
Spade	25 *s*	20	Common
Spike	5 *s*	5	Common
Trade Tools	50 *gc*	50+	Average
Wooden Wedge	8 *p*	2	Plentiful
Writing Kit	10 *gc*	5	Averag

Paper and Parchment: Paper is made from cloth or plant fibres, while parchment is thin strips of animal hide. These materials are expensive and hard to find, as only the largest cities have skilled papermakers.

Perfume or Cologne: Bathing is at a premium and with dense populations living in proximity the stench is terrible. In the Old World, many people rely on scents to mask not only their odour, but that of others.

Religious Symbol: Religious symbols are commonly small wooden representations of a God or a church. For details on the Gods, consult **Chapter 8: Religion and Belief**.

Rope, 20 yards: This is a slender cord of rope made of twisted hempen fibres.

Tankard, pewter or wooden: A tankard is a large wooden or pewter drinking mug.

Telescope: A telescope, or spyglass, magnifies an object by 5 times. Each quality grade above common increases the magnification by 5 times more.

Tent: This small tent is large enough to house one man. Larger tents are available, doubling the price for each additional person it sleeps. Cheap tents, those of poor craftsmanship, leak, while the best tents are waterproof.

Tinderbox: This small box holds curls of wood shavings and other flammables and comes equipped with pieces of flint and steel to generate the spark. A tinderbox has enough tinder to light six fires, though you can easily refill it provided supplies are on hand.

Tools

Abacus: An abacus is a device used to make arithmetic calculations. It is a frame set with rods on which balls or beads slide. This is a common tool for merchants.

Gin Trap: This small metal device is used for catching medium game, like badgers, foxes, pheasants and so on.

Snare: A two-foot length of cat gut, waxed linen thread, wire, or other similar cordage, a snare is used to capture small game such as rabbits. Mostly used by the poor, in some provinces unlicensed possession of snares can lead to prosecution as a poacher.



Books: These overlarge tomes are nearly all hand copied, though with the emergence of the printing press, the old methods of transcribing books are starting to fade. Still, block printing is not much faster, at least now, than the traditional ways. Books are rare and expensive, limited to scholars, priests, and other educated types. Covers are usually wooden, wrapped in leather and stamped with a metallic foil. The pages are vellum or sometimes paper. Books are all hand stitched. They can be used as improvised weapons.

Chain: This thick set of interconnected links measures three yards long.

Crowbar: A crowbar is a thick bar of metal with a tapered end. When used to open doors, chests, or other similar containers, the wielder gains a +5% bonus to Strength Tests. Crowbars can be used as improvised weapons.

Disguise Kit: This small box contains a palette of make-ups and dyes, with possibly prosthetic noses, or other enhancements to conceal one's features. If you use a Good or better disguise kit you gain a +5% to Disguise Tests.

Fish Hook and Line: This sharp j-hook is tied to ten feet of thin cord.

Grappling Hook: A grappling hook is a heavy three or four pronged device that looks something like an anchor. Intended for climbing, you can use it as an improvised weapon.

Lock Picks: This is a small wallet filled with an assortment of files, screwdrivers and wires. To make a Pick Locks Test, you must have a set of lock picks.

Manacles: This set of heavy irons fits over a subject's wrists. They are not adjustable, so they may not fit over the wrists of large creatures, or may conversely be too loose for smaller creatures. A set of manacles comes with a single key.

Metal Ingot: This is a bar of metal, iron for the listed price. Other types of metal, silver, copper, and so on, increase the price. A metal ingot can be used as an improvised weapon.

Pick: A pick is a tool consisting of a haft that meets a spike perpendicularly. On one side of the spike is a blunted end to crush rock. Picks count as hand weapons.

Pole: This slender wooden pole measures three yards long.

Sledge Hammer: This is a long hafted hammer with a large metal head. It can be used as an improvised weapon that requires two-hands to wield.

Spade: A simple shovel with an iron or wooden head. It can be used as an improvised weapon.

Spikes: Useful for climbing, nailing doors shut, or piercing the chests of vampires, spikes are a useful adventuring tool. The indicated price is for one spike. A wooden spike is a stake, and these are available for 5 p each or even crafted by hand, though they are not suited for hammering into stone, just people.

Trade Tools: These tools encompass several different groups of tools, from an engineer's tools (which includes things like tongs, a saw, a hammer, nails, and so on) to Navigator's Kits (sextant, maps, and charts), to an Apothecary's kit (including a pestle and mortar, a small knife, and containers). Any career-based trade tools fall under this heading.

Wooden Wedge: When this small wooden block is positioned under a door, it increases the difficulty of the Strength Test to open the door by one step.

Writing Kit: This case includes a vial of ink, several quills, a small knife, sand to dry the ink, and the tools to mix more ink. Writing kits of the best craftsmanship serve as illuminator's kits, and they contain the essential equipment to scribe, but also a host of brushes, pigments, and chemicals to mix up any colour to create beautiful illuminated manuscripts.

Transportation

The most common method of travel in the Old World is by foot. People walk just about everywhere. Given the lack of affordable, or reliable (bandits, wild animals, and worse haunt the roads) transportation, most people never leave their hometowns, unless they find themselves the victim of a press gang, or take up a life of adventure. Still, merchants brave the routes through most of the year, and the wealthy employ carriages to separate them from the rabble. What follows are the essential types of transportation available in most cities.

Vehicles

Boats and Ships

Nearly all boats are manufactured from heavy planking, with lighter wood and canvas for decking and shelter. The most common riverboat measures about twelve yards long and is broad in the beam. A single rigged sail to catch the wind propels the vessel, though many rely on horses to tow them over long distances. A river boat takes 1d10+10 days to construct, while a river barge, a river boat of twice the cost and size, takes, on average, six months. River boats require a crew of at least six men, but can accommodate up to ten. In addition to the crew, most river boats can carry up to 30 more people, with horses counting as three people each. A river barge can haul 45,000 units of encumbrance. Ocean ships can be as small a river boat or far larger. The price listed on **Table 5–13: Vehicles** is for a galleon which can haul about 130,000 units of encumbrance, with a crew of 30 men, and capable of accommodating 60 passengers.

An oarsman propels a row boat. Significantly smaller, a row boat serves to shuttle travellers across rivers. Included in this category are small flat boats and skiffs. A row boat can carry a maximum of 6 people, including the rower. A row boat can haul encumbrance equal to one person for every person less than six on the boat.

Use the following statistics for boats:

Boat & Ship Statistics

Vehicle	M	TB	W
River Boat	3	5	70
Row Boat	3	4	10
Ship	3	10	150

Should a boat be attacked by missile fire or magic, use the following chart to determine the location of any hit on a boat or ship:

Boat & Ship Hit Locations

1d10	Rowing Boat	River Boat/Ship
1-3	Exposed crew member	Exposed crew member
4-5	Exposed crew member	Cargo or otherwise the hull
6-7	Cargo or otherwise the hull	Hull
8-10	Hull	Hull

Carts, Coaches, and Wagons

These devices all use the same rules. In general, all are constructed from a sturdy wooden frame with panelling of a lighter wood or sometime canvas. Average construction time is three months. Four horses pull a coach, two pull a wagon, and one pulls a cart. In the case of a coach, a guard and driver man it. Coaches can comfortably carry six passengers with room for two more on the roof. At most, a coach can carry 12 passengers. Carts can accommodate one driver and two passengers, and a wagon can carry six passengers in addition to the driver.

Assuming a normal complement of passengers, there is room for each passenger to carry a chest or something of a similar size, strapped to the roof. These vehicles have the following characteristics:

Table 5-13: Vehicles

Item	Cost	Enc	Availability
Boat, River	600 *gc*	—	Rare
Boat, Rowing	90 *gc*	900	Average
Cart	50 *gc*	—	Common
Coach	500+ *gc*	—	Rare
Ship	12,000 *gc*	—	Scarce
Wagon	90 *gc*	—	Common

Table 5-14: Mounts

Mount	Cost	Enc	Availability
Destrier	500 *gc*	—	Scarce
Light Warhorse	300 *gc*	—	Common
Pony	50 *gc*	—	Common
Riding Horse	80 *gc*	—	Common
Saddle	5 *gc*	50	Common
Harness	1 *gc*	20	Common

Table 5-15: Livestock

Livestock	Cost	Enc	Availability
Cat	1 *s*	—	Plentiful
Chicken	5 *p*	—	Plentiful
Cow	10 *gc*	—	Plentiful
Dog (pedigree)	3 *gc*	—	Plentiful
Dog, War	30 *gc*	—	Rare
Goat	2 *gc*	—	Plentiful
Hawk	80 *gc*	—	Rare
Horse, nag, draft or Mule	25+ *gc*	—	Plentiful
Horse, pack	40 *gc*	—	Plentiful
Ox	30 *gc*	—	Plentiful
Pig	3 *gc*	—	Plentiful
Pigeons, Homing	1 *gc*	—	Average
Sheep	2 *gc*	—	Plentiful

Carts, Coach, and Wagon Statistics

Vehicle	M	TB	W
Cart	3	4	20
Coach	4	5	60
Wagon	4	5	30

For the purpose of missile fire and magic, horses and carriages count as a single target. To determine the location of any hits on coaches, roll 1d10 and consult the following table.

Carts, Coach, and Wagon Hit Locations

1d10	Location
1-2	Horse (select randomly)
3-7	Vehicle body
8	Wheel
9-10	Exposed crew member or passenger (select randomly)

Exposed crew or passengers consist of those individuals on top of the coach, those hanging out the sides, or leaning through a window.

If the leading horse is killed, the coach immediately comes to a halt, turning over unless the driver makes a successful Drive Test. In the event of a crash, all the occupants take 1d10 Wounds, modified by Toughness Bonus only. Characters outside of the carriage are thrown a couple of yards clear but take no damage.

If a horse of the second pair is killed, the vehicle drops to half speed until the animal carcass is cut free. If both horses of the second pair are killed, the results are the same as if one of the lead horses were killed.



A wheel can take 8 Wounds before collapsing. This damage does not count against the vehicle on the whole. However, once a wheel is lost, the vehicle comes to a halt just as if one of the lead horses had been killed.

Mounts

Horses and Ponies: Normal horses are the common, albeit expensive, mounts in the Old World. Among them are the expected types of steeds. Differences are in breed, with larger, more temperamental horses serving as great warhorses, called destriers; smaller, but equally spirited steeds serving as light warhorses; and the rest divided between casual riding horses, those not trained for war, and draft horses and pack horses (described under livestock, below). Ponies are smaller steeds preferred by Halflings for their smaller size and durability. For horse statistics, see **Chapter 11: Common Creatures and NPCs.**

Saddle and Harness: To ride a horse effectively, a character needs a saddle and harness. Lacking these essential tools, all Ride Tests increase in difficulty by one step.

Livestock

For the most part, statistics for these animals are unnecessary. They may serve as draft animals, such as oxen and horses, food animals, like chickens, cows, pigs, goats, and sheep, or special animals such as the hawk, homing pigeon, or war dog.

Companion Animals (Cat, Dog): These animals serve as companions to their masters. Rat catchers employ small, vicious dogs for ferreting out rats, while a cook may keep a cat to serve as a mouser. These animals have negligible statistics.

Draft Animals (Draft Horse, Nag, Mule, Ox, Pack Horse): These are work animals. Farmers use them to plough their land, pull their wagons, and adventurers sometimes use these animals to haul their extra equipment. These animals have negligible statistics.

Food Animals (Chicken, Cow, Goat, Pig, Sheep): While these animals may have additional uses aside from being food, such as cows and goats produce milk and sheep wool, mostly these animals are retained for food. These animals have negligible statistics.

Specialty Animals (Hawk, Homing Pigeons, War Dog): These animals serve special purposes. Trained hawks are useful for hunting small game, reducing the difficulty for Outdoor Survival Tests made to hunt for food by one step. Homing pigeons are used to carry messages over large distances, favoured by spies and other shadowy types. War dogs are dangerous companions, capable of tearing a man apart. For statistics on war dogs, see **Chapter 11: Common Creatures and NPCs.**

Services

Occasionally, an adventurer finds himself in need of help. Maybe he's short of funds to buy a wagon and horses, or maybe he's just short of skill to drive one. Or perhaps, he needs a sword repaired, or a place to stay. Like General Equipment, Services cover several categories, including Travel, Lodging, Medical, and Hirelings. However, services are subject to the same ranges of craftsmanship as other forms of equipment. A callow, inexperienced blacksmith earns less than a burley master farrier. Likewise, the best carriage service can charge more than the worst wagon service. Descriptions of each follow.

Travel

When a hero needs to get somewhere fast, and lacks the resources to buy his own horse, there are many services available in most towns and cities. Cost is listed as two values. The number preceding the slash is the minimum cost for a short trip and the number following the slash is per 10 miles—used for longer trips. Characters can sometimes hitch a ride on a wagon at no cost by making a successful Gossip Test, modified according to the driver's disposition.

Carts and Wagons: Travelling by carts and wagons usually involves the characters sitting in the bed of the vehicle, crowded by other goods or animals. Wagons have room for a passenger next to the driver, but not all drivers are amenable to sharing this space. The better the wagon is, the smoother the ride.

Coaches: Coach service is certainly the most expensive, but also the most stylish. These vehicles offer plush seats, and better coach service sometimes provides refreshments. Again, the better the service is, the smoother the ride.

River Boats and Ships: On river boats, characters rarely have quarters of their own, rather sleeping on the deck with the rest of the crew. Some ships, however, have passengers' quarters, especially the nicer ones. Poor transportation by ship could mean sharing space in the ship's hold, or on the deck.

Lodging

Hostels are very common in the Old World, as they offer places of safety and security for travellers bound for one of the great cities. In remote areas of wilderness, inns are far less common, and those that do exist are more like fortresses than simple places of respite.

Prices vary depending on the size and quality of the inn. Small dirty little bars usually have a common room they let to travellers for a reasonable price. Coaching inns, the more elaborate types, offer up to a dozen private rooms and a common room as well. Other services may also be available. Better establishments may keep a smith on hand to shoe horses, repair wagons, or even weaponry. They also employ several stable workers to handle large caravans. Conversely, the nastiest inns may have little more than a hitching post and an old hay-filled mattress infested by vermin. In short, you get what you pay for. For additional services, like a smithy, a companion, groom, and so on, consult **Table 5-18: Services**.

Services

This category includes work performed by all manner of professions, from common labourers to hired muscle. **Table 5–17: Services** has two categories. One is for common services, used for everyday people when a character needs a porter, a guide, or a doctor. The other group consists of skilled services, for times when a character need someone with experience. These NPCs are always fully generated using **Chapters 2** and **3**, and many accompany the heroes on their adventures.

Artisan: An artisan includes smiths, apothecaries, and any other profession who manufactures equipment.

Entertainer: Entertainers can include dancers, clowns, mummers, singers, or comedians.

Labourer: This is the wage for peasants, when a character needs a little muscle to carry bags, clear a cave-in, and so on.

Physician: Hiring a physician is special. They are extremely expensive, and nearly always out of the price range for commoners. A single visit has the same result as a successful Heal Test, restoring 1d10 Wounds to a lightly injured character, or 1 wound to a heavily injured character. You can only benefit from a visit to the physician once a day.

Servant: These individuals are barmaids, footmen, or other individuals of some other unskilled non-labour profession.

Skilled Servants: Skilled servants, also called henchmen, serve to provide a skill a character lacks or to add a little extra muscle on an adventure. Skilled hirelings have completed one or more careers, and are both harder to find and more expensive. If an NPC accompanies a character on an adventure, he may be eligible for a share of the spoils.

Table 5-16: Travel Services

Mode of Travel	Cost	Availability
Cart or Wagon	1 *p*/15 *p*	Plentiful
Cart with 2 horses	1 *s*/3 *gc*	Plentiful
Coach	1 *gc*/7 *gc*	Average
River Boat	1 *s*/5 *s*	Plentiful
Ship's Passage	1 *gc*/5 *gc*	Common
Wagon, 3 horses	10 *s*/4 *gc*	Common

Table 5-17: Lodging

Lodgings/Amenities	Cost
Bath	1 *s*
Inn Common Room per night	5 *p*
Private Room	10 *s*
Stabling per horse per night	10 *p*

Table 5-18: Services

Common Services

Service	Cost per Day	Cost per Week	Availability
Artisan	34 *p*	17 *s*	Common
Entertainer	28 *p*	14 *s*	Common
Labourer	10 *p*	5 *s*	Common
Physician	60 *p*	30 *s*	Common
Servant	12 *p*	6 *s*	Common

Skilled Services

XP Total	Cost per Day	Share*	Availability
100	6 *s*	—	Average
400	10 *s*	½	Average
800	15 *s*	¾	Scarce
1200	25 *s*	1	Scarce
1600	35 *s*	1	Rare
2000	50 *s*	1	Very Rare

*A Skilled Servant receives a share of the spoils if he participates in an adventure.

Special Equipment

Special equipment includes trappings not generally available in most cities, or requiring special materials to manufacture. Such things include draughts, herbs with special side-effects, lucky charms, and blessed water.

Table 5-19: Special Equipment

Draughts

Draught	Cost	Enc	Availability
Bugman's Ale	50 *gc*	5	Very Rare
Greta's Boon	30 *gc*	—	Very Rare
Healing Draught	5 *gc*	—	Average

Poisons

Poison	Cost	Enc	Availability
Black Lotus	20 *gc*	—	Very Rare
Chimera Spittle	150 *gc*	—	Very Rare
Crimson Shade	35 *gc*	—	Very Rare
Dark Venom	30 *gc*	—	Very Rare
Heartkill	800 *gc*	—	Very Rare
Mad Cap Mushrooms	30 *gc*	—	Very Rare
Mandrake Root	25 *gc*	—	Very Rare
Manticore Spoor	65 *gc*	—	Very Rare

Oddities

Item	Cost	Enc	Availability
Antitoxin Kit	3 *gc*	—	Scarce
Blessed Water	10 *gc*	—	Scarce
Healing poultice	5 *p*	—	Common
Grimoire	500 *gc*	—	Very Rare
Lucky Charm	15 *gc*	—	Average
Religious Relic	5 *gc*	—	Scarce

Replacements and Appendages

Name	Cost	Enc	Availability
Earring	1+ *s*	0	Common
Eye Patch	6+ *p*	0	Common
False Eye	1+ *s*	0	Average
False Leg	6+ *s*	0	Average
Gilded Nose	6+ *s*	0	Scarce
Skull Plate	1+ *s*	0	Average
Tattoo	3+ *s*	0	Average
Veteran's Hand	60+ *gc*	0	Rare
Wooden Teeth	3+ *s*	0	Average

Draughts

Draughts are liquid concoctions that can produce a variety of effects. They do not require magic to manufacture, instead using a mixture of herbal and chemical components. You must have Trade Tools (Apothecary), spend 1d10 hours per draught, and succeed at a Trade (Apothecary) Test with difficulty as listed in parentheses.

Bugman's Ale (Hard): First brewed by Josef Bugman, and later distributed throughout the major cities of the Old World, drinking a frothy mug of this ale bolsters a character's resolve, making him immune to Fear Tests for 1d10 hours. However, Bugman's Ale is extremely potent, counting as four drinks, and requires a Hard (–20%) Consume Alcohol Test to avoid getting stinking drunk.

Greta's Boon (Hard): When the fumes of this unusual mixture of aromatics and chemical components is inhaled, it temporarily improves your senses, conferring a +5% bonus to Intelligence Tests for 1d10 rounds.

Healing Draught (Routine): Consuming a healing draught automatically heals 4 Wounds from a lightly injured character. A healing draught has no effect on a heavily injured character. This draught will not raise your Wounds Characteristic above your current maximum.

Poisons

Poisons are assassins' tools, the weapon of choice for nobility, and a dangerous enemy for any combatant to face. Poisons come from many natural sources, including plants like the black lotus, or extracted from a creature such as a giant scorpion or spider. Most poisons kill, but a few can provide some benefits, augmenting a character's skills in combat in exchange for a terrible addiction. To prepare or apply a poison, you must succeed a Prepare Poison Test applying the listed difficulty. On a failed Test, the poison is ruined. On a Test result of 95% or higher, the user accidentally poisons himself. These are but a sample of poisons available in the Old World.

Black Lotus Poison (Average): The black lotus, an extremely deadly plant, grows in the deepest forests of the Southlands. A weapon coated with the sap, and that inflicts at least 1 Wound, deals 4 additional Wounds unless the target succeeds a Challenging (–10%) Toughness Test.

Chimera Spittle (Very Hard): Harvested from a Chimera, no small feat in itself, Chimera spittle is highly acidic and burns the flesh on contact dealing 1 Wound with the merest drop. Applying this venom requires a steady hand, and a successful Agility Test, or the poisoner gets a little on him, taking the aforementioned damage. On the first successful attack by a weapon envenomed by Chimera spittle, the victim must succeed a Hard (–20%) Toughness Test or take 1 Wound and die in 1d10 rounds

Crimson Shade (Routine): Concocted from the leaves of the Estalia blood oak, crimson shade is a highly addictive drug. When a character smokes a dose, he gains a +3 bonus to his initiative result (Agility plus 1d10) and increases his Strength Characteristic by +5%. The effects of this drug last for one hour. Unfortunately, after every use of this drug, the character must succeed a Very Hard (–30%) Will Power Test or take a –10% penalty on all Weapon Skill and Ballistic Skill Tests until he acquires another dose.

Dark Venom (Challenging): Cultivated from the horrid Heldrakes—sea dragons of the Western Ocean—even the slightest wound infected by dark venom results in terrible pain. If you deal at least 1 Wound with a weapon coated in this poison, the target takes an additional Wound on the following round from electric jolts of raw agony coursing through his body.

Heartkill (Hard): Certain potent venoms become even deadlier when mixed. Such is the case of the amphisbaena (the two-headed serpent) and jabberwock venom. When so mixed, it forms a colourless, odourless liquid, virtually undetectable when placed in food or drink. An imbiber must succeed a Challenging (–10%) Toughness Test or die in 2d10 rounds, as the poison courses through his body, seizes the heart and kills it.

Mad Cap Mushrooms (Easy): The hallucinogenic mad cap mushrooms are popular with the Goblin tribes of the World's Edge Mountains. When consumed before battle, the character slips into a mad and destructive rage. His Strength attribute increases by +1 and he becomes oblivious to damage, further reducing all Wounds taken by –1. In his madness, he can't dodge or parry. The effects of this drug last for 2d10 rounds. At the end of the effect, the mushrooms deal 2 Wounds.

Mandrake Root (Easy): This sinister drug is popular among the mad for its numbing effects. For details on this poison, see Mandrake Man in **Chapter 9: The Game Master.**

Manticore Spoor (Average): Harvested from Manticore dung, this poison is lethal, but has soporific side-effects. The first hit made by a weapon smeared with Manticore spoor that also deals damage, requires the victim to succeed a Challenging (–10%) Will Power Test or fall asleep. If the victim fails this test, not only does he slip into a dreamless slumber, he must also succeed a Hard (–20%) Toughness Test. If he fails this test too, he dies.

Oddities

Oddities are specific types of unusual or rare equipment normally only found in the possessions of heroes.

Antitoxin Kit: An antitoxin kit includes a small knife, several herbal packs, and live leeches. If poisoned and you fail your Toughness Test, you may spend 2 full actions to try to save your life with the antitoxin kit. If you still live by the end of the 2 full actions, you may re-roll your Toughness Test.

Blessed Water: A priest or other holy person blessed this water, making it pure. When sprinkled on Undead, it causes 1 Wound, regardless of Toughness Bonus of Armour.

Grimoire: This a tome of arcane knowledge, used by wizards studying the magical arts.

Healing Poultice: A warm and stinking sludge of healing herbs and all manner of foulness. When used in conjunction with a Heal Test, on a subject who is heavily injured, the subject counts as lightly wounded for that Heal Test, thereby regaining 1d10 wounds instead of the single Wound. Characters using a poultice will have to put up with stinking of dung, cow urine or whatever nastiness has been used as a base for the mixture.

Lucky Charm: No two of these folk charms look the same, as each incorporates runes, religious symbols, or signs and symbols of good luck. A lucky charm is good for just one use. You can use the luck charm to reroll one Test or ignore a successful hit. If the latter, you must announce you are using a charm prior to determining Wound loss.

Religious Relic: A religious relic is some remnant of a dead saint or holy person. Such an object could be a bone, a scrap of cloth, or jewellery. A religious relic adds a +5% to Charm and Gossip Tests when you interact with someone of this religion.

Replacements and Appendages

Replacements and appendages covers anything you can attach to or dangle from your person. Often needed as the result of war or similar brush with death, false limbs, prosthetics and other aids are not unusual in the Old World.

Earring: A common enough sight in the Empire, for both men and women, earrings and nose rings are usually "self administered", sometimes to mark a special occasion, rite of passage or event, or sometimes simply for whim or fashion. Ear- and nose rings can vary wildly in quality, from simple wire and bead affairs, all the way up to the finest jewellery money can buy.

Eye Patch: A practical and affordable alternative to a false eye, an eye patch is a section of material attached to long cords, worn over the missing eye and tied securely at the back of the head. The materials used vary with quality—the worst being formed of little more than rags, the best of the finest leathers, silks and velvets. Designs and decorations move in and out of fashion, though amongst military veterans it is traditional to display the heraldry of ones regiment or commander.

False Eye: A man can lose his sight to many things, but some are unwilling to admit defeat. False eyes are a popular conceit of the rich, who can afford high quality glass imitations, matched to their remaining eye. However, where the Nobility set the fashion, many try to follow—hence poor quality wood or stone eyes "plug the gap" between rich and poor.

False Leg: A sad necessity of war, artificers and surgeons the Empire over have had plenty of practice creating all manner of replacement limbs. Formed of a set of harnessing straps, a cup and a usually wooden "peg", these prosthetics allow the wounded mobility and independence once more. The poorest quality are little more than scavenged wood and a few straps, whereas the finest are often cushioned, jointed and finely inlaid with heraldry, curses, or art. If you have a false leg, your Movement Characteristic is only –1 instead of halved (see Permanent Effects in **Chapter 6: Combat, Damage, and Movement**).

Gilded Nose: The obscure Dwarf smith Skalt Helfenhammer was said to have created the first "replacement nose" after an incident with black powder and a rogue candle. Whilst he chose the most noble of metals, gold, most today do not have the luxury of such a material. Wood, iron or ceramics form the basis of most, though the term "gilded nose" lives on. The most basic are little more than a spout, slotted into the nasal cavity, whereas the finest are almost indistinguishable from the real thing.

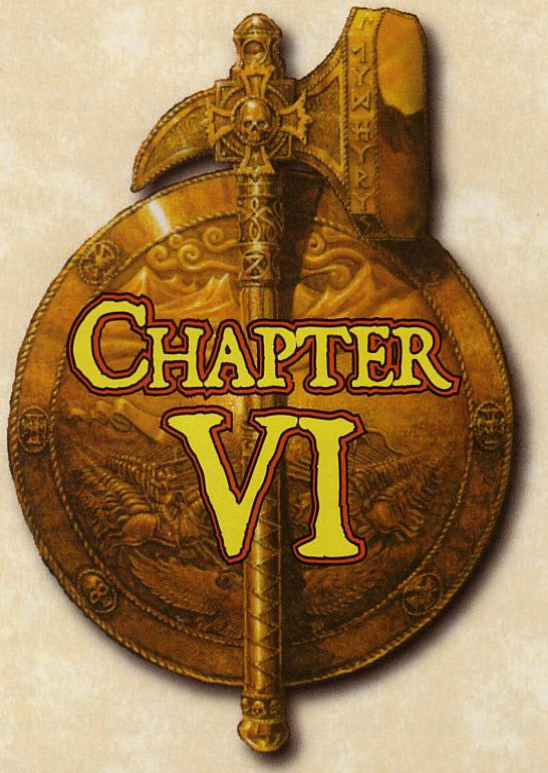
Hook: The standby of the handless everywhere, these have been used for hundreds of years. Attached to the wrist with cloth or leather straps, the worst quality are rusting and prone to snappage, whereas the finest be of rare metals, decoration or come with a variety of attachments—knives, torches, soup spoons and even hairbrushes have been known.

Skull Plate: Used on the most severe of head injuries, Skull plates are a section of curved metal inserted or bolted onto the very bone, to cover any missing sections of skull. Usually very functional, the poorest are brutal and basic looking—perhaps with weld marks, or traces of their original form as a cooking pot, or whatever. The finest are etched with runes or prayers, and inlaid with fine metals or gems.

Tattoo: Common amongst sailors, soldiers, Dwarfs, and thieves, tattoos are skin decorations created by pricking pigment underneath the skin with fine needles. The poorest in quality are crooked, childish scrawls, whereas the finest are almost works of art.

Veteran's Hand: Formed of two or more metal "pincers" controlled through wires, straps and weights, this expensive prosthetic allows the user to grip and pick up objects, imparting a measure of dexterity, though fine manipulation remains impossible. Made to measure by craftsmen, even the worst quality are marvels of engineering, though they may perhaps be previously owned, temperamental, or rusting. The finest are exquisite jewelled and gilded creations, sometimes worth more than the person sporting them.

Wooden Teeth: Disease, accident, and decay have ensured that false dentures are enjoying reasonable popularity in the empire. Purchasers have the option of full, half or partial sets of teeth made of "plates" fixed with wooden, ivory, or in some cases real teeth, to replace their own. The worst quality are often second-hand, shoddy looking, and chafe the mouth, whilst the best are carved of the finest woods, the whitest teeth, and are moulded to a perfect fit.



Chapter VI

Combat, Damage & Movement

"It's the hero's job to die gloriously; it's my job to get paid."

Marcello Finetti, Tilean Mercenary

No matter what the Player Characters choose to do, sooner or later they will end up fighting for their lives. Such is the nature of the Warhammer World. Success depends on continued survival. Failure leads only to destruction. No one lasts long in the brutal, bloody and merciless struggle for life unless they are willing to fight. And fight dirty at that. This chapter explains how to work out fights and how to resolve damage from comparable close situations such as traps, falls, fire and the like.

— Tracking Time —

For much of play, it isn't necessary to track the passage of time to the exact second. When players are interacting with NPCs, roleplaying, or using many skills, such precision isn't needed. The GM simply keeps track of time as he sees fit and makes sure the game moves along at an appropriate pace. If the players tell the GM they want to travel to the other side of Altdorf, for example, he might reply, "OK, it takes you an hour because there are a lot of people on the streets today." There are no hard and fast rules about this, but the GM should try to be consistent and convincing when judging these things. This kind of loose timing is generally employed when the GM wants to progress the story. It is referred to as narrative time.

At certain points in the story, exact timing becomes very important indeed—notably during the cut and thrust of close combat, when split seconds will often spell the difference between life and death. In these situations time is tracked in "rounds". One round equals roughly ten seconds of elapsed time, so six rounds equals about a minute. During a round, every character or creature involved in an encounter takes an individual turn. During a turn, a character can take one or more actions (see **Actions**, page 126).

The GM decides when to switch from loose narrative time to formal rounds. The most common reason for doing so is when a PC or NPC wants to fight.

— Combat Rounds —

Each individual character, including NPCs and monsters, takes a turn within the round. It is therefore necessary to determine the order in which actions are taken. When combat starts, follow these steps to determine what happens:

- **Step 1. Roll Initiative:** At the start of the first round each combatant must roll for initiative. The character's initiative score is equal to Agility plus 1d10. This score applies for all successive rounds of this combat.
- **Step 2. Determine Initiative Order:** The GM ranks all the initiative scores, including NPCs and monsters, from highest to lowest. This is the order that characters will act in during each round of combat.
- **Step 3. Surprise:** When beginning a combat the GM determines if any of the combatants are surprised. This only affects the first round and isn't always necessary even then. Surprised combatants lose their turn on the first round of combat. They are caught unawares and their opponents get a full round's "drop" on them.
- **Step 4. Characters Take Turns:** Starting with the participant with the highest Initiative score, each character takes a turn. During his turn a character can perform one or more actions (see **Actions**, page 126). Once a character has finished his actions, the next participant takes a turn and so on.
- **Step 5. Round Ends:** Once each participant has taken a turn, the round is over.
- **Step 6. Repeat Steps 4 and 5 as Needed:** Continue to play successive rounds until the combat is complete or until you have finished whatever it is that is being worked out.

— Initiative —

Initiative determines the order in which participants act during each round. To determine Initiative, 1d10 is rolled and the result is added to the character's Agility Characteristic. The GM is responsible for determining the Initiative of any NPCs and monsters.

Once everyone has rolled, the GM makes a list and places each character or creature in Initiative order, from highest to lowest. This is the order the combatants will act in each round until the combat is over.

If more than one character has the same Initiative, they act in Agility order (from highest to lowest).

> **Example:** *Wilhelm, a soldier with Agility 35%, must roll for Initiative when his group is attacked by Goblins. Wilhelm rolls a 6 on a d10, so his Initiative for this combat is 41 (35+6=41). His companion Gertrude gets a 39 and the three Goblins have a 30. Wilhelm (41) will thus act first, followed by Gertrude (39) and then by the Goblins (30).*

GMs can make one Initiative roll for each group of like characters. For example, if there are 3 Goblins in the combat, all of which have the same statistics, it isn't necessary to roll Initiative separately for each Goblin. One roll will do for all of them and they'll all act at the same time in the Initiative order.

Most combats last for multiple rounds. You only need to determine Initiative at the start of the combat, however. Once the Initiative order has been established, it remains the same from round to round. To continue the previous example, at the start of each new round, Wilhelm will act first, followed by Gertrude and then the Goblins.

If new combatants join in the midst of the encounter, simply roll Initiative for them and add them to the order. The GM determines on which round new combatants arrive.

> **Example:** *The previous combat has been going for three rounds now and one of the Goblins has been slain. An Orc arrives to aid them so the GM rolls Initiative and gets a 32. In the new round, the revised Initiative order will be Wilhelm (41), Gertrude (39), the Orc (32) and finally the two remaining Goblins (30).*



— Surprise —

Surprise only affects the first round of a combat. It is up to the GM to decide if any of the combatants are surprised. This boils down to a judgment call on the GM's part, based on circumstances and the actions of the various combatants leading up to the encounter. The GM should take the following into account when determining surprise:

- Is anyone hiding? Successful use of the Concealment skill before the combat may mean that some characters are hidden. Extremely wary opponents may oppose this with a Perception Test.
- Is anyone sneaky? Successful use of the Silent Move skill may have positioned some characters for an ambush. Extremely wary opponents may oppose this with a Perception Test.
- Are there any unusual circumstances? This can cover nearly anything, from pouring rain to noisy cobblestones to magical effects.
- Are there any distractions? It's possible that something quite distracting is going on. A cultist's attention may be so fixated on the frenzied dancing of the high priestess that he doesn't notice his attackers, for example.

Bearing all this in mind, the GM must decide which combatants are surprised. While it's often the case that one entire side or the other is surprised, there can be individual exceptions. For example, Outlaws may easily surprise a small unit of drunken Soldiers, but not their keen-eyed (and unusually sober) Scout.

If no one is surprised, proceed with combat as normal. Surprised characters lose their turn in the first round. They can do nothing except stand dumb-founded whilst their opponents fall upon them. After the first round surprised characters recover their wits and can act normally.

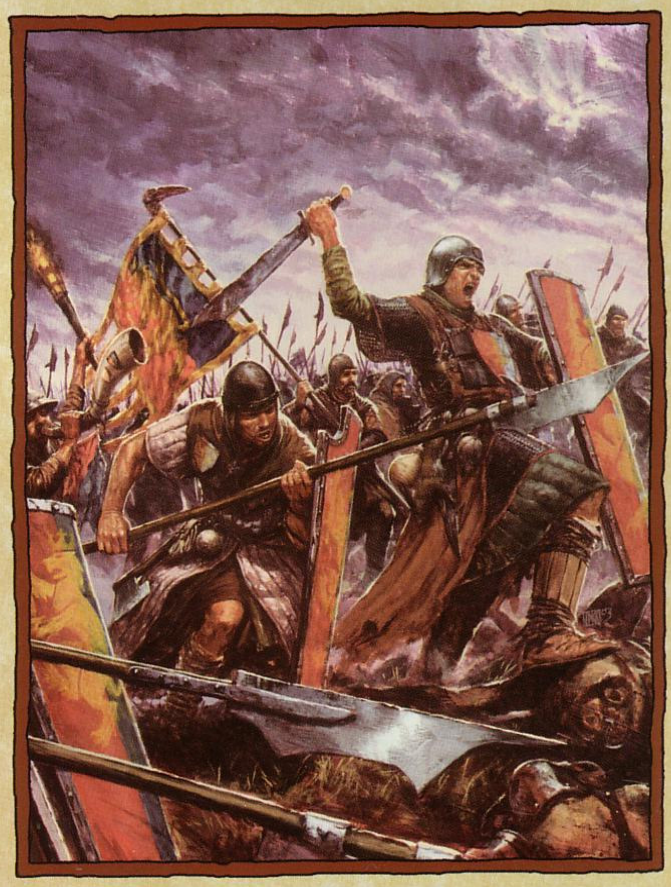
Example: *Let's return to Wilhelm and Gertrude. Instead of attacking in the open, where they could clearly be seen approaching, let's say the Goblins set up an ambush instead. The combat begins when the Goblins attempt to shoot arrows from concealed positions. The GM decides that Wilhelm and Gertrude are surprised. The Goblins aim and shoot at the unlucky adventurers. Since they are surprised, Wilhelm and Gertrude do not get a chance to act. Once the Goblins have taken their shots the surprise round ends. The GM starts at the top of the Initiative order for round 2 and the combat proceeds as normal.*

— Actions —

During each round every character gets a turn to act (unless surprised). On his turn a character can take one or more actions. There are three types of actions in *WFRP*:

- **Full Action:** A full action requires a character's complete attention to accomplish on his turn. A character that takes a full action cannot take any half actions this round.
- **Half Action:** A half action is fairly simple, like moving or drawing a weapon. A character can take two half actions on his turn instead of taking a full action.
- **Free Action:** A free action takes but a split second and so can be taken in addition to any other actions you make in a round. There is no formal limit to the number of free actions a character can make in a round, but the GM should use common sense and set reasonable limits on what can be done.

A character could, for example, make a charge attack (full action) or aim and shoot (two half-actions). It's important to remember that the entire round is 10 seconds long, so the character's turn within that round is but a few moments.



Typical actions include drawing a weapon, attacking, and moving. During his turn a character can perform one full action or two half actions as desired, with two exceptions:

1. A character cannot take more than one "attack" action in his turn. An attack action is any action with the word "attack" in the title.
2. A character cannot take more than one "cast" action in his turn. Cast actions allow characters to use magic spells.

Any action can be combined with talking, banter, battle cries, and other short verbal expressions—these are considered free actions. It is left to the GM to decide exactly what a player might be able to say in the time—obviously a terse warning or wry aside to a comrade would be acceptable while performing lengthy verse recitals from the works of notorious rake and playwright Detlef Sierk would not.

Example: *Gertrude, an Outlaw, has rolled an Initiative of 44 this round. When her turn comes, she must decide what to do. A Roadwarden is chasing her, so Gertrude decides to shoot an arrow at the rapidly approaching lawman, and then move away into the woods. Attacking and moving are both half actions, so Gertrude can't do anything more this round. Once her actions are resolved, the next combatant in initiative order (in this case, the Roadwarden, with an Initiative of 35) takes his turn.*

Most actions must be completed during your turn. You can't start a charge attack in one round and finish it on the next, for example. Some actions, however, take longer than a single round to complete. These are known as extended actions and they are noted in the description of each action.

A character attempting an extended action must continue with this action until it's finished (he can't start to reload a pistol, move, and then finish reloading, for example). A character may, however, abort the action part way through, but this means all time spent thus far is wasted.

Example: *Galland, an Engineer, needs to reload his pistol, which takes two full actions. He starts on his next turn, taking one full action. On his following turn, he finishes reloading by spending another full action. If he had chosen to abandon his reloading efforts after the first round, the extended action would have been aborted and he'd have to start the process all over again later if he wanted to reload.*

Basic Actions

There are eleven actions that cover the most common combat manoeuvres. It is recommended that players stick to these actions when first starting to play *WFRP*. These actions cover most combat situations. They are:

Aim (Half Action)

The character takes extra time to set up a melee or missile attack, thus increasing the chance to hit. If the character's following action is a standard attack, he gains a +10% bonus to Weapon Skill (for melee attacks) or Ballistic Skill (for ranged attacks).

Cast (Varies)

The character unleashes a magic spell. If the character spends an extra half action, the Casting Roll can be augmented with a Channelling Skill Test. See **Chapter 7: Magic** for more information. Casting can be an extended action. You cannot cast more than one spell per round.

Charge Attack (Full Action)

The character rushes up to an opponent and delivers a single attack. The opponent must be at least 4 yards (2 squares) away from the character but within the character's charge move (see **Table 6-1: Combat Movement in Yards**). The last 4 yards (2 squares) of the charge must be in a straight line, so the charger can build up speed and line up with the target. The charging character gains a +10% Weapon Skill bonus.

Disengage (Full Action)

The character breaks off from melee combat and may move away (see **Table 6-1: Combat Movement in Yards** for distances). Difficult terrain like rubble or underbrush reduces distances moved by half (round up). If trying to move away from one or more melee opponents without using the disengage action, each opponent gets a free attack against the character before he moves away. This is a bonus attack and is made in addition to any other attacks opponent's make during their turn.

Move (Half Action)

The character can make a short move (see **Table 6-1: Combat Movement in Yards** for distances). Difficult terrain like rubble or underbrush reduces distances moved by half (round up).

Ready (Half Action)

The character can unsheathe a weapon, or pull an item out of a convenient pouch or pocket. The character also put away an item already in hand at the same time. So, for example, a character could sheathe a sword and unsheathe a dagger as one action. A character can also use this action to take a flask or other container and drink a draught.

Reload (Varies)

The character can reload a missile weapon. See **Chapter 5: Equipment** for the time taken to reload different ranged weapons. Reload can be an extended action.

Stand/Mount (Half Action)

A character can get up if currently on the ground, or mount a riding animal like a horse or pony.

Standard Attack (Half Action)

A character can make one melee or ranged attack.

Swift Attack (Full Action)

The character can make a number of melee or ranged attacks equal to his Attacks Characteristic. The character must have Attacks 2 or better to take advantage of this action. If making a missile attack, a character can only use this action if the weapon can be reloaded as a free action or if the character has a loaded pistol weapon in each hand. In the latter case, the character can make a maximum of 2 attacks (one per weapon).

Use a Skill (Varies)

The character uses a skill, which usually involves making a Skill Test. See **Chapter 4: Skills and Talents**. This can be an extended action.

The Tactical Map

The *WFRP* rules are written so that you can use a tactical map (sometimes known as a battle mat) and 30mm miniatures while playing out combats if you want to. This approach adds a nice visual element to the game and lets you instantly understand the relative positions of all the combatants. You can find some maps with terrain features printed right on them while others are blank but can be written on with wet-erase pens. The latter allow you to sketch out the terrain and other important features on the map before combat. The wet-erase maps also make it easy to track the duration of spells, reload times, and the like, since you can keep notes right on it. A tactical map is overlaid with a grid of 1" squares to make measuring distances easier. In *WFRP* these squares represent a distance of 2 yards by 2 yards.

To make fullest use of the tactical map, you'll need miniatures. You'll want one for each PC and the GM should try to collect a fair number of the most common foes: Beastmen, Orcs, Goblins, Mercenaries, etc. If you don't have any miniatures, there are all sorts of things you can substitute, like counters, coins, or stones. Humans, Dwarfs, Halflings, Beastmen, and other humanoids each occupy a single square on the map. Larger creatures can take up 2, 4, or even more squares.

If you don't like tactical maps, but still want to use miniatures, the rules can easily accommodate this. Simply use a tape measure and substitute the word "inches" wherever the book says "squares". This makes movement more flexible and has the advantage of allowing the easy use of three-dimensional terrain.

Some gamers don't like to use miniatures at all, preferring to imagine all the action. For this reason, wherever distance is specified in the rules, it is given in yards first, followed by the number of squares in parentheses. This method requires the GM to keep a snapshot of the action and the relative positions of all the combatants in his head, but it also allows for greater narrative freedom in describing the action.

Advanced Actions

Once players have mastered the use of basic actions, the GM and players may want to add a greater tactical element to combat. This is where advanced actions come in. Since these actions often require some round to round adjustment to Characteristic values, it is a good idea to get some experience with basic actions before trying to use the advanced actions.

All Out Attack (Full Action)

The character makes a furious melee attack, exposing himself to danger in order to land a forceful blow. The character's melee attack gains a +20% Weapon Skill bonus. However, until his next turn, the character cannot parry or dodge.

Defensive Stance (Half Action)

The character strikes no blows this round, preferring instead to concentrate on self-defence. Until his next turn, all melee attacks against the character suffer a –20% Weapon Skill penalty.



Delay (Half Action)

The character waits and watches for an opportunity. When the delay action is used the character's turn ends immediately, but a half action is reserved for later use. Any time before his next turn, the character can take his half action. If two conflicting characters are both trying to use a delayed action simultaneously, make an Opposed Agility Test to see who acts first. If the prepared action is not taken before the character's next turn, it is lost.

Feint (Half Action)

The character pretends to attack in one direction, deceiving his opponent and throwing off his defence. This is resolved as an Opposed Weapon Skill Test. If the character wins, his next attack cannot be either dodged or parried. If the character's next action is anything other than a standard attack, this bonus is lost.

Guarded Attack (Full Action)

The character attacks carefully, making sure he is well defended from counter blows. He makes a melee attack with a –10% Weapon Skill penalty. Until his next turn, the character gains a +10% bonus on any attempted parries and dodges.

Jump/Leap (Full Action)

The character jumps down or leaps across something. For details on jumping and leaping, see page 138 of this chapter.

Manoeuvre (Half Action)

The character uses superior footwork and aggression to force his opponent to move 2 yards (1 square) in a direction nominated by the player. If desired the character can advance 2 yards (1 square) as well. Manoeuvre is resolved as an Opposed Weapon Skill Test. If successful the character's opponent is moved as described. The opponent cannot be forced into another character or terrain feature (wall, barrel, etc.).

Parrying Stance (Half Action)

The character readies to parry an incoming blow. Any time before his next turn, the character can try to parry one successful melee attack against him as long as he is aware of the attack. Parrying stance ends at the start of his next turn, regardless of whether he parried a blow. Should a character have a weapon in their left hand (this included shields and bucklers) he may parry once per round as a free action. See **Dodge and Parry** on page 129 for more detailed information on this.

Run (Full Action)

The character runs at full speed (see **Table 6-1: Combat Movement in Yards** for distances). This makes the character harder to hit with missile weapons but easy prey for melee attacks because he isn't actively defending. Until the character's next turn, ranged attacks against him suffer a –20% Ballistic Skill penalty, but melee attacks gain a +20% Weapon Skill bonus. Characters cannot run in difficult terrain.

> **Example:** *Gertrude the Outlaw has been caught by the pursuing Roadwarden and the two are now engaged in melee combat. On Initiative 44 Gertrude takes her turn. She spends a half action to make a standard attack on the Roadwarden and misses. She spends her remaining half action to enter a parrying stance. On Initiative 35 the Roadwarden takes his turn. He knows that his Sergeant is arriving any second, so he decides to play it safe and make a guarded attack, which is a full action. He too misses and, since there are no more combatants, the round ends. As the new round begins, the Sergeant shows up. The GM rolls Initiative for the new combatant and gets a 50, so the Sergeant can act before Gertrude. The Sergeant makes a charge attack (a full action) against Gertrude and hits her. However, Gertrude still has her parry, which she's allowed to use anytime before her next turn. She opts to use it and makes a successful WS Test. The Sergeant's attack is parried and now it's Gertrude's turn again.*

Other Actions

If players want to do something that is not covered by the actions listed here, the GM should make a judgement about how long something might take and what type of action that translates into. Bear in mind that a round is 10 seconds long—which is quite a long time when you are in the thick of things. The GM will decide how long the action takes and how it will be resolved (Characteristic Test, Skill Test, Opposed Test, etc.).

Combat Movement

There are four different actions that characters can use to move during combat: charge attack, disengage, move, and run. How far a character can go when using these different actions depends on his Movement Characteristic. These distances are summarized in **Table 6-1: Combat Movement in Yards**. If mounted, the character may use his animal's Movement Characteristic instead. For leaping and jumping distances, see page 139.

For groups using a tactical map, determining squares is simple. A character can move a number of squares equal to his Movement Characteristic with a move or disengage action, double the Movement Characteristic with a charge attack action, and triple the Movement Characteristic with a run action.

Making an Attack

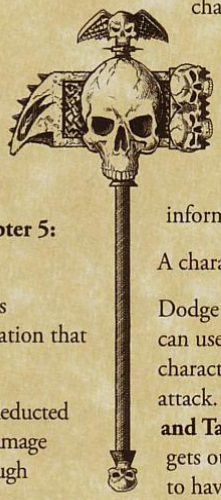
To attack an opponent, a character must use an attack action (all out attack, charge attack, guarded attack, standard attack, or swift attack). A character must be adjacent to his opponent to make a melee attack and must have line of sight to the target if making a ranged attack. The following method is used to resolve attacks:

1. **Roll to hit using percentile dice.** Use Weapon Skill for melee attacks and Ballistic Skill for ranged attacks. If the player rolls equal to or less than the character's Weapon Skill or Ballistic Skill (as appropriate), a hit is scored.

2. **Determine Hit Location.** If a hit is scored the player determines where the blow has landed. Take the attack roll, reverse the order of the percentile dice (an attack roll of 37, for example, would hit location 73), and consult the following chart:

Hit Location

% roll	Location
01-15	Head
16-35	Right Arm
36-55	Left Arm
56-80	Body
81-90	Right Leg
91-00	Left Leg



3. **Roll damage using a 10-sided die.** Roll 1d10 and add the damage for the character's weapon (see **Chapter 5: Equipment**). The result is the damage total.

4. **Opponent reduces damage.** Subtract the opponent's Toughness Bonus and any Armour Points on the location that has been hit.

5. **Record damage (if any).** If any damage remains, it is deducted from the opponent's Wounds total. If the amount of damage caused is reduced to 0 or below, the opponent is too tough and/or well armoured and the blow inflicts no Wounds.

Example: *Thariel, a Kithband Warrior with Ballistic Skill 42%, attempts to shoot a Goblin that has wandered near her Elf village. She rolls a 25%. Since this is less than her Ballistic Skill, she has hit. Next, she reverses the order of the dice to determine hit location. The 25% becomes a 52%, so her shot hit the Goblin in his Left Arm. Now she rolls her damage. She is using a longbow, which is a Damage 3 weapon. She rolls 1d10 and gets an 8. Her damage total is thus 3+8=11. The Goblin has a Toughness Bonus of 2 and he is wearing a Leather Jerkin. Since the armour does not cover the arms, the Goblin can only use his Toughness Bonus to reduce the damage. The Goblin takes 11–2=9 Wounds.*

Dodge and Parry

A melee attack roll already assumes that the target is defending himself to some degree (for helpless characters, see page 133). A melee attack does not represent a single swing of a sword, but a series of exchanges in which the attacker tries to find an opening and the defender tries to deny him one. A failed roll means the defender was too difficult to hit effectively, while a successful roll means the attacker was able to strike a telling blow. The attack roll does not tell the whole story, however. It is possible to avoid even a successful hit by either parrying or dodging. These are a combatant's last lines of defence.

A character can attempt to parry a successful attack, either by using the parrying stance action or by taking advantage of a weapon in his secondary hand, but he must have a weapon ready and be aware of the attack. A Weapon Skill Test is made to parry the blow. If the character succeeds, that attack is beaten back and is considered to have missed (there is no damage roll). If he fails the test, the attack connects and his opponent may roll for damage as usual. Parrying requires no special skill or talent to attempt. It's a half action to enter a parrying stance, but if you have a weapon in your secondary hand you can parry as a free action. See the following section for more information on the benefits of two weapon fighting.

A character can only make one parry each round.

Dodge Blow is an Advanced Skill, so usually only trained warriors can use it. Once a hit is scored, but before damage is rolled, a character can try to dodge if he has the skill and is aware of the attack. This is simply a Dodge Blow Skill Test (see **Chapter 4: Skills and Talents**). If the Dodge Blow Test is successful, the character gets out of the way at the last minute and the attack is considered to have missed (there is no damage roll). If he fails the test, the attack connects and his opponent may roll for damage as usual. Dodging is a free action.

A character can only make one dodge per round.

A character cannot attempt to parry and dodge the same attack. A character can only dodge and parry melee attacks, not ranged attacks.

Example: *On Initiative 33 an Outlaw initiates combat by charging Klaus, a Messenger whose Initiative is only 25. The Outlaw makes an attack roll and hits. Klaus does not have Dodge Blow so he cannot try to evade the strike. Since the Outlaw got the drop on Klaus and the Messenger hasn't taken his turn yet, Klaus can't have entered a Parrying Stance. However, he is a carrying a shield, which gives him one free parry per round. He opts to use the parry, makes a successful WS Test, and beats back the attack. On Initiative 25, Klaus takes his turn. He spends a half round action to Aim (giving him a +10% WS bonus on his next attack) and then uses his second half round action to make a standard attack. He hits the Outlaw, but the bandit has the Dodge Blow Skill and makes a successful test to avoid the attack. A new round now begins (so Klaus gets another free parry) with the Outlaw taking his turn on Initiative 33.*

Table 6-1: Combat Movement in Yards

Movement Characteristic	Move/ Disengage	Charge Attack	Run
1	2	4	6
2	4	8	12
3	6	12	18
4	8	16	24
5	10	20	30
6	12	24	36
7	14	28	42
8	16	32	48
9	18	36	54
10	20	40	60

Two Weapon Fighting

Many warriors fight with a weapon in either hand (this includes shields). There are advantages and disadvantages to this style of fighting. The following rules apply when you are fighting with two weapons.

Optional: Swift Attack Variants

The combat system is designed with ease of play in mind. On a character's turn, he takes his actions, then the next combatant takes his turn and does the same, and so on. This system works well from a playability standpoint, but some players may find they want more realism where multiple attacks are concerned. If the players don't mind the added complication and the GM agrees, one or both of the following optional rules can be implemented:

Staggered Attacks

When a character takes the swift attack action, he makes a number of attacks equal to half his Attacks Characteristic (rounded down) on his turn. At the end of the round, after all combatants have taken their turns, he can take his remaining attacks. If there are multiple combatants making swift attacks, the end-of-the-round attacks are made in Initiative order.

Declining Accuracy

When making so many attacks in just one round, a combatant may not be able to maintain his normal level of accuracy. In this variant, a character takes a –10% cumulative WS penalty on each attack after the first (to a minimum WS of 10%). The first attack in a round thus has no penalty, the second –10%, the third –20%, etc.

- A character must use one of the following in a primary hand: Dagger, Flail, Foil, Hand Weapon, Morning Star, or Rapier.
- A character must use one of the following in a secondary hand: Buckler, Dagger, Hand Weapon, Main Gauche, Shield, or Sword-breaker.
- A character may use either hand to make an attack. This does not give any extra attacks. Attacks from a secondary hand suffer a –20% Weapon Skill penalty.
- A character can parry as a free action once per round. This parry can be used at any point during the round. The limit of 1 parry per round remains in effect.

Hit Location Complications

The basic rules for hit locations (see **Making an Attack**, page 129) are simple enough. They do, however, make two assumptions. First, that characters are fighting a bipedal humanoid, be it Human, Orc, Beastman, or Elf. Second, that it is possible to reach all parts of the body when attacking. Obviously, these won't always be the case. When unusual situations crop up, use the following guidelines.

- If it is impossible to reach a location with an attack then it is obviously impossible to strike there. A missile attack against a Soldier behind a battlement, for example, could not hit his legs. Similarly, a Halfling couldn't hit a Giant in the head with a sword. In these cases, restrict the hit locations to those that are reachable. If a hit location is unreachable, the GM should apply the hit to the nearest reachable location instead.
- If attacking a mounted opponent (a Goblin on a wolf, for example), the player can choose whether to attack the mount or the rider.
- For big monsters without armour, the easiest thing to do is just ignore the hit location rules until such time as a Critical Hit (see page 133) is scored. Since big monsters don't wear armour, the location of every single hit doesn't much matter until the creature starts taking Critical Hits.
- If a creature has multiple of the same body part (four legs, two heads, etc.), then hits are scored on the nearest one. If two are equally close, dice off between them.
- If a creature has unusual body parts, substitute using common sense. For instance, a hit might strike a mutant's tentacle instead of his arm.

Ranged Attacks

Ranged attacks are made in the same way as melee attacks, with a few exceptions. First, opponents may not dodge or parry a missile attack. Second, characters can't make ranged attacks if engaged in melee combat, unless armed with a pistol or crossbow pistol. Third, characters must have a line of sight to the target. This means that nothing obstructs the character's view of the target. If a character can't see his opponent for any reason—be it an intervening tree, wall, ally, or other enemy, or fog, darkness, etc.—he cannot shoot.

The Ballistic Skill Test to hit may be modified by circumstance. Opponents behind cover, for example, or partially obscured by mist will be harder to hit. The GM should use **Table 4-1: Test Difficulty** to adjudicate each ranged attack. Firing a missile weapon such as a pistol with the secondary hand imposes a –20% BS penalty. A –20% BS penalty also applies to all shots taken at long range. See **Chapter 5: Equipment** for details on missile weapons and their ranges.

Shooting into Melee

Sometimes, a target will already be engaged in melee combat. This makes the target more difficult to hit. A character can make a ranged attack at an opponent engaged in melee, but suffers a –20% Ballistic Skill penalty.

Extreme Range

Shooting a missile weapon beyond long range is usually a waste of time. It is quite difficult to hit a target so far away with a single shot. In dire straights, however, such shots may be attempted. A character can fire at a target up to double long range away, but must take the aim action first. Furthermore, even with the aim, the character suffers a –30% Ballistic Skill penalty to the attack.

Test Difficulty in Combat

The rules for Test Difficulty apply to combat. They can be used to reflect the effects of terrain, the weather, the tactical situation, and a variety of other factors. **Table 6-2: Combat Difficulty** provides examples for some common situations.

Ulric's Fury!

Normally, when hitting with an attack, the resulting Damage Total equals 1d10 plus the weapon's damage. When the player rolls a 10 on the die, the character may have struck a particularly brutal blow. Roll to hit again, using all the same modifiers as for the initial roll. If this second roll is successful, this unleashes the fury of Ulric, the ancient and revered God of Battle. The player can roll an additional 1d10 and add the result to the Damage Total. Should the result of this die also be a 10, Ulric has indeed smiled upon the character.

The player may immediately roll a third 1d10 and add that to the Damage Total as well. This process continues until the player rolls less than a 10. Only then does Ulric's Fury come to an end.

Example: *Arnalf, a Pit Fighter with Strength Bonus 4, hits a rival gladiator during a vicious bout. Normally, his damage would be 4+1d10. His d10 roll is 10, however, so he has the chance to do extra damage. Arnalf makes another Weapon Skill Test and again succeeds. He rolls another d10 and once again gets a 10. Rather than roll another WS Test, he simply rolls another d10 at this point. It comes up 8. The total damage of this attack is thus 4+10+10+8=32. Arnalf has indeed unleashed Ulric's Fury.*

Unarmed Combat

Not every fight in *WFRP* is lethal. Some quarrels are still settled with old-fashioned fists (not to mention feet and occasionally teeth). Unarmed combat works like normal combat, with the following exceptions:

- Unarmed attacks inflict SB–4 damage.
- Armour Points count double against unarmed attacks.

Grappling

Instead of inflicting damage, a character can attempt to grapple and immobilize an opponent. A character can attempt a grapple with either a charge attack or a standard attack. This is resolved as follows. First, the character must hit with an unarmed attack, then (if successful) the opponent must take an Agility Test. If he fails, he is grappled. Both characters are incapable of dodging or parrying for the duration of the grapple, and any outside melee attacks against them gain a +20% Weapon Skill bonus. The only action a grappled character can attempt is to break the grapple (a full action). This is an Opposed Strength Test. If the grappled character wins, he breaks free. Otherwise, the grapple is maintained. On the grappling character's turn, he can take a full action to simply maintain the grapple (this requires no roll) or he can attempt to damage his opponent, which requires an Opposed Strength Test. If the grappling character wins this, he inflicts normal unarmed damage. If his opponent wins, no damage is inflicted but the character is still grappled.

A grappling character can voluntarily end the grapple on any of his turns. This is a free action.

Table 6-2: Combat Difficulty

Difficulty	Skill Modifier	Example
Very Easy	+30%	Attacking an unaware opponent.
Easy	+20%	Attacking a foe who is outnumbered 3 to 1. Attacking a stunned opponent.
Routine	+10%	Attacking a foe who is outnumbered 2 to 1. Attacking a foe who is knocked down.
Average	No modifier	Making a standard attack.
Challenging	–10%	Attacking whilst knocked down. Attacking/dodging when in the mud or heavy rain.
Hard	–20%	Attacking a specific hit location. Dodging whilst knocked down.
Very Hard	–30%	Attacking/dodging in the deep snow. Parrying a giant's club.

Speeding Up Combat

If players use *WFRP*'s full rules options, combat can take a fair amount of time to resolve. Many groups enjoy this tactical element in their RPGs, but others prefer to emphasize different aspects of the roleplaying experience (portraying characters, problem solving, etc.). If players value speed of resolution over precise simulation, they may want to use one or more of the following options:

Hit Me Anywhere

The hit location system adds a considerable amount of time and calculation over the course of a combat encounter. If players don't mind a bit of abstraction, it is possible to speed things up by not using hit locations. If using this option, the basic armour rules should also be utilized. Players may want to determine hit locations for Critical Hits only; otherwise, use Sudden Death Critical Hits.

Sudden Death for Everyone

The normal Critical Hits system provides a variety of specific results, many of which require additional adjudication due to bleeding, crippling, etc. A lot of bookkeeping can be avoided by using the Sudden Death Critical Hits. This system will quickly tell whether a target is dead or not dead, thus moving the game along.

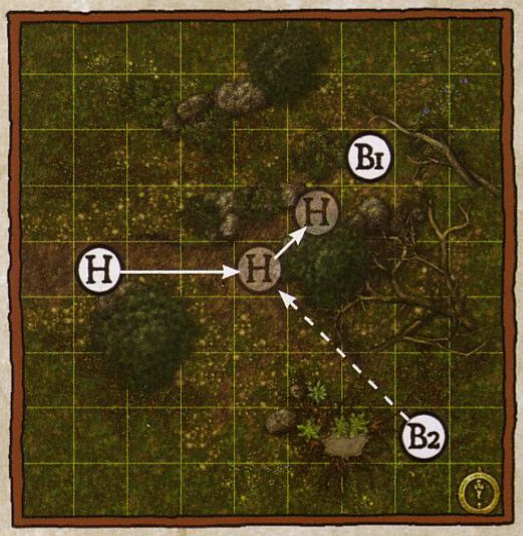
Action, Action, Action

Another way to speed things up to give everyone an extra half action each round. This change packs more into each round, allowing characters (in certain cases) to get off spells faster or reload missile weapons more quickly. The downside is that it makes characters incredibly mobile and in some situations movement may seem too easy.

Less is More

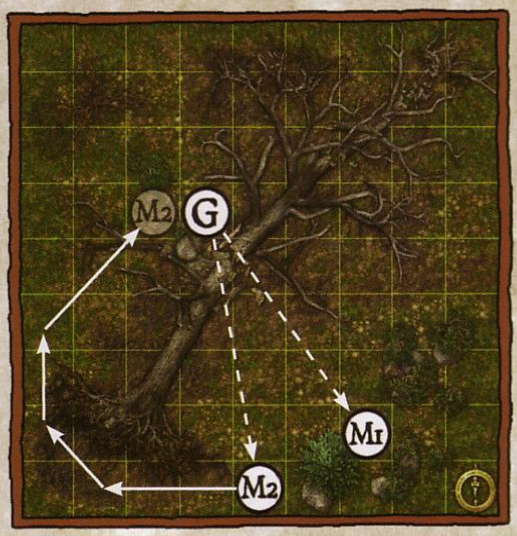
As noted already, the advanced actions are more complicated than the basic ones. The game is kept simpler by not allowing advanced actions, or using only a selection of them. The GM might decide, for example, to allow run and parrying stance, but not all out attacks and guarded attacks.

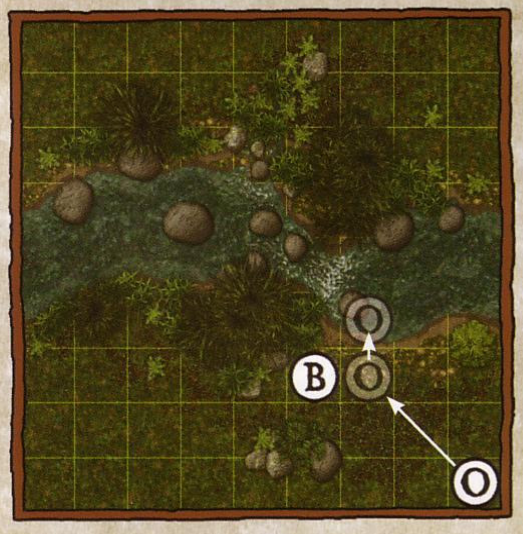
Combat Examples



Example: *Hans (H on the map to the left), a Woodsman, is walking down a road, where two bandits (B1 and B2 on the map) await in ambush. Hans has an Initiative of 32 and the bandits have an Initiative of 38. The bandits go first and decide to delay, a half action. Each now has a half action reserved for later use. At this point the GM asks Hans to make a Perception Test, which he succeeds at. The GM tells the Woodsman that he spots a sword-armed bandit lurking just up the road. On his turn, Hans moves (a half action) down the road towards the bandit. He would have made a charge attack, but the final 4 yards (2 squares) of a charge attack must be in a straight line and the way the road curves prevents this. Once Hans has moved 6 yards (3 squares), bandit #2 opts to take his delayed action and makes a standard attack with his bow (a half action). The bandit makes an attack roll and misses. An arrow sails by Hans as he turns up the road to face bandit #1, taking his last 2 yards (1 square) of movement. He ends his move right next to the sword-armed bandit. Before Hans can take his second half action, bandit #1 uses his delayed action to enter a parrying stance. Now if Hans attacks him, he'll be able to parry. Hans now takes his second half action to make a standard attack on bandit #1 with his woodsman's axe. He hits and the bandit tries to parry but fails. Hans' axe strikes home and wounds bandit #1. Now that all combatants have taken their actions, a new round starts and the bandits take their turns.*

Example: *Gunnar, a former Coachman turned Highwayman (G on the map to the right), has run afoul of a pair of Mutants (M1 and M2 on the map). With his horse having run off, Gunnar has decided to make a stand behind a fallen tree. He takes cover and pulls out both his pistols. His Initiative is 47 and that of the Mutants 34. On his turn Gunnar makes a swift attack (a full action), firing a pistol from each hand to take advantage of his Attacks Characteristic of 2. His first attack, on Mutant #1, not only hits, but also inflicts a Critical and kills the Mutant with a headshot. His second attack, on Mutant #2, misses because off the penalty for using a weapon in his secondary hand. Mutant #2, seeing that Gunnar is holding empty pistols, decides to run (a full action) around the tree and right up to the Highwayman. This makes him vulnerable to melee attacks, but the Mutant doesn't think Gunnar is too dangerous with both pistols discharged. Round 1 is now over. On round 2 Gunnar takes his turn. He confounds the Mutant by using his Quick Draw talent to put away his first pistol and pull out his sword as a free action. He then makes a Swift Attack. Since the Mutant ran, Gunnar gains a +20% WS bonus on his attacks. Both of his attacks hit and the Mutant dies messily, impaled on the Highwayman's sword.*





Example: *Barruk, a Dwarf Pit Fighter (B on the map on the left), has just finished fording a river when he spies an Orc (O on the map) rushing toward him brandishing a huge choppa. The Orc's Initiative is 35 and Barruk's is 24. On his turn the Orc makes a charge attack (a full action), gaining a +10% WS bonus. He hits the Dwarf, but Barruk has a shield, so uses its parry (a free action) to deflect the incoming choppa. On Barruk's turn, he attempts to manoeuvre (a half action) the Orc into the river. He wins the Opposed Weapon Skill Test and forces the Orc 2 yards (1 square) into the river. The Orc makes a Challenging (-10%) Agility Test (called for by the GM due to circumstance) and fails. The GM rules that the slippery footing and rushing water have caused the Orc to fall over. Barruk now makes a standard attack (his second half action) with his axe. The GM grants Barruk a +20% WS bonus since the Orc is knocked down in the mud and water. The Pit Fighter hits and wounds the Orc severely. The round now ends with the Dwarf in a very advantageous situation.*

— Damage and Healing —

A character can absorb damage up to his Wounds total without penalty. Wounds represent an abstract "buffer level", and only once this has been destroyed is severe damage incurred. That's the good news. The bad news is that taking such damage is rather nasty and can, in some cases, lead to permanent disability and the loss of limbs.

Wounds will go up and down throughout play, as a character takes damage and then heals up. Characters require *medical attention*, which includes the use of the Heal skill or the application of healing magic or draughts, when wounded. Depending on how many Wounds a character has left, he is classified as Lightly Wounded or Heavily Wounded. These states are not important during combat, but they do affect the time it'll take to heal (see Heal in **Chapter 4: Skills & Talents**). Characters might also find themselves stunned or helpless. The definitions of these states follow:

- **Lightly Wounded:** More than 3 Wounds remaining but fewer than the character's Wounds Characteristic. Without medical attention, the character recovers 1 Wound per day through natural healing.
- **Heavily Wounded:** 3 Wounds or fewer remaining. Without medical attention, the character recovers 1 Wound per week through natural healing.
- **Stunned:** The character cannot take any actions (even free actions like dodge). Opponents gain a +20% Weapon Skill bonus when attacking.
- **Helpless:** The character cannot defend himself due to wounds, incapacitation, or some other circumstance. Attacks against the character automatically hit and inflict an extra 1d10 damage.

Critical Hits

When a character takes more damage than he has Wounds remaining, a Critical Hit is suffered. The attacker rolls percentile dice on **Table 6-3: Critical Hits** to determine the outcome, known as the Critical Effect. Just like other tests, rolling low is better. Once the Wounds total has been reduced to 0, it never goes below this number—all additional damage results in Critical Hits. Thus there is no such thing as "negative Wounds." If a character suffers a Critical Hit and survives, he is still at 0 Wounds and still able to fight.

To resolve the Critical Hit, two pieces of information are required. First, the hit location (see page 129). Second, the Critical Value, which ranges from +1 to +10 (with +10 representing the most severe injuries). The Critical Value is the amount of damage left over after all Wounds have been lost. If a character has 3 Wounds remaining, for example, and takes 8 points of damage, he suffers a Critical Hit with a Critical Value of +5.

The attacking player rolls percentile dice and cross-references his result with the Critical Value on **Table 6-3: Critical Hits**. The result will be a number from 1-10, the Critical Effect. Consult the appropriate table (Critical Effects—Arm, Body, Head, or Leg) and read the entry for the specified Critical Effect.

> **Example:** *Jean-Pierre, a Bretonnian Noble, is fighting a band of maniacal Orcs. Despite his best efforts, the Orcs whittle his Wounds down to only 2. Then the Orc boss bashes him in the head with a big mace for 9 points of damage. This results in a Critical Hit with a Critical Value of +7. The GM rolls percentile dice and gets an 85. Cross-referencing this with the +7 column, the GM sees he's gotten Critical Effect #7. He then looks at* ***Table 6-6: Critical Effects—Head*** *and reads the result: "Knocked out for 1d10 minutes." He rolls a d10 and gets a 10! Jean-Pierre will be unconscious for 10 full minutes. Unless he has friends to save him, Jean-Pierre will never see Bretonnia again.*

Critical Effects have been written without any assumptions as to what type of weapon or spell caused the damage. While the tables provide the basics, it's always fun to embellish them with details specific to the attack. No one ever had his head sliced off with a flail for instance, but skulls can certainly be split asunder, spattering blood and brains over everyone nearby.

Sudden Death Critical Hits

Sometimes players just want to know if an opponent is dead or not and don't much care about the details. Where convenient, the GM can speed combat along without adjudicating detailed critical hits. In other cases, grievous wounds have already been inflicted, so it's just a matter of finishing an enemy off. In these instances, use the Sudden Death option. Roll on **Table 6-3: Critical Hits** as usual, but ignore the Critical Effects. If the result is a 1-5, there is no effect. If the result is 6-10, the subject is slain. Note that due to the nature of the table, any Critical Value of +5 or greater results in death no matter the dice roll.

> **Example:** *In the previous example, Jean-Pierre was knocked unconscious. His Critical Effect also noted, "Use the Sudden Death rules for any further Critical Hits on this opponent." The round after Jean-Pierre slumped unconscious, an Orc stabs the Bretonnian to finish the job. Since Jean-Pierre is helpless, the Orc hits automatically and deals an extra 1d10 damage. The Orc ends up inflicting another Critical Hit on the Noble, with a Critical Value of +4. The GM rolls a 78% on* ***Table 6-3: Critical Hits****, which gives a result of 6. Under the Sudden Death rules, a 6 means Jean-Pierre has been killed.*

Permanent Effects

Some Critical Effects are permanent. Should a character suffer more than one of these effects, it's probably time to retire the poor fellow and make a new one.

Table 6-3: Critical Hits

	Critical Value									
D100 Roll	**+1**	**+2**	**+3**	**+4**	**+5**	**+6**	**+7**	**+8**	**+9**	**+10**
01-10	5	7	9	10	10	10	10	10	10	10
11-20	5	6	8	9	10	10	10	10	10	10
21-30	4	6	8	9	9	10	10	10	10	10
31-40	4	5	7	8	9	9	10	10	10	10
41-50	3	5	7	8	8	9	9	10	10	10
51-60	3	4	6	7	8	8	9	9	10	10
61-70	2	4	6	7	7	8	8	9	9	10
71-80	2	3	5	6	7	7	8	8	9	9
81-90	1	3	5	6	6	7	7	8	8	9
91-00	1	2	4	5	6	6	7	7	8	8

Table 6-4: Critical Effects—Arm

d10 roll	Effect
1	Drops anything held in that hand. A shield, if worn, is not affected, since it's strapped on.
2	Arm struck numb and cannot be used for 1 round.
3	Hand incapacitated until medical attention is received. Anything held in this hand is dropped (again, excepting a shield).
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Arm incapacitated until medical attention is received. Anything held in this hand is dropped (excepting a shield).
6	Arm demolished by attack. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent.
7	Hand turned into a bloody ruin. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the hand permanently.
8	Arm is now a dangling mass of bloody meat. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the arm from the elbow down permanently.
9	Major artery severed. After a fraction of a second, character collapses with blood pouring out of the ruins of his shoulder. Death from shock and blood loss is almost instantaneous.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.

- **Lost Hand:** The character takes a –20% penalty on Skill and Characteristic Tests that rely on the use of two hands and cannot wield two-handed weapons. A shield can be strapped to the injured arm, however.
- **Lost Arm:** As lost hand, but the character can't strap a shield to his arm as he doesn't have one.
- **Lost Eye:** The character suffers a permanent –20% BS reduction and takes a –20% penalty on all Skill and Characteristic Tests reliant on sight.

Table 6-5: Critical Effects—Leg

d10 roll	Effect
1	Stumbles. Character can only take a half action on his next turn.
2	Leg struck numb by the attack. Character's Movement Characteristic is reduced to 1 for one round and during that time he cannot dodge and suffers a –20% penalty on related Agility Tests.
3	Leg incapacitated until medical attention is received. Character's Movement Characteristic is reduced to 1 and he cannot dodge. Related Agility Tests also suffer a –20% penalty.
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Knocked to the ground and dazed. All character's tests and attacks suffer a –30% penalty for one round and he must use the stand action to regain his feet.
6	Leg demolished and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character.
7	Leg is turned into a bloody ruin and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose the foot permanently.
8	Leg turned into a dangling mass of bloody meat and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose the leg from the knee down permanently.
9	Major artery severed. After a fraction of a second, character collapses with blood pouring out of the ruins of his leg. Death from shock and blood loss is almost instantaneous.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.

- **Lost Foot:** The character's Movement Characteristic is halved permanently and he suffers a –20% penalty on Skill and Characteristic Tests reliant on mobility (including Dodge).
- **Lost Leg:** As lost foot, but the character cannot use the Dodge Skill.

Table 6-6: Critical Effects—Head

d10 roll	Effect
1	Disoriented by the blow. Character can only take a half action on his next turn.
2	Ears bashed causing ears to ring and head to spin. Character cannot take any actions for 1 round.
3	The blow inflicts a nasty scalp wound. Blood runs into eyes, causing character to suffer a –10% WS penalty until medical attention is received.
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Knocked to the ground and dazed. All his tests and attacks suffer a –30% penalty for one round and he must use the stand action to regain his feet.
6	Stunned for 1d10 rounds.
7	Knocked out for 1d10 minutes. Use the Sudden Death rules for any further Critical Hits on this character.
8	Face shattered and knocked to the ground. Character is now considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose an eye permanently.
9	Skull pierced by a mighty blow. Death is instantaneous.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.

Table 6-7: Critical Effects—Body

d10 roll	Effect
1	The wind is knocked out of the character. All tests and attacks suffer a –20% penalty for one round.
2	Struck in the groin. The pain is such that the character cannot take any actions for one round.
3	Ribs busted by ferocity of attack. Character takes a –10% WS penalty until medical attention is received.
4	Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.
5	Knocked to the ground and badly winded. All his tests and attacks suffer a –30% penalty for one round and he must use the stand action to regain his feet.
6	Stunned for 1d10 rounds.
7	The blow results in serious internal bleeding and the character is helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent.
8	Spine pulverized and character is knocked to the ground. Character may do nothing until medical attention is received and is considered helpless. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or become permanently paralyzed from the waist down.
9	Several internal organs are ruptured by the violence of the blow causing death in a matter of seconds.
10	Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.

— Fate and Fortune Points —

All Player Characters begin the game with a certain number of Fate Points (see **Chapter 2: Character Creation**). Fate Points represent destiny and they are part of what makes a PC a cut above the average denizen of the Old World. A character can spend a Fate Point to avoid death from injuries, disease, poison, etc. and it is lost permanently (though characters may gain new Fate Points as rewards for heroic actions). The GM will explain how this works when the time comes. GMs can find guidelines for handling Fate Points in **Chapter 9: The Game Master**.

A character's FP Characteristic also controls how many Fortune Points he has. Fortune Points are related to Fate Points, but they are different in two key ways. First, Fortune Points are a renewable resource. Each day a character can spend a number of Fortune Points equal to his Fate Points Characteristic. Second, Fortune Points are not as powerful as Fate Points. They represent the small ways in which fortune smiles upon the character and can be considered part of his larger destiny.

Fortune Points can be used in one of four ways:

- A character can spend a Fortune Point to re-roll one failed Characteristic or Skill Test. This can be done any time, not just in combat. Only 1 Fortune Point can be used when attempting an Extended Test.
- A character can spend a Fortune Point to gain an extra parry or dodge. This does allow a character to parry or dodge more than once in a round, which is normally forbidden.
- A character can spend a Fortune Point to gain an extra 1d10 on his Initiative roll. In other words, the character rolls 2d10 and adds the result to his Agility to determine his Initiative at the start of combat.
- A character can spend a Fortune Point to gain an extra half action during his turn.

A character's Fortune Points are calculated at the start of each day.

— Natural Damage —

Spiky clubs and razor-sharp swords are not the only way to die in the Warhammer World. The Old World has everyday hazards as well, such as fire, suffocation, and disease. These are collectively known as natural damage and they are dealt with in this section. Poison, which could also be considered natural damage, is detailed in **Chapter 5: Equipment**.

Fire

Characters take damage each round if exposed to fire. Generally speaking, fires range from Damage 1 (a small campfire) to Damage 10 (a raging inferno). The GM should determine the damage based on the fire's size and ferocity. If a character is exposed to the same fire source for two or more consecutive rounds, he must make an Agility Test each round or catch on fire. Once blazing, a character loses 1d10 Wounds (with no reduction for armour or Toughness Bonus) each round until the fire is extinguished.

Suffocation

There are many ways to suffocate. Drowning is the most common, but the inhalation of smoke and certain gasses also does the trick. When in danger of asphyxiation, a character must make a Toughness Test once per minute, with a cumulative –10% penalty for each previous test. The third Toughness Test, for instance, would suffer a –20% penalty. A character falls unconscious once he has failed two tests. If not rescued within two more minutes, the character suffocates and dies.



Disease

Plague and pestilence are facts of life in the Empire. The common folk suffer yearly outbreaks and epidemics of many types. Some choose to trust to Shallya to heal their ills, whilst others prefer to place their faith in doctors and quackery. Whatever the case, the old, the young, the unwashed and the unlucky are frequent victims of disease.

When exposed to a disease, a character must make a successful Toughness Test or contract it. The disease lasts for a set number of days, modified by the results of a second Toughness Test. Each degree of success shortens the duration by one day, while each degree of failure lengthens it by one day. Once every three days, a character with the Heal Skill can attempt to aid the character as well. A successful test shortens the duration by one day. When the duration drops to 0, the character recovers from the disease.

Disease Format

Name: Self-explanatory.
Description: How foul is the disease exactly.
Duration: The average number of days the affliction lasts.
Effects: Victims suffer these penalties whilst diseased.

The Bloody Flux

Description: The Flux is a common term for any illness that causes the sufferer to void large amounts of matter from their person in a short time. Privy doors flap when the Flux comes to town. The Bloody Flux is a particularly unpleasant strain, often believed to be a punishment from the Gods to the impious. The cures for it are certainly foul, including the inhalation of sulphurous fumes, feeding up with blood sausage, "stopping" with cork and wax or greasing with linnet and pork fat.
Duration: 3 days.
Effects: Severe dehydration causes the character to suffer a –10% penalty to the Characteristics on his Main Profile.

The Galloping Trots

Description: This vigorous, smelly, and messy affliction is quite common amongst those who pay little care to the cooking and cleanliness of their food. Known in Altdorf as "Rumsters Revenge" after the cheap and dubious "meat" pies sold by Halfling merchants for a penny each, many hungry visitors to the capitol end up "spending a penny twice". Rest, clean water and plenty of privy rags are the only cure.
Duration: 5 days
Effects: The wracking intestinal pain causes the character to suffer a –20% penalty to the Characteristics on his Main Profile.

The Green Pox

Description: This horrid disease is the ravager of many a face. It first manifests cold-like symptoms of sneezes and shivering, but soon shows its true colours. The victim is usually bed-ridden by the time the first boils begin to swell. Over the course of ten or so days, the victim becomes studded with large, penny-sized sores that weep green-coloured pus. A high fever rages, and a distinctive smell arises from the sufferer's body. Should they survive the pox, the victim will be covered with large greenish-grey scars about the face, throat and shoulders. The Green Pox can recur at any point in the victim's life from then on, increasing the density and brightness of the pox marks each time. Only heavy make-up can disguise the distinctive marks.
Duration: 14 days.
Effects: Each day the character has the Green Pox he must make a Toughness Test or lose 5% from every Characteristic on his Main Profile. If Toughness is reduced to 0 or less, the character dies. If the victim survives, he must make a Toughness Test or suffer a permanent –10% penalty to Fellowship Tests reliant on physical appearance or good looks.

Kruts

Description: Legend has it that Dwarf herdsmen brought down this itching, crepuscular rash from the mountains. Maddening, painful and embarrassing, this sickness tends to gather about the thighs, groin and torso. Transmitted by touch, this highly infectious rash is quite a social stigma. Sometimes associated with goats, and other livestock, folk medicine recommends shaving the afflicted area and painting it with turpentine.
Duration: 5 days.
Effects: The constant irritation causes the character to suffer a –10% penalty to his Agility and Fellowship. During combat he must make a successful Will Power Test each round at the beginning of his turn or spend a half action itching and scratching.

Neiglish Rot

Description: This insidious disease is rightly the most feared of all the Empire's ills. Whilst most sicknesses destroy the body, this

loathsome rot eats away at the very soul of its victim. Sufferers exhibit boils, fever and violent fluxes as the rot withers their frame to leprous proportions. Most end their lives before the final stages of the disease, for the disturbing changes it wreaks upon ones frame are enough to shatter one's sanity. Many whisper that this illness is the work of the Fly Lord, casting his net to snare souls to his service. Only the mightiest of Shallyan healing magic can cure Neiglish Rot. For most victims, it is a death sentence.

Duration: 30 days.

Effects: Each day a character has the Neiglish Rot he must make a Toughness Test or lose 5% from every Characteristic on his Main Profile. If Toughness is reduced to 0 or less, the character dies. At the end of each week the character has the disease, roll on **Table 11-1: Chaos Mutations** on page 229.

Scurvy Madness

Description: This dangerous disease causes painful swellings upon the lips, tongue and gums. When these burst—usually whilst sneezing—foul tasting and infectious pus sprays out, sometimes up to five feet away. A high fever induces hallucinations and a terrible thirst in the victim, who must be doused in water and kept cool at all costs. People in the grip of the madness have gone on violent rampages, made shocking admissions and caused dangerous scandals. Folk cures include strapping sufferers to a stout board and forcing either grog with vinegar and limejuice or a live frog down their gullet.

Duration: 7 days.

Effects: The sufferer becomes so debilitated that all the Characteristics on his Main Profile are halved (rounded up). If trying to do anything but recuperate, the character must make a successful Will Power Test or the GM will decide what he does instead. Considering that victims suffer from severe hallucinations, this could be nearly anything.

Stenchfoot Fever

Description: This foul disease is a common Halfling affliction that has escaped from the Moot to plague the Empire. Views conflict on how it is caught. Some claim merely sharing a seat with one of the "wee folk" is enough to get you infected. Unfortunates who suffer from the fever are afflicted with sweats and shakes, sickness and a foul, meaty stink arising from their feet. The accepted method of dealing with this sickness is to fight fire with fire —rubbing the afflicted feet with meat, dung and the like to "drive out" the sickness.

Duration: 4 days.



Effects: The illness causes a –20% penalty to all the Characteristics on the character's Main Profile. The sufferer and anyone within 4 yards also suffers a –10% on Perception Tests involving sense of smell, since the odour of the character's feet is so unbelievably foul.

Weevil Cough

Description: Tiny mites that live in hay, wheat and flour stores cause this hacking cough. Spending too much time around infested areas will produce a thick, phlegmy cough, shortness of breath and a distinctive throaty rattle to the voice. Quacks often claim inhaling the vapours of various concoctions—many of them highly addictive—can cure it.

Duration: 3 days.

Effects: Coughing causes the character to suffer a –10% penalty to the Characteristics on his Main Profile and reduces Movement by 2.

— Movement —

Movement has already been covered during combat and other situations where time is broken into 10 second rounds. Movement during narrative time, plus rules for jumping and falling, leaping, and flying, follow. Swimming and climbing are covered in **Chapter 4: Skills and Talents** under the skills Swim and Scale Sheer Surface respectively.

Narrative Movement

The vast majority of movement occurs as part of the story or narrative and it can be handled speedily. It isn't necessary to make a journey as tedious for the players as it is for their characters. The GM can simply say things like, "After a gruelling eight hour hike, you finally arrive in Nuln feeling hungry and dispirited." Some GMs prefer to play such things fast and loose ("It takes you about a week."). Others prefer more realism and like to spin out a story. For the benefit of the latter, there are two movement charts, **Tables 6-8** and **6-9.**

Table 6-8: Local Movement in Yards Per Minute is for travel in a limited area, such as a city, village, or valley. **Table 6-9: Overland Movement in Miles Per Hour** is for long-term travel, such as that between two cities. Both tables are based on the Movement Characteristic and have two columns, hampered and standard.

- **Hampered Movement:** Use this column when moving cautiously or through difficult terrain such as woods, marshes, or hills. This column is also appropriate for military formations on the march.

Table 6-8: Local Movement in Yards Per Minute

Movement Characteristic	Hampered Movement	Standard Movement
1	12	24
2	24	48
3	36	72
4	48	96
5	60	120
6	72	144
7	84	168
8	96	192
9	108	216
10	120	240

Table 6-9: Overland Movement in Miles Per Hour

Movement Characteristic	Hampered Movement	Standard Movement
1	.5	1
2	1	2
3	1.25	2.5
4	1.75	3.5
5	2.25	4.5
6	2.75	5.5
7	3	6
8	3.5	7
9	4	8
10	4.5	9



Table 6-10: Falling Damage

Distance Fallen	Damage
3 yards	3
6 yards	5
9 yards	7
12 yards	9
15 yards	11
18 yards	13
21 yards	15
24 yards	17
25+ yards	20

- **Standard Movement:** This is the typical rate for small groups in open country or on roads.

The GM may further modify these rates in light of adverse circumstances, such as weather, darkness, congestion, heavy loads, and so on. A percentage reduction of the total distance travelled is the easiest way to handle this. The GM might decide, for example, that the light drizzle has reduced the overall distance travelled by 10% for that day. Eight hours is a good day's travel. It's possible to push on, but the GM should reduce the rate by 10% per additional hour of travel.

Groups of travellers move at the speed of the slowest member.

Jumping and Falling

A jump is a controlled vertical descent and a jumping character will usually land on his feet. Jumping is a full action. If a character is pushed, or plummets accidentally, he is not jumping but falling.

When a character falls, he takes a hit with Damage based on the distance of the drop. See **Table 6-10: Falling Damage** and round distances up when necessary. Falling damage is reduced by Toughness Bonus but not armour. If the damage die comes up 10, the character must make another Agility Test or add an extra 1d10 to the damage roll. If he survives he falls to the ground, so a stand action is required to get up. The character must make a successful Agility Test to keep his grip on anything in his hand as he falls.

When jumping, the character must make an Agility Test for each 3 yards (rounded up) of descent. If a test is failed, he falls the remaining distance (and needn't make any more tests). This means that if the character fails the first test, he falls the entire distance. If the character has the Performer (Acrobat) skill, he may use that instead of Agility at the player's option.

> **Example:** *Sven, a Dwarf Thief, is on a rooftop when an alert watchman spots him. Sven tries to jump off the roof to the ground below. The GM determines that it's roughly a 9-yard drop. Sven must make three successful Agility Tests to jump down without injuring himself (one for each 3 yards jumped). He makes the first one easily but blunders the second. His controlled descent turns into a desperate plummet. Since he had jumped 3 yards successfully with his first test, he only takes damage from the remaining distance (in this case, 6 yards). According to* ***Table 6-10: Falling Damage****, a 6-yard fall inflicts a Damage 5 hit.*

Leaping

A leap is a horizontal jump, like a long jump. It is used to leap from roof to roof or to cross chasms and the like. A leap is a full action.

There are two types of leaps, running and standing.

In a running leap, the character sprints up to his Movement Characteristic x 2 in yards (or Movement in squares). The character must move at least 4 yards (2 squares) in a straight line leading up to take off. The maximum distance leaped is equal to Movement plus Strength Bonus in yards. This is the distance of the leap if a successful Strength Test is made. For each degree of failure of the test, the distance leaped is reduced by 1 yard (minimum 1 yard). If the character has the Performer (Acrobat) skill, he may use that instead of Strength at the player's option.

> **Example:** *Our friend Sven is back on the rooftops. To get onto the building he wants to rob, he must make a leap of 6 yards. Sven has Movement 3 and Strength Bonus 4, so his maximum leap is 7 yards (3+4=7). With Strength 42%, Sven makes his Test and rolls a 63%. Sven fails by 21%. This is two degrees of failure, so Sven reduces his distance by 2 yards. He has only leaped 5 yards so is just shy of the mark. Sven once again learns about falling.*

A standing leap is similar, but takes no run-up. This is adjudicated the same way, but the final distance is halved (rounded up).

The vertical distance of a leap (if important) is equal to M–2 in yards. Just as with horizontal distance, the vertical distance is reduced by 1 yard for each degree of failure (minimum 1). A result of zero or less means the character gained enough altitude to leap, but not enough to clear any obstacles.

— Flying —

Flying is not a common occurrence in *WFRP* games, as it is confined to certain creatures and a small number of magic spells. Adding flying monsters to the game requires you to think more three dimensionally, which can present some challenges. The following rules provide a fairly abstract system for dealing with flying in the *WFRP* game.

Flying Types and Movement

Flying creatures and characters are broken up into two categories, each of which is a talent (see **Chapter 4: Skills and Talents**). A hoverer can move through the air but is incapable of gaining more than 2 yards of altitude. A flier can go high into the sky, just like a bird.

Each flying creature or character also has an additional Characteristic called Flying Movement. This works just like the Movement Characteristic, but only applies when flying. A creature's Flying Movement can be found in parenthesis after the normal Movement Characteristic. For example, a creature with Movement 3 (8) would have a ground Movement of 3 and a Flying Movement of 8. Flying spells specify the Flying Movement they impart.

When flying, a character must take at least one move action on his turn each round or he will fall. Hoverers simply land, which causes no damage. Those at low altitude take damage from a 15 yard fall, while those at high altitude take damage from a 25+ yard fall. See the Falling rules on page 138 for details. The charge attack and run actions also count as movement (though players may want to think of running as soaring in the case of fliers).

Altitude

There are three levels of altitude above ground level, hovering, low, and high. They affect play as follows:

- **Hovering:** Skimming above the ground, no higher than 2 yards up. Characters can move over obstacles or pits with ease, but attacks work as normal. Characters can both attack and be attacked like a character on the ground.
- **Low:** Flying at an altitude of 15 yards or less. The character cannot attack or be attacked in melee, but ranged attacks and spells are possible. The character suffers no penalties for shooting downwards, but those firing up at treat the target as 16 yards (8 squares) further away and suffer a –10% penalty to their Ballistic Skill.
- **High:** Flying far above the ground, out of range of all attacks (even those coming from low altitude). The character can only attack or be attacked by other creatures flying high.

A character can change altitude by one level (up or down) during each move action taken. If using the charge attack or run actions, the character can change altitude by two levels.

> **Example:** *Garmond, a Celestial Wizard, casts the wings of Heaven spell, which grants him Flying Movement 6. On his next turn he takes two move actions. On the first he goes from the ground to hovering and moves 12 yards (6 squares). On the second he ascends from hovering to low altitude and moves another 12 yards (6 squares). Should an archer 24 yards (12 squares) away now shoot at Garmond, the range would be 40 yards (20 squares) because flying at low altitude adds 16 yards (8 squares).*

Aerial Combat

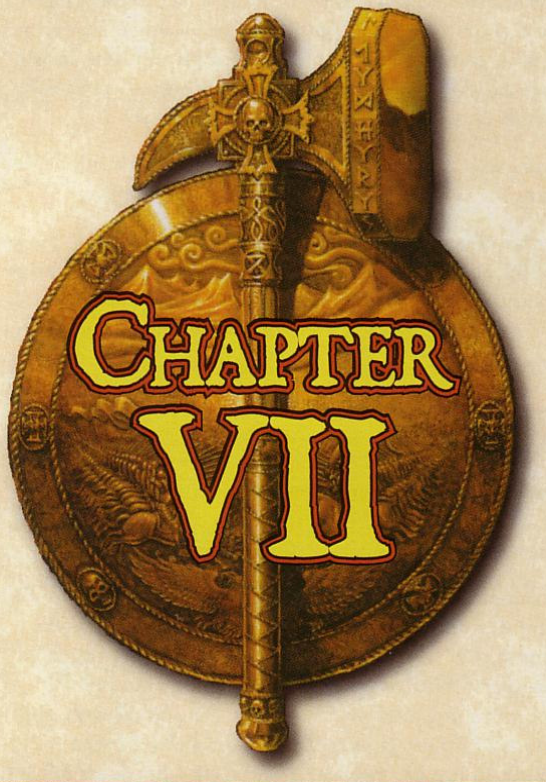
Characters and creatures at low or high altitude can engage in melee combat but it works a bit differently than ground combat. Fliers must keep forward momentum going or they'll fall to the ground. They thus can't stand still and go toe to toe with an opponent in melee. To engage an opponent in aerial combat, characters must be at the same altitude (either low or high). Then they must take the charge attack action with one important difference. With an aerial charge attack, the character can make his attack at any point of his movement. This simulates flying by the opponent and delivering a blow in passing.

> **Example:** *Garmond and a Harpy are both flying at low altitude. Garmond decides to attack the Harpy in melee so on his turn he uses the charge attack action. With his Flying Movement 6, he can move up to 24 yards (12 squares) and make an attack at any point of his movement. Garmond moves 16 yards (8 squares), which puts him next to the Harpy. He then makes his attack and moves his remaining 8 yards (4 squares) after it's resolved.*

Flying creatures at the same altitude can attack each other with ranged attacks or spells as normal.

Force Down

Rather than damaging an aerial opponent, a character can try to drag him down to earth. This requires a charge attack action. If the character hits no damage is inflicted. Instead both combatants make an Opposed Strength Test. If the attacker wins, he drags his opponent down one level of altitude and may continue if he has any movement left. If the opponent wins, the attempt fails and the attacker may continue on if he has any movement left. In the case of a stalemate, the combatants become entangled and both plummet to the ground and take falling damage based on altitude.



MAGIC

"Magic's strength has waned since ancient times. While we are fortunate that armies of Daemons no longer roam the earth, we must also realize that the mightiest magics are now lost to us. Only in artefacts like the Hammer of Sigmar do traces of the old power remain."

— Maximilian, Hierophant of the Light Order

While magic in the Warhammer World is pervasive, spellcasters are uncommon. The arcane mysteries are known only to a few, and there are many false beliefs, mistaken ideas and strange superstitions about magic. The common folk can tell you all manner of things about magic, whether they're true or not, is another matter…

- *"Magic is dangerous an' evil!"*
- *"Fire Wizards can cure colds by rubbin' the forehead of the fella with t' sickness."*
- *"All Wizards are mad! An' if they don't look mad, they're probably very dangerous indeed."*
- *"Halflings and Dwarfs are magic-proof you know. Well there 'as to be an upside ter lookin' like that."*
- *"Elves use 'high magic' wot is different to human magic. Typical bloody Elves…"*
- *"Magic is linked with Chaos, and probably gives you warts."*
- *"Only some humans are able to cast magic, an' no fella knows why."*
- *"Witches an' warlocks were persecuted and killed for a long time. And quite right too! Damn spell casters can be dangerous, you know."*
- *"During the Great War Against Chaos, Magnus the Pious allowed the Colleges of Magic to be formed—fightin' fire with fire, y'see?"*
- *"Eight colleges of Magic there be—in Altdorf, I reckon."*
- *"Those fancy-pants Wizards call themselves Magisters."*
- *"They do say that Wizards are shaped by the magic they cast—an' that's why Amber Wizards have great big hairy tails."*
- *"Wizards that don't belong to a college are likely to explode, cause fires or be in league with the Dark Gods!"*
- *"The bestest way ter deal wi' a rogue Wizard is to call in Witch Hunters—failing that, nail 'em to a tree and burn the beggar!"*

Wizards of course, have a completely different view of their art.

The Nature of Magic

As Magisters see it, to use magic is to give shape to the stuff of raw Chaos. A Wizard uses his will and his very flesh to form a conduit between this world and the immaterial realm (known as the Aethyr and the Realm of Chaos), drawing power from the "winds" of magic. Through training, will power and inborn talent a Magister may summon fire, create illusions or transmute lead into gold. At the same time, he may bring disaster, or attract the attention of unseen eyes. Many whisper that Daemons ride the Winds of Magic, ever keen to spot those who tarry in their domain. Whatever the truth of this may be, it is commonly accepted that magic is a fickle mistress, with faces both cruel and kind.

The Winds of Magic

Just as the emblem of Chaos has eight arrows, so does magic have eight winds. They blow across the world, carrying the energy of the Chaos with them. While raw magic is unified within the Realm of Chaos, when it comes into this world it refracts into eight "colours", known collectively as the Winds of Magic. Spellcasters gain their power by tapping into these Winds of Magic. Some do so by joining an Order dedicated to study of one colour of magic. Others do so by prayer, luck or instinct. Since they are playing with the essence of Chaos itself, whatever their methods, all spell casters risk their lives and even their souls when they practice magic.

Table 7-1: The Winds of Magic provides details on the eight winds. It includes the colour of each wind, its common name, runic name, and the name of the arcane order that studies that wind. More information on each wind can be found in the descriptions of the Arcane Lores beginning on page 149.

Types of Magic

There are two main types of magic: arcane and divine. Arcane spellcasters, typically known as Wizards, use magical formulae and personal will power to command and control the Winds of Magic.

Table 7-1: The Winds of Magic

Colour	Common Name	Runic Name	Associated College of Magic	Associated Lore
White	Light	*Hysh*	The Light Order	Light
Blue	Celestial	*Azyr*	The Celestial Order	The Heavens
Yellow	Gold	*Chamon*	The Gold Order	Metal
Green	Jade	*Ghyran*	The Jade Order	Life
Brown	Amber	*Ghur*	The Amber Order	Beasts
Red	Bright	*Aqshy*	The Bright Order	Fire
Grey	Shadow	*Ulgu*	The Grey Order	Shadow
Purple	Amethyst	*Shyish*	The Amethyst Order	Death

Divine spellcasters, typically known as Priests, use faith and religious rituals to work magic. Thus Wizards believe that their own inner strength powers their spells, while Priests believe that their spells are gifts from the Gods in return for devotion and prayer. Divine Magic tends to be safer than Arcane Magic because it is so highly ritualized. All magic has its risks, however, as is amply demonstrated by Dark Magic. This is a subset of Arcane Magic, whose practitioners are willing to take even greater personal risks for increased power. For more information on Dark Magic, see page 159.

Magic and the Races

Halflings and the Dwarfs seem to possess a resistance to the influence of the Aethyr, and they do not have spellcasters like the other races. Amongst the Elves, the ability to manipulate this power seems commonplace, if not "natural" to their highborn kind. In Humans, only a few are born with the power to see and use the Winds of Magic. Of every thousand babies born, perhaps one may possess a talent with magic. Of every thousand with talent, one may have a remarkable talent, and for every ten thousand with a remarkable talent, there may be one powerful enough to become one of the legendary Battle Wizards. In most, lack of training means that their abilities never emerge, or manifest as minor strangeness and "hedge" wizardry.

Learning Magic

Before you can start casting spells, you must meet four criteria:

- You must have a Magic Characteristic of 1 or more.
- You must know the Channelling skill.
- You must speak an Arcane Language.
- You must have access to spells through the Petty Magic, Arcane Lore, Dark Lore or Divine Lore talents.

The quickest way to meet all these criteria is to get into a spellcasting career, such as Priest or Wizard. Only these careers have an increase to the Magic Characteristic on their Advance Scheme.

Casting Spells

When you want to cast a spell, you must draw upon the power of the Winds of Magic and focus it into your desired effect (the chosen spell). To do this take the cast action and then roll a number of d10s equal to your Magic Characteristic. Now total the dice. This is your Casting Roll. If the result is equal to or greater than the spell's Casting Number, it is cast successfully. You may roll a number of d10s less than your Magic Characteristic if you want to (and indeed, it's often a good idea). Casting is often an extended action, which means you must continue casting a spell until it's finished. As per the normal rules, you may abort the spell part way through, but this means all actions taken thus far are wasted.

Example: *Altronia, an Elf Master Wizard, attempts to cast the fiery blast spell, which takes a half action. With a Magic Characteristic of 3, she can roll up to 3d10 to cast a spell. Since the fiery blast has a high Casting Number (21), she opts to roll all her dice. Her Casting Roll is 7+7+7=21. This equals the Casting Number and so the spell is cast successfully.*

Channelling and Ingredients

There are two ways you can increase your chances of casting a spell. First, you can make a Channelling Skill Test right before the spell is cast. Doing so is a half action. Channelling helps you focus the energy of the Winds of Magic. If the test is successful, you add a bonus equal to your Magic Characteristic to your Casting Roll. If you use Channelling, casting a spell must be your next action.

Your other option is to use special ingredients. If you have the correct ingredient, it provides a bonus of +1 to +3 to your Casting Roll. An ingredient is only good for one casting of a spell and you must decide to use it before you make your Casting Roll. The availability of ingredients can vary depending on your location and the nature of the item, but generally speaking ingredients that provide a +1 bonus are Common, a +2 bonus are Scarce, and a +3 bonus are Rare. The more esoteric ingredients can't be found in any shop and must be acquired personally, often at great risk.

The Ways of Wizardry

The Elves teach that the eight Lores of Magic are but a fragmented version of the high powers wielded by their mages. Confronted by the raw power of Chaos, Human minds are apt to crack and shatter, leaving even the stoutest of men naught but a gibbering husk. To guard against this, the Orders of Magic look upon just one face or aspect of magic, and channel all their understanding through this.

Those who wield magic are frequently strange seeming to normal men. Just as Wizards shape the Winds of Magic, so too are they shaped by the power that flows through them. Magisters come to reflect the lores they study, and even see the world in terms of their college. Many practitioners see shimmering colours and tides of power flowing across the skies; this is known as "Witchsight". A Bright Wizard may be drawn to the warm and crackling energy dancing about the head of a cackling pyromaniac, or transfixed by a flickering flame. An Amber Magister may speak of the beast magic flowing through animals and wild places, in the snarl of a captive bear, or the poise of a mighty warhorse. Simple folk, of course, mutter that Wizards are mad, reaching for the nails and witch pyre at the first excuse.



Example: *Heinz, a Journeyman Wizard, is trying to cast the spell earth gate. With Magic 2, Heinz wants to increase his chances of casting the spell. First, he spends a half action to make a Channelling Test. If he succeeds, he'll gain +2 on his Casting Roll. Unfortunately, Heinz fails his test but all is not lost, as he has also decided to use an ingredient. He pulls out an iron key, the ingredient for the earth gate spell, and uses it during the spellcasting. This gives him a +2 bonus. His Casting Roll is 12. Normally, this would have been a failure, but with his +2 the Casting Roll becomes a 14 (earth gate's Casting Number) and he successfully casts the spell.*

Automatic Failure

When magic is involved, nothing is certain. Regardless of a spell's Casting Number or the effects of the Winds of Magic (see **Variable Winds**, page 145), if all the d10s of your Casting Roll come up 1, the spell fails. In addition, you must take a Will Power Test or gain an Insanity Point as the uncontrolled magical energy sears your mind. Because they only roll 1d10 to begin with, novice spellcasters are in greater danger than their more experienced elders.

Example: *Horst, a Hedge Wizard with a Magic Characteristic of 1, is tired of studying in the sputtering light of a candle so he decides to cast the magic flame spell. He makes a Casting Roll with his 1d10 and gets a 1, so the spell fails. He then makes a Will Power Test, fails it, and so gains 1 Insanity Point. Horst learns a valuable lesson about using magic for trivial purposes.*

Tzeentch's Curse

Arcane Magic can be unpredictable. The more power you use to cast a spell, the more likely it is that something unexpected will happen. This is Tzeentch's Curse. Not all Wizards honour Tzeentch, the Chaos God of Magic and Change, but all fear him.

If you are an arcane spellcaster, Tzeentch's Curse takes effect when you roll doubles, triples, or quadruples on your Casting Roll. The more d10s you roll, the more deadly Tzeentch's Curse becomes.

If you roll doubles, roll percentile dice and consult **Table 7-2: Minor Chaos Manifestation**. If you roll triples, roll percentile dice and consult **Table 7-3: Major Chaos Manifestation**. If you roll quadruples, roll percentile dice and consult **Table 7-4: Catastrophic Chaos Manifestation**. If you roll multiple matches on one Casting Roll, there can be more than one manifestation. For example, if you roll 4d10s and get two sets of doubles, you'd have to roll twice on the **Table 7-2: Minor Chaos Manifestation.**

If preferred, the GM can improvise appropriate Chaos manifestations. If this is the case, use the manifestation tables as a guide to length, severity and type of effect caused by Tzeentch's Curse.

Despite Tzeentch's Curse, if you meet or beat the Casting Number, the spell is still cast successfully.

Example: *Continuing the previous example, Altronia has just successfully cast fiery blast. However, all three of her d10s came up 7. While this did help her cast the spell, it also brought down Tzeentch's Curse. Altronia must roll on* ***Table 7-3: Major Chaos Manifestation****, to see what happens.*

The Wrath of God

Divine spellcasters don't have to worry about Tzeentch's Curse. They pray to their Gods for their spells in a highly ritualized fashion. This insulates them from the worst effects of the Aethyr, thought it also

Table 7-2: Minor Chaos Manifestation

Die Roll	Result
01-10	**Witchery:** Within 10 yards (5 squares) of you, milk curdles, wine goes sour, and food spoils.
11-20	**Rupture:** Your nose begins to bleed and continues until you make a successful Toughness Test. You can test once per round.
21-30	**Breath of Chaos:** A cold and unnatural wind blows through the area.
31-40	**Horripilation:** Your hair stands on end for 1d10 rounds.
41-50	**Wyrdlight**: You glow with an eerie light for 1d10 rounds.
51-60	**Unnatural Aura:** Animals within 10 yards (5 squares) of you get spooked, and unless controlled with an Animal Training Test, flee the scene.
61-70	**Haunted:** Ghostly voices fill the air for the duration of your spell.
71-80	**Aethyric Shock:** The magical energy coursing through you causes you to lose 1 Wound regardless of Toughness Bonus or armour.
81-90	**Mental Block:** You channel too much magical energy. Your Magic Characteristic is reduced by 1 for 1d10 minutes.
91-95	**Whimsy:** The GM can choose any result from this chart or make up a comparable minor effect.
96-00	**Unlucky!:** Roll on **Table 7-3: Major Chaos Manifestation** instead.

Table 7-3: Major Chaos Manifestation

Die Roll	Result
01-10	**Witch Eyes:** Your pupils turn bright red. They revert to their original colour at dawn the following day.
11-20	**Silenced:** You lose your voice for 1d10 rounds.
21-30	**Overload**: You are overwhelmed by magical energy and are stunned for 1 round.
31-40	**Craven Familiar:** A Daemon Imp (see **Chapter 11: Common Creatures and NPCs**) appears from the Aethyr and attacks you next round.
41-50	**Chaos Foreseen:** You get a glimpse of the Realm of Chaos and gain 1 Insanity Point. Any time after this event, you can spend 200 xp and gain the Dark Lore (Chaos) talent.
51-60	**Aethyric Attack:** Magical energy burns through you, causing you to lose 1d10 Wounds regardless of Toughness Bonus or armour.
61-70	**Enfeeblement:** Chaos energy wracks your body, debilitating your constitution. Your Toughness Characteristic is reduced by 10% for 1d10 minutes.
71-80	**Mindnumb:** You channel too much magical energy. Your Magic Characteristic is reduced by 1 for 24 hours.
81-90	**Daemonic Possession:** You are possessed by a Daemonic entity for one minute. During that time, the GM controls all your actions and when you take control of your body again, you'll have no memory of what you just did.
91-95	**Perverse Delight:** The GM can choose any result from this chart or make up a comparable major effect.
96-00	**Trick of Fate:** Roll on **Table 7-4: Catastrophic Chaos Manifestation** instead.

Table 7-4: Catastrophic Chaos Manifestation

Die Roll	Result
01-10	**Wild Magic**: You lose control of the magic as you cast your spell. Everyone within 30 yards (15 squares), including you, loses 1 Wound regardless of Toughness Bonus or armour.
11-20	**The Withering Eye:** Chaos energy wracks your body, debilitating your constitution. Your Toughness Characteristic is reduced by 20% for 1d10 hours.
21-30	**Tzeentch's Lash:** Magic power overwhelms you, knocking you out for 1d10 minutes.
31-40	**Aethyric Assault:** The Winds of Magic lash out at you. You suffer a Critical Hit to a random location. Roll 1d10 to determine the Critical Value.
41-50	**Heretical Vision:** A Daemon Prince shows you a vision of Chaos. You gain 1d10 Insanity Points. Any time after this event, you can spend 100 xp and gain the Dark Lore (Chaos) talent.
51-60	**Mindeaten:** Your ability to use magic is burned out of you. Your Magic Characteristic is reduced to 0. For each full 24 hours that passes, it increases by 1 until it returns to full strength.
61-70	**Uninvited Company**: You are attacked by a number of lesser Daemons equal to your Magic Characteristic (see **Chapter 11: Common Creatures and NPCs**). They appear from the Aethyr within 12 yards (6 squares) of you.
71-80	**Daemonic Contract:** You suffer 1d10 wounds (regardless of Toughness Bonus and armour) as a two inch Chaos rune burns its way onto a random part of your body. Should you ever collect 13 of these, they will spell out a contract that signs your soul away to a Ruinous Power (GM's discretion). Removal of the branded skin will make no difference to the contract.
81-90	**Called to the Void:** You are sucked into the Realm of Chaos and are forever lost. Unless you have a Fate Point to spend, it's time to roll up a new character.
91-00	**Dark Inspiration:** The GM can choose any result from this chart or make up a comparable catastrophic effect.

Table 7-5: The Wrath of the Gods

Die Roll	Result
01-15	**Unearthly Vision:** Your God chooses this time to grant you a symbolic but confusing vision. This stuns you for 1 round.
16-30	**Prove Your Devotion:** A few more prayers are required to finish casting the spell. This result adds 1 half action to the Casting Time of the spell. You must take this extra time even if you failed the Casting Roll.
31-45	**You Try My Patience:** You cannot cast another spell for 1d10 rounds. This spell still works as long as you made your Casting Roll.
46-60	**Your Cause is Unworthy:** Your spell fails, even if you made the Casting Roll.
61-75	**Stinging Rebuke:** Not only does your spell fail, but you also suffer a –10% penalty to your Will Power for 1 minute.
76-90	**What Will You Sacrifice for this Boon?:** You lose 1d10 Wounds regardless of Toughness Bonus or armour.
91-99	**You Have Sinned Against Me:** You have somehow angered your God. You must kneel and repent for 1d10 rounds. This renders you helpless.
00	**Daemonic Interference:** Your prayer is answered but not by your God. Roll on **Table 7-3: Major Chaos Manifestation** instead.

means that their spells aren't as powerful as those of Wizards. Still, spellcasting is never without its risks. Since Priests get their spells from their Gods, they run the risk of displeasing some rather powerful beings.

If you are a divine spellcaster, when you roll doubles or triples on your Casting Roll, you must roll on **Table 7-5: The Wrath of the Gods** to find out if you've angered your deity with too many requests for aid. Unless the table says otherwise, your spell is still cast successfully if you made your Casting Roll.

Spellcasting Limits

You must be able to speak to cast spells. It is through invocations in the various arcane languages that the Winds of Magic can be manipulated. If you cannot speak for any reason (you're gagged, for example) you cannot cast spells.

Spellcasting also requires a high degree of concentration. This is not a problem for spells that take a full or half action to cast, since you can cast those on your turn without interruption. Spells that require extended actions, however, take so long to cast that you become vulnerable to outside interference. If anything breaks your concentration—most commonly when you take damage or are the target of a hostile spell—you must make a successful Channelling Test or be forced to abort the spellcasting action. As always, the GM should modify this depending on the circumstances.

> **Example:** *Helmuth, a Celestial Wizard, starts casting starshine on his turn. He takes a full action the first round, but still has a half action to go before the spell is complete. Before his next turn, he is shot with a slingstone and takes 1 Wound. The GM decides this is only a minor distraction, so Helmuth must make an Easy (+20%) Channelling Test. He makes it, so the spellcasting continues. Unfortunately, the next character in Initiative order is an enemy Bright Wizard, who casts breathe fire. Helmuth is caught by the spell and loses 10 Wounds. He must once again make a Channelling Test, but this time the GM rules it's Very Hard (–30%). Helmuth fails his test and loses the spell. He can start to cast it again on his next turn, but he's lost the full action he spent the round before.*

You can only cast one spell per round. There are no limits on how many spells you can try to cast in a single day. However, the more spells you cast, the more Casting Rolls you make, and the more you risk Tzeentch's Curse or the Wrath of the Gods.

Magic Missiles

Certain spells, like *fire ball*, are classified as *magic missiles*. This means that (like normal ranged attacks) you must have line of sight to your target. If you cannot see your target, you cannot use a *magic missile* spell against him. Unless stated otherwise, *magic missile* spells automatically hit their targets if cast successfully.

Protective Circles

Arcane spellcasters can minimize the risk of Tzeentch's Curse by creating a magical circle that helps control Aethyric energy. The materials required to make a protective circle are Scarce and cost a number of gold crowns equal to the Casting Number of the chosen spell. A protective circle takes 1 minute and a successful Channelling Test to create and is good for one casting (successful or not). If you cast a spell from within a properly created protective circle, you may re-roll one d10 of your Casting Roll. The results of the re-roll are final.

Spellcasters and Armour

Armour interferes with a spellcaster's ability to channel magical energy. While it is possible to cast spells while wearing armour or using a shield, it makes the process more difficult. The effects of armour and shields on spellcasting are as follows:

- If you are wearing light armour (Basic) or only leather armour (Advanced), you suffer a –1 penalty on all Casting Rolls.
- If you are wearing medium armour (Basic) or any type of mail (Advanced), you suffer a –3 penalty on all Casting Rolls.
- If you are wearing heavy armour (Basic) or any type of plate or helm (Advanced), you suffer a –5 penalty on all Casting Rolls.
- If you are equipped (i.e. actively using) with a shield you suffer a –1 penalty on all Casting Rolls. If you have both shield and armour, you suffer both penalties.

Spell Damage and Hit Location

Some spells, such as *fire ball* and *shadow knives*, inflict damage directly. This is calculated just like normal missile damage, (1d10 + Damage) minus (Toughness Bonus + Armour Points), unless the spell specifically states otherwise (some spells, for example, ignore armour). If you are using the advanced armour system or a Critical Hit is inflicted, you should roll percentile dice to determine the hit location. The Ulric's Fury rule applies to damage from spells as well. However, rather than make a Weapon Skill Test to determine if extra damage is caused, a spellcaster makes a Will Power Test instead.

> **Example:** *Altronia hits an Orc with a fire ball, a Damage 3 magic missile. This means she rolls 1d10 and adds 3 (the damage of the fire ball) to determine her damage total. In this instance, she rolls a 10 and so the Ulric's Fury rule applies. She makes a Will Power Test and succeeds, so she is allowed to add 1d10 to her damage total. She rolls a 5, so her final damage total is 3+10+5=18.*

Templates

The magic of some spells is so potent that it can affect a large area. *Conflagration of doom*, for example, creates a mass of flame that can scorch many targets. For the sake of ease, these spells are represented by three different templates. Copies of these templates can be found in the back of this book (see page 252) and they are best used with tactical maps. The three sizes are:

- **Small Template:** A circle with a diameter of 6 yards (3 squares).
- **Large Template:** A circle with a diameter of 10 yards (5 squares).
- **Cone Template:** A cone-shaped template 16 yards (8 squares) long. It is roughly 1 yard wide at its starting point and 5 yards wide at its widest point.

The height of the effect rarely comes into play. If important, you can assume that a cone has a height of 2 yards, a small template 3 yards, and a large template 4 yards.

You must centre the small and large templates on one target area (square) within range of the spell. The cone template emanates directly from you (if using a tactical map, you must place the smaller end in any square next to you).

All those fully under a template are affected by the spell. Any targets only partially covered by a template can make an Agility Test to leap out of the way and avoid the spell.

Solid terrain, like floors and walls, constrains template spells but other obstacles do not. A template spell could be cast normally in a copse of trees, for example, but not through a wall.

Touch Spells

Some spells require you to touch the subject. In non-combat situations, adjudicating this is easy enough. In the chaos of melee, however, touching your opponent is more difficult. Whenever you want to cast a spell requiring touch, you must make a successful Weapon Skill Test. This is considered part of the spell casting action, so does not require you to make a separate attack action. It is possible to dodge and parry touch spells, but at a –20% penalty.

Variable Winds

The Casting Roll assumes an average amount of energy is available from the Winds of Magic, but this is not always the case. There are places of power, where magic is infused in the landscape, that spellcasting is easier. Conversely, in some areas, the winds blow but lightly, making it more difficult. Certain times of the year can provide similar boons and penalties. When the Chaos moon Morrslieb is full, for example, magic is in the air.

GMs can reflect these variable winds in two ways. First, the GM can give a bonus or penalty to each d10 used for a Casting Roll (+/–1, +/–2, etc.). Second, the GM can provide extra d10s to roll, or take them away. Spellcasters can detect such areas with a successful Magical Sense Test.

> **Example:** *Gerd, a Master Wizard with Magic 3, finds himself in an old stone circle. The magic is strong in this place and the GM rules that any spells cast within the circle gain +1d10 on their casting rolls. Gerd could thus roll up to 4d10, instead of his usual 3. Later, Gerd uncovers the ruins of a mad alchemist's tower. The alchemist blew himself up during a crazed experiment and as a result the area is magic poor. The GM informs Gerd that he'll take a –2 penalty on each d10 of his Casting Rolls. Gerd would thus roll 3d10–6 when trying to cast a spell in the ruined tower.*



Spell Format

Spell Name

Casting Number: Equal or exceed this number with your Casting Roll to successfully cast the spell. You may roll up to a number of d10s equal to your Magic Characteristic.

Casting Time: This is the number and type of action required to cast the spell. Spells that take longer than 5 full actions to cast have casting times expressed in minutes or hours instead.

Ingredient: If you have this special ingredient, you gain the bonus listed in parenthesis to your Casting Roll.

Description: What does the spell do?

The Birth of the Orders of Magic

For many a year, practitioners of magic were hunted down and killed. Rightly so, for these "Hedge Wizards" used energies beyond their understanding, bringing destruction and doom upon the heads of those around them. Terrible fires, explosions, unexplained accidents and madness all gather around an untrained Wizard. Exile or death was the common fate of many a magic wielder, that is, until the reign of Emperor Magnus the Pious.

Finding himself in the midst of a conflict that later became known as the Great War Against Chaos, Magnus the Pious chose to use the destructive abilities of Human spellcasters. Lifting the unspoken ban upon Wizardry, he accepted the aid of the High Elf Sorcerer Teclis in founding the Colleges of Magic in Altdorf. Using the effective, if unpredictable powers of the first official Wizards, he was able to turn the tide, winning the war, and changing the Empire for ever.

— Petty Magic —

Petty Magic is the lowest form of magic. It is what spellcasters first learn when discovering how to manipulate the Winds of Magic. Some, like Hedge Wizards, discover it through trial and error. Others, like Apprentice Wizards, have the basics drilled into them by rigorous instruction. All spell casters must learn petty magic before they can master more powerful forms.

Petty Magic (Arcane) Spells

Anyone with the Petty Magic (Arcane) talent can attempt to cast the following spells. The following spells are those traditionally taught to all Apprentice Wizards, regardless of their Order, as they are give a wide grounding in the basic principles of magic.

Glowing Light

Casting Number: 3
Casting Time: Half action
Ingredient: A drop of lamp oil (+1)
Description: You can cause any item in your grasp to glow with the light of a lantern for one hour or until you let it go.

Sounds

Casting Number: 4
Casting Time: Half action
Ingredient: A tiny bell (+1)
Description: You can create a phantom noise with this spell, with volume ranging from a whisper to a roar. You can choose the type of noise and the volume; the spell can reproduce any type of noise but speech. The noise can last for up to one round.

Drop

Casting Number: 4
Casting Time: Half action
Ingredient: A dab of butter (+1)
Description: You compel a target character within 24 yards (12 squares) to drop whatever he is holding. The subject of this spell can resist it with a successful Will Power Test.

Marsh Lights

Casting Number: 6
Casting Time: Full action
Ingredient: A firefly (+1)
Description: You create the appearance of a number of distant lights that suggest torches or lanterns. They appear within 100 yards (50 squares) of you and can then be sent off in any direction. They naturally follow corridors or paths and do not need to be controlled or overseen in any way. You can control them more closely if desired, but only as long as they remain in line of sight. You can't perform any other actions while controlling the lights. The lights travel at various speeds, but never slower than 8 yards (4 squares) per round or faster than 16 yards (8 squares) per round. They last for one hour, and then gradually fade and vanish.

Magic Dart

Casting Number: 6
Casting Time: Half action
Ingredient: A small dart (+1)
Description: You throw a dart of magical force at an opponent within 16 yards (8 squares). Although small, the *magic dart* strikes with considerable force. A *magic dart* is *magic missile* with Damage 3.

Sleep

Casting Number: 6
Casting Time: Half action
Ingredient: A piece of down (+1)
Description: Your touch causes one opponent to fall into a slumber for 1d10 rounds unless a successful Will Power Test is made. Sleeping characters are considered to be helpless. *Sleep* is a touch spell.

Petty Magic (Divine) Spells

Anyone with the Petty Magic (Divine) talent can attempt to cast the following spells. These are the typical spells learnt by aspiring Priests, as they test all areas of a cleric's faith.

Blessing of Courage

Casting Number: 3
Casting Time: Half action
Ingredient: A tuft of dog hair (+1)
Description: Your inspirational words put fire in the heart of an ally. Any one frightened or terrified character within 24 yards (12 squares) immediately regains his composure and may once again act as normal.

Blessing of Speed

Casting Number: 4
Casting Time: Half action
Ingredient: A snake scale (+1)
Description: The touched character receives a +5% bonus to Agility and a +1 bonus to Movement. The spell lasts 1 minute (6 rounds) and you can only benefit from one *blessing of speed* at a time. This is a touch spell and you can cast it on yourself.

Blessing of Fortitude

Casting Number: 5
Casting Time: Half action
Ingredient: A piece of turtle shell (+1)
Description: The touched character receives a +5% bonus to Toughness and Will Power. The spell lasts 1 minute (6 rounds) and you can only benefit from one *blessing of fortitude* at a time. *Blessing of fortitude* a touch spell and you can cast it on yourself.

Blessing of Healing

Casting Number: 5
Casting Time: Half action
Ingredient: A sprig of holly (+1)
Description: Your touch heals an injured character of 1 Wound. A wounded character can only receive such healing once during

or after each battle or encounter in which Wounds are lost. This is a touch spell and you can cast this spell on yourself.

Blessing of Might

Casting Number: 6
Casting Time: Half action
Ingredient: An iron nail (+1)
Description: The touched character receives a +5% bonus to Weapon Skill and Strength. The spell lasts 1 minute (6 rounds) and you can only benefit from one *blessing of might* at a time. This is a touch spell and you can cast it on yourself.

Blessing of Protection

Casting Number: 7
Casting Time: Full action
Ingredient: A small token with your deity's symbol (+1)
Description: You receive the protection of your patron deity. Anyone who tries to attack you must make a successful Routine (+10%) Will Power Test. Those that fail must pick another target or take a different action. The spell lasts 1 minute (6 rounds) and you can only benefit from one *blessing of protection* at a time.

Petty Magic (Hedge) Spells

Anyone with the Petty Magic (Hedge) talent can attempt to cast the following spells. They represent the most typical hedge magic spells. Since each Hedge Wizard is self-taught, however, many other unique (and largely useless) hedge spells exist.

Protection from Rain

Casting Number: 3
Casting Time: Full action
Ingredient: A freshly picked leaf (+1)
Description: This spell protects you from the rain and other types of precipitation. Even in the heaviest downpour, you and your belongings remain perfectly dry. The spell lasts for 1 hour, though you may dismiss it any before that at your option.

Magic Flame

Casting Number: 3
Casting Time: Half action
Ingredient: A piece of flint (+1)
Description: You cause a bluish flame to burst to life in your open palm. It lasts as long as your palm stays open or until you cast another spell (whichever comes first). The flame is too small to cause any damage in combat, but it provides the illumination of a candle and can be used to ignite flammable materials like torches, thatch, etc.

Gust

Casting Number: 4
Casting Time: Half action
Ingredient: A bird's feather (+1)
Description: The wave of your hand creates a light gust of wind to blow through the area. It is strong enough to blow out candles and scatter papers, but not of such force to knock over objects of any weight.



Ghost Step

Casting Number: 4
Casting Time: 1 full action and 1 half action
Ingredient: A pinch of sand (+1)
Description: You leave no visible tracks for 1 hour no matter what type of terrain you are walking through. Anyone trying to Follow Trail suffers a –30% penalty.

Ill Fortune



Casting Number: 5
Casting Time: 1 full action and 1 half action
Ingredient: A crude doll of the victim (+1)
Description: You can enchant an item so that its bearer is cursed with bad luck. You must be able to touch the item to cast the spell (if the item is on someone's person, the rules for touch spells apply). For the next 24 hours, the bearer of the cursed item suffers a penalty equal to your Magic Characteristic on all tests. A character can only be the subject of one *ill fortune* at a time.

Shock

Casting Number: 6
Casting Time: Half action
Ingredient: A small pin (+1)
Description: Your touch stuns one opponent for a number of rounds equal to your Magic Characteristic unless a successful Will Power Test is made. *Shock* is a touch spell.

— Lesser Magic —

There are certain magical effects so common that they are taught by all spellcasters, arcane and divine. These spells are known by many different names and can be cast by a variety of methods. Priests of the Goddess of Mercy know the spell *aethyric armour* as *Shallya's aegis*, while Celestial Wizards know it as *heavenly shield*. These spells are used to supplement the core spells of the various lores.

As each of these spells is learnt by repetitive rote, and are usually not taught by tutors, but out of books, they are frequently difficult to learn, despite their utility. Each lesser magic spell must be bought as a separate talent. See **Chapter 4: Skills** and Talents for the Lesser Magic talent.

Move

Casting Number: 4
Casting Time: Half action
Ingredient: A small fan (+1)
Description: You use magical force to move and manipulate light objects. You can move any unsecured light item (Encumbrance of 10 or less) up to 12 yards (6 squares). You can also open or close any unlocked door or knock over items with an Encumbrance of 50 or less if they are within 24 yards (12 squares) of you.

Aethyric Armour

Casting Number: 5
Casting Time: Half action
Ingredient: A link of chainmail (+1)
Description: You weave the Winds of Magic around you, creating an invisible barrier that helps protect you from harm. You gain a number of Armour Points equal to your Magic Characteristic on all locations for one minute (6 rounds). You cannot cast this spell if you are wearing any normal armour. Should you don armour while the spell is in effect, the spell ends immediately.

Blessed Weapon

Casting Number: 6
Casting Time: Half action
Ingredient: A dab of blessed water (+1)
Description: You can enchant one melee or thrown weapon or up to 5 shots of missile ammunition (arrows, bolts, bullets, etc.). These items gain no bonuses of any kind, but they do count as magical, making them quite useful against ghosts, spirits, and certain other monsters. *Blessed weapon* lasts for 1 hour.

Magic Lock

Casting Number: 7
Casting Time: 1 minute
Ingredient: A small key (+1)
Description: You enchant one lock or bolt within 2 yards (1 square) for 1 week. It cannot be picked or forced open during that time. However, the spell does not prevent someone from smashing down a magically locked door or breaking into a magically locked chest.

Magic Alarm

Casting Number: 8
Casting Time: 1 minute
Ingredient: A small brass bell (+1)



Description: You create a silent alarm on one spot that you touch. Whenever a creature comes within 2 yards (1 square) of this spot, you will be mentally alerted instantly no matter how far away you are. This wakes you up if you were sleeping. *Magic alarm* provides no details as to the identity of the trespasser, only that someone has triggered it. You can only have one *magic alarm* active at a time. The spell lasts until it is triggered or you cast it again on a different spot.

Silence

Casting Number: 10
Casting Time: Half action
Ingredient: A gag (+1)
Description: You magically *silence* one character within 24 yards (12 squares) of you. The target can resist the spell with a successful Will Power Test. Otherwise, he cannot talk or even grunt for a number of rounds equal to your Magic Characteristic.

Skywalk

Casting Number: 11
Casting Time: Full action
Ingredient: An eagle's feather (+2)
Description: You briefly walk on air, moving up to triple your Movement Characteristic and then returning to the ground. You can reach a height of up to 6 yards, allowing you to easily walk over ground obstacles.

Dispel

Casting Number: 13
Casting Time: Full action
Ingredient: A small silver hammer (+2)
Description: You cause a spell within 12 yards (6 squares) of you to end prematurely. This can be used to *dispel* any ongoing spell but not ritual magic. You can immediately end the target spell with a successful Channelling Test, but you suffer a –10% penalty per point of the original caster's Magic Characteristic. If you were trying to *dispel* a *blessed weapon* spell cast by a Wizard with Magic 2, for example, your Channelling Test would be at –20%. *Dispel* has no effect on summoned Daemons or re-animated Undead.

Magic Today

The orders of Wizards claim that the souls of their colleges are not to be found in buildings or dusty tomes—despite this, the colleges of Altdorf remain the foremost centres of magical learning in the Old World to this day. Wizards are regarded with suspicion and awe by most folk, though gradually most are accepting that a Magister's aid can be invaluable. Wizards are known to hire out their services in between periods of study, and whilst few have the makings of a true Battle Wizard, most are able to aid in all but the most dire of circumstances.

Rogue Wizards—those not part of the collegiate—are still hunted down and burned. This is handled either by mob justice, or the Emperor's Witch Hunters. To them is tasked the job of stopping the rot before serious problems or Chaos corruption sets in. Occasionally, they will take a talented individual to the colleges for admission, but more often than not those who do not have the wit to seek out formal training learn the error of their ways in the fires of cleansing.

— Arcane Lores —

The knowledge and power of the Orders of Magic are contained in the Arcane Lores (see **Chapter 4: Skill and Talents** for details on the Arcane Lore talent). This book provides ten Arcane Lores, but others will be made available in future books.

In addition to giving you spells, each Arcane Lore also has an associated skill. Once you know the Arcane Lore, you can learn the lore skill at any time for 100 xp, just as if it were part of your current career. You may take each skill up to three times if you want to achieve Skill Mastery (see **Chapter 4: Skills and Talents**).

The Lore of Beasts

The Lore of Beasts is the most feral of sorceries. It is the magic of animals and primal savagery. It is based on manipulation of *Ghur*, the Brown Wind of Magic. Magisters of this lore are known as Amber Wizards and they cleave to the wild places that are the source of their strength. As they gain in power, Amber Wizards grow ever more aloof and restless with human society—their thickly sprouting hair, ragged nails and pointed teeth mirroring the wild nature of their souls.

Lore Skill: Charm Animal

Calm the Wild Beast

Casting Number: 5
Casting Time: Half action
Ingredient: A lump of sugar (+1)
Description: Your soothing and hypnotic voice calms one animal within 48 yards (24 squares) unless it makes a successful Will Power Test. You may approach the beast and touch it without fear; it remains placid. If a mount, you may ride it with a +10% bonus to any Ride Skill Tests you are required to make. The animal remains friendly towards you for a number of hours equal to your Magic Characteristic unless you unless you attack it, in which case the enchantment is broken immediately.

Form of the Soaring Raven

Casting Number: 7
Casting Time: Full action
Ingredient: A raven feather (+1)
Description: You transform yourself (and all the equipment you are carrying) into a raven for up to 1 hour. You retain your mental faculties and your Intelligence and Will Power. Your other stats are as a raven (see **Chapter 11: The Bestiary**). You cannot talk or use magic while in raven form. You may end this spell at any time and resume your normal form. The spell ends automatically if you take a Critical Hit.

Claws of Fury

Casting Number: 8
Casting Time: Half action
Ingredient: A cat's claw (+1)
Description: Your fingernails turn into razor sharp claws as you take on a feral aspect. You gain +1 to your Attacks Characteristic



and a +10% bonus to Weapon Skill and your claws count as hand weapons with the Fast Quality. *Claws of fury* lasts a number of minutes equal to your Magic Characteristic. You cannot wield a weapon while *claws of fury* is in effect.

The Talking Beast

Casting Number: 11
Casting Time: Half action
Ingredient: A tongue from the animal you are changing into (+2)
Description: If you cast this spell immediately before taking on animal form, you can speak while so transformed. You can also cast this spell on an animal within 24 yards (12 squares) to gift it with the power of speech for a number of minutes equal to your Magic Characteristic.

Master's Voice

Casting Number: 13
Casting Time: Half action
Ingredient: A miniature whip made of braided animal hair (+2)
Description: You command one animal within 24 yards (12 squares) to do your bidding unless it makes a successful Will Power Test. On its next turn, you decide what actions the animal will take and it will do as you command.

Form of the Ravening Wolf

Casting Number: 15
Casting Time: 2 full actions
Ingredient: A wolf's paw (+2)
Description: This spell works exactly like *form of the soaring raven*, but you transform into a wolf instead. See **Chapter 11: The Bestiary** for wolf stats.

Crow's Feast

Casting Number: 17
Casting Time: Full action
Ingredient: A caged crow (+2)
Description: You summon up a murder of supernatural crows anywhere within 48 yards (24 squares) that swoops down upon your enemies. These are Aethyric creatures of vengeance, with iron-shod beaks and bleeding feathers. They may be summoned anywhere, as they are capable of passing through any form of non-sentient material—trees, rocks, metal etc. These "crows" always appear in huge flocks—use the large template to represent this. Those affected take a Damage 3 hit from the furious crows, which then scatter as quickly as they appeared. Do not roll for hit location; all hits are to the head.

The Beast Unleashed

Casting Number: 19
Casting Time: 2 full actions
Ingredient: A wolf's heart (+2)
Description: You unleash the primal savagery of your allies. Any friendly character within 12 yards (6 squares) of you goes into a frenzy, as per the talent of that name. No roll is required; they become frenzied as soon as the spell is cast. This spell does not work on animals (they are already beasts!).

Form of the Raging Bear

Casting Number: 21
Casting Time: 3 full actions
Ingredient: A bear's claw (+3)
Description: This spell works exactly like *form of the soaring raven*, but you transform into a bear instead. See **Chapter 11: The Bestiary** for bear stats.

Wings of the Falcon

Casting Number: 25
Casting Time: 2 full actions
Ingredient: A live falcon (+3)
Description: You grow wings from your back, which are strong enough to bear you aloft. You can fly for a number of minutes equal to your Magic Characteristic with a Flying Movement of 4. For more information on flying, see **Chapter 6: Combat, Movement, and Damage**. Obviously, simple folk, seeing someone so transformed by *wings of the falcon*, will assume that you are some form of Chaos Daemon and react appropriately.

The Lore of Death

The Lore of Death is the magic of mortality, endings, and the passage of time. It is based on manipulation of *Shyish*, the Purple Wind of Magic. Magisters of this lore are known as Amethyst Wizards and they are rightly feared. While often conflated with Necromancers, Amethyst Wizards are quite distinct. They embrace the natural ending of all things, whereas Necromancers seek to conquer death with the darkest of magics. As they grow in power, Amethyst Wizards grow more silent, though not grim. The breath of the grave follows them, and even the fattest turns to lean; however they retain a wicked wit and respect for life.

Lore Skill: Intimidate

Deathsight

Casting Number: 5
Casting Time: Full action
Ingredient: A handful of dirt from a grave (+1)
Description: For 1 hour you can see spirits and souls that are normally invisible to the naked eye. When living beings die, you can see their souls leaving their bodies.

Swift Passing

Casting Number: 7
Casting Time: Half action
Ingredient: Two brass pennies (+1)
Description: With a touch of your fingers, you can dispatch a critically wounded character. *Swift passing* kills any character with 0 Wounds who has already taken a Critical Hit. This is a touch spell. This spell works on monsters, animals or even PCs. Souls dispatched in this way are immune to spells such as *final words* but still remain at risk of Necromantic resurrection.

Reaping Scythe

Casting Number: 8
Casting Time: Half action
Ingredient: A miniature iron scythe (+1)
Description: A scythe of Amethyst energy materializes in your grasp. It counts as a magic weapon with the Fast Quality and Damage 5 and you gain a +10% bonus to your Weapon Skill when wielding it. The spell remains in effect for a number of rounds equal to your Magic Characteristic. You can retain it with a successful Will Power Test each round thereafter.

Tide of Years

Casting Number: 11
Casting Time: Half action
Ingredient: A small hourglass (+2)
Description: You cause one non-magical item with an Encumbrance of 75 or less to age and decay. Items of Poor or Common Quality turn to dust. Items of Good Quality become Poor and those of Best Craftmenship become Common. See **Chapter 5: Equipment** for the Encumbrance of common items and details on Craftsmanship. This is a touch spell.

Acceptance of Fate

Casting Number: 14
Casting Time: 1 full action and 1 half action
Ingredient: A coffin nail (+2)
Description: This spell causes your allies to temporarily put aside their fear of death. For 1 minute (6 rounds), you and all your allies within 12 yards (6 squares) count as having the Fearless talent.

Steal Life

Casting Number: 16
Casting Time: Half action
Ingredient: A vial of blood (+2)
Description: You suck the life essence of a foe within 12 yards (6 squares) of you and use it to heal yourself. The target loses 1d10 Wounds, regardless of Toughness Bonus or armour, unless a successful Will Power Test is made. You are healed of as many Wounds as you inflict. If you already have your full amount of Wounds, you don't gain any more (though the target is still damaged). *Steal life* has no effect on Daemons and the Undead.

Final Words

Casting Number: 18
Casting Time: Full action
Ingredient: A piece of vellum (+2)
Description: You can ask one question of the departing soul of a slain character within 12 yards (6 squares) of you. This must be done within 1 minute (6 rounds) of the character's death or the soul will have already passed on to the realm of Morr. The soul is not compelled to answer truthfully (or at all, for that matter). *Final words* cannot be cast on creatures without souls, like Daemons and the Undead.

Death's Door

Casting Number: 20
Casting Time: Full action
Ingredient: A vial of embalming fluid (+2)
Description: Your power over death is such that you can briefly delay the inevitable. *Death's door* lasts a number of minutes equal to your Magic Characteristic and affects you and all your allies within 24 yards (12 squares). Those affected, if slain during the spell's duration, can take a half action on their normal Initiative before dying. As soon as the action is resolved, death beckons.

Youth's Bane

Casting Number: 23
Casting Time: Full action
Ingredient: A cutting of ivy from the grave of a Priest (+3)
Description: You cause one character within 12 yards (6 squares) to age years in a matter of seconds. The target must make a successful Will Power Test or permanently lose 1d10% from his Strength and Toughness Characteristics. Whilst it affects animals, *youth's bane* has no effect on Daemons and the Undead. Similarly, it has no effect on items and natural materials such as food, plants, leather etc.

Wind of Death

Casting Number: 27
Casting Time: Full action
Ingredient: An amethyst worth at least 50 *gc* (+3)
Description: You call down a lethal wind of *Shyish* anywhere within 48 yards (24 squares). Use the large template. Those affected lose 1d10 Wounds, regardless of Toughness Bonus or armour. Due to the cataclysmic nature of this conjuration, all Wizards within a 5-mile radius are aware of the disturbance in the Aethyr that this spell causes. The Lords of the Amethyst Order have many cruel and unusual punishments for those that tarry with this spell needlessly, or too often.

The Lore of Fire

The Lore of Fire, or Pyromancy as it is sometimes known, is the most aggressive school of magic. It is based on manipulation of *Aqshy*, the Red Wind of Magic. Magisters of this lore are known as Bright Wizards and are frequently found on the battlefield, since they command an array of impressively destructive spells. As they grow in power, Bright Wizards grow ever more quick tempered and hyperactive. Their hair and eyebrows turn to flaming red and flicker in an unseen breeze. They are quick to take offence, and quick to feel the cold. Bright Wizards often take on facial tattoos as they progress in ability.

Lore Skill: Command

Cauterize

Casting Number: 4
Casting Time: Half action
Ingredient: A piece of charcoal (+1)
Description: You can lay your hands on an open wound and sear it shut. While this does not restore any wounds to the subject, it does count as medical attention and can thus save the critically injured from certain death. At the GM's discretion, this spell can be used for similar tasks, such as branding. Your hands must be bare to cast this spell successfully.

Fires of U'Zhul

Casting Number: 6
Casting Time: Half action
Ingredient: A match (+1)
Description: You can throw a bolt of fire at an opponent within 36 yards (18 squares) of you. This is a *magic missile* with Damage 4.

Crown of Fire

Casting Number: 8
Casting Time: Full action
Ingredient: 1 *gc* (+1)
Description: This spell creates a majestic crown of shimmering flame above your head. It remains for a number of minutes equal to your Magic Characteristic. During the spell's duration, you gain a +20% to all Command and Intimidate Tests. Furthermore, enemies must make a successful WP Test in order to attack you in melee combat. If they fail, they must take a different action. The flaming diadem provides the illumination of a torch and can be used to ignite flammable materials, though this requires such undignified movements that few Bright Wizards use it for such a purpose. Note that it is impossible for a Bright Wizard to damage himself using this spell.



Fire Ball

Casting Number: 12
Casting Time: Half action
Ingredient: A ball of sulphur (+2)
Description: You create a number of balls of fire equal to your Magic Characteristic and can hurl them at one or more opponents within 48 yards (24 squares). *Fire balls* are *magic missiles* with Damage 3.

Shield of Aqshy

Casting Number: 12
Casting Time: Full action
Ingredient: An iron amulet (+2)
Description: You wrap yourself with currents of the Red Wind, which shields you against fire attacks. You receive a +20% bonus to your Toughness for 1d10 minutes, but only against fire damage such as dragon breath, fire balls, etc. You cannot cast this spell on others.

Flaming Sword of Rhuin

Casting Number: 14
Casting Time: Half action
Ingredient: A torch (+2)
Description: A fiery sword materializes in your grasp. It counts as a magic weapon with the Impact quality and Damage 4. You also gain +1 to your Attacks Characteristic for the duration of this spell, but only when using the *flaming sword of rhuin*. The spell remains in effect for a number of rounds equal to your Magic Characteristic. You can retain it with a successful Will Power Test each round thereafter.

Hearts of Fire

Casting Number: 16
Casting Time: 2 full actions
Ingredient: A vial with a mixture made of blood and oil (+2)
Description: You unlock the fires of courage in the hearts of your allies. All allies within 30 yards (15 squares) of you gain a +20% bonus on Fear and Terror Tests for the next ten minutes. They lose this bonus if they move further than 30 yards (15 squares) away from you.

Fiery Blast

Casting Number: 22
Casting Time: Full action
Ingredient: A dagger of thrice-forged steel (+3)
Description: You send 1d10 blasts of flaming death at one or more opponents within 48 yards (24 squares). *Fiery blasts* are *magic missiles* with Damage 4. The minimum number of blasts is equal to your Magic Characteristic.

Breathe Fire

Casting Number: 25
Casting Time: Full action
Ingredient: A dragon's scale (+3)
Description: You breathe out a rolling gout of flame, akin to that of the dragons of legend. Use the cone template. Those affected suffer a hit with Damage 8. A successful Will Power Test

reduces it to a Damage 4 attack. Obviously, simple folk, seeing such pyromantic exhalations, will assume that you are some form of Chaos Daemon and react appropriately.

Conflagration of Doom

Casting Number: 31
Casting Time: 1 full action and 1 half action
Ingredient: A dragon's tooth (+3)
Description: This is the most destructive spell in the Bright Wizard's arsenal. When you call down a *conflagration of doom*, a fiery inferno engulfs a target area within 48 yards (24 squares). Use the large template. Those affected take a number of Damage 4 hits equal to your Magic Characteristic. Any that remain in the area after their next turn must make a successful Will Power Test each round or take damage again. The spell lasts until nothing in the area is left alive. As this is such a violent and powerful conjuration, all Wizards within a 5-mile radius are aware of the disturbance in the Aethyr that this spell causes. Bright Order Battle Wizards often seek out those using this spell in a careless way, to talk about demarcation in a rather pointed fashion.

The Lore of the Heavens

The Lore of the Heavens is the magic of the sky and stars, of portents, fate, and the movement of heavenly bodies. More commonly known as Astromancy, it is based on manipulation of *Azyr*, the Blue Wind of Magic. Magisters of this lore are known as Celestial Wizards and they are famed oracles, diviners, and masters of the skies and stars.

As they grow in power, Celestial Wizards grow ever more unearthly and dreamlike. Their eyes turn to a glowing blue, and their hair tends towards white. Full of slow, graceful movements, Celestial Wizards seldom hurry anywhere.

Lore Skill: Academic Knowledge (Astronomy)

Omen

Casting Number: 4
Casting Time: 1 minute
Ingredient: The liver of a small animal (+1)
Description: You can divine the future in a limited way by reading the stars. When you cast *omen*, you can attempt to discover if the timing is favourable or unfavourable for an action you specify. The GM should secretly roll an Intelligence Test for you. If it's a success, the result of the omen (favourable or unfavourable) is true. If it's a failure, the result of the omen is false but you think it's true (this is why the GM rolls instead of you). In either case, the GM should also secretly roll 2d10. This is the number of hours for which the omen holds true. Beyond that time results are too difficult to calculate. The GM must determine, to the best of his knowledge, the true answer when adjudicating this spell.

First Portent of Amul

Casting Number: 6
Casting Time: Half action
Ingredient: A piece of glass (+1)
Description: You can read the signs in the air and divine clues as to what the immediate future holds. On your next turn, you can make one dice re-roll of your choice. This can be any sort of roll (Skill Test, damage roll, Casting Roll, etc).

Lightning Bolt

Casting Number: 10
Casting Time: Half action
Ingredient: A tuning fork (+1)
Description: You can throw a bolt of lightning at an opponent within 36 yards (18 squares) of you. This is a *magic missile* with Damage 5.

Second Portent of Amul

Casting Number: 12
Casting Time: Full action
Ingredient: A piece of stained glass (+2)
Description: As *first portent of Amul*, but you get two re-rolls and can use them any time in the next hour. You cannot cast this spell again until you use both re-rolls or the time limit expires (whichever comes first).

Wind Blast

Casting Number: 14
Casting Time: Half action
Ingredient: An animal bladder (+2)
Description: You call down raging winds from the sky anywhere within 48 yards (24 squares) to blow your opponents over. Use the large template. Those affected are knocked down and must make a Toughness Test or be stunned for 1 round. While in the area of effect, characters cannot fire missile weapons (or be targeted by them) and must make a successful Strength Test in order to move. Melee attacks can be made but at a –20% penalty. *Wind blast* lasts for a number of rounds equal to your Magic Characteristic.

Curse

Casting Number: 16
Casting Time: Half action
Ingredient: A broken mirror (+2)
Description: You curse one opponent within 24 yards (12 squares). For the next 24 hours, the target suffers a –10% penalty on all tests and all attacks against him gain a +1 bonus to damage. A character can only be the subject of one *curse* at a time.

Wings of Heaven

Casting Number: 18
Casting Time: Full action
Ingredient: A dove's feather (+2)
Description: You are borne aloft by winds under your command. You can fly for a number of minutes equal to your Magic Characteristic with a Flying Movement of 6. For more information on flying, see **Chapter 6: Combat, Damage, and Movement**. You cannot cast this spell on others.

Starshine

Casting Number: 22
Casting Time: 1 full action and 1 half action
Ingredient: A star chart (+3)
Description: You call down the light of the stars. The area within 48 yards (24 squares) of you is illuminated by a soft light that reveals all that is hidden. Darkness (both magical and mundane) is banished, the invisible is made visible, hidden or disguised characters are exposed, and secret areas (doors, chambers, etc.) are revealed. *Starshine* lasts for a number of minutes equal to your Magic Characteristic.



Lightning Storm

Casting Number: 25
Casting Time: Full action
Ingredient: A weather vane (+3)
Description: You summon a storm of lightning anywhere within 48 yards (24 squares). This is an Aethyric storm summoned from the Realm of Chaos, and may appear anywhere, from the deepest sewer to the wildest heath. Use the large template to represent the *lightning storm*. Those affected take a Damage 5 hit.

Fate of Doom

Casting Number: 31
Casting Time: 1 hour
Ingredient: The noose of a hanged man (+3)
Description: You use the mightiest of magics to alter the course of fate itself. Before you can cast it, you must acquire a lock of hair or drop of blood from the intended target. With this in hand, you can attempt to doom your victim. You must be within 1 mile of the target for fate of doom to be effective. If you cast this spell successfully, your opponent must make a Very Hard (–30%) Will Power Test or lose 1 Fate Point permanently. Fortune Points cannot be used to re-roll this test. A character without Fate Points treats the next Critical Hit suffered as if it had a Critical Value of +10. As this is such an awesome conjuration, all Wizards within a 5-mile radius are aware of the disturbance in the Aethyr that this spell causes. Elder Astromancers teach that this spell is reserved for the most heinous of foes.

The Lore of Life

The Lore of Life is the magic of nature, the growing earth, and the seasons. It is based on manipulation of *Ghyran*, the Green Wind of Magic. Magisters of this lore are known as Jade Wizards and they are most at home in the countryside. They visit cities when they must, but prefer to be surrounded by the majesty and power of the wild.

Powerful Jade Wizards go barefoot, that they might be in constant contact with the earth. As they progress in their Order they take on aspects of the seasons, growing tired in Winter, somber in Autumn, excited in Spring and vibrant in Summer. Their hair and fingernails grow very fast, and they seldom suffer from illness.

Many Life spells require natural earth to function. This means the area specified must consist of dirt or even mud and can't be covered with wood, stone, flooring, cobbling, etc. Essentially, such spells can't be cast inside buildings unless they have dirt floors.

Lore Skill: Outdoor Survival

Curse of Thorns

Casting Number: 6
Casting Time: Half action
Ingredient: A thorn (+1)
Description: You cause thorns to grow inside the body of one character with 36 yards (18 squares), wracking him with excruciating pain. On each of the target's next 1d10 turns, he must make a successful Will Power Test or lose 1 Wound (regardless of Toughness Bonus or armour) and suffer a –20% penalty on all tests for one round.

Fat of the Land

Casting Number: 8
Casting Time: 1 minute
Ingredient: A handful of animal feed (+1)
Description: Just as animals fatten themselves up before winter, you cause the character you touch to feed on and store the energy of *Ghyran*. The subject of the spell does not need to eat for one week, though drinking is still required. You can cast this spell on yourself. *Fat of the land* is a touch spell.

Earth Blood

Casting Number: 9
Casting Time: 1-10 half actions
Ingredient: A dagger (+1)
Description: You absorb energy from the earth beneath your feet to heal yourself. You must be standing on natural earth. If cast successfully, *earth blood* heals Wounds equal to the number of half actions you spent casting the spell (maximum 10). You may not cast this spell on others.

Summer Heat

Casting Number: 12
Casting Time: Half action
Ingredient: A vial of sweat from an honest man (+2)
Description: You cause a small area to burn with the heat of summer. Use the large template. Those affected sweat profusely and feel incredibly fatigued, as if they had been working all day under the hot sun. They suffer a –20% penalty on all tests for 1d10 rounds.

Earth Gate

Casting Number: 14
Casting Time: Full action
Ingredient: An iron key (+2)
Description: You disappear into the earth and reappear anywhere with 48 yards (24 squares). Both your departure and arrival

points must be areas of natural earth. This means you can't cast this spell while inside a building or on a cobblestone street, for example.

River's Whisper

Casting Number: 15
Casting Time: 1 minute
Ingredient: A flagon of wine (+2)
Description: You commune with the spirit of a river. To cast this spell, you must be at least waist deep in the river in question. Your magic and indeed a part of yourself flow into the water, allowing you to ask questions of the river. You can ask about anything that happened on or in the river over the past 24 hours and up to 1 mile up or downstream. Answers are quite general. You could find out, for instance, that two boats had passed downriver and that one of them was especially large. You could not find out the names of the boats or their passengers. You might find out that Orcs attacked one of the boats, but not what tribe the Orcs came from. *River's whisper* lasts for a number of minutes equal to your Magic Characteristic.

Spring Bloom

Casting Number: 18
Casting Time: 10 minutes
Ingredient: A handful of natural fertilizer (+2)
Description: You concentrate the power of life magic in one area or being. You can affect either a plot of land the size of a farmer's field or one living being of any race. A field will literally burst with life and the next harvest is guaranteed to be abundant. If cast on a living being, conception will occur within a month if all other normal conditions (i.e. breeding) are met.

Geyser

Casting Number: 22
Casting Time: Full action
Ingredient: A dowsing rod blessed by a Priest of Taal (+3)
Description: You cause a geyser of water to shoot up from an area of natural earth within 24 yards (12 squares). Use the small template. Those affected take a Damage 4 hit and are knocked 4 yards (2 squares) in the direction of your choice by the erupting water. They must make a Toughness Test or be stunned for 1d10 rounds. They are knocked down regardless. After the initial burst, a pool forms in the area of the template, providing fresh water for the next hour.

Winter Frost

Casting Number: 25
Casting Time: Full action
Ingredient: A vial of melted snow gathered from a mountain's peak (+3)
Description: You coat everything in a target area within 48 yards (24 squares) of you with a thick layer of frost. Use the large template. Anyone affected takes a Damage 4 hit and must make a successful Will Power Test or be helpless for 1 round. The frost remains for a number of minutes equal to your Magic Characteristic. Movement in this area is at half rate.

Cure Blight

Casting Number: 27
Casting Time: 10 minutes
Ingredient: A vial of water from a sacred pool (+3)
Description: You can cleanse an area of up to one square mile of blight. This saves plants, trees, crops, and other growing things and makes the area immune to the same blight for the rest of the season. Alternately, this spell can be cast on 2d10 characters suffering from disease. The duration of any diseases these characters are suffering from is halved (rounded down).

The Lore of Light

The Lore of Light is the magic of physical and mental illumination. Based on manipulation of *Hysh*, the White Wind of Magic, this lore is about truth, wisdom, radiant power, and life-giving energy. Magisters of this lore are known as Hierophants or Light Wizards and they are wise philosophers, potent healers, and fearless Daemon-banishers.

As these Wizards grow in power, they tend towards dry intellectualism and wit, rather than humour. The colour leeches out of their skin and hair, growing lighter and semi-transparent in some cases, whilst the eyes tend towards milky whiteness or a golden luminescence. Most spend their spare time reading or in solemn contemplation.

Lore Skill: Heal

Dazzling Brightness

Casting Number: 5
Casting Time: Half action
Ingredient: A small mirror (+1)
Description: You create a burst of light within 36 yards (18 squares) that dazzles those in the area. Use the small template. Those affected suffer a –10% penalty to their Weapon Skill, Ballistic Skill, and Agility, and to all Perception Tests involving sight, for 1d10 rounds.

Radiant Gaze

Casting Number: 7
Casting Time: Full action
Ingredient: A lens (+1)
Description: Your gaze focuses radiant power on one target within 16 yards (8 squares). This is a *magic missile* with Damage 6. Sometimes, looks really can kill.

Shimmering Cloak

Casting Number: 8
Casting Time: Half action
Ingredient: A candle (+1)
Description: You surround yourself with a field of light that protects you from ranged attacks. All non-magical missile attacks have their Damage rating reduced to 0 (in other words, damage is simply 1d10). *Shimmering cloak* lasts a number of minutes equal to your Magic Characteristic. You automatically fail any Concealment Tests you attempt while *shimmering cloak* is in effect.

Healing of Hysh

Casting Number: 10
Casting Time: Full action
Ingredient: A clear glass bead (+2)
Description: Your touch heals an injured character a number of Wounds equal to your Magic Characteristic. You can also heal yourself. This is a touch spell.

Banish

Casting Number: 13
Casting Time: Full action
Ingredient: An oak wand (+2)
Description: You wrap a Daemon within 24 yards (12 squares) of you in the tendrils of *Hysh*, using the pureness of light to *banish* it back to the Realm of Chaos. If the spell is cast successfully, the banishment is resolved as an Opposed Will Power Test. If you win, the Daemon disappears. If you lose, it remains. In the case of a stalemate, the two of you remain locked in mental combat. Neither of you can take any other actions (including dodge) while the struggle continues. Make Opposed Will Power Tests on each of your turns until one of you is victorious. *Banish* can also be used to exorcise the possessed.

Inspiration

Casting Number: 16
Casting Time: 1 minute
Ingredient: A page from a book (+2)
Description: You open your mind to *Hysh* and let the light of wisdom illuminate a vexing intellectual problem. Upon the spell's completion, you can make a single Knowledge Skill Test with a +30% bonus.

Eyes of Truth

Casting Number: 20
Casting Time: Full action
Ingredient: A glass sphere (+2)
Description: Your eyes shine with the light of truth. For a number of rounds equal to your Magic Characteristic, you can see through illusions, magical and mundane darkness, invisibility, and disguises within 48 yards (24 squares) of you. All concealed characters are also revealed to you.



Blinding Light

Casting Number: 24
Casting Time: Full action
Ingredient: A polished mithril disc (+3)
Description: You create an explosion of shimmering light within 48 yards (24 squares) that blinds those in the area. Use the large template. Those affected must make an Agility Test. On a failed test, victims are blinded, which reduces their Agility, Movement, Weapon Skill by half (rounded down) and their Ballistic Skill to 0. Furthermore, they automatically fail all Perception Tests involving sight. Those that pass the test suffer the effects of the *dazzling brightness* spell instead. In either case, the spell's effects last for 1d10 rounds.

Daemonbane

Casting Number: 26
Casting Time: 1 full action and 1 half action
Ingredient: A wand made from an oak that's been struck by lightning (+3)
Description: You rend the very Aethyr and cast a group of Daemons within 48 yards (24 squares) back to whence they came. Use the large template. Affected Daemons must make a successful Will Power Test or be banished back to the Realm of Chaos.

Pillar of Radiance

Casting Number: 28
Casting Time: Full action
Ingredient: A diamond worth at least 100 *gc* (+3)
Description: You focus and concentrate the energy of *Hysh* into a deadly column of burning light anywhere within 48 yards (24 squares). Use the large template. Those affected take a Damage 4 hit and must make a successful Agility Test or suffer the effects of the *dazzling brightness* spell. As this is such a potent conjuration, all Wizards within a 5-mile radius are aware of the disturbance in the Aethyr that this spell causes. Using this spell for anything other than Daemonic combat is deeply frowned upon by the Elder Heirophants of the Light Order.

The Lore of Metal

The Lore of Metal is the magic of transmutation, logic, applied knowledge, empirical investigation and experimentation. More commonly known as alchemy, it is based on manipulation of *Chamon*, the Yellow Wind of Magic. Magisters of this lore are known as Gold Wizards or Alchemists and they are amongst the most learned folk of the Empire. Alchemists make frequent use of ritual magic (see page 168) and their most legendary transmutations are spells of this type. As they grow in power, Gold Wizards become more conservative in their attitudes, preferring to deal with tangible, pragmatic, measurable things, rather than fancy new ideas. Mirroring this consolidation, their bodies grow ever slower and stiffer, the joints seizing and the skin growing thick and calloused with a goldish hue. Many elder Wizards resort to contraptions to get their frozen bodies about.

Lore Skill: Academic Knowledge (Science)

Guard of Steel

Casting Number: 5
Casting Time: Half action
Ingredient: A steel ball (+1)

Description: You summon shimmering orbs of steel that rotate around your body and protect you from incoming attacks for 1 minute (6 rounds) and then disappear. All attacks against you suffer a –10% penalty to Weapon Skill or Ballistic Skill as appropriate.

Law of Logic

Casting Number: 7
Casting Time: 1d10 full actions
Ingredient: A blank piece of paper (+1)
Description: You use the magic of logic to aid one Skill or Characteristic Test. You must cast this spell before the test is taken and the spell can aid either you or an ally within 12 yards (6 squares). The random casting time (1d10 full actions) represents both the consideration of the problem and the casting of the spell. If cast successfully, *law of logic* provides a +20% bonus on the relevant Skill or Characteristic Test. The bonus must be used within 5 minutes of the spell's completion.

Curse of Rust

Casting Number: 9
Casting Time: Half action
Ingredient: A rusty nail (+1)
Description: You rust and corrode one metal object within 12 yards (6 squares) of you, making it pitted and useless. You can affect an object with an Encumbrance of 75 or less. See **Chapter 5: Equipment** for the Encumbrance of common items.

Silver Arrows of Arha

Casting Number: 13
Casting Time: Half action
Ingredient: A silver arrowhead (+2)
Description: You create a number of magical silver arrows equal to your Magic Characteristic and can hurl them at one or more opponents within 48 yards (24 squares). *Silver arrows* are *magic missiles* with Damage 3. They disappear after inflicting damage.

Armour of Lead

Casting Number: 14
Casting Time: Full action
Ingredient: A miniature helmet sculpted of lead (+2)
Description: You cause the armour of a group of enemies within 48 yards (24 squares) to have the weight of lead. Use the large template. Those affected suffer a –10% penalty to their Weapon Skill, Ballistic Skill, and Agility and a –1 penalty to their Movement Characteristic. *Armour of lead* lasts for 1 minute (6 rounds).

Trial and Error

Casting Number: 16
Casting Time: Full action
Ingredient: An empty glass vial (+2)
Description: You use magic to guide the efforts of all allies within 12 yards (6 squares) of you. Until the beginning of your next turn, each affected character is allowed to re-roll exactly one test or damage roll. The second roll is final.

Transformation of Metal

Casting Number: 18
Casting Time: 1 minute
Ingredient: A charm in the shape of a hammer and anvil (+2)
Description: You can transform one metal object into a different one. This does not change the type of metal, only its shape. You could, for example, transform a metal buckler into a flagon. This spell does not work on magical items. The craftsmanship of the new item, if important, is determined by a Channelling Test. Making an item of best craftsmanship is a Very Hard (–30%) Test, while making an item of good craftsmanship is a Hard (–20%) Test. An Average Test yields an item of common craftsmanship, while a failed Channelling Test of any Difficulty means it's an item of poor craftsmanship. This is a touch spell.

Enchant Item

Casting Number: 21
Casting Time: 1 minute
Ingredient: A griffon's feather (+3)
Description: You can temporarily enchant an item to give a +5% bonus to any one of the bearer/wielder's Characteristics. Function must follow form. You could enchant a sword to give a Weapon Skill bonus, for example, or a circlet for a Fellowship bonus. The enchantment lasts for one hour and an item can only bear one at a time. The item counts as magical. This is a touch spell.

Transmutation of the Unstable Mind

Casting Number: 23
Casting Time: 10 minutes
Ingredient: A page from a book written by a madman (+3)
Description: You seek to transmute a sick mind into a healthy one, which is quite a dangerous task. When you cast this spell, you must make a Channelling Test. If you are successful, the target loses 1d10 Insanity Points. If you fail the test, the target gains 1d10 Insanity Points instead. This is a touch spell. You cannot cast *transmutation of the unstable mind* on yourself. This spell does not work on animals.

Law of Gold

Casting Number: 26
Casting Time: Full action
Ingredient: A small but ornate golden sheath worth at least 75 *gc* (+3).
Description: You enshroud a magic item within 24 yards (12 squares) of you in strands of *Chamon*, suppressing its abilities. The item loses all its magical functions for 1d10 rounds.

The Lore of Shadow

The Lore of Shadow is the magic of concealment, illusion, confusion, and occasionally unseen death. It is based on manipulation of *Ulgu*, the Grey Wind of Magic. Magisters of this lore are known as Grey Wizards and they are an enigmatic lot. They are so cloaked in deception that their true feelings and agendas are rarely known. Grey Wizards are sometimes known as illusionists or trickster Wizards. As Grey Wizards grow in power, they take on an enigmatic presence and a wolfish look to them. With long wiry grey hair and a lean, light-footed stance they begin to seem almost roguish, but for their storm grey eyes. Even with these distinctive features, folk find it hard to describe a powerful Shadow Wizard, as their faces seem grow vague and indistinct. Some claim they subtly change to fit their surroundings, but this seems too far-fetched, even for High Magisters.

Lore Skill: Concealment

Shadowcloak

Casting Number: 5
Casting Time: Half action
Ingredient: A piece of charcoal (+1)
Description: You wrap yourself in shadow, so you are difficult to detect. *Shadowcloak* gives you a +20% bonus on Concealment Skill Tests for a number of minutes equal to your Magic Characteristic.

Doppelganger

Casting Number: 7
Casting Time: 1 full action and 1 half action
Ingredient: A lock of hair from a member of the race you are impersonating (+1)
Description: You can take on the appearance (including clothing, armour, and so on) of any other living, humanoid creature under ten feet in height (Human, Elf, Orc, etc.) for a number of minutes equal to ten times your Magic Characteristic. The spell does not disguise your voice, only your appearance. You may look like an Orc, for instance, but if you can't speak the Goblin Tongue, it's best to keep your mouth shut around greenskins. Should you somehow act in a suspicious manner, viewers are allowed an Intelligence Test to see through the illusion. If you want to look like a specific individual, you must make a successful Channelling Test to perfect the disguise. Otherwise, you look like an undistinguished member of the same race.

Bewilder

Casting Number: 8
Casting Time: Half action
Ingredient: A splash of ale (+1)
Description: You can cast this spell on any one character or creature within 24 yards (12 squares). The victim must make a successful Will Power Test or become bewildered for a number of rounds equal to your Magic Characteristic. The bewildered character must roll percentile dice and consult the following chart to determine what he'll do until the spell wears off:

Bewilder

Roll	Action
01-20	**Befuddled:** You can only take a half action each round.
21-40	**Wander:** You run in a random direction, as determined by the GM.
41-60	**Attack!:** Attack the nearest character with an all out attack, be it friend or foe. If the nearest character is out of reach, you must move towards him as fast as possible and engage him in melee combat (making a charge attack if possible).
61-80	**Do nothing:** The bewildered character cannot take any actions or dodge.
81-00	**Curl into a ball:** The bewildered character is considered helpless.

Cloak Activity

Casting Number: 12
Casting Time: Half action
Ingredient: A sketch of your illusory action (+2)
Description: This spell allows you to perform any act while appearing to do something completely different. You appear to be exactly where you are, but engaged in a different activity. For example, you can appear to all eyes to be reading a book when you are actually punching someone in the face. If your action affects someone else (an attack, spell, picking a pocket, etc.), the victim is allowed an Intelligence Test to see through the illusion. *Cloak activity* lasts for 1d10 rounds. If cast successfully, *cloak activity* also disguises the act of casting the spell.

Pall of Darkness

Casting Number: 15
Casting Time: Half action
Ingredient: The eyes of a newt (+2)
Description: You create a swirling area of impenetrable darkness anywhere within 48 yards (24 squares) of you that lasts for a number of rounds equal to your Magic Characteristic. Use the large template. Those affected cannot see, even with Night Vision. The confounding effect of the *pall of darkness* means that those affected can only take a half action each round unless they make a successful Will Power Test at the start of their turn.

Shroud of Invisibility

Casting Number: 17
Casting Time: Full action
Ingredient: A gossamer shroud (+2)
Description: You shroud yourself with magic and disappear from sight for 1d10 rounds. While you are invisible, you can't be targeted with ranged attacks, including *magic missiles*. Any melee attacks you make receive a +20% Weapon Skill bonus. Anyone within 4 yards (2 squares) of you can make a Hard (–20%) Perception Skill Test to detect you using non-visual senses. If a successful test is made, you can be attacked, but attackers suffer a –30% penalty to Weapon Skill or Ballistic Skill as appropriate. You cannot cast this spell on others.

Dread Aspect

Casting Number: 21
Casting Time: Half action
Ingredient: A shred of cloth from the robes of a Wight (+3)
Description: You make yourself look like a nightmare creature of purest dread. You cause Terror (see **Chapter 9: The Game Master** for details) for 1 minute (6 rounds).

Shadow Knives

Casting Number: 22
Casting Time: Half action
Ingredient: A knife of cold-forged iron (+3)
Description: You conjure up a number of *shadow knives* equal to your Magic Characteristic and can hurl them at one or more opponents within 48 yards (24 squares). *Shadow knives* are *magic missiles* with Damage 3. Furthermore, their shadow nature means that all non-magic armour is ignored when reducing damage.

Illusion

Casting Number: 24
Casting Time: 1 full action and 1 half action
Ingredient: A crystal prism (+3)
Description: You create an *illusion* anywhere within 48 yards (24 squares) that is a nearly perfect simulation of reality, complete with sight, sound, and smell. Use the large template. You can make this area look like literally anything. *Illusion* lasts for a number of rounds equal to your Magic Characteristic, but you can keep it going with a successful Will Power Test each subsequent round. You must spend a half action each round maintaining the *illusion*. Furthermore, you cannot cast any other spells or the *illusion* disappears immediately. Viewers may be allowed an Intelligence Test to see through the *illusion* if they have cause to suspect it's a trick. The precise effects of the *illusion* are up to the GM to determine and should follow the guidelines of common sense.

Universal Confusion

Casting Number: 27
Casting Time: Half action
Ingredient: The eyes of a Chimera (+3)
Description: This is a more potent version of *bewilder* that can affect many targets. Use the large template. Anyone affected must make a successful Will Power Test or suffer the effects of the bewilder spell.



— Dark Lores —

While most Arcane Magic is powered by one of the Winds of Magic, there are two types of magic that manipulate all eight winds at once. High magic, or *Qhaysh*, is magic in its purest and most undiluted form. It is so difficult to master than only the High Elves of Ulthuan have the skill to use it regularly. Dark magic, or *Dhar*, is magic in its most base and corrupt form. If *Qhaysh* is the eight colours in harmony, *Dhar* is the eight colours in discordance. It is the magic of destruction, domination, and pollution.

The Dark Lores of magic are based on the manipulation of *Dhar*. They are the province of evil and desperate men, those willing to risk their lives and souls for power. There are two main types of Dark Lore, Chaos magic and Necromancy. Like Arcane Lores, they have associated skills. Casting Dark Lore spells follows the normal rules with two important exceptions:

- You must have the Dark Magic talent to cast a spell from a Dark Lore and you must use it. These spells require Dark Magic to function.
- Your use of *Dhar* exposes you to additional risks. When you roll for Tzeentch's Curse, if you roll doubles on the percentile dice you suffer a side effect in addition to the normal result. Roll on **Table 7-6: Side Effect** to see fate has in store for you. Use the appropriate column for the dark lore you are using.

Side Effects

Descriptions of the various side effects follow. You can gain each side effect multiple times and effects are cumulative. If you got an aversion to light twice, for example, you'd suffer a –20% penalty to your Will Power and Fellowship when outside in the daytime. The GM is responsible for determining the details of each side effect (what allergy is gained, how you are disfigured, etc.)

- **Allergy:** You have an extreme allergy to a common material, like leather or fur. When in contact with it, you suffer a –10% penalty to your Weapon Skill, Ballistic Skill, and Agility. If you roll this side effect more than once, you either get a new allergy or your existing allergy becomes more severe.
- **Aversion:** You develop an aversion to a common element of daily life, like light, water, or the crying of infants. When forced to be around it, you suffer a –10% penalty to your Will Power and Fellowship. If you roll this side effect more than once, you either get a new aversion or your existing aversion becomes more severe.

Table 7-6: Side Effect

Die Roll (Chaos)	Die Roll (Necromancy)	Result
01-05	01-10	Allergy
06-15	11-20	Aversion
-	21-35	Cadaverous Appearance
16-25	36-45	Debilitation
26-40	46-50	Disfigurement
41-50	51-60	Disturbing Presence
51-65	61-70	Madness
66-70	-	Mutation
71-80	71-80	Palsy
81-90	81-90	Stench
91-00	91-00	Weakness

- **Cadaverous Appearance:** You begin to look like a corpse. At first you simply grow pale and develop rings around your eyes but eventually you become indistinguishable from a real cadaver. You suffer a –10% penalty to your Fellowship in all social situations, but gain a +10% bonus on Intimidate Tests.
- **Debilitation:** You permanently lose 1d10% from your Toughness Characteristic.
- **Disfigurement:** You gain a repulsive disfigurement to a random part of your body, as determined by the hit location chart. This can be nearly anything, from unsightly sores to scaly skin to the growth of fur. Unless you can disguise the disfigurement, you suffer a –10% penalty to your Fellowship in all social situations.
- **Disturbing Presence:** Your aura becomes so malignant that children and animals refuse to go near you and you suffer a –10% penalty to your Fellowship in all social situations.
- **Madness:** You gain 1d10 Insanity Points.
- **Mutation:** Your body is wracked by Chaos energy and you develop a mutation. You must roll on **Table 11-1: Chaos Mutations** on page 229.
- **Palsy:** You become prone to periodic fits of shaking. At the start of any stressful situation (combat, a verbal confrontation, etc.), you must make a Will Power Test of suffer a fit that lasts 1d10 rounds. During the fit, you suffer a –10% penalty to your Agility, Intelligence, Will Power, and Fellowship and you can only take a half action each round.
- **Stench:** You develop a most unpleasant odour. For each instance of this side effect, it takes 1 application of perfume to mask the stench for a day. If you had gotten stench three times, for example, it'd take three applications of perfume a day to hide the smell. When the smell is noticeable, you suffer a –10% penalty to your Fellowship in all social situations
- **Weakness:** You permanently lose 1d10% from your Strength Characteristic.

The Lore of Chaos

The Lore of Chaos is the magic change, destruction, temptation, and decay. It is based on manipulation of *Dhar*, also known as dark magic. The practitioners of Chaos magic are known by many names—sorcerer, witch, and cultist to name but a few. As with all followers of Chaos, these mages are the enemy of civilization and all that it stands for. They seek the overthrow of the Empire and all nations of the Old World and their vision of the future is one of darkness, blood, and endless change.

Lore Skill: Speak Arcane Language (Daemonic)

Summoning Daemons

Several Chaos spells involve the summoning of Daemons. When the Daemons first appear, the summoner must make a successful Will Power Test to control them. Otherwise, they do as they please and their actions are controlled by the GM. Daemons don't like being summoned by mortals and are often quite angry at those who called upon them.

Vision of Torment

Casting Number: 7
Casting Time: Half action
Ingredient: A small mask (+1)
Description: You cause any one character within 24 yards (12 squares) to have a hellish vision. The target is stunned for 1 round unless a successful Will Power Test is made. Once the character recovers from being stunned, he must make a second Will Power Test or gain 1 Insanity Point.

Boon of Chaos

Casting Number: 9
Casting Time: Full action
Ingredient: An amulet engraved with the symbol of one of the Gods of Chaos (+1)
Description: You call upon the favour of the dark Gods of Chaos. You gain a +10% bonus to Weapon Skill, Toughness, Will Power, or Fellowship for 1 minute (6 rounds).

Summon Lesser Daemon

Casting Number: 12
Casting Time: 2 full actions
Ingredient: The fresh heart of a humanoid (+2)
Description: You summon one Lesser Daemon (see **Chapter 11: The Bestiary**), which appears in any unoccupied spot within 12 yards (6 squares) of you. The Daemon remains for 1d10 minutes.



Burning Blood

Casting Number: 13
Casting Time: Half action
Ingredient: A vial of Daemon blood (+2)
Description: You spit blood that burns like acid at any one target within 24 yards (12 squares). The target suffers a number of Damage 4 hits equal to your Magic Characteristic. This is a *magic missile*.

Lure of Chaos

Casting Number: 16
Casting Time: Full action
Ingredient: A defiled holy symbol (+2)
Description: You ensorcell one character with 24 yards (12 squares) and bend him to your will. Unless the target makes a successful Will Power Test, you decide what actions he takes on his next turn. Undead are immune to the *lure of Chaos*.

Dark Hand of Destruction

Casting Number: 17
Casting Time: Full action
Ingredient: The hand of a hanged man (+2)
Description: You wreath your hand in a nimbus of dark magic. It counts as a magic weapon with the Armour Piercing Quality and Damage 7 and you gain a +10% bonus to your Weapon Skill when attacking with it. The spell remains in effect for a number of rounds equal to your Magic Characteristic. You can retain it with a successful Will Power Test each round thereafter.

Touch of Chaos

Casting Number: 20
Casting Time: Half action
Ingredient: The horn of a Beastman (+2)
Description: Your touch channels pure Chaos energy into one target, causing him to mutate and change unless a successful Will Power Test is made. If the test is failed the target must roll on **Table 11-1: Chaos Mutations** on page 229. The mutation manifests in a matter of seconds and is permanent. If affected the target must also make a successful Will Power Test or be stunned for 1 round



by the suddenness and vileness of the change. This is a touch spell. Undead are immune to the *touch of Chaos*.

Veil of Corruption

Casting Number: 24
Casting Time: Full action
Ingredient: The blade of a Chaos Champion (+3)
Description: You create a foul cloud of corruption anywhere within 36 yards (18 squares). Use the large template. Those affected must make a Will Power Test or lose 1 Wound regardless of Toughness Bonus or armour. Wounded characters continue to lose 1 wound per round until a successful Will Power Test is made. Those who suffer more than 1 Wound must also make a Toughness Test or begin to mutate. Those who fail the test gain a Chaos Mutation; roll on **Table 11-1: Chaos Mutations** on page 229 to generate the mutations.

Summon Daemon Pack

Casting Number: 25
Casting Time: 2 full actions
Ingredient: The fresh hearts of six humanoids (+3)
Description: You summon a number of Lesser Daemons (see **Chapter 11: Common Creatures** and NPCs) equal to your Magic Characteristic. They appear in any unoccupied spots within 12 yards (6 squares) of you and remain for 1d10 minutes.

Word of Pain

Casting Number: 27
Casting Time: Half action
Ingredient: The blood of a Daemon (+3)
Description: You speak one of the secret names of the Chaos Gods. Simply annunciating this word causes those around you incredible pain. Centre the large template on yourself. Those affected take a Damage 8 hit and must make a successful Will Power Test or become helpless for 1 round. You are not affected by *word of pain*.

The Lore of Necromancy

The Lore of Necromancy is the magic of death. Unlike Amethyst magic, Necromancy is an unnatural art. It is based on manipulation of *Dhar* and involves extending life and conquering death in violation of the natural order. Necromancers make frequent use of ritual magic (see page 168) and their most infamous abilities are spells of this type. They are widely reviled and are forced to practice their sorcerous arts in secret. They must stay one step ahead of crusading Priests, templars, and Witch Hunters. Necromancy is strictly forbidden in the Empire and those caught can expect no mercy.

Lore Skill: Academic Knowledge (Necromancy)

Summoning Undead

Several necromantic spells involve summoning Undead creatures. These "restless dead" must be controlled or the magic in them dissipates and they become simple corpses once again. A necromancer must be within 48 yards (24 squares) to retain control over his Undead minions. A necromancer can control a number of Undead equal to his Will Power Characteristic at any one time. Undead creatures are basically mindless and can only be given basic instructions (march, guard, attack, etc.).

Face of Death

Casting Number: 6
Casting Time: Full action
Ingredient: A skull (+1)
Description: Your make your face look like a leering skull, the very symbol of death. You cause Fear for 1 minute (6 rounds).

Re-Animate

Casting Number: 8
Casting Time: 1 half action per corpse
Ingredient: Dust from a grave (+1)
Description: You *re-animate* the dead, creating a number of Skeletons or Zombies equal to your Magic Characteristic. You must be within 12 yards (6 squares) of either fresh corpses (which make Zombies) or the aged remains of the dead (which make Skeletons).

Invigorating Vitae

Casting Number: 11
Casting Time: 1 full action and 1 half action
Ingredient: The teeth of a vampire bat (+2)
Description: You drink the blood of a corpse to heal your own wounds. The corpse must be freshly killed (dead less than 1 hour). If cast successfully, *invigorating vitae* heals 1d10 Wounds.

A Very Wrong Turn

Sir Gilbert urged his weary mount into the dreary looking village. The roads here were terrible and he had a hard time believing this was the route to Nuln. The Halfling ferrymen were quite emphatic that this was the correct path, however. If that useless squire of his hadn't gotten himself killed in Wissenburg, Gilbert wouldn't have had to talk to the smirking Halflings in the first place. Reading maps and figuring out routes was not the business of Bretonnian Knights!

At last he reached what looked like an inn. Crude emblems were painted on the door. Typical peasant superstition, thought Gilbert. The knight banged his gauntleted fist on the door. No one answered. He continued his assault until finally a voice answered. "Go away!" it shouted.

"You will open this door this instant," the Bretonnian said. "I am Sir Gilbert de Arnaud, Knight Errant of his most pious majesty King Louen Leoncoeur and I require a room and food this evening. Open up!"

"We don't care if you are the bleedin' Grand Theogonist," said the voice. "You can't come in." Gilbert heard other voices inside now. Were they laughing at him?

"Listen to me, you miserable peasants. You will open this door right now or when I get to Nuln I will ensure that the Countess Emmanuelle wipes this village off the map!"

There was no mistaking it this time. The crowd inside was roaring with laughter. When they quieted, the voice said, "You go and tell the countess. She has no power here. This is Sylvania, squire."

"I am not a squire!" shouted the incensed Gilbert. He would teach these peasants to respect their betters, the Knight decided, hand falling on his sword's pommel. Just then, the stillness of the night was broken. From down the road the Bretonnian could hear the stomp of feet. It was steady, like the march of military men. Gilbert brightened. Perhaps it was a unit of Imperial soldiers. Surely they could be counted on to offer proper hospitality to a Knight Errant.

Sir Gilbert walked to the centre of the village to greet the soldiers. Soon he could see the serried ranks of troops in lockstep. They approached in perfect order, weapons shouldered. Gilbert was most impressed by the discipline of these troops and was about to say so when his words died on his lips. There in the moonlight Sir Gilbert could see that these were not Imperial soldiers but creatures from beyond the grave. Flesh hung from skeletal faces and red orbs burned in empty eye sockets. The words of the peasant echoed in his mind. "This is Sylvania, squire..."

Sir Gilbert de Arnaud, Knight Errant of Bretonnia, drew his sword and prepared to sell his life dearly. Inside the inn no one was laughing anymore.

Hand of Dust

Casting Number: 13
Casting Time: Half action
Ingredient: The hand of a murderer (+2)
Description: Your touch destroys the flesh of living opponents, causing 1d10 Wounds regardless of Toughness Bonus or armour. Undead are immune to the *hand of dust*. This is a touch spell.

Call of Vanhel

Casting Number: 15
Casting Time: Full action
Ingredient: A small silver trumpet (+2)
Description: You energize undead under your control. 1d10 Skeletons, Wights, or Zombies can immediately take a move or standard attack action, even though it's not their turn. These count as free actions and do not affect the number of actions the affected Undead can take this round.

Control Undead

Casting Number: 17
Casting Time: Half action
Ingredient: A piece of wood from a desecrated coffin (+2)
Description: You bend one of the ethereal Undead to your will. You can target any one Banshee, Wraith, or Spirit within 24 yards (12 squares). Unless the creature makes a successful Will Power Test, it comes under your control for 24 hours.

Corpse Flesh

Casting Number: 19
Casting Time: Full action
Ingredient: A piece of flesh from a Wight (+2)
Description: Your skin takes on the toughness of mortified flesh for 1 minute (6 rounds). During that time any Critical Hits against you have their Critical Value reduced by your Magic Characteristic.

Raise the Dead

Casting Number: 22
Casting Time: 2 full actions
Ingredient: Dust from a mummy (+3)
Description: As *re-animate* but you create 2d10 Skeletons or Zombies within 24 yards (12 squares) of you.

Spell of Awakening

Casting Number: 24
Casting Time: 2 full actions
Ingredient: A circlet of iron quenched in human blood (+3)
Description: As *re-animate* but you create Wights instead. The remains used must be those of a character with an advanced career.

Banish Undead

Casting Number: 26
Casting Time: Full action
Ingredient: A vial of blessed water (+3)
Description: You create a magical vortex within 48 yards (24 squares) that sucks energy from the Undead. Use the large template. Those Undead affected take a Damage 5 hit, unless they are Skeletons or Zombies, which are instantly destroyed instead.

— Divine Lores —

Priests receive magical power through prayer and devotion. Each Priest must take the Divine Lore talent appropriate to his favoured God (see **Chapter 4: Skill and Talents** for details on the Divine Lore talent). This book provides ten Divine Lores, but others will be made available in future books.

The Lore of Manann

Manann is the God of the Sea. He is the patron of all those who make their living on the sea, from fisherman and sailors to marines and pirates. Priests of Manann use spells from their deity to help worshippers weather the capriciousness of the sea and Manann himself. Clerics who often call upon Manann find their tempers becoming fickle and tempestuous, and their moods waxing and waning with the moon.

Blessed Voyage

Casting Number: 5
Casting Time: 1 minute
Ingredient: A bottle of wine (+1)
Description: You pray for Manann's blessings at the beginning of a sea voyage. Any Navigation Tests made on the voyage gain a +10% bonus as long as you remain onboard.

Breathe Water

Casting Number: 7
Casting Time: Full action
Ingredient: A live fish (+1)
Description: Your touch and the power of Manann confers the ability to *breathe water* for 1 hour. This is a touch spell and you can cast it on yourself.

Water Blast

Casting Number: 10
Casting Time: Half action
Ingredient: A vial of seawater (+1)
Description: You shoot a powerful blast of seawater from your outstretched hands at one opponent within 36 yards (18 squares). This is a *magic missile* with Damage 4. The target of a *water blast* must make a successful Strength Test or be knocked to the ground.

Waterwalk

Casting Number: 14
Casting Time: Full action
Ingredient: A dried water beetle (+2)
Description: You can walk on water for a number of minutes equal to your Magic Characteristic. You can also walk over marsh and swampland as if it were firm ground.

Becalm

Casting Number: 16
Casting Time: Full action
Ingredient: A dagger carved of whalebone (+2)
Description: You steal the wind out of the sails of one ship within 96 yards (48 squares). The ship is completely becalmed and unless it has oars it will remain dead in the water for 1 hour.

Curse of the Albatross

Casting Number: 19
Casting Time: Full action
Ingredient: An albatross feather (+2)
Description: You call down doom on enemies of Manann within 48 yards (24 squares). Use the large template. Those affected have the Critical Value of any Critical Hits suffered increased by 2 for the next minute.

The Lore of Morr

Morr is the God of Death and Dreams. He is the lord of the underworld and protects the dead and dreamers. His Priests provide funerary rites to the dead and do Morr's work in the world. Those who call upon Morr's miracles often find themselves becoming pale and somewhat distracted from this world. They often feel duty bound to aid ghosts or other trapped spirits.

Preserve Corpse

Casting Number: 5
Casting Time: 1 minute
Ingredient: A piece of fresh fruit (+1)
Description: You temporarily stop the decomposition of one corpse. It remains perfectly preserved for 24 hours. During this period, the corpse cannot be re-animated by necromantic spells.

Sign of the Raven

Casting Number: 9
Casting Time: Half action
Ingredient: A raven's feather (+1)
Description: You summon a ghostly raven (the symbol of Morr) that casts the shadow of death over the field. You and all your allies within 12 yards (6 squares) add +1 to all your damage rolls.

Dream Message

Casting Number: 10
Casting Time: 1 minute
Ingredient: A piece of wool (+1)
Description: You appear in the dreams of one character and deliver a message no longer than 30 seconds long. The receiver must be someone you've met personally, must speak a common language, and must be asleep when the spell is cast.

Destroy Undead

Casting Number: 13
Casting Time: Half action
Ingredient: A wooden stake (+2)
Description: Your touch causes a Damage 8 hit on an Undead opponent. This is a touch spell.

Vision of Morr

Casting Number: 15
Casting Time: 1 minute
Ingredient: A mushroom harvested from a grave (+2)
Description: You pray to Morr and ask for a vision relating to a problem you are currently experiencing. The GM must secretly

make a Fellowship Test on your behalf. If successful, you receive a vision that relates to your problem and may offer clues to help you resolve it. If the test is failed, you receive a bizarre vision that seems like it might have meaning but is really just a confusing mess.

Sleep of Death

Casting Number: 20
Casting Time: Full action
Ingredient: A small silver scythe (+2)
Description: You cause a group of enemies within 24 yards (12 squares) to slumber like the dead. Use the large template. Those affected fall asleep for 1d10 rounds unless a successful Will Power Test is made. Sleeping characters are considered to be helpless. This miracle is often used to calm the bereaved. Particularly the noisy ones.

The Lore of Myrmidia

Myrmidia is the Goddess of Soldiers and Strategists, and patron deity of Estalia and Tilea. She offers a counterpoint to the fury of the barbarous Ulric, promoting rather the art and science of warfare. Her Priests spread her teachings amongst armies and mercenaries bands and use their spells to prove the superiority of Myrmidia's way of warfare. Those who call upon Myrmidia often become quick to act, uncaring of overwhelming odds, and very loud in their speech.

Spear of Myrmidia

Casting Number: 5
Casting Time: Half action
Ingredient: A whetstone (+1)
Description: Your weapon, which must be a spear, is imbued with Myrmidia's power. It counts as having the Armour Piercing quality and as magical for 1 minute (6 rounds).

Inspired Leadership

Casting Number: 7
Casting Time: Full action
Ingredient: A baton (+1)
Description: You take on an aura of authority, inspiring allies with faith in your abilities. For a number of minutes equal to your Magic Characteristic, you gain a +20% to all Command and Academic Knowledge (Strategy/Tactics) Tests. Furthermore, any allies within 12 yards (6 squares) can re-roll any failed Fear or Terror Tests they are required to take during the spell's duration.

Skill of Combat

Casting Number: 10
Casting Time: Full action
Ingredient: A bundle of sticks (+1)
Description: You instil your allies with the skill of Myrmidia. For a number of rounds equal to your Magic Characteristic, all allies within 24 yards (12 squares) of you gain a +10% bonus to their Weapon Skill.

Quick Strike

Casting Number: 14
Casting Time: Full action
Ingredient: A charm engraved with a lightning bolt (+2)
Description: Infused with Myrmidia's power, you gain a +1 bonus to your Attacks Characteristic for 1 minute (6 rounds) and you can take the swift attack action as a half action. You can still only take one attack action per round.

Dismay Foe

Casting Number: 16
Casting Time: Half action
Ingredient: A beaten copper mask (+2)
Description: You take on the wrathful aspect of Myrmidia. For a number of rounds equal to your Magic Characteristic, any opponent struck by you in melee must make a Terror Test. A test must be made for each successful attack. Those who fail become terrified.

Shield of Myrmidia

Casting Number: 20
Casting Time: 1 full action and 1 half action
Ingredient: A shield (+2)
Description: You bless your allies with Myrmidia's protection. All your allies within 24 yards (12 squares) of you gain +1 Armour Point on all locations, though the maximum of 5 APs still applies. *Shield of Myrmidia* lasts for one minute (6 rounds).

The Lore of Ranald

Ranald is the God of Good Fortune. He is often associated with thieves, rogues, gamblers, and other unsavoury characters, but the common folk also view Ranald as a patron. Priests of Ranald are tricksters by nature and use their spells as they think Ranald intended. Those that call upon Ranald often find themselves obsessed with change, gambling and telling tall tales.

Stealth of Ranald

Casting Number: 5
Casting Time: Full action
Ingredient: A tuft of cat fur (+1)
Description: Ranald blesses you with incredible stealth. For a number of minutes equal to your Magic Characteristic, you gain a +20% bonus to Concealment and Silent Move Tests. Should you run across a *magic alarm* during this time, you can bypass it with a successful Channelling Test.

Good Fortune

Casting Number: 7
Casting Time: Full action
Ingredient: A rabbit's foot (+1)
Description: You gift one character with the luck of Ranald for 1 minute (6 rounds). During that time, the subject of the spell can reverse the order of the percentile dice on any one Skill or Characteristic Test. A Concealment Test of 82%, for example, could be made into a 28% instead. This is a touch spell and you can cast it on yourself. A character can only benefit from one good fortune spell at a time.

Open

Casting Number: 9
Casting Time: Half action
Ingredient: A key (+1)
Description: You cause any one lock, bolt, or latch within 2 yards (1 square) to unlock, unbolt, or lift. They remain open for 1 minute (6 rounds) and cannot be forced shut in that time (though you may shut them if you wish). This spell can override a *magic lock* with a successful Channelling Test.

Bamboozle

Casting Number: 14
Casting Time: Full action
Ingredient: A piece of wool (+2)
Description: You fool one humanoid creature (Human, Elf, Orc, Beastman, etc) within 24 yards (12 squares) into doing your bidding unless it makes a successful Will Power test. On his next turn, you may decide what actions you want the character to take and he will do as you say. *Bamboozle* does not work on Daemons or the Undead.

Trapsense

Casting Number: 16
Casting Time: 2 full actions
Ingredient: The eyes of a hawk (+2)
Description: You are able to magically sense all traps within 12 yards (6 squares) of you. *Trapsense* does not disarm these traps, only alert you to their presence and location.

Bountiful Fortune

Casting Number: 20
Casting Time: Full action
Ingredient: A pair of silvered knucklebones (+2)
Description: As *good fortune*, but it affects you and all your allies within 24 yards (12 squares).

The Lore of Shallya

Shallya is the Goddess of Healing and Mercy. In a world beset by war, disease, and pain, Shallya offers comfort and for that she has the love of the common folk. Her Priests use spells to give aid to those in need. Those who call upon Shallya often become placid and peaceful in nature, prone to weeping in their sleep, and possessed of a powerful pain threshold.

Cure Poison

Casting Number: 4
Casting Time: Half action
Ingredient: A snake's fang (+1)
Description: Your touch heals a character suffering from the effects of a poison (see **Chapter 5: Equipment**). The poison is removed from the subject's system and all effects are nullified. This spell can do nothing for those already dead by poison; for them, it's too late. *Cure poison* is a touch spell.

Cure Wounds

***Casting Number:** 6*
Casting Time: Half action
Ingredient: A leech (+1)
Description: Your touch heals an injured character of a number of Wounds equal to 1d10 plus your Magic Characteristic. You can also heal yourself. This is a touch spell.

Cure Disease

Casting Number: 11
Casting Time: 1 full action and 1 half action
Ingredient: A poultice (+2)
Description: Your touch heals a character suffering from the effects of a disease. The disease is removed from the subject's system and all effects are nullified. This spell can do nothing for those already dead by disease; for them, it's too late. *Cure disease* is a touch spell.



Martyr

Casting Number: 14
Casting Time: Half action
Ingredient: A lock of hair from the target of the spell (+2)
Description: You create a sympathetic connection between you and one character of your choice within 24 yards (12 squares). For the next minute (6 rounds), any damage done to the chosen character is inflicted on you instead.

Purify

Casting Number: 16
Casting Time: Half action
Ingredient: A burning torch (+2)
Description: Nurgle, the Chaos God of Disease and Decay, is abhorrent to Shallya. This spell allows you to target any one Daemon or follower of Nurgle within 48 yards (24 squares) and overwhelm him with the purifying power of Shallya. This is an anathema to the servants of the Plague Lord. The target of *purify* loses 1d10 Wounds, regardless of Toughness Bonus or armour, and must make a successful Will Power Test or be stunned for 1 round.

Cure Insanity

Casting Number: 20
Casting Time: 1 hour
Ingredient: A blessed water sprinkler (+2)
Description: Your touch heals an insane character. One insanity is cured and all effects are nullified. This is a touch spell.

Lore of Sigmar

Sigmar is the legendary founder of the Empire and its patron God. Sigmar protects his people and gives them the power to smite their enemies. Priests of Sigmar use spells from their patron to further the purposes of the church, defend the Empire, and combat heresy. Those who call upon Sigmar often find that they tend toward leadership and protection of the common folk.

Hammer of Sigmar

Casting Number: 5
Casting Time: Half action
Ingredient: A charm engraved with the symbol of Sigmar (+1)
Description: Your hammer is imbued with Sigmar's power. Your hand weapon, which must be a hammer, counts as having the Impact quality and as magical for 1 minute (6 rounds).

Armour of Righteousness

Casting Number: 6
Casting Time: Full action
Ingredient: A small iron ring (+1)
Description: A nimbus of power protects you from harm. You gain +1 Armour Point on all locations, though the maximum of 5 APs still applies. *Armour of righteousness* lasts for one minute per point of your Magic Characteristic.

Healing Hand

Casting Number: 12
Casting Time: 1 full action and 1 half action
Ingredient: A leather glove (+2)
Description: Your touch heals an injured character of 1d10 Wounds. You can also heal yourself. This is a touch spell.



Beacon of Courage

Casting Number: 14
Casting Time: Half action
Ingredient: A prism (+2)
Description: The power and majesty of Sigmar fills you, making you shine out like a beacon in the night. Any frightened or terrified ally who can see you is inspired by your faith and bravery. Such characters immediately recover and can now act normally.

Comet of Sigmar

Casting Number: 16
Casting Time: Half action
Ingredient: A golden arrow head (+2)
Description: You throw a fiery missile that takes the form of Sigmar's famed twin-tailed comet. The miniature comet streaks towards an opponent of your choice within 24 yards (12 squares). A *comet of Sigmar* is a *magic missile* with Damage 6.

Soulfire

Casting Number: 20
Casting Time: Half action
Ingredient: A golden amulet engraved with the comet of Simgar (+2)
Description: The purifying flames of Sigmar surround you, as his wrath manifests on earth. Centre the large template on yourself. Those affected take a Damage 3 hit. Undead and Daemons have it even worse, suffering a Damage 5 hit. Armour offers no protection against *soulfire*.

Lore of Taal and Rhya

Taal is the Lord of Nature, and husband to Rhya, the Mother of the Earth. He watches over the creatures of the wild places, whilst Rhya holds guardianship of the earth and its fertility. Taal and Rhya are worshipped as joint, yet distinct deities. Their Priests must protect the huge tracts of land Rhya calls her own, and defend Taal's children from destruction by Man or Chaos. Those who often call upon Taal and Rhya's aid find that they are seldom ill and have near boundless enthusiasm, but become melancholy in cities and towns.

Beastfriend

Casting Number: 4
Casting Time: 1 full action and 1 half action
Ingredient: The tongue of a beast (+1)
Description: With Taal's aid you are able to converse with a single animal within 12 yards (6 squares). You can understand each other for 10 minutes and during that time you gain a +20% bonus on Charm Animal Tests involving this creature. Animals are not used to conversing with bipeds, so they sometimes have trouble articulating ideas. The GM should decide how much the animal knows, remembering that worldview of the average animal is limited at best.

Stag's Leap

Casting Number: 6
Casting Time: Half action
Ingredient: A tuft of hair from a stag (+1)
Description: You are imbued with the power of the wild stag. For a number of minutes equal to your Magic Characteristic, you gain +1 M and make a charge attack as a half action.

Tanglefoot

Casting Number: 8
Casting Time: Full action
Ingredient: A cutting of vines (+1)
Description: You summon up tangling vines anywhere within 48 yards (24 squares) to bind and hinder your opponents. Use the large template. Those affected can't move at all unless they make a successful Strength Test and even then their Movement Characteristic is halved (rounded down) while in the area of effect. *Tanglefoot* lasts for one minute (6 rounds).

Thunderclap

Casting Number: 12
Casting Time: Full action
Ingredient: A small gong (+2)
Description: You cause a cacophonous clap of thunder to peel out anywhere within 48 yards (24 squares). Use the large template. Those affected must make a successful Toughness Test or be stunned until your next turn. The *thunderclap* is so loud that it can be heard up to a mile (1760 yards) away.

Bear's Paw

Casting Number: 15
Casting Time: Full action
Ingredient: The claw of a bear (+2)
Description: Your touch imbues a character with the strength of a bear. The target of *bear's paw* receives a +20% bonus to Strength for one minute (6 rounds). You can cast it on yourself. This is a touch spell.

Rhya's Comfort

Casting Number: 18
Casting Time: 1 minute
Ingredient: A cup of fresh milk (+2)
Description: You ask the Mother Goddess to provide succour for her children. Centre the large template on you. Those affected are refreshed as if they just had a full night's sleep and received three day's worth of natural healing.

The Lore of Ulric

Ulric is the God of Battle and Winter. He has been worshipped since ancient times; indeed Ulric was the patron of Sigmar himself. His Priests are as fierce as wolves and they use spells to win more glorious victories in Ulric's name. Those who call upon Ulric often find that they prefer cold to heat, and seldom feel at home in civilized areas.

Winter's Chill

Casting Number: 5
Casting Time: Half action
Ingredient: A tuft of animal fur (+1)
Description: You radiate a coldness that chills to the bone. Anyone attacking you in melee combat suffers a –10% penalty to their Weapon Skill. *Winter's chill* lasts for 1 minute (6 rounds).

Battle Fury

Casting Number: 7
Casting Time: Full action
Ingredient: A smear of fresh blood (+1)
Description: Ulric's spirit fills you and your bloodlust is unleashed. For a number of minutes equal to your Magic Characteristic, you gain a +1 bonus to your Attacks Characteristic. Whilst *battle fury* is in effect, you must attack the nearest enemy in melee combat, all attacks must be all out attacks or charge attacks, and you may not flee or retreat.

Howl of the Wolf

Casting Number: 11
Casting Time: Half action
Ingredient: The tongue of a wolf (+2)
Description: You howl like one of Ulric's wolves and instil your allies with a lust for battle. Until your next turn, any allies within 24 yards (12 squares) can attack twice during a charge attack action, regardless of their Attacks Characteristic. A charge normally allows only one attack.

Ulric's Gift

Casting Number: 15
Casting Time: 1 full action and 1 half action
Ingredient: An axe (+2)
Description: Your touch and blessing awakens the slumbering berserker in one ally. For the next hour, the target of this spell counts as having the Frenzy talent. This is a touch spell. You cannot cast it on yourself.

Heart of the Wolf

Casting Number: 18
Casting Time: 1 full action and 1 half action
Ingredient: A wolf's heart (+2)
Description: Your allies are inspired with the martial spirit of Ulric. For 1 minute (6 rounds), any allies within 24 yards (12 squares) of you automatically pass any Fear or Terror Tests they are required to make and become immune to the effects of the Intimidate skill and the Unsettling talent.

Ice Storm

Casting Number: 20
Casting Time: Half action
Ingredient: An icicle (+2)
Description: You summon up a fierce storm of lashing ice anywhere within 48 yards (24 squares) to decimate your foes. Use the large template. Anyone affected takes a Damage 5 hit and must make a successful Will Power Test or be stunned for 1 round.

The Lore of Verena

Verena is the Goddess of Learning and Justice. All those who seek to redress an injustice pray to her, as do many scholars and Wizards. Priests of Verena use her spells to punish tyrants, criminals, and wrongdoers of all sorts and to bring justice where there is none. Those who call upon Verena often tend to judge themselves very harshly, and possess good memories for detail.

Shackles of Verena

Casting Number: 6
Casting Time: Half action
Ingredient: Iron shackles (+1)
Description: You immobilize a character with invisible shackles of magical power. Unless the target makes a successful Will Power Test, he is rendered helpless. The target can do nothing on his

turn except try to break the shackles. This is an Opposed Test with his Strength Characteristic vs. your Channelling Skill.

The Past Revealed

Casting Number: 8
Casting Time: 1 minute
Ingredient: The eyes of an owl (+1)
Description: You can touch one item and learn the three most important things about its past (as decided on by the GM). This spell typically reveals who made it, important previous owners, or famous incidents involving the item. *The past revealed* can only be cast on an item once.

Sword of Justice

Casting Number: 10
Casting Time: Half action
Ingredient: A charm engraved with a set of scales (+1)
Description: When all other options have failed, your weapon, which must be a sword, becomes an instrument for Verena's justice. It counts as having the Precise quality and as magical for 1 minute (6 rounds). Additionally, it grants you a +10% bonus to Weapon Skill when attacking those you know to be guilty of a crime.

Words of Truth

Casting Number: 13
Casting Time: 2 full actions
Ingredient: A mirror (+2)
Description: You may ask a character one question (which he must be able to understand). Unless he makes a successful Will Power Test, he must answer it truthfully. Note that a character so compelled will answer with what he believes to be true, whether or not it actually is true. The GM should make the Will Power Test in secret. If the target makes his test, he can answer as he pleases (or not at all). You can only ask a character the same question once (and rewordings and mild variants count; questions must be substantially different).

Eavesdrop

Casting Number: 15
Casting Time: 1 minute
Ingredient: A listening horn (+2)
Description: You can listen to what's happening in any area that you can see, no matter the distance. You hear things as if you were standing right there. *Eavesdrop* lasts for a number of minutes equal to your Magic Characteristic.

Trial by Fire

Casting Number: 18
Casting Time: 1 minute
Ingredient: A fire opal worth at least 50 *gc* (+2)
Description: You subject one character to the ultimate test. You accuse one character within 12 yard (6 squares) of a grave injustice and that character is immediately engulfed in flames. If the target is innocent of the charge, the flames inflict no damage and dissipate after 1 round. If the target is guilty, he suffers one Damage 8 hit per round for a number of rounds equal to your Magic Characteristic. The fire rules from **Chapter 6: Combat, Damage and Movement** apply. This miracle is not lightly used. Verenans using this spell in a foolish or profligate manner are severely "corrected" by their Elders.

— Ritual Magic —

The previous spell lists comprise the most common forms of magic in the Old World. Those spells are generally easy to remember and quick to cast. They are not the be-all-and-end-all of magic, however. There is another form, known as ritual magic, which is quite different. Ritual magic requires much more time, exotic ingredients, intensive study, and special circumstances to cast successfully. Necromancy, Chaos Magic, and Alchemy are particularly well-known for their use of ritual magic.

Rituals are inscribed in magical tomes, which are highly prized and exceedingly rare. Each tome is dedicated to one specific ritual and you cannot cast the spell without it. Rituals are described in the following format:

Ritual Name

Type: This specifies whether the ritual is Arcane or Divine Magic.

Arcane Language: The language the book is written in. You must know this arcane language in order to learn the ritual.

Magic: Your Magic Characteristic must equal or exceed the listed number to learn the ritual.

XP: You must spend this many experience points to learn the ritual. Each ritual is a separate, specialized talent.

Ingredients: Rituals require all sorts of strange and exotic ingredients and these are listed here. You cannot cast the spell without these ingredients and they are only good for one casting of the ritual. This is markedly different than normal spells, where ingredients can provide a bonus but are not required.

Conditions: Many rituals require specific conditions, such as full moons, high tides, a comet in the sky, a certain number of chanting acolytes, etc. You cannot cast the spell if these conditions are not met.

Consequences: Many rituals have side effects. Some only occur when the casting is failed, others any time the ritual is cast.

Casting Number: As per normal spells. The rules for Tzeentch's Curse and the Wrath of the Gods apply to ritual magic just as they do for standard spells.

Casting Time: As per normal spells, though usually expressed in hours or even days instead of actions. Since rituals already require an incredible amount of concentration and focus, you cannot augment your Casting Roll with a Channelling Skill Test.

Description: The ritual's effect, if cast successfully.

As should be clear, rituals require foresight, resources, planning, and above all time. They are never embarked up on lightly and they are certainly not commonly encountered. A rational person might ask why anyone bothers with rituals at all. The answer is simple: power. Rituals are mighty magics, capable of effects far beyond those of the common spell. This is why Wizards spend years tracking down rare ingredients, preparing magical circles, and waiting for the stars to be right. It is also why Witch Hunters are deeply suspicious of ritual magic, even that wielded by the Magisters of the Colleges of Magic.

Two sample rituals are presented here, to give you an idea of what they are like. More will follow in future *WFRP* supplements.

The Beastly Transmogrification of the Omnipotent Tchar

Type: Arcane
Arcane Language: Daemonic
Magic: 4
XP: 400
Ingredients: The freshly severed head of a Beastman shaman, a platinum thimble full of warpstone, and two Human sacrifices. The Humans must be a man and a woman and they must not have eaten in at least one week.
Conditions: Four other spellcasters with Magic Characteristics of at least 1 must chant in unison for the entire Casting Time. The moon must also be full and the spell must culminate at midnight.
Consequences: If the Casting Roll is failed, you and your assistants suffer the effects of the spell instead.
Casting Number: 22
Casting Time: 4 hours
Description: If this ritual is successfully cast, every Human with a Will Power of less than 50% and within 1 mile of you transforms into a hideous Beastman for 24 hours. The Beastmen go on a rampage of killing, burning, and destruction, stopping only when they are killed or the spell expires. Anyone who survives this experience gains 6 Insanity Points (half that if a successful Will Power Test is made).

The Awakening of the Slumbering Earth Dragon

Type: Arcane
Arcane Language: Magick
Magic: 3
XP: 300
Ingredients: A dragon's tooth, a diamond worth at least 500 *gc*, and a gong blessed by a dying Priest.
Conditions: You must be naked and painted with woad.
Consequences: If you fail your Casting Roll, you are swallowed up by the earth instead and are slain.
Casting Number: 17
Casting Time: 8 hours
Description: You call upon the power of the nature to create a devastating earthquake. It affects an area the size of a small town, anywhere within 3 miles of you. The earthquake lasts for one minute and destroys all but the strongest of buildings.

— Magic Items —

Magic items are beyond rare in the Warhammer World. There are not magical smiths churning out masses of magic swords in the forges of Nuln. Each magic item is unique, with its own special history and powers. A character with one magic item is considered lucky. The mightiest heroes of the Old World might have three. The Colleges of Magic, the various temples, and Imperial Armoury control the most powerful magic items and protect them vigorously.

Generally speaking, magic items are created in one of three ways:

- Powerful spellcasters can create permanent magic items with ritual magic. Such rituals are quite rare and require an enormous amount of time and priceless ingredients.
- Mundane items can become magical over time, usually when involved in important events or as a result of mass veneration. The sword of a great hero, for example, may be nothing special during the hero's lifetime. If housed in a Temple of Sigmar and venerated for several hundred years, however, the sword may become magical.
- Long term exposure to the raw stuff of Chaos, warpstone, can make items magical. However, items created in this way tend to have nasty side effects and may do the bearer as much harm as good.

Suspected magic items can be identified with a successful Academic Knowledge Test. The exact Academic Knowledge used depends on the nature of the item and the Test Difficulty should be determined based on the fame (or infamy) of the item. Possible Academic Knowledges for such tests include Daemonology, Genealogy/Heraldry, History, Magic, Necromancy, and Runes. The GM may require a great deal of research time or special facilities for such tests.

Magic items are described in the following format:

Item Name

Academic Knowledge: This entry specifies the Academic Knowledge needed to identify the item and the Test Difficulty.

Powers: Explains the game effects of the item. Common abilities include bonuses to Characteristics or skills, talent use, and the replication of spell effects.

History: The background of the item.

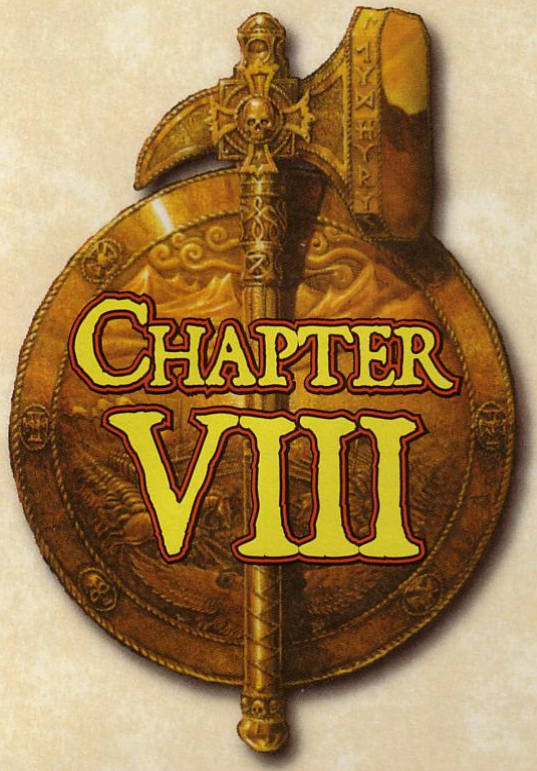
Two sample magic items are presented here. You can find more in other *WFRP* sourcebooks and adventures.

Spear of the Hierophant

Academic Knowledge: Magic
Powers: This weapon inflicts SB+4 Damage vs. Daemons.
History: This silver-headed spear was forged in the Pyramid of Light during the Great War Against Chaos. Blucher, the captain of Magnus the Pious' personal guard, carried it into battle, where the spear proved most effective against Daemons. When the war was won, Blucher returned to his home village and a hero's welcome. After the victory celebration, Chaos cultists murdered Blucher and stole the Spear of the Hierophant. It has never been seen again.

Ring of St. Horst

Academic Knowledge: History
Powers: The Ring of St. Horst grants a +20% bonus to Fellowship and the Public Speaking talent while worn.
History: St. Horst, who lived during in the century following the foundation of the Empire, was an early proponent of Sigmar's divinity. He walked the roads, preaching the words of the Heldenhammer and promoting the unity of the Empire. After many years of wandering, Horst came to Middenheim, the centre of the cult of Ulric, and proclaimed Sigmar's divinity. A riot ensued and Horst was slain. When the flesh had rotted away, the faithful of Ulric smashed his bones with their warhammers. It is said his remains were powdered so completely that only a single tooth survived. That tooth was recovered by one of Horst's followers, who encased it in a brass ring inscribed with a twin-tailed comet. It passed from follower to follower until its final bearer was slain on the steppes of Kislev. The ring has been lost ever since.



Chapter VIII

Religion & Belief

"When weapons clash, when cold winds blow, when wolves howl—you know that Ulric is with you."

Torsten, Priest of Ulric

The Empire is steeped in religion and supersition. Life is short, brutal and often absurd. The Gods offer a sliver of hope in a world of war, darkness and danger. The folk of the Old World see the influence of the Gods all around them, as well as the movements of unseen spirits, and the dark touch of Chaos. Only fools ignore the Heavens—that, or the bravest of heretics.

Every part of life is watched over by a God. From birth to death an Empire citizen will honour many deities and visit many temples. Most folk only make occasional offerings, but some are religious enough to make regular sacrifices to all of the Gods. A rarer few choose to honour one God in particular—these usually go on to become part of the Priesthood for that deity. All hope that the Heavens will bless them with miracles or intervention; however, the Gods are whimsical in the extreme. There seems neither rhyme nor reason to their dabblings in mortal life. They can bless a person, or strike them down in an instant. Due to this, most are viewed with a mixture of awe and fear. Sometimes an answered prayer is the worst thing that can happen to a person. The common deities of the Empire are listed on the table on page 171.

The worship, and fear, of these Gods draws the Empire together. From Altdorf to Averland shared legends and rituals bind the people in a common understanding. The various Priesthoods reinforce this message, working to strengthen order and stability, for there are other Gods besides those of the Empire—Dark Gods whose worship is strictly forbidden. These Ruinous Powers bring death and discord to the tenuous balance of the Empire. Many secret cults do the work of these proscribed Gods, and despite all that officials do, they seem an eternal part of the Empire's underbelly.

— Formal Veneration —

There are many temples and shrines dedicated to the Gods. From the smallest pig farm to the largest city, there are a profusion of buildings, grottoes, springs, wells, standing stones, groves and markers. Many of these places of worship are cared for by Priests and acolytes of the various Religious Orders recognised by the Empire.

Considered to be mortal agents of their God, the Religious Orders take an active role in the day-to-day life of the Empire, be it tending the dead, caring for the land, or ministering to the wounded. Whilst they feel little need to "recruit" for their God, many Priests take it upon themselves to tell instructive tales and offer guidance. Each Order has considerable religious, fiscal and political power, which they wield as and when they feel it necessary. Some have argued that politics is not a realm in which the Priesthood is qualified to meddle; however, the Religious Orders have been extremely quick to point out that whilst Sigmar moves the Heavens, it is his Warrior Priests who move the Earth.

While each Religious Order maintains its holdings in their own particular way, there are some basics that apply to all of them. For specifics on each Order, see **The Religious Orders** starting at page 181.

Temples

The temple is the centre of worship for each deity. It is where ceremonial magic, invocation, and sacrifice are performed according to the rites of that God.

There is no such thing as a typical temple. There are temples old and new, sparse and opulent, and small and vast. Styles vary greatly, even amongst temples dedicated to the same God, but in some cases religious principles dictate the shape of the building. They are generally large buildings, however, and are usually built in brick or stone with towers of one kind or another.

Many cities have multiple temples to the same God, with especially large cities possessing many dedicated to each of the major Gods. The principal temple to a major God in a large city will be enormous, with many attendant Priests of all stations, templars defending its treasures, as well as scribes, Initiates, and lay staff. On the other hand, a temple in a remote village might be no more than a

Table 8-1: The Gods and their Spheres of Influence

God	Spheres of Influence	Common Worshippers
Manann	The Seas, Tides and Oceans	Fishermen, Sailors, Travellers
Morr	Death and Dreams	The Bereaved, Dreamers, Amethyst Wizards
Myrmidia	The Science of War, Estalia, Tilea	Soldiers, Strategists, Officers
Ranald	Thieves, Tricksters, Luck	Rogues, Gamblers, the Downtrodden
Rhya	Fertility of the Earth, Love	Farmers, Jade Wizards, Peasants
Shallya	Healing, Mercy, Childbirth	The Poor, the Diseased, Women
Sigmar	The Empire, Protection	Empire Folk, Nobility, the Army
Taal	Nature and the Wilds	Amber Wizards, Peasants, Woodsmen
Ulric	Battle, Wolves and Winter	Warriors, Middenheimers
Verena	Learning and Justice	Scribes, Celestial Wizards, Magistrates

large shrine, attended by only one sacramental figure who might not even be a Priest.

Temples and shrines generally contain objects of value—offerings that have been made to the attendant deity, icons, relics, and so on. These valuables are considered the property of the deity, and characters who attempt to steal or damage them are inviting the displeasure not only of the temple's Priests, but also of the deity.

Shrines

Shrines are a common feature in the Old World. Most are independent, freestanding structures, erected by the inhabitants of a village or a city ward, or by members of a particular guild or other group. Essentially, shrines are temples in miniature; they are places where offerings are made and prayers are offered to placate or gain the favour of a deity. Most are no more than a small altar, with an image of the God and a suitable inscription, generally covered by a small wooden or stone structure.

Shrines are visited regularly by worshippers who live too far away from a temple. The maintenance of the shrine is the responsibility of those who use it, and it is customary to make an offering of coin after praying at a shrine, to contribute toward its upkeep.

Along roadways and in hamlets, shrines are dedicated to minor deities, such as the patrons of a particular craft, or the spirit of a nearby landmark, like a spring, a cave, a crossroads, or a bridge.

Prayer and Blessings

Occasionally, a character praying at a shrine or temple will not only attract the attention of the attendant deity, but will also bring some miraculous result. Perhaps the character will receive a sign, a sudden epiphany pointing the way to the next step in his adventure. The character might even receive a special blessing—a bonus for his next challenge or some sort of holy enhancement to his weapon. The GM will determine when and if such a thing might happen, but there are some basic guidelines:

- Different Gods care about different things. A hero praying to Taal for guidance in his efforts to save an ancient grove of trees is more likely to be heard than a hero praying to Grungni for assistance in a political struggle.
- Blessings rarely come without a sacrifice. The Gods are impressed by meaningful sacrifices. A pauper giving his last coin to the altar of Sigmar is more likely to be heard than an Elector Count donating a statue made of gold.
- Blessings are rare. They are rarer without great need. A character praying to Ulric for aid in battle may be heard, but it is doubtful Ulric will lend him strength unless the battle is of vital importance (the character is outnumbered, the battle will decide the fate of the character's family, the battle is for the defence of a temple of Ulric, and so forth).

Blessings will generally only be granted to characters who devoutly follow the attendant deity, although characters who are properly reverent in their prayer may be heard and given a boon.

Blessings can take several forms, and it is up to the GM to decide on a suitable one, taking into account the circumstances, the nature of the deity involved, and the past history of the character. A character might be granted a small bonus to one test, the one-time use of an unknown skill or talent, or a one-shot use of a spell. GMs are free to invent new types of blessing, but they should only be more powerful than the examples given here in truly miraculous circumstances.

A blessing usually feels like a warm glow in the character's heart, a breeze that only he feels, a sound only he can hear. It is a subtle thing. The Gods do not usually speak to mortals or walk among them. A blessing is a thing of faith—the character has a sense of confidence that one of the Gods is with him; there is no ironclad proof that it is so.

If the GM wishes to provide a very powerful blessing, it is suggested that it be accompanied by more spectacular heralds—heavenly horns sounding in the distance, the clouds parting and the sun's rays spotlighting the character, the appearance of a heavenly being that anoints the blessed character, and the like. Obviously, this sort of event should be so rare that a thousand players could play for a thousand lifetimes and never have it happen once.

Oracles and Other Marvels

Temples are not only a place to make offerings, receive healing from Priests, and pray. Some have mystical properties, legendary relics, blessed clergy capable of oracular visions, or any other magnificent spiritual ability the GM might wish.

Because the Gods are a pervasive part of life in Old World, temples are a great starting point for adventures. When the mysterious agent of one of the Gods asks you to go on a great errand in the name of her master, only a fool says no.

Here are some classic adventure hooks that might crop up from a visit to a temple:

- One of the faithful has brought in a clue to the location of a lost artefact of the attendant God. The PCs are commanded by all that is holy to retrieve it.

- An elder Priest in the temple is an oracle and has a vision just as the characters enter the temple. They must heed this vision or perish!
- A distant temple to this God has sent a message that it is under the assault of the forces of Chaos. The PCs must swiftly go to the remote temple and protect it.

— Folk Worship —

Throughout the Empire it is considered right to honour all the Gods. Showing proper respect for the Gods is a mark of good manners, high morals, and intelligence. Neglect of the Gods, disrespect, or openly expressed disregard of such things is seen as a mark of low breeding and ignorance: furthermore, it is just plain unlucky. Even the Priests of a particular God show proper respect to other Gods and spirits in appropriate situations.

The average Old Worlder invokes the Gods when one of them is needed. A sailor would make offerings to Manann when heading into the open sea, whilst a Farmer may make offerings throughout the year to Taal, Rhya and Sigmar. Rich merchants often make donations to Shallya, for the sake of propriety, whilst the Imperial Army calls upon Sigmar to guide their swords and lead them to victory.

The Gods are not just an emergency service, however. Their influence can be felt throughout life, and not just via the Religious Orders. Many personal names, for example, include the names of Gods and mean things like "for Taal" and "beloved of Ulric." Similarly, there are numerous figures of speech in use that have their origins the Heavens.

Many folk include the symbols of the Gods within their family crest, or upon the clothes they wear. Protective charms also use the images of the Gods to guard against all manner of foulness. Many ask the Gods to look kindly upon them when it comes to the important rites of passage that are scattered throughout their lives. Together with this comes the yearly cycle of celebration and feast that all look forward to.

Player Characters and the Gods

For their part, all characters are expected to show respect for the Gods of the Old World, praying and offering sacrifices when they desire the favour of a particular God. Priests, and some more devout characters, may follow one God in particular. In such cases, the characters must adhere to the strictures of the God. Note, however, that even devout characters are not excused from the normal obligations that all characters have toward the pantheon: a Priest of Taal, for example, must still treat Verena and her temples with respect and make offerings on her holy days.

There are many small ways that the Religion of the Empire can affect the players, from the way they dress and the rites they practice to the politics surrounding them. The GM should reward players for consistently roleplaying their religious leanings, or coming up with particularly appropriate offerings and the like. **Table 8-2** gives examples of the favoured offerings and sacrifices that each God is said to prefer. Generally speaking, the more attention a player wants, the more valuable and irreplaceable the offering needs to be. If the PCs have offended the God, or have an extreme favour to ask, they will need to take the much more serious step of making a sacrifice.

Table 8-2: Offerings and Sacrifices

God	Favoured Offerings	Favoured Sacrifices
Manann	Fish, Gems, Nets/Hooks	Sailors, Boats
Morr	Incense, Candles	Blood, Tears
Myrmidia	Weaponry, Music	Oath of Self Sacrifice
Ranald	Gold, Dice, Cards	Fingers, Toes
Rhya	Vegetables, Fruit, Milk	Blood Upon the Earth
Shallya	Food/Medicine for the Poor	Tithe to an Orphanage
Sigmar	Gold, Wine, Ale	Gold, Death in Battle
Taal	Fresh Game, Holly Bough	First Kill Each Hunt
Ulric	Weapons, Banners, Ale	Weaponless Wolf Hunt
Verena	Written Prayer, Candles	Execution of the Guilty

Rites of Passage

Throughout their life in the Empire, the PCs will encounter a number of small celebrations and milestones.

Birth

At the birth of a child it is customary to offer a prayer and small food offering to Shallya, in thanks for a safe delivery. Amongst the poorer folk of the Empire, it is traditional for the father to bury a shilling or other highly valued coin underneath the doorstep to the house, in preparation for the child's coming of age. These coins are highly praised by necromancers, particularly if the infant passes away before reclaiming their coin. It is considered highly unlucky to spend your birth coin.

Birthday

Every year, on your day of birth, it is traditional to offer a small sacrifice up to Shallya, in thanks for safe passage into the world and continuing good health. Friends and family are sometimes expected to contribute to these offerings. These may be as humble as a spray of flowers placed in a Shallyan shrine, or as grandiose as an extension to a temple.

Dooming

Should a person survive to their tenth birthday, it is considered traditional to offer a sacrifice to Morr. Meat, blood and sometimes milk are thrown upon a sacred brazier, whilst special candles are burnt. The dense black smoke from these candles supposedly hides the child from Morr's sight, whilst the meat and blood reputedly takes the child's place in Morr's realm, serving the Death God until the child's true time comes. On this day, most folk receive a foretelling of what it is that will end their life—their "dooming."

Marriage

Marriage is an informal affair presided over by whichever Priest the couple feels appropriate. Some folk attempt to match the temperament of the couple to the God involved—a fiery bride might necessitate a Priest of Manann to "cool the blood" and create a calm marriage. Generally speaking, most folk are happy to be married by a Priest of Sigmar in a straightforward hand fasting affair. Both are asked to swear to the bonds of marriage, jump over a jug, and to make a contribution to the church. Divorce is a relatively simple inversion of this ceremony, but of course, is much more expensive.

Healer's Blessing

Those that have survived a serious illness or operation observe this feast day. Once a year, on the day the person was declared healthy once more, the celebrant holds a huge feast. Friends, family and the physician involved are all invited to eat, drink and be merry. The

meal is themed towards the operation or illness suffered—hence a stomach operation might be celebrated with a dish of tripe or large, belly shaped pie. Due to this tradition, when looking for a healer's services, it is considered wise to pick the fattest Physician possible—for, if he's a good doctor, he'll constantly be eating at these feasts. Some quacks have been known to use false bellies to make themselves look successful but most folk are wise to this now.

Mornlimb

This is a traditional drinking binge common amongst Soldiers, Mercenaries and folk from the North of the Empire. Two days before Witching Night, all those who've lost limbs, fingers, ears and other body parts gather together to toast the parts of them that already rest in Morr's realm. Sigmar, Ulric, Morr, Myrmidia and Ranald are all honoured in this festival, through toasts, ribald songs and extravagant temple donations. Usually the person who has lost the most leads the toasts—as lots of him is already in the afterlife he is considered to be the best connected.

Death

Innumerable traditions surround death. From copper for the diggers to rum for the widow, there are rites and celebrations that vary from place to place, village to village. Generally speaking, all will want their body to be buried in a Garden of Morr, for his Priests regularly honour the dead, whilst guarding against necromancers, accidental ploughing and all the other calamities that might befall a corpse. For two shillings a person may be prepared and buried in an adequate grave. More money sees better positioning and rites for the departed. Some folk specify that a High Priest must guide their souls to Morr's realm—and this service does not come cheaply.

Religious Festivals

Though there are many different calendars in use within the Old World, the Imperial Calendar remains the standard reckoning within the Empire. Most communities use this to determine their religious festivals, though some of the more isolated hamlets and villages of the Empire have been known to lose days, weeks or even entire years as a result of poor record keeping.

An Imperial year is made up of 400 days, divided into 12 months of 32 or 33 days, with six "in between" days that mark particularly important festivals.

There are eight days to a week, whose names probably date back to the early days of the Empire. In order the days are: Workday, Levyday, Marketday, Bakeday, Taxday, Kingday, Startweek and Holiday.

Each of the twelve months has a similarly practical name, connected both to agriculture and to the great celebrations of the year. In order these months are: After-Witching, Year-Turn, Plough-Tide, Sigmar-Tide, Summer-Tide, Fore-Mystery, After-Mystery, Harvest-Tide, Brew-Month, Chill-Month, Ulric-Tide and Fore-Witching.

Some folk, particularly Jade Wizards, prefer to mark time by the actions of the two moons, Mannslieb ("Beloved of Manann") and Morrslieb ("Beloved of Morr"). The white moon, Mannslieb, keeps a regular 25-day cycle from full to full, whereas Morrslieb, the sickly green Chaos moon, seems to keep no set pattern.

However it is reckoned, the folk of the Empire love celebrations and feasts. They are quick to indulge in wine and song, and are equally quick to adopt foreign, secular and non-human festivals. For this reason, the non-human festivals receive recognition on the Imperial calendar.



Celebrations in Brief

Witching Night

Known as Hexensnacht by the older folk of the Empire, Witching Night marks the eve of the New Year. It is considered an inauspicious night by most, for the moons cast an eerie light and the dead are said to stir. Ill luck befalls those who venture out of their homes. On these nights, the Priests of Morr hold solemn rites, for the gateways between the realms of the dead and the living and the sleeping and the waking are believed to stand wide open, aiding communion with the deceased and prophesy.

Year Blessing

This rite of Verena asks the Goddess to look over the forthcoming year and bless it with knowledge and justice.

Start Growth

Sacred to Manann (as it heralds the changing of the tides), this day also marks the end of Ulric's time—Winter. Taal begins his ascendancy as Lord of the Forest, causing the green shoots of regrowth after Ulric's reign of snow and ice. Winter cloaks are laid aside, and boats re-caulked in preparation for warmer days.

First Quaff

This is the first Dwarf celebration of the year. This is the time when the first of the new beer is tasted.

First Day of Summer

On this day Sigmar was said to have ascended to the Heavens as a God. There is much feasting and singing upon this day.

Table 8:3- Religious Celebrations

Month	Day	Occasion	Celebrated Gods
—	**Witching Night**	New Year	Morr
After-Witching	1st	Year Blessing	Verena
Year-Turn	—	—	—
—	**Start Growth**	Spring Equinox	Manann, Taal, Ulric
Plough-Tide	33rd	*First Quaff*	Dwarf Gods
Sigmar-Tide	18th	First Day of Summer	Sigmar
Summer-Tide	—	—	—
—	**Sun Still**	Summer Solstice	Taal, Rhya, Elf Gods
Fore-Mystery	33rd	*Saga*	Dwarf Gods
—	**Day of Mystery**	Both Moons Full	Morr
After-Mystery	—	—	—
Harvest-Tide	1-8th	*Pie Week*	Halfling Gods
—	**Less Growth**	Autumn Equinox	Rhya, Taal, Ulric
Brew-Month	33rd	*Second Breech*	Dwarf Gods
Chill Month	—	—	—
Ulric-Tide	—	—	—
—	**World Still**	Winter Solstice	Ulric, Taal, Rhya
Fore-Witching	33rd	*Keg End*	Dwarf Gods

Note: 6 days of the year do not fall within any months. Non-human festivals are given in italics.

Sun Still

This is the time of Taal and his wife Rhya. A day of dancing and drink, it is considered the most auspicious time to conceive children. Elves are sometimes seen honouring their Gods on this day.

Saga

This second Dwarf celebration is given over to tales of Troll Slayers, epic battle and the wisdom of the Ancestors.

Day of Mystery

This day, sometimes called Geheimnistag, is sacred to Morr. The twin moons both shine full, thinning the veil between the lands of the dead and the land of the living. A good time for a foretelling, this day is considered "safer" than Witching Night.

Pie Week

This time of eating and indulgence is the Halfling's sole religious festival. Little sense can be got out of any Halfling during this week, as all their time is given over to baking and eating huge pies. Humans have begun to adopt this week as a secular holiday.

Less Growth

Upon this day Taal and Rhya hand their powers over to Ulric, as Winter begins to creep upon the land. Rhya is honoured as the mother of the Autumn Harvest, and Farmers sacrifice a portion of their crop to her in huge fires.

Second Breech

This is the third celebration of the Dwarf calendar. The beer kegs are once more opened and tried. Tales of heroism and tunnel fighting are traditional entertainments at this festival.

World Still

This is the height of Ulric's time. Farmers and Peasants light fires to guide Taal and Rhya back to the land, and keep the chill off.

Keg End

This final festival marks the end of the Dwarf year. Traditionally, all family barrels must be emptied by the end of this celebration. A year's bad luck will attend anyone who spills a drop of beer during this rite.

The Gods in Everyday Sayings

"Taal's teeth!"—A curse for sharp and uncomfortable situations.

"He felt the breath of Morr on his neck."—He thought he was going to die.

"Grinning like old Morr himself."—To have a skull-like or macabre grin.

"He's dancing with Morr now."—He's dead.

"Like the Wolves of Ulric were after him!"—He ran very quickly indeed.

"As sure as Sigmar's Sausage."—An obscure expression of uncertain origin and meaning.

"He'll pay tuppence and a sword."—His actions will bring about his death. Two coins and a sword are all you need to get yourself buried in a Garden of Morr.

"He'll sup with Ranald."—He'll take his chances.

"Drink deep, or not at all, of the Myrmidian Spring."—The Myrmidian Spring is a source of steadfastness and courage that enables folk to carry out impossible orders.

The Wrath of the Gods

As well as granting blessings to the deserving, the Gods may also inflict punishments on those who fail to show them respect or plot to harm their worshippers. A devout person who fails to keep to the



deity's strictures, or otherwise brings the faith into disrepute, will also be punished, as will characters who steal from the deity's temples or harm the deity's faithful.

Divine punishments have varying stages, according to the enormity of the crime and the position of the errant character. Devout characters should be stripped of powers (starting with Divine Lores for Priests) or feel an otherwise oppressive hand from their deity making it clear that they have displeased. Characters who have callously disregarded a God's will, mocked that God or His work, or who have desecrated a God's holy places may well be smitten with a debilitating disease. The Gods are very fond of the bloody flux.

There are many ways to apologize to the Gods if they have been wronged. Their Priests administer most of them. The following list describes the more common practices, but the GM should feel free to improvise suitable penances for PCs who have broken their strictures, or angered one of the cults.

Typical Acts of Contrition

Bagging

For minor offenses, the guilty parties often have their heads bound up in sacks. They are then pushed about the bounds of the community. This is supposed to remind them of the death masks placed upon heretics before burning or beheading.

Fine

The most common form of contrition is to pay a fine. This usually takes place upon Levyday, in a public place, such as a market or standing at the temple door. The public frequently jeer or pelt the offender with vegetables until the coins are handed over. The size of the fine depends upon wealth and the nature of the offence.

Fast

An offender may be asked to offer up part, or all of his meals for a time, in an attempt to placate the God in question. If the punishment is severe, the offender will be forced to spend a month drinking only water—a sure sentence to the flux if ever there was one.

Whipping

Self-flagellation or a public whipping is a favourite of many Gods. Some specify certain implements, whilst others merely demand a certain amount of "stripes".

Leeching

Tricksters and deceivers are disliked by many Cults. Merchants who give short measure, gossips, and con men are often brought to Priests for "divine punishment". This usually involves praying over the offender whilst leeches are placed upon the tongue to "suck out" the poisonous lies.

Blood Tithe

Some wrongs have a very definite price. In backwards villages and other poor areas, where fines are not an option, certain offences have a blood tithe. The punished one must give up a certain amount of blood to the God they have wronged. Different sized chalices are used for different wrongs.

The Anvil

Used almost exclusively by the Sigmarite Cult, this penance requires "the hammer of justice upon the hand of crime." The size of the Priest and the hammer vary with the level of the offence.

— Gods of the Empire —

Each God is known by a variety of names and symbols. The following section describes the most common understanding of each deity, but these will vary from place to place. Devout characters, such as Priests, may like to display the symbol of their favoured Gods, and would certainly strive to keep the strictures of their chosen patron. To break these would incur heavenly wrath, and would require at least a good firm bagging to make amends.

Manann

God of the Sea



Feared and venerated by sailors and coastal folk, Manann is lord of the seas and the creatures within them. He controls tides and currents and is as unpredictable as the sea itself. He is as well known for wrath as mirth. The offspring of Taal and Rhya, he is usually portrayed as a huge bare-chested merman, wearing a spiked crown of black iron and flowing seaweed. He also takes the form of a whirlpool or waterspout, or a huge sea monster.

Symbol

Manann is most commonly represented by an abstract wave design, a symbol he shares with several lesser water deities. His five-pointed crown is also a common symbol, as are the trident and the stylized albatross. His Priests normally wear robes of greenish blue or bluish grey, sometimes trimmed with a wave pattern in blue on white.

Area of Worship

Manann is worshipped chiefly by those who depend on the sea: sailors, fisher folk, and the like. It is customary for people about to embark on a sea voyage to make a small sacrifice to him in the hope of a good crossing. He is also worshipped by the pirates of Sartosa and other places, who see him as a ferocious and warlike deity, quick to attack those who trespass in his watery domain.

Temperament

Like Taal, his father, Manann is indifferent to mortal cares. Unlike Taal, Manann seems to take pleasure in his indifference. Some sages of Verena interpret this as a species of evil, but Manann's Priests dismiss this notion as shortsighted. They believe their God's indifference and capriciousness have some ultimate design that only a divine perspective can discern.

Strictures

Most of the strictures imposed on followers of Manann are simply formalized versions of superstitions commonly held by sailors. Whistling while aboard ship is forbidden, for example, as is starting a voyage on the thirteenth day of the month or killing an albatross.

Morr

God of Death and Dreams

Morr is the God of Death and the ruler of the underworld. He is normally depicted as a tall man of aristocratic bearing, with a detached, slightly brooding aspect. The souls of the dead belong to him, and he makes sure they are guided safely to his dark realm. He is the enemy of undeath in all its forms, for the creation of the undead is a raid on his domain.



He is also the God of dreams and portents. He oversees dreamers' wanderings in the dream lands, which border the realm of the dead, and sends portents to visionaries and the mad.

Morr is said to be Verena's husband, and in many tales, he seeks her counsel.

Symbol

The most common symbols of Morr are the black rose, the raven and the stone portal. His Priests wear black, hooded robes, without any symbols or adornment.

Area of Worship

Morr is known throughout the Old World. He is not an everyday God; he is worshipped mainly by the bereaved, who offer up prayers and sacrifices in the hope that their departed will reach his kingdom safely and prosper there. Interpreters of dreams and those who wish to be free of nightmares also invoke him. In addition, many Amethyst Wizards consider Morr to be their patron.

Temperament

On the surface, Morr seems an indifferent God, pulling all of the living into his domains, but his Priests know that, at heart, he is a God of grace, for he protects dreamers and the dead, securing them in his kingdoms. His opposition to necromancy and his provision of portents are both signs of his grace.

Strictures

Priests of Morr are charged with care of the dead. They are tasked with the following:

- Observe all the rites of funeral and wake.
- Oppose necromancers and the undead whenever and wherever they are encountered.
- Be respectful and considerate of the dead and their families.
- Pay heed to your dreams.

Myrmidia

Goddess of War



Her statues are on nearly every street corner in the cities of Tilea and Estalia. Her name is invoked by the people of the South as a ward against everything from illness to death at the hands of Beastmen. As devout as the people of the Empire are in their love of Sigmar, it is almost subdued when compared to the wild and devoted love of the Southern people of Tilea and Estalia for their lady, their champion, their Goddess, Myrmidia.

Myrmidia's role in the pantheon is subject to debate—and passionate argument—across the Old World. In the Empire, scholars believe she was a mortal hero who rose in either Tilea or Estalia and protected those people against invasion from the

barbarians to their north (the forefathers of the Empire), Arabian invaders from across the sea, and Goblins pouring out of the mountains to their east. Having saved her people, Myrmidia was to be crowned queen but was shot at her coronation with a poisoned dart from an unknown assailant. She was so strong that the poison could not kill her, though, and as she lay dying she commanded that a great ship be constructed. She was loaded onto the vessel and sailed West, where she ascended to Godhood. In the Empire she is believed to be a regional God only, and while people respect her, most do not especially worship her—no more than they worship the regional Gods of Kislev or Bretonnia.

This vision of Myrmidia as the maiden warrior who rose up and saved her people persists to this day in every legend, but in Tilea and Estalia, the rest of the story is very different. They claim that Myrmidia was the daughter of Verena and Morr who was given to mortal parents to raise. In Tilea, they insist Tileans raised her. In Estalia, her parents were of course Estalian. In either case, the baby grew to be a powerful maiden warrior who rallied the people of both lands against all enemies. To this day she is loved and revered as the patron of both nations, but also as a Goddess born of two great Gods.

Apart from being a regional God, the people of the southlands believe Myrmidia has an essential role as one of the Gods of civilization. She is, they say, the patron Goddess of Soldiers and Strategists. Where Ulric stands for strength of combat and the fury of battle, Myrmidia stands for the art and science of war.

Myrmidia is commonly portrayed as a tall, well-proportioned, young woman armed and equipped in the style of the soldiers of the southern Old World. She can also take the form of an eagle.

Symbol

The symbol of Myrmidia is a spear behind a shield. This design is worn as a pendant by the majority of her followers, who believe it will bring them luck in battle. Her Priests wear blue cowls over white robes with red edging, with her symbol either sewn onto the left breast or worn as a cloak-clasp.

Area of Worship

Myrmidia is followed with fanatical devotion across the southern Old World, especially Tilea and Estalia. In other parts of the Old World, warriors who find Ulric's ways of battle to be too brutal are turning to the worship Myrmidia. This is particularly true of those who use black powder, which is proscribed by the Ulrican faith. These new adherents accept the belief that Myrmidia is the daughter of Verena and Morr and do not consider her a regional God.

Temperament

Myrmidia is a God of the southern people of the Old World, hearing their prayers and protecting them from invasion. However, as her faith has spread to other regions, she is generally thought by other cultures to be a vengeful God. Unlike Ulric, who watches over battles and lets men live or die by their own skill, Myrmidia actually steels hearts and drives the righteous to destroy the wicked.

Strictures

Devout worshippers of Myrmidia must abide by the following strictures, though there are only likely consequences for breaking them among templars, Initiates and Priests of Myrmidia:

- Act with honour and dignity at all times.
- Respect prisoners of war.
- Show no mercy to the enemies of humanity.
- Honour your master's commands, breaking them only when absolutely necessary (for example, when you are ordered to break one of the other strictures).

Ranald

God of Tricksters



Ranald is rarely worshipped in temples. His followers invoke his name in whispers or by praying at private shrines. Beloved by merchants, gamblers, thieves, and all those whose daily tasks revolve around money, Ranald is a far more popular God than one could determine by counting temples in the street. Indeed, anyone who seeks wealth, feels they have been cheated or downtrodden, desires to break a string of bad luck, or simply wishes to hold on to what riches they have already accumulated, prays to Ranald.

He is spoken of by the orthodox leaders of other cults as the wicked trickster God, a patron of rogues and gamblers and other "base personages." The authorities of the Empire think little of the cult of Ranald and do not embrace its clergy as they do the clergy of other cults. Whilst authority figures loathe the worship of Ranald, to the masses he is a hero. Revered across the Old World, common folk pray to Ranald whenever they need something. Unlike most other Gods, it is believed that if you pray enough to Ranald, he will hear you and you will receive. He is the God of the weak, the forgotten, those who need a change in fortune.

Ranald is portrayed as a Human male, usually a charming rogue with a wicked smile. He can also take the form of a crow, magpie or black cat. He is a roguish trickster, happy to pull down the lofty and raise the low. Rather than being evil or malicious, he is ruled largely by his irrepressible sense of humour. Because he so loves to see the mighty fall, powerful merchants who got where they are by prayer to Ranald are sure to donate a great deal of their wealth to his cult. Ranald abhors violence of all kinds, and would never condone violent crime, murder or torture.

Symbol

Ranald is represented by the sign of the crossed index and second finger. Making the sign is a sort of silent invocation or prayer, and is supposed to bring luck. In his shrines and temples, he is represented with the crow and the cat.

For obvious reasons, in many parts of the Old World Priests of Ranald do not wear any distinctive forms of clothing or holy symbols. Some followers may have a cleverly hidden, repeating "X" design worked into their clothes.

A metal pendant with an ornate "X" design is a common good luck charm in the Old World. So many people wear one that it is a clear sign of Ranald's popularity as a folk God. However, it is so common that it does not invite suspicion except where official suppression of Ranald's worship has assumed the proportions of a witch-hunt. In any case, these charms are seldom worn openly; it is generally believed that the effect of the charm is lessened if it is openly displayed.

Area of Worship

Ranald is worshipped throughout the Old World, generally in larger towns and cities. His worshippers are normally struggling merchants, rogues, gamblers and the lower classes.

Temperament

Devout worshippers of Ranald believe if they really need something and pray to him enough, he will give it to them. Those who point out

that his worshippers are poor and miserable wretches who shovel pig excrement for a living—and no amount of praying seems to change that—are usually written off as cynics. Sometimes they are beaten by angry mobs of pig excrement shovellers.

Strictures

The following strictures are obeyed by devout worshippers of Ranald, though there are only consequences for failure to adhere to them for Initiates and Priests:

- One coin in ten belongs to Ranald.
- Ranald frowns upon unnecessary violence.
- Live by your wits, not your sword.
- A true devotee of Ranald uses the dagger and stiletto, only amateurs and the slow-witted need armour and long swords.

Shallya



Goddess of Healing, Mercy, and Childbirth

The daughter of mercy, the mother of mothers; these are a few of the names given Shallya, the most beneficent of all the Gods. Her temples are places of quiet and comfort—for the sick, for the dying, for those without homes. Her Priests aid the sick and weary and bring children into the world, for the Shallyans know the arts of midwifery better than any others. Many of the people of the Empire were born in a temple of Shallya; most of them return when they are ill or dying. In the end, it is to the temple of Shallya's father they go.

Shallya is the daughter of Verena and Morr. She is normally portrayed as a young and beautiful maiden whose eyes are perpetually welling with tears, but she can also take the form of a white dove. She is an exceptionally important Goddess throughout the Old World. People visit her temples regularly, particularly when their children are born, get sick or are hurt. Old Worlders pray to Shallya all the time: when they are laid up with an illness that keeps them from their work, when they are hoping to have children, when they need mercy because their life has grown too hard. Of all the Gods, she is the only one who most people agree really listens.

Symbol

Shallya is normally symbolized by a dove or by a heart and a drop of blood. Her Priests, most of whom are female, wear white robes, often hooded, with a heart symbol embroidered in gold thread on the left breast.

Area of Worship

Shallya is worshipped throughout the Old World by people from all walks of life. She is particularly popular as a patron deity of pregnant women, as it is believed that she protects against miscarriages and eases the pain of childbirth. However, only the most blessed person goes through life without ever getting seriously ill or injured. Eventually every person prays with quiet desperation to Shallya for a healthy recovery.

Temperament

Shallya is reputed to hear the prayers of those in the greatest need and helping them, for her love is so great. However, those whose children get sick and die suddenly, despite their prayers, are not so sure. Legends say she used to help everyone, but her father, Morr, who is the God of death, insisted that she might aid only one person per moment lest his kingdom suffer.

Strictures

All devout followers of Shallya seek to follow these strictures, though only her Priests adhere to them with absolute consistency:

- Avoid killing.
- Never refuse healing to a supplicant genuinely in need.
- Never halt a soul when it is time for it to depart.
- Go about your life unarmed. A stout walking staff is all you'll ever need.
- Abhor the Fly Lord in all his forms.

Sigmar Heldenhammer

God of the Empire



As might be surmised from the size of the Empire, religious practices vary enormously from place to place, with one God held more highly than others in one region, and only particularly noted on his holy days in another. There is one notable exception. In all corners of the Empire, Sigmar is worshipped with particular reverence and awe. He is the guardian of its people, their shield and their hammer. His name holds for them the hope that the eternal ravages of Chaos will never unravel the Empire.

Sigmar is the deified, legendary founder of the Empire. Befitting a great warrior king, Sigmar is worshipped both for his military might, and as the great unifier—the synthesis of all the conflicting interests of the various power groups within the Empire. Statues and paintings usually depict him as a muscular, bearded giant of a man, with long, blond hair. He invariably bears a massive, two-handed Dwarfen warhammer, and is often shown seated on a simple throne with piles of Goblin heads at his feet.

Symbol

The cult of Sigmar is usually associated with two symbols: a stylized Dwarfen warhammer and a twin-tailed comet. The former symbol refers, of course, to Sigmar's magic warhammer, Ghal Maraz, while the latter represents the comet that heralded Sigmar's birth long ago. Less-used symbols, often found embedded in the architecture of Sigmar's holiest sites, are the griffon and the gold crown. Both are earthly symbols of Sigmar's dominion over the Empire as Man and God.

The jade griffon is a Sigmarite symbol reserved for the Grand Theogonist, the cult's leader. This mark appearing at the bottom of a letter is enough to pass through any town or city in the Empire unmolested.

Area of Worship

Although considered a lesser, regional deity in other parts of the Old World, Sigmar is worshipped throughout the Empire. In every town, village, and city across the Empire, his temples are the grandest and most numerous, with two exceptions: in the city state of Middenheim, the site of the chief temple to Ulric, that God's temples outnumber Sigmar's, and in Talabheim, where temples of Taal (who is revered there as the all-important river God) are found in equal number to those of Sigmar.

There is hardly a village that does not have a temple or shrine dedicated to him. Crowds of not only devout Sigmarites but also common folk flood the streets in every corner of the Empire on his holy days. Even in the basest, most common tavern, a toast "To Sigmar!" is raised near hourly. From the commonest peasant to the mightiest Elector Count, the people of the Empire revere Sigmar and hold his name holy.

Outside the Empire, however, worship is limited to a handful of exiles and immigrants.

Temperament

Sigmar is a vengeful God. He lights fires in the hearts of his followers and, like in the Dwarfen smithies of old where his hammer was formed, forges them into weapons against the machinations of Chaos.

Strictures

Devout worshippers of Sigmar must abide by the following Strictures. To violate one of these strictures is to flout his will and, in same cases, may bring terrible and swift retribution:

- Obey your orders.
- Aid Dwarf-folk.
- Work to promote the unity of the Empire, even at the cost of individual liberty.
- Bear true allegiance to His Imperial Majesty the Emperor.
- Root out and destroy Goblinoids, the servants of Chaos, and those who use corrupt magic, wherever they may hide.

Taal and Rhya

Lord of Nature, Mother of the Earth



When mortals first turned to the Gods and prayed to be spared the worst storms, to have bountiful hunts and harvests, and to understand the cycles of the natural world, they formed the cult of Taal and Rhya, king and queen of nature. In the beginning, the two were worshipped as a single God, Ishernos, who had a feminine face in Spring and Autumn and a masculine face in Summer and Winter. Over time, Winter became the domain of Ulric and the two faces of Ishernos became two Gods in worshippers' imaginations, yet the cult has remained one. Some theologians speculate that Ulric was once a part of Ishernos as well, forming a triad, which would explain the triskeles etched into the megaliths in Taal and Rhya's oldest stone circles.

Taal is the power behind gales and downpours, waterfalls and rapids, avalanches and landslides. He is the lord of beasts, forests, and mountains. The wild areas of the Old World are his domains. Rhya is the power behind zephyrs and gentle rains. She is the midwife when animals are born and plants sprout, and she is the huntress who provides for her kin. Cultivated lands are her domains, as are love and procreation. When farmers pray to her for springtime rains, lads and lasses entreat her to turn the hearts of their beloved ones toward them.

In art and story, Taal is normally a powerfully built man with long, wild hair crowned with the skull of a great stag. He wears animal skins, and golden leaves flutter from his beard. In some tales, he manifests as one of his totems: a stag or bear. Rhya is usually depicted as a lovely, motherly woman, her hair a tangle of flowers and branches and her gown a weave of evergreen leaves and fragrant herbs, or she appears as a doe, her primary totem.

Symbol

The symbol for Taal and Rhya together is the Coil of Life, a spiral representing nature's annual turn from birth to maturity to death to rebirth. This symbol is also used by Jade Wizards. By himself, Taal is symbolized by stag antlers or a stone axe, with which he is said to cause thunder, lightning, and avalanches by striking mountaintops. Rhya is symbolized by a sheaf of grain or a bow and arrow, representing her hunter aspect and the dart of love. The Gods' Priests generally wear simple robes of grey, brown, or green, which they adorn with leaves and flowers for festivals.

Area of Worship

Wherever people are concerned about the weather, the harvest, the wilderness, or love, Taal and Rhya are worshipped. Taal is especially venerated in the north and east of the Old World, among the great forests and mountains of the Empire. Most of his followers are rangers, woodsmen, and Amber Wizards. Rhya's most devoted followers are farmers and hunters. Many Jade Wizards are devoted to the Gods as Ishernos.

While Taal is not usually revered in cities, in Talabheim, which was founded on river trade, he is called the Father of Rivers and is the city's chief God.

Temperament

Taal is viewed as an indifferent God. Like a mountain or storm, he is unmoved by mortal concerns. Rhya, in contrast, gracefully nurtures the world by providing sustenance and natural beauty.

Strictures

Priests of Taal and Rhya must abide by the following strictures:

- Taal's children gladly give themselves for food and sacrifice. Respect and honour this gift to you.
- A sacrifice, of an animal or grain, must be made to Taal and Rhya once per month, at the dark of the moon.
- Each year, all Priests must spend seven solitary days and nights away from civilization, communing with nature and living on what they catch. The time for each Priest's retreat is determined by the hierarchs in the region.
- Do not clad yourself in metal, rather wear the hides of your animal kin.
- Take pride in your strength and natural skill. Avoid firearms and other works of science.

Ulric

God of Wolves, Battle, and Winter



Tall men, and fierce, the worshippers of Ulric preserve the spirit and traditions of their ancestors who founded the Empire. The cult of Ulric as it is currently constituted dates back over three thousand years, with its leader able to trace his succession across millennia. When the forefathers of the Teutogen tribe crossed the frozen and terrible mountains of the Old World to come to the land that is now the Empire, it was Ulric who guided them, sending wolves to protect them on the way. These men erected no monuments and forged no steel. They were wild men. The cult of Ulric maintains that primal spirit from which the Empire arose, even in this later age of black powder and other wonders.

Ulric is the God of battle and destruction, the patron of wolves and the spirit of Winter. Most scholars understand him to be the brother of Taal. Ulric is portrayed as a massive warrior alike in form and armament to the barbarians who founded the Empire: his long hair flows unbound; his thick, black beard is silvered by hoar frost; on his back is a silver-grey wolf-skin cloak. He wields a giant two-handed hammer and goes into battle without a helm to show his bravery. Ulric is also represented from time to time as a huge silver-grey wolf. He despises weakness, cowardice and trickery, and expects his followers to always take the direct approach to solving a problem.

Ulric was the patron God of the Teutogens, one of the twelve great Human tribes and the people from whom Sigmar himself sprang. Like his God, Sigmar wielded a two-handed hammer and went into battle without a helm. After many adventures, Sigmar eventually unified the tribes into the Empire. Since then, the state religion of the Empire has become the cult of Sigmar, supplanting Ulric's place of importance in the Empire.

Symbol

The symbol of Ulric is the wolf; wolf-head medallions are worn by many of his followers, and the design is also used as decoration on weapons and armour. Some followers of Ulric wear wolf-skins as cloaks. Priests wear black robes with white wolf-head emblems on the breast and trimmed with wolf-skin.

Dedicated worshippers of Ulric usually go unshaven and do not trim their hair, so that they might be as close in likeness to Ulric as possible.

Area of Worship

Ulric is mainly venerated in the north of the Empire and Middenland in particular, but his cult is also found in other parts of the Old World, especially among warriors. Knightly orders, soldiers, mercenaries and most anyone who fights for a living will have a shrine dedicated to Ulric near them at all times.

In Middenheim particularly, the cult of Ulric is the dominant force, both politically and spiritually. Only there is the cult highly organized, with massive temples and complexes housing thousands upon thousands of clergy and other cult members. Only there in the Empire does Ulric easily eclipse the importance of Sigmar; Ulric is the most common name for boys in Middenheim, and most men there go unshaven as a sign of devotion.

While professional warriors throughout the Old World pray to Ulric, often on a daily basis, these sorts of folk rarely rely on temples or clergy to communicate with their God. While it is true, therefore, that the highly organized cult of Ulric is limited to Middenheim, let there be no mistake: Ulric is a powerful and important God, prayed to by every man or woman who has to do battle. In the Old World, sooner or later, that's everyone.

Temperament

Ulric is considered to be indifferent. He is a distant, harsh and unforgiving God, who expects his followers to stand on their own two feet, putting their faith in martial prowess.

Strictures

Devout worshippers of Ulric abide by the following strictures. Initiates, Priests or templars who violate these strictures may lose their abilities:

- Obey your betters.
- Defend your honour, whenever it is challenged.
- Stand honest and true. Deception and trickery is not the way of Ulric.
- Wolf-skin may only be used on clothing if you have killed the wolf yourself, using only the weapons provided by nature: hand-crafted bows, spears carved from long sticks, and the like.
- Gunpowder weapons, explosives, incendiaries and crossbows bring no glory to their wielder. Use them if you must, but all other types of weapons and armour are preferred.
- The fires in temples and shrines to Ulric must never be allowed to go out; it is said that if any do so, the next winter will last a full year.

Verena

Goddess of Learning and Justice



Verena is the Goddess of Wisdom, Reason, and Justice. She is especially popular among the learned and studious. In her aspect as the Goddess of Justice she is concerned with fairness, rather than with the letter of the law; she opposes tyranny and oppression as much as crime. Verena is generally portrayed as a tall and beautiful woman, dignified and serious. In legends, she sometimes takes the form of an owl or a venerable sage of either sex. She is said to be the wife of Morr. While he is the lord of the shadowy knowledge of dreams and the future, she is the lady of knowledge of the past and present.

Symbol

Verena's symbol is the owl, a traditional symbol of wisdom. Her followers and Priests often wear medallions bearing the design of an owl or an owl's head. The Priests' robes are white, representing the light of knowledge and reason.

A pair of scales is used to symbolize Verena in her aspect as Goddess of justice. It is sometimes combined with the owl design. A sword, with the point downwards, represents the weapon she is said to use to redress injustice in her more martial aspect.

Area of Worship

Verena is worshipped throughout the Old World, especially in university towns like Altdorf and Nuln, where there are great temples in her honour. She has smaller temples in most towns and cities of any size, generally in the administrative districts, and all academies and places of learning have a chapel or shrine to her. Private shrines are also commonly found in the homes of magistrates, administrators, diplomats, and academics, including many magicians. Some of her most faithful adherents are Celestial Wizards.

Temperament

Her greatest wishes are that mortals increase in knowledge and justice and throw off tyranny. Rather than the providing direct revelation, she inspires people to discover truth for themselves.

Strictures

Priests of Verena must abide by the following strictures:

- Safeguard knowledge.
- Preserve your judgement from fear or favour.
- Arbitrate disputes whenever you can.
- Do not allow yourself to become a tool of injustice or heresy.
- Combat is a last resort, but do not fear to wield the sword of justice.

— The Religious Orders —

The following section details the temples and Religious Orders of the various Gods. The GM should keep this information to himself at first. Should a character join one of the Religious Orders, it is then permissible for that player to read the appropriate section. Otherwise, it's best to keep the mysteries of the Gods on earth secret.

The Cult of Manann

Nearly all of Manann's temples are situated in coastal towns, although a few are found in inland ports where seagoing vessels can dock, such as Altdorf. Manann's chief temple is in the dock quarter of Marienburg. It is a huge and well-appointed building, housing the wealth offered up by generations of merchants and sailors. Manann's temples are semi-autonomous, although all are tributary to the one in Marienburg.

The cult's temples vary widely in form and size. Normally they are spacious halls containing a large statue of Manann, but other details vary, generally following the prevailing styles of architecture and decoration. Shrines to Manann are equally diverse, and can vary from elaborate small buildings to simple statues on docks and between warehouses.

The services in the temples tend to focus on praising Manann or appeasing him by reading aloud his mythic exploits. His worshippers have thousands of pages describing the erratic cruelty and generosity of their God.

Holy Orders

In the cult of Manann there is little hierarchy. Other than the patriarch or matriarch, who resides in Marienburg, there are only Priests. The Priests of a particular temple govern themselves collegially, turning to the high temple in Marienburg when they have a persistent conflict. The main duty of the patriarch or matriarch is to resolve these conflicts and to govern the Order of the Albatross, Priestly navigators who serve on merchant and military vessels in exchange for tithes. These tithes are sometimes vast, as the order's navigators are some of the best in the Old World and can demand great sums. Many sailors consider it good luck to have an Albatross navigator aboard, believing that only one of Manann's own can cool the God's passions.

Wreckers and pirates along the northern coast of the Empire worship him as Stromfels, God of Reefs and Currents. Because of this sub-cult's association with piracy, it is outlawed in the Empire. Manann is also worshipped, under a variety of names, by boatmen and others living on tidal rivers. Some human scholars claim that Mathlann, Elven God of Storms, is but another name for Manann. Certainly, the similarity of the two names is indisputable.

Church Skills and Talents

Initiates of Manann start with the Swim skill in addition to their normal career skills. Priests of Manann can, at their option, learn the following skills as part of their careers: Row, Sail, and Trade (Shipwright).

Prominent Figures

The current matriarch is Camille Dauphina, a middle-aged woman of wry wit and great ambition. She has connections with most of the merchant families in Marienburg and uses the Order of the Albatross to keep tabs on mercantile affairs throughout the Old World. Her manner is disciplined, but she is lavish when commissioning new art for the high temple. Many Priests, particularly outside the city, feel she is turning the cult into a merchant guild. They detect little acknowledgement of their wild God in her dealings.

Holy Days

The Spring Equinox is the cult's main holy day, marking the beginning of the season for long voyages. Other festivals are at the turn of the Spring and neap tides. Manann's Priests also perform rites when Mannslieb is full, for it, like the God, controls the tides.

The Cult of Morr

Temples to Morr are dedicated to him either as Lord of Death or Dreams. A broad doorway with a lintel stone distinguishes all of the cult's temples. These doorways are always open, like the gates of the underworld and the dream lands. There is very little contact between the cult's temples, but every ten years a convocation of the Priesthood is held in Luccini, Tilea. There, matters of doctrine and rite are debated and decided upon.

Temples of the Lord of Death are places of burial. Normally only used for funerals and the preparation of the dead, the "Gardens of Morr" are burial grounds, where the dead are planted. Mortuary temples are built upon or next to these cemeteries. These temples are solidly built, usually of stone. They are bare inside, and generally very cool. Dead people are brought to the gates of the garden by their relatives and handed over to the Priests, who prepare and bury the bodies.

Temples to the lord of dreams are less plentiful than his Gardens. They are usually domed structures with an oculus. The insides are filled with incense smoke and braziers. People come to these temples to have their dreams interpreted and to ask the Priests to perform divinations.

Shrines to Morr almost always take the form of a gateway, consisting of two plain pillars and a lintel. In some cases, one pillar is of marble and the other of basalt. People usually do not maintain shrines in their homes to Morr, since his symbols are generally thought to invite bad luck. The exception to this is when people wish to have peaceful dreams or visions of the future. In these cases, they keep a small brazier, etched with a stylized raven, burning in their homes at night.

Holy Orders

The cult's Priesthood is divided into two orders: the Order of the Shroud and the Augurs. The Priests in the Order of the Shroud officiate at the cult's funerary temples and guard nearby tombs and cemeteries from grave robbers and necromancers. These Priests have a reputation for being dour and unreadable, but there are also stories of their quiet kindness: anonymously supporting a widow and her children, embracing a bereft lover, saying prayers for the deceased who have been forgotten by their own families.

The Augurs are few, but they are much sought after for their expertise at interpreting portents and practicing divinatory magics. They rarely travel far from their temples, most of their time being spent in trances and speculations. When an augur does travel abroad, it is a result of a dream or other sign. Augurs tend to be aloof but suddenly become animated when conveying a vision or interpretation. Wizards sometimes befriend augurs and share the secrets of their arts.

Church Skills and Talents

Initiates of Morr start with the Intimidate skill in addition to their normal career skills. Priests of Morr can, at their option, learn the following skills and talents as part of their careers: Academic Knowledge (Necromancy), Menacing, and Trade (Embalmer).

Prominent Figures

In Talabheim, a notable figure within the cult is Paul van Soleck. A member of the Augurs, Paul is the order's greatest living seer—at the young age of fifteen. Few are comfortable in his presence. Without blinking, he fixes his sapphire eyes on anyone who speaks to him, and his face has a beauty that disconcerts more than it attracts, for it is cold like a statue. Paul is known throughout the city not only for his visions but also for his eccentricities. Many nights, he sleeps among gravestones. He claims the dead whisper the future to him, a claim few are willing to dismiss, given the accuracy of his foretellings. The Count of Talabheim has taken a liking to Paul and frequently invites him to private audiences to be counselled by the youth's visions.

Holy Days

The cult has two holy nights, when the world's two moons are full. The first is Hexensnacht (Witching Night), the eve of the new year. The second is Geheimnisnacht (Night of Mystery), a few weeks before the beginning of autumn.

The Myrmidian Orders

The chief temples to Myrmidia are in the Estalian city of Magritta and the Tilean city of Remas. Estalians believe Myrmidia was raised in Magritta, just as Tileans believe Remas was her home.

The Magrittan temple, which was in the forefront of the Arabian Wars, is in ascendance and is widely considered the spiritual centre of the cult. At this time, all Myrmidia's temples in the Old World are subject to Magritta, but the last time it used its prerogative was when it sent out a rallying-call at the beginning of the wars with Araby.

There is a temple to Myrmidia in the citadel of every town and city in Estalia and Tilea and in most cities of any substance there are multiple temples. Temples are also found in the southern parts of Bretonnia and the Empire, as well as in other places where southern mercenaries are commonly employed.

Her temples tend to follow the architectural styles of Tilea and Estalia, with elaborately domed and spired roofs covering square or rectangular halls. The exteriors of the temples are often covered with shallow bas-reliefs of outsize weapons and shields, seemingly hung on the outside of the building. Shrines may take the form of miniature temples or freestanding sculptures of stacked weapons, shields and armour. The most common forms of shrines, though, are statues of the Goddess herself, which can be found on street corners throughout the southlands.

Holy Orders

The major orders of Myrmidia are both centered in the temple of Magritta. Her Initiates and Priests belong to the Order of the Eagle, named after the form Myrmidia was sometimes known to take before battle to scout out her foes. The clergy of this order minister to soldiers, be they the national forces of Tilea and Estalia or the mercenary companies of the southlands that fight across the Old World. Members of the order consider it a great honour and their sacred duty to fight alongside soldiers and to counsel commanders on matters both martial and spiritual.

The Templar Knights of the Order of the Righteous Spear form the second group. This order has knights in lands across the Old World, oftentimes operating under different names, like the Knights of the Starry Shield or the Knights of the Merciless Titan. These smaller orders of knights, all of whom are devoted worshippers of Myrmidia, pay homage to the central Templar order and may be called to battle by the Glorious Leader, as they were when the Magrittan temple called for the war with Araby. In that war, the Order of the Righteous Spear led the charges and fought the most ferociously.

Church Skills and Talents

Initiates of Myrmidia start with the Strike to Injure talent in addition to their normal career skills. Priests of Myrmidia can, at their option, learn the following skills and talents as part of their careers: Command and Specialist Weapon Group (any three).

Prominent Figures

The chief Priest of Myrmidia is called La Aguila Ultima (or L'ultima Aquila in Tilea) and is currently a raven-haired woman named Isabella Giovanni. She is from Tilea, but has sworn faith to the temple in Estalia, causing no small amount of controversy. She is currently seeking to calm the constant fighting between the faithful over the birthplace of Myrmidia.

The leader of the Order of the Righteous Spear is called the Glorious Leader. At this time, the Glorious Leader is an Estalian named Juan Franco. He is said to have a firm grip on the order and is thought to be eying Araby once more.

Holy Days

There are no fixed holy days sacred to Myrmidia, although it is common for her followers to worship and make sacrifices at the beginning and end of campaigns, and before and after a battle.

Ranald's Cult

Ranald has no formal temple organization. Small shrines are located in thieves' hideouts or in the corners of obscure hovels. There are small public shrines to Ranald in the lower-class areas of many cities, tended either by the populace at large or by small, loosely-organized "shrine clubs", which operate as social as well as religious bodies. There will normally be no more than one shrine per city ward, generally located in a back street or other out-of-the-way location. Should authorities who condemn the worship of Ranald happen upon such a shrine, the people in the neighbourhood will make a show of being disgusted by its discovery and tearing it down, only to rebuild it that night in another hard-to-find corner. The most impressive shrines to Ranald are found in gambling houses and some Merchant Guild Halls.

Shrines to Ranald are never elaborate, and are constructed so that they can be taken apart and concealed quickly. They usually take the form of a simple bench with a cover decorated with an "X" symbol or with a sculpture of a cat or a crow.

There are a few temples to Ranald in the Old World. One is in the great mercantile city of Marienburg—an impressive house of worship with vaulted ceilings and gold statuary. Because of Marienburg's independence from the Empire and its perpetual status as an underdog, Ranald is something of a favourite among her people.

Holy Orders

There are no formal holy orders of Ranald, just as there is no temple structure. There are Initiates and Priests of Ranald, but they have no

place to go to be trained. They must simply seek out someone who is already a Priest of Ranald and learn from him.

The Priests of Ranald are wanderers and adventurers. They have a love of life and an interest in seeing and experiencing the parts of the world that other "respectable" clergy would not see or experience. For this reason, clergy of Ranald are regularly found in gambling halls, Thieves Guilds, grog houses, and other low places. They consider their flock to be the people living in the worst conditions.

Church Skills and Talents

Initiates of Ranald start with the Sleight of Hand skill in addition to their normal career skills. Priests of Ranald can, at their option, learn the following skills and talents as part of their careers: Concealment, Luck, and Silent Move.

Prominent Figures

There is currently a very powerful Priest of Ranald in Marienburg named Hans von Kleptor who has called the wandering clergy of Ranald to the temple there. It is said that he wants to bring the cult to prominence, to resist its suppression in other parts of the Old World. He is a charismatic figure, handsome and wise, and some believe he is Ranald's son of a mortal woman.

Holy Days

Unlike other cults, where people flood the streets for celebrations of holy days, Ranald's holy days are celebrated quietly. The holy days of Ranald change from region to region, and usually coincide with local legends and celebrations of gift giving. Most cultures have a day where family and friends exchange small tokens, and that day is usually considered holy to Ranald.

The Shallyan Orders

The most famous temple to Shallya is at Couronne, the capital of Bretonnia. It is built over one of the springs for which the city is renowned. It is a popular destination for pilgrims, especially among the seriously ill.

There is a temple or shrine to Shallya in every city, town and village in the Old World; each is theoretically tributary to the nearest temple, while these in turn are tributary to the chief temples in the national capitals. The chief Priests and Priestesses from the capitals of each nation, together with the chief Priestess from Couronne, form a council that is the supreme authority in the cult of Shallya. This council meets in Couronne once every six years.

The largest temple to Shallya in the Empire is found in Altdorf. A magnificent house of healing made of white marble and bedecked with rich tapestries of white cloth and golden embroidery, the temple in Altdorf tends to the health of the Emperor himself. This enormous temple, where so many babies are born, is just twenty steps from the Garden of Morr where the dead are interred. When someone is complaining about how hard life is, a common response in Altdorf is to shrug and say, "Twenty steps is all you get."

Southeast of the Empire, through Blackfire Pass, is Heiligerberg, the Holy Mountain of Shallya. It is said that 2,000 years ago the Goddess herself appeared on the mountaintop to the girl-child Priestess Pergunda, who then performed miraculous feats of healing. An abbey has stood on the sight for countless generations now. Until recently it was the home of Mother Elsbeth, a great healer and the spiritual heir of Pergunda. Thousands braved the passage through Blackfire Pass to see her before her death, but of the survivors only a few received the healing they sought before Morr claimed her.



Temples to Shallya normally consist of a courtyard, with a long, hall-shaped temple on one side, a row of two or three chapels on the other and an infirmary at the far end. Shrines are simple, small, rectangular huts, generally stone-built, with a low relief of Shallya's heart design above the doorway.

Holy Orders

The Priests of Shallya are the only holy order in the cult, which has no Templar order and relies on others for its protection. The Priests are known simply as the Order of the Bleeding Heart and are usually recruited from orphans left at the Shallyan temples, children whose mothers have died in childbirth, or other young victims of tragedy.

It is a widely held opinion among the Shallyan Priests that only a person who has been raised by other Shallyan Priests could possess the dedication necessary to remain in the cult.

Church Skills and Talents

Initiates of Shallya start with the Heal skill in addition to their normal career skills. Since the Initiate career already has the Heal skill, this means Initiates of Shallya get it twice, giving them a +10% bonus (see Skill Mastery in **Chapter 4: Skills and Talents**). Priests of Shallya can, at their option, learn the following skills and talents as part of their careers: Resistance to Disease, Trade (Apothecary) and Trade (Herbalist).

Prominent Figures

The High Priestess of the Empire's Shallyan cult, Anja Gustavson, has presided over the cult in the Empire for fifty years. Now a woman so old and frail that a strong wind might render her to dust, it is widely assumed that a new High Priestess will be named soon. The Empire's High Priestess not only sits on the central Shallyan council in Couronne but also is usually called to personally tend to the health of the Emperor. Because Anja Gustovson is so old, she has not been

able to perform this duty for years and several secular physicians tend to the Emperor instead. When she dies and is replaced, this is likely to change. Rumour has it that the physicians, jealous of the wealth their positions bring, have been attending to Anja Gustavson, doing everything they can to keep her alive.

Holy Days

There are no specific holy days, although it is customary for Old Worlders to make a sacrifice to Shallya each year on the anniversary of their birth.

The Cult of Sigmar

The cult is organized along strictly hierarchical lines, under the spiritual leadership of the Grand Theogonist at Altdorf. He presides over the largest temple of Simgar in the Empire and the church at large. One rung down the ladder of power from the Grand Theogonist are the two Arch Lectors based in Nuln and Talabheim, and directly beneath them are 18 ordinary Lectors. The Grand Theogonist appoints all Lectors, and on the occasion of his death they meet in secret conclave beneath the Cathedral in Altdorf to choose his or her successor. This structure is echoed in the political structure of the Empire itself, the laws of which are based on Sigmarite law. Just as the Lectors of the cult of Sigmar choose the Grand Theogonist, the Elector Counts and other Electors choose the Emperor.

Because of the vital role played by the Dwarfs in the legend of Sigmar, it is customary for the Grand Theogonist, the Arch Lectors and other Lectors to assume secret dwarf names on accession to their offices. These names are used only in high ceremonies where only members of this council are present.

That the Arch Lectors and many of the Lectors have grown fat, rich and corrupt from their power is at best a poorly kept secret of the cult of Sigmar and at worst an infamy railed against by street preachers from Middenheim to Nuln. They are concerned more with the wealth and might of the cult than with the unity and strength of the Empire. They rarely act boldly against Chaos or corrupt magic, preferring instead to remain in leisure in their opulently appointed Temples, surrounded by rich foods, soft cushions and beautiful, young servants.



Holy Orders

Priests of Sigmar will belong to one of three orders, which determine their function within the cult. PC Priests nearly all belong to the Order of the Silver Hammer, whose members, usually called Warrior Priests, travel the Empire, promoting the cult, opposing Chaos, and generally bringing glory to their God. As adventuring Priests, they are expected to pay some portion of their income to the cult. They may also be required, from time to time, to serve as temple guards or as bodyguards to cult dignitaries. They are able to conduct services, and hear confessions in the absence of a member of the Order of the Torch.

The administrators of the cult's temples are Priests drawn from the Order of the Torch. They are the Priests who actually officiate at religious ceremonies, hear confessions of the faithful, and organize and lead events on holy days. They are rarely found far from the temple or shrine to which they have been assigned. This order makes up the main element of the cult's Priests, and the other orders are subject to its leaders.

Another important part of the Cult is the Order of the Cleansing Flame. Members of this feared organization are sometimes former Priests or Templars, but are usually devout congregants from more secular professions, such as torturers. This Order deals primarily with those who practice forbidden (or "hedge") magic, much like the secular Witch Hunters who are paid by the Elector Counts. However, in the rare case that worshippers of Chaos make an inroad into the cult of Sigmar (a Warrior Priest who secretly worships Khorne, for instance), it is the Order of the Cleansing Flame who roots out these infidels.

In addition, there is the Order of the Anvil. This is a monastic order whose members live out their lives in isolation from the rest of society, dedicating themselves to meditation and prayer. The main function of this order is to study and interpret the Word of Sigmar, which forms the basis of Imperial law. Members may be found in law schools and the upper ranks provide legal advisors for the Grand Theogonist and the Emperor. Its members include not only Priests, but also lawyers and friars. One should note the distinction between this order and the cult of Verena. The Order of the Anvil is concerned with the letter of the law, leaving the cult of Verena to worry about justice.

The cult also has close ties to a number of knightly orders who look upon Sigmar as their patron. The best known of these are the Knights of the Fiery Heart, famous for their prowess fighting alongside the Imperial army in times of war. Whilst these are not "of the Cult" they are often found doing the cult's work.

Church Skills and Talents

Initiates of Sigmar start with the Common Knowledge (Dwarfs) skill in addition to their normal career skills. Priests of Sigmar can, at their option, learn the following skills and talents as part of their careers: Command, Speak Language (Khazalid), and Specialist Weapon Group (Two-handed).

Prominent Figures

The previous Grand Theogonist, Volkmar the Grim, was thought slain by the forces of Chaos. He was replaced by Johann Esmer, who stood at the Emperor's side during Archaon's invasion. However, during the Storm of Chaos Volkmar seemingly returned from the dead—some

say by the dark hand of a Daemon Prince. His return has caused much controversy, and it is still a matter of dispute whether he can retake his office as Grand Theogonist, and if that happens, what will happen to Esmer?

Another noted Sigmarite is Luthor Huss. He rose from the ranks of the clergy and the common folk call him the Prophet of Sigmar. An orphan raised by the cult and a powerful warrior against the forces of Chaos, Huss was elevated for some time to the rank of Lector. Disgusted by the cult's powerful leaders, he has since rejected all titles and now wanders the Empire, fighting Chaos and striving to return the cult to its old ways of ascetic virtue and martial might against corruption. Openly preaching against "the voluptuousness of the Arch Lectors" has yet to move the cult against him. Curiously, Grand Theogonist Volkmar remained silent on the matter of Luthor Huss; a silence many understood as agreement.

Matters came to a head when Huss discovered a young Reikland blacksmith named Valten, whose courage and prowess convinced Huss that he was nothing less than Sigmar reborn. Grand Theogonist Esmer, long an enemy of Huss, thought this heresy of the highest order, but Huss and Valten appealed directly to the Emperor. Karl Franz was not about to step down and elevate an 18 year-old boy, but he did give Valten the hammer Ghal Maraz to wield in battle against the forces of Archaon. Valten's later disappearance, perhaps murdered by inhuman hands, has done little to heal the growing schism within the worship of Sigmar and the wider Empire.

Holy Days

The principal festival of the cult is the first day of summer. This commemorates both the day when Sigmar was crowned Emperor, and the date of his abdication when, as it is described in the Sigmarite Gospel, the cult's most sacred literary work, "he forsook the world of mortals to augment the realm of the Gods." The festival is celebrated throughout the Empire with great feasts and merry-making, and in Altdorf there is a great procession round the city walls, led by the Grand Theogonist himself.

The Cult of Taal & Rhya

The cult of Taal and Rhya has no centre of worship, but within each geographic region—the Great Forest, the Middle Mountains, and the like—there is a temple or stone circle where the region's hierarchs are based.

The cult's stone circles are its oldest places of worship, most surviving from the age of Ishernos. The circles stand on hilltops and in glades throughout the Old World and are the sites for holy day celebrations and the cult's rites. With the hierarchs' permission, Jade Wizards sometimes weave their spells among the megaliths.

Most of the temples specifically dedicated to Taal stand in, or on the fringes of, wilderness. They are generally circular and built of unmortared stone. Their roofs are conical, with the oldest temples, which are in the northern Empire, having timber-framed roofs covered with thatch or turf. There is a circular central hearth, but the temples are otherwise empty; there are no statues, altars, seats, or other furnishings. The hearth is built up from the floor in two or three courses of drystone walling and is sometimes faced with animal skulls.

Shrines to Taal take several forms, from miniature versions of the temples to sacred groves. Many groves sacred to Taal are marked by the skull of a stag or bear hung in the oldest tree. Mountain shrines often take the form of a cairn topped by the skull of such a creature, and it is customary for all passersby to add a stone to the cairn as a sign of respect.

The Honourable Thing

I banged on the priest's door for a long time. It was late and past the visiting hour. Finally, I heard the scrape of metal on wood and the eyehole opened.

"Who is it?" a gruff voice asked. I recognized the speaker immediately.

"Surely you remember your old comrade, Karl-Friedrich?" I said.

The door flew open. Holtz looked fatter than I remembered. The life of a city priest is a good one, I reflected. "Karl-Friedrich? My good man, come in, come in. Sorry for the surly greeting but it's after sundown."

"I apologize for the hour of my arrival. I was held up by bandits on the road."

"Are you alright?" Holtz said, concerned. I nodded and he relaxed. "I should have known you could take care of yourself. I'll never forget that night we spent in the Forest of Shadows. Without your hammer, we would never have left alive."

I smiled at the memory. Holtz was young then, as was I. We crushed a depraved cult that night, burning the heretics in Sigmar's name.

"I haven't seen you in what, seven years?" asked Holtz. "It has been too long, my good Karl-Friedrich. Tell me, are you still with the Church?"

"I am indeed," I said quietly. "Though I have left the Order of the Silver Hammer."

"Moving on up, eh? Good for you. So, what brings you to Carroburg?"

"I came here on business. I came to find a heretic." I walked into Holtz's living room and hunkered down by his fireplace. I picked up the poker and began to stoke the flames.

Holtz remained standing. He seemed nervous. "A heretic? In Carroburg? This is the first I've heard of it."

"Oh yes, it's quite true. There has been a thorough investigation, though the heretic in question never realized it." I pulled the red-hot poker out the fire and stood up. Holtz took a step back. "It seems this heretic preached the word of Sigmar by day but worshipped the Ruinous Powers by night. Can you imagine it, Holtz? A priest of Sigmar, the very strength of the Empire, corrupted by the power of Chaos?"

Holtz licked his lips. "Surely, there has been some sort of mistake. Karl-Friedrich, you can't think it was me?"

I was on him in three steps, my left hand closing around his neck while my right brought the poker inches from his face. "Holtz, it's over. By the power of the Order of the Cleansing Flame, I cast you out of Sigmar's Church. You will lead no others astray with your lies and deceits." Holtz's eyes went wide and sweat poured down his face. He whimpered as I continued my judgment.

"If you want to bring shame to your family, there can be a trial. If you want everyone in Carroburg to know that you were an agent of the Ruinous Powers, you can continue to proclaim your innocence. Since you were at one time a faithful servant of Sigmar, however, and a friend to me, I have come here to offer you a choice." I released my chokehold, pulled out my dagger, and thrust the hilt towards the disgraced priest.

"You can have the trial or you can take the dagger and end it now. It's your decision."

Holtz looked at me and then at the dagger. He was trapped and he knew it.

He reached a trembling hand for the dagger...

The news broke the next day. Holtz, a beloved priest of Sigmar, was found in his home, dead by his own hand. No one could understand why he had done it and his family paid for a lavish funeral. I left a pendant bearing Sigmar's hammer on his grave, in memory for the man he had once been.

There are no temples to Rhya, as all of her rites are performed in open fields and meadows. Shrines to her are plentiful, however, appearing on the edges of many villages. These shrines are either cairns adorned with flowers, sacred springs with one of Rhya's symbols etched in a nearby stone, or arbors entwined with ivy, flowers, or grapevines.

Holy Orders

The cult's Priests serve both Taal and Rhya, for nature is destructive and nurturing, fearsome and sublime. Within each region, the Priesthood has three circles: Priests, high Priests, and two hierarchs. The hierarchs share authority, with the hierarch of Rhya presiding in spring and autumn and the hierarch of Taal presiding in summer and winter. High Priests are appointed by the hierarchs to oversee Priests at a stone circle, temple, or group of shrines in their region. Priests assist the high Priests, performing seasonal rites and maintaining remote shrines. The hierarchs warn their Priests from becoming entangled in the politics of the Empire and other realms, for the cycles of nature will endure long after nations are dust.

A few Priests are ordained by their hierarchs to live in the wilderness, following the Path of Taal. They are guardians of wild places and those who wander them. These Priests often befriend Amber Wizards and together explore the most perilous wilds. To the lost, these pairings are Godsends. To creatures of Chaos lurking in the woods and mountains, they are terrors.

Some fishermen outside of Talabheim also worship Taal as the father of rivers, but under the name Karog. He is also worshipped as Karnos, Lord of Beasts, in some areas of Middenland and Talabecland, where his worship is popular among hunters and trappers.

Even fewer Priests are ordained to walk the Path of Rhya. This path entails forsaking all signs of Priesthood and living in villages as farmers, midwives, and apothecaries. These Priests are tasked with being ever watchful but unobtrusive. They are quiet guardians, lions in wait, ready to call upon Rhya's great wrath if a region is endangered.

Rhya is sometimes called Haleth, Lady of the Hunt, in the northern Empire, and she is Dryath, Goddess of fertility, in the agricultural areas of the Reikland. Many sages speculate that the Elven Gods Kurrnos and Isha are none other than Taal and Rhya.

Church Skills and Talents

Initiates of Taal and Rhya start with the Outdoor Survival skill in addition to their normal career skills. Priests of Taal and Rhya can, at their option, learn the following skills and talents as part of their careers: Charm Animal, Navigation and Orientation.

Prominent Figures

Currently, the two most redoubtable hierarchs in the cult dwell in the southern reaches of the Reikwald Forest. Katrinelya, hierarch of Rhya, and Niav, hierarch of Taal, are known equally for their knowledge and fearsome power. Katrinelya is willowy and kind-faced and is the more outspoken of the two. Niav's face is almost lost in his beard, but observers say his blind eyes glimmer with a strange light, especially when he stands in their stone circle and listens to the wind for whispers of the future. Both are old beyond reckoning. Some wonder if they are elves in disguise—a rumour abetted by the fact that the two are among the few humans welcomed in Athel Loren.

Holy Days

The main holy days of Taal and Rhya are the spring and autumn equinoxes and the summer solstice. The winter solstice is also celebrated, in honour of Ulric. Lesser holy days are associated with the full and new moons.

The Cult of Ulric

The main temple of Ulric in Middenheim is a mighty place indeed. Though temples of Ulric are found throughout the northern and eastern Empire and smaller shrines are located throughout the Old World, in barracks and fortresses, it is in Middenheim that Ulric's greatest temple lies.

Common temples to Ulric are square, with a central dome and decorative battlements around the roof. They are always strongly built of stone, normally without any exterior decoration, with the exception of a wolf's-head relief over the doorway. This is usually set in a shallow porch, supported by two plain stone pillars. The interior is lit by a series of small apertures in the dome, and by a fire that burns continually in a circular hearth. Behind the fire, against the rear wall, is a statue of Ulric, usually seated and sometimes flanked by a pair of wolves. The Priests' quarters and other rooms are situated behind the temple itself, and are reached through a door in the back wall.

The temple to Ulric in Middenheim, on the other hand, is a vast castle. The keep is the main temple, capable of holding just over two thousand worshippers at a time, and there are many smaller altars and private chapels running off from it. The Priests' accommodation and other functional rooms are on the upper floors, while the outer bailey of the castle is given over to accommodation and training facilities for pilgrims and visiting Priests.

Shrines to Ulric tend to be smaller versions of the temples, with a small statue of the God behind a lamp or small hearth, which is tended by the shrine's attendants or by passersby.

Holy Orders

There are two major holy orders in the cult of Ulric, one of clergy and the other of Templars. The clergy are all members of the Order of the Howling Wolf, so called because they are the voice of the cult. Priests of Ulric are invariably accomplished warriors in their own right and are prepared to take up arms in defence of the faith against Beastmen, wicked men, or any other force that might encroach upon Middenland. Followers of Ulric must follow military careers, or at least careers that involve fighting. Characters must have completed at least one warrior career before becoming Initiates.

In addition to fighting, the clergy are expected to fully embody and explain the teachings of Ulric to others, giving their order its name: "The words of our God will howl in your heart like the wolves of winter," the Ulric Creed says, "They will move you to fear and then to strength."

Because Ulric's ethos is so based on self-reliance, his Priests' relations with other worshippers are peculiar. They rarely tell others how to live their lives, letting them make their own mistakes, but in battle they assume strict military hierarchies that must be obeyed by the faithful of Ulric or the consequences are dire.

The other order of Ulric is considerably more famous than the clerical order of the Howling Wolf, and that is the great Templar order of the Knights of the White Wolf. The oldest order of Templars in the world, these knights observe traditions dating back to before the coming of Sigmar. The order is legendary throughout the Old World and only the greatest warriors may join them. A Knight of the White Wolf considers it an honour to die in battle; he knows no fear. The knights go into battle with double-handed hammers and no helms, wolf-pelts trailing behind them as they ride down their foes. They are called to battle whenever the cult is threatened, which includes threats to the cult's home of Middenheim.

The Sons of Ulric are a secret society in Middenheim that the cult of Ulric has condemned as heretical. The Sons believe that they are

the blood-descendents of Ulric whom, they claim, has sired tens of thousands of mortal children. The Sons generally keep to themselves, but they do consider themselves to be the rightful masters of the cult of Ulric (as they are his children, after all). They will seize opportunities to undermine the cult if they can do so quietly and carefully. Working with the Sons of Ulric or, worse, joining them is a heresy punishable by death in Middenland.

Church Skills and Talents

Initiates of Ulric start with the Strike Mighty Blow talent in addition to their normal career skills. Priests of Ulric can, at their option, learn the following skills and talents as part of their careers: Intimidate, Frenzy, and Specialist Weapon Group (Two-handed).

Prominent Figures

The most important figures in the cult of Ulric are the High Priest of Ulric and the inner circle of the Knights of the White Wolf. The High Priest, who bears the title Ar-Ulric, leads the cult in all things. He possesses some secular power also, with a vote on the Elector Council in times of succession within in the Empire.

The current Ar-Ulric, Emil Valgeir, has had a sharp relationship with the cult of Sigmar, particularly with the Arch Lector of Talabheim. The two men are known to have considerable dislike for one another, dating back to an episode in which the Arch Lector was leaving an audience with the Emperor and the High Priest was arriving. The Arch Lector refused to have his procession yield to the side and let the High Priest pass, as is tradition, and both processions sat in the afternoon sun for hours until the Emperor himself came out and ordered the processions to pass one another as would equals. The whole sordid affair was seen in Middenheim as a grave insult to the cult of Ulric—imagine treating anyone but the Grand Theogonist of Sigmar as the High Priest's equal!—and the grudge has not lessened in recent years.

The inner circle of the Knights of the White Wolf is made up of a small number of knights, all of them older but also strong and proud in their winter years. Any of these knights is considered one of the great heroes of the Empire. The inner circle takes an interest in the affairs of state and some of them have been known to sponsor groups of young heroes whose adventures might influence events for the better. Ar-Ulric's bodyguard is taken from amongst these, and are known as the Teutogen Guard, after the tribe that founded Middenheim.

Holy Days

Ulric has three main holy days: the Autumn Equinox, the Winter Solstice and the Spring Equinox, marking the beginning, middle and end of Winter respectively. The Spring Equinox was formerly the major festival, marking the beginning of the campaigning season, but is now on a par with the other two. It is also customary for a ruler or general to declare a holy day in Ulric's honour at the start of a campaign or military exercise, and at the foundation of a new fort or castle. Holy days are generally spent holding military parades and displays, with huge bonfires and feasting into the night, making them very popular occasions indeed.

The Verenan Orders

The cult of Verena has no central authority, but its temples are in constant contact with one another, exchanging news and information. Verena's Priests are valued as arbitrators and go-betweens because of their reputation for trustworthiness and neutrality, and they often act as an unofficial diplomatic service in disputes between rulers and nations. The



fact is seldom publicized that they have played a key role in defusing a number of potential wars.

The temples normally have colonnaded facades, with a bas-relief owl over the doorway. They are large halls, lit by many small, narrow windows set high in the walls, and dominated by great stone statues of Verena, who is commonly portrayed seated on a throne, an open book on her lap, an owl perched on her shoulder, and a pen and inkwell on the arm of the throne. A number of smaller rooms lead off from the hall, including Priest quarters and the libraries for which Verena's temples are most famous. Each temple has at least one meeting room, where meetings and negotiations take place under the auspices of the Goddess. Priests will gladly attend at such negotiations, and everything said and written in one of these meeting rooms is kept in the strictest confidence.

Shrines to Verena tend to be smaller versions of the temples, consisting of a roof supported on elegant columns, covering a small statue of the Goddess. Sometimes the columns are connected by walls, the insides of which are often carved with bas-relief shelves stacked with books and scrolls.

Holy Orders

The Priesthood has two ranks in Verena's cult: Priest and High Priest. Each temple has a single High Priest, who oversees rites and serves as the chief administrator for the temple library. A temple's Priests choose their High Priest by consensus and make their selection based on who has superior wisdom and knowledge.

Instead of serving at a temple, some Priests join the Order of Mysteries, which is dedicated to uncovering forgotten and suppressed lore. The order frequently allies with Light Wizards and enlists the aid of adventurers, for the lore it seeks is often in perilous territory. The order does not always publish its findings, as some knowledge, particularly of Chaos, is not always fit for public consumption. This knowledge is not suppressed but is housed in one of the cult's libraries, where only the informed and diligent can find it.

Church Skills and Talents

Initiates of Verena start with the Perception skill in addition to their normal career skills. Since the Initiate career already has the Perception skill, this means Initiates of Verena get it twice, giving them a +10% bonus (see Skill Mastery in **Chapter 4: Skills and Talents**). Priests of Verena can, at their option, learn the following skills and talents as part of their careers: Academic Knowledge (any two), Hypnotism, Secret Language (any one).

Prominent Figures

One of the cult's luminaries is Manfred Archibald, High Priest of the great temple in Altdorf. He is a towering, bespectacled man, seven feet tall with raven hair and a meticulously trimmed beard. He is the founder of the Order of Mysteries, and he has spent several years working to create ties between the cult and the Light Order of Wizards in Altdorf. The Hierophants have been receptive, agreeing to share their library and research resources with the cult. High Priest Archibald frequently dines with the Hierophants and is rumored to dabble in the arcane arts himself.

Holy Days

Verena's main festival is on the first day of each year, when her followers pray that the coming year may be blessed with her enlightenment and reason and free of bigotry and injustice. Minor holy days are observed at the beginning of each month and the beginning of each week.

— Non-Human Gods —

The folk of the Empire are suspicious of any Gods that are not their own, but they don't actively persecute the other races for their worship of their strange deities. Most people are ignorant and uncaring of these religions, choosing to "borrow" any festivals that involve drinking and feasting, whilst missing any subtleties the rite may possess.

Elves and the Gods

The Elves worship their own pantheon of Gods, as they have done for time immemorial. Elves have a rich mythic cycle that is so central to their society that it is embedded in their very language. Elven culture is suffused with mysticism and magic to the extent that Priests are unknown amongst the elves. They honour their Gods, and hold the appropriate ceremonies, but do not feel the need for a formalized structure to interact with them—each Elf holds his own communion with the Gods. The Elves also have a much greater understanding of magic than do the other races and they realize that all spell craft ultimately comes from the Aethyr. Thus Elven mages tend to be more mystical than their human counterparts, who often look at arcane magic as a scientific process. It is no coincidence that the centre of Elven wizardry, the Tower of Hoeth on the distant isle of Ulthuan, is dedicated to the God of Wisdom.

Many of the Elven Gods have strong similarities to those of the Old World pantheon. Human theologians tend to think that the Gods are the same, but simply worshipped under different names. The Elves consider the Old World pantheon but a distorted reflection of the true Gods.

The major Gods and Goddesses of the Elves include:

- **Asuryan, Father of the Gods:** He is the oldest and greatest of the Elven Gods and is said to be the ancestor of all living things.
- **Khaine, God of War and Murder:** The "bloody-handed God" has been both a blessing and the curse. He is said to have imprisoned and tortured Isha and Kurnous, but he also fought against the Chaos God Slaanesh. The power of Khaine always comes with a price. The Dark Elves of Naggaroth have elevated Khaine to be their patron God, and make bloody sacrifices to him each day.
- **Isha, Goddess of the Fertility:** Isha is honoured as the mother of the Elven race and the protector of the natural world.
- **Kurnous the Hunter, God of Nature:** Although he is the father of the Elven race, he is not honoured to the extent that Isha is in Ulthuan anymore. On the other hand, he remains one of the most important Gods of the Wood Elves and is known as the leader of the Wild Hunt.
- **Hoeth, God of Knowledge, Learning, and Wisdom:** He is the patron of Elven mages and all learned Elves.
- **Vaul, Smith of the Gods:** Vaul lost the War in Heaven to Khaine, and was both crippled and lashed to his anvil as a result. Vaul forged the mightiest artefacts of the Elven race, including the dread Sword of Khaine.
- **Lileath the Maiden, Goddess of Dreams and Fortune:** She is worshipped in concert with Isha and Morai-heg. She is a patron to prophets and seers.
- **Morai-heg the Crone, Goddess of Fate**: She is said to hold the fate of mortals inside a skin rune pouch.
- **Mathlann, God of Storms:** He is the Elven God of the sea, the great patron of the sailors and explorers of Ulthuan.

Dwarfs and the Gods

Dwarfs seldom speak of their faith. Humans are aware of a few Dwarf Gods, but most remain a mystery. Some Scholars report that the Dwarf Gods are their ancestors, whilst others say that they were carved by time from the rocks of the first mountains. Whatever the case, Dwarfs maintain that these Gods watch over them, not only guiding their actions, but also judging their achievements and determining if they are worthy.

- **Grungni, God of Mines and Artisans:** The most important of all Dwarf Gods, it is he who first delved into rock, mined ores and melted them into metal. He invented iron and steel.
- **Grimnir the Fearless:** The Warrior God of the Dwarfs, he personifies the undaunted courage and fearlessness of the Dwarf Race. Slayers particularly venerate Grimnir, painting his rune on their flesh.
- **Valaya:** The greatest Dwarf Goddess, she is said to be the founder of the greatest Dwarf stronghold, Karaz-a-Karak. She is the protectoress of the homeland and the clan.

Halflings and the Gods

The Halflings seem an irreligious race. They keep few holy days and seldom seem to pray. They claim to honour Esmerelda, a Rhya-like figure of hearth and home, but this seems to be a thin excuse for the debauched excesses of Pie Week (see page 174). Some have been seen making the sign of Ranald, but he does not look to be a common choice of God. Empire scholars have attempted to discover the Halfling pantheon, but have mostly been misled and mocked for their troubles.

— Forbidden Worship —

There are numerous dark cults within the Empire. Often, these are rooted out by the Religious Orders, as these heretical groups are a threat to proper worship. Official forces, such as the Witch Hunters, are also employed to destroy these sects, as they threaten the law and order of the Empire. However hard they work, more cults spring up to take the place of the purged. The hearts of mankind seem fertile ground for the seeds of corruption.

Though they come in a variety of forms, all these cults worship the Ruinous Powers, the unnameable Gods of Chaos. Worship of these Gods is outlawed throughout the Old World, but their influence, and that of their followers, is felt everywhere.

The cultists of these Gods have rejected all that is decent and holy. There are those foolish enough to imagine they can be, say, Priests of Sigmar and secretly appeal to Chaos for forbidden pleasures. Before long, it becomes clear that they cannot be servants of two masters.

Sometimes folk won't realise they have joined a cult until it is too late. Many of these sects lure people in with false promises and then force or arrange some form of incrimination to keep their victims loyal. Some deny that there is any hint of heresy in their teachings and rites. Others may claim that they are truly following an official God, and that it is the Religious Orders that are mistaken. There are infinite variations, but broadly speaking, the following descriptions serve to cover most cults that the Witch Hunters bring to light.

Aesthetic Cults

These cults are gatherings of artists, scholars, musicians and poets. Through worship of the Ruinous Powers they gain heretical inspiration, unnatural skill and undeserved popularity. Sometimes gathered around a central charismatic leader, these cults may thrive in cities and prosperous towns.

Blood Cults

These cults are gatherings of warriors, psychotics, thugs and murderers. Celebrating the ending of life, and the spilling of blood, the members of these cults gain unnatural strength, blood lust, and dark longings for death. Sometimes members of these cults will practice self-mutilation.

Corruption Cults

These cults are formed from those that have found themselves twisted by Chaos. Grouping together for safety, these mutants often hold their secret corruptions as blessings in disguise. Sometimes these cults will seek to spread their mutations to others.

Death Cults

These cults are formed of those who are doomed. Either festering with disease, or fearing death, the members of these cults seek to please their masters by sowing death and sickness in others. Many of these cults hope that by doing this they will be last to die.

Pleasure Cults

These sybaritic cults are often formed of the rich, the noble, and the aspiring middle class. Devoted to pleasures of the flesh and mind, these indulgent groups taste freely of all the forbidden fruits, in the quest for youth, beauty, and new experiences. Many of these groups are not obviously cults, but normal seeming clubs and cliques.

Political Cults

These cults are formed of guild members, merchants, politicians and all manner of public servants. Devoted to political ends, these cults use dark powers granted by their worship to uncover secret knowledge, destroy their opponents and seize power. Many of these secret societies are not obviously cults, hiding their dark foundations under many levels of initiation.

The Gods of Chaos

There are innumerable tales about the Ruinous Powers, as well as numerous epithets and titles for each of them. Folk fear to even mention these Gods, for to invoke their name is to call their attentions. Even the blasphemous cultists shrink away from uttering the names of their masters

Khorne

The Blood God, the Skull Lord, the Master of Battle

This Power is the angry and murderous God of Chaos. His great brass throne sits atop a mountainous pile of bones—the remains of his followers who have died in battle. He is the Hunter of Souls, who drives the great armies of Chaos before him. His thirst for blood and souls knows no end. Upon many a frozen night, his gore-flecked warriors have risen from the dark, to claim Skulls and Lives for his glory and dark delight.

Tzeentch

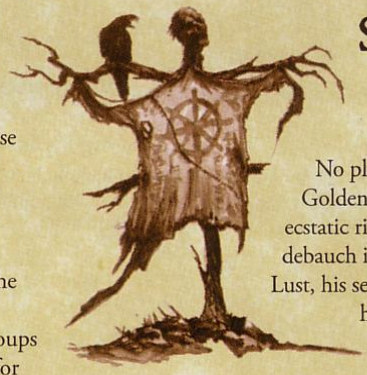
The Changer of the Ways, the Master of Fortune, the Great Conspirator, the Architect of Fate

This Power is the Lord of Change. He waits in a place where time runs soft and wax-like, magic wreathing his horned head like liquid smoke. Father of paradoxes and master of intrigue, he twists the strands of fate to his unknowable ends, blessing his followers with arcane power, and horrific mutations.

Nurgle

The Lord of Pestilence, the Great Corruptor, the Master of Plague, the Fly Lord

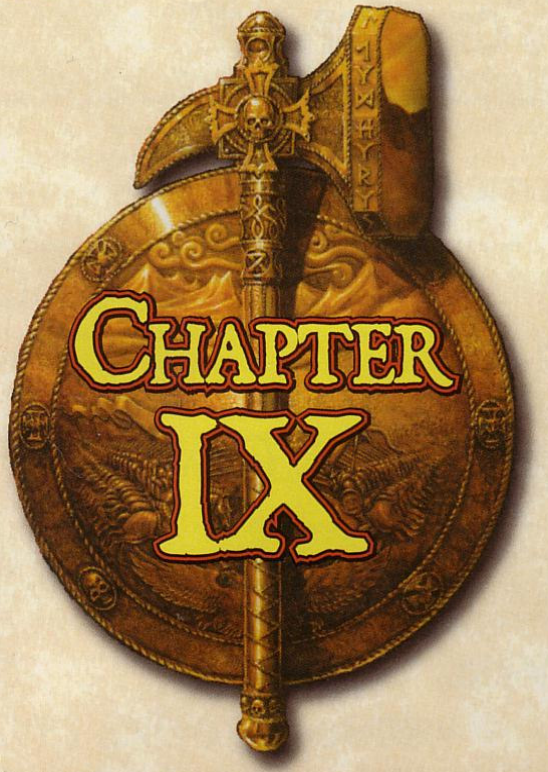
This Power is dedicated to the inevitable decay of all things. Spreader of disease and Father of Pox, Uncle Nurgle gathers all in his rotting embrace. His leperous kisses swell in the fullness of time, to glorious pus-flowers, the marks of his favoured children. His raddled laughter echoes about the crow-wracked battlefield, and whispers in the ear of the dying.



Slaanesh

The Pleasure Lord, the Master, the Despoiler

This Power is the hermaphroditic lord of hedonism. No pleasurable pursuit is too perverse for its followers. The Golden Haired God watches over the writhing flesh pits and ecstatic rites of its slaves, urging them on to greater depravity and debauch in its name. Under the gleaming gaze of this Prince of Lust, his servitors weave their wicked works, luring pure souls into heinous debasement. Lewd abandonment and unceasing delight are the bright snares of this God. Mutation and corruption are its lashes.



The Game Master

"Peasants pray to Ranald for good fortune, but they're wasting their breath. I am the hand of fate around here and their lives and deaths are mine to control."

—Vasiliev, Talabheim Crime Lord

The Game Master is the most important member of the group. It is the GM who runs the game, the GM who prepares the adventures, the GM who adjudicates the actions, the GM who brings the Old World to life, and the GM who is ultimately responsible for ensuring that everyone has a good time. While this may seem like quite a burden, sitting in the GM's chair should be fun and rewarding. If you're the GM for your group, this chapter should help you in several ways. First, it provides some general advice on being a GM, including overviews of adventures and campaigns. Second, there is some practical advice on adjudicating tests and fate points. Third, there is a system for insanity, which ties back to the Insanity Points introduced way back in **Chapter 2: Character Creation**. Lastly, there is a section on rewards, including experience points and how to hand them out. All this material should help you understand your job as Game Master and ensure that a good time is had by all.

— The GM's Job —

Your job as the GM is a bit like that of a movie director. You must assemble a cast (your players), scout a location (the Old World in *WFRP*'s case), prepare a shooting script (the adventure), ready props (handouts, miniatures, tactical maps), create an atmosphere (a grim world of perilous adventure), and then drive the whole production to make sure everything goes off. If that sounds like a lot of work, it can be, but it's good, satisfying work. And just as an audience appreciates a good movie and gives the director the lion's share of the credit, so too will your players laud you if you run a good game.

Before you run your first game, there are a few things you should do to prepare yourself for the job:

- **Read this rulebook.** As the GM, you should know the rules better than anyone else. It's your job to referee the game and the rules are your guidelines. While you don't need to know every rule by heart, you should at least know where to look when a question comes up.
- **Prepare an adventure.** Before you can run a game, you must have an adventure ready. Black Industries has several adventures available (including an intro adventure in this very book) and these have the advantage of being pre-designed and ready to play. Your other option is to make up your own adventure. This is a much larger undertaking, but also has its rewards. In either case, you should read over the adventure several times and make sure you know it well.
- **Ready any props.** Many adventures come with handouts, which are in-world documents or other clues to give to your players. You'll want to make sure you have photocopies of any needed handouts ahead of time. If you're using miniatures, you'll also want to collect up the figures you need for the adventure and make sure your tactical map is ready. If you have time and you are using a wet-erase map, you might want to draw out the location of the first combat in advance to save time. Then when the fight starts, you can simply roll out the map and get going.
- **Ready accessories.** You will need at least two ten-sided dice to run *WFRP* and some scratch paper and pencils are always handy. You may also want to invest in a GM Screen. You use the screen to hide the adventure, your notes, and your dice rolls from the players. This helps maintain the air of mystery and ensures the players will never know what's going to happen next. The *WFRP GM Pack* includes a screen, a short adventure, and useful referee aids.



Once you've completed these steps, you are ready to begin.

Getting Started

Once you've gathered your players, the first thing they must do is make characters. It's recommended that you let players read **Chapter 1: Introduction** before they make their characters if possible. This will give them some understanding of the Old World before they start. The process is explained in **Chapter 2: Character Creation**. You should shepherd them through this process and help them make good choices where you can. At this stage they are likely to have many questions about how the game works, what different skills and talents do, what weapons are best, and so on. The character creation process has been deliberately designed to require only a limited number of choices, so characters can be made quickly. It is strongly recommended that you use the random career generation system the first time you play *WFRP*. This will allow the players to make their characters in a half hour or less.

Running the Game

Once everyone has completed characters, you can start the game. Your primary responsibilities as Game Master are as follows:

- **Framing the story.** You are the conduit through which your players will experience the Old World. You must describe their surroundings, narrate what happens to them, and tell them what they see, hear, and smell. The more successful you are at evoking the right atmosphere, the more immersed your players will become in the game and the world.
- **Act as the referee.** You adjudicate the use of the game rules in all circumstances. When a player wants to use a Skill Test, you tell him what to roll. When a player wants to know if they have a chance to make that impossible shot, you have to make the call. When a player wants special permission to enter the Noble career, you have to make a fair decision.
- **Take on the role of the Non-Player Characters.** Your group's characters are known as Player Characters (PCs) and they are responsible for their own actions. You, on the other hand, are responsible for everyone else in the world, a rather broad group known as Non-Player Characters (NPCs). When the players want to talk to the watchman, that's you. When they want to talk to the armourer, that's you too. And the Rat Catcher, and the Wizard, and the villain, etc. Some GMs like to affect different accents for various NPCs but not everyone is skilled at that sort of thing. The important thing to do is get across the character of the NPC and to keep the story moving along.
- **Roll for NPCs.** You are responsible for all the dice rolling for NPCs as well. This is most challenging during combat, when you may be controlling up to a dozen different NPCs. You'll also find yourself making Opposed Skill or Characteristic Tests with some frequency.

Golden Rules

There are five golden rules to remember when running a game. While one could, and indeed several people have, written books about the art of gamemastering, if you keep these rules in mind, you won't go far wrong.

- **Always be fair.** Remember that you are the referee. The rules are here to help you make decisions, but many of them rely on your sense of fair play. Since you control the game in a very real sense, it's easy to let that go to your head. Do not give in to that temptation and do not start acting arbitrarily. Roleplaying is a group experience and your players must trust that you'll do the right thing.



- **Give them a chance.** Players come up with all kinds of crazy ideas. Oftentimes, your first instinct will be to say, "No, you can't do that." Resist that urge and stop to consider the action. Players are often quite inventive and you don't want to squash that. Rather than just saying no, give them a chance, even if it's a small one. They are the heroes of your story after all and they deserve it.
- **Lay down the law.** That said, remember that you are in charge. Some players delight in running roughshod over carefully prepared games. It is thus sometimes necessary to remind them who's the big boss. Other players will try to endlessly argue with you about the rules. Do not let them get away with it. Simply say, "That's my ruling, it's time to move on."
- **Don't play favourites.** This goes back to the point about fair play. All your players should get equal "screen time." If one character is being a scene hog, make sure to ask the others what they are doing and try to re-engage them in the game. Also, make sure that everyone gets a chance at interesting story opportunities and whatever special items and treasure you deem appropriate to hand out.
- **Keep the pace brisk.** You are the narrator of this story, so it is your responsibility to keep it moving. It's easy to get bogged down looking up rules, or cracking jokes, or going off on a wild tangent. Try to rein that in and keep up the pace. The last things you want to see when you look up from behind your GM screen are bored faces.

— Running Warhammer —

There are worlds where courageous heroes who stand for all that is good and righteous watch over populaces of decent folk who seek to enrich their own lives and better those of the people around them.

This isn't one of those worlds.

The Old World is one of blood, pain, sacrifice, treachery, deceit, and malice. Many of the Empire's "heroes" are dangerous rogues and blood spattered butchers. The people of the Old World are suspicious and insular, swift to believe the worst of others and slow to trust, often with good reason. Corruption is the rule, honesty the exception. Those few bright souls who still manage to accomplish truly heroic tasks frequently have to act under cover of darkness, lest they be accused of being in league with the very forces they try to combat.

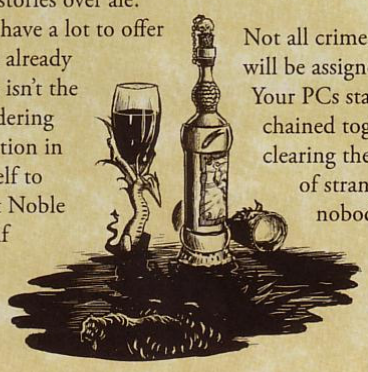
Sound like fun? Good. That's why you're the GM.

— Adventure Calls —

So what is an "adventure" anyway? Basically, it's a single story that your PCs experience over as little as one game night, to as many as it takes to finish the tale. There are various types of adventures, all of which have some elements in common, which this chapter will touch upon. As the GM, you decide what sort of adventure you want to run, and slowly reveal it to your players. Of course, it helps to know what they like as there is nothing as bored as a room full of gamers who sat down expecting gory combat, but instead received Noble society intrigue. Before the story begins though, you'll have to navigate your PCs through that most delicate of beginnings: their introduction to one another. This is important, because their introduction may very well lead to their first adventure…

So, You All Meet In A Tavern

Many an adventure has begun with such a tavern meeting. It is a cliché in gaming circles, but the funny thing is, in the Old World a large number of adventures *have* begun in the shadowy recesses of a darkened bar. Inns and drinking joints are where the majority of social interaction happens within the Empire. In such establishments, it is usually socially acceptable for all patrons, regardless of class or race, to rub elbows and swap stories over ale. Some enterprising sorts may indeed find that they have a lot to offer one another and decide to journey together. If you already know what sort of adventure you want to run, this isn't the worst way to have your PCs meet, especially considering that the random nature of default character generation in *WFRP*, while a lot of fun, does not always lend itself to easily explained parties of PCs. Why exactly is that Noble hanging around with that Rat Catcher? However, if you're looking for something a little different, the following ideas will not only explain why your PCs know one another, they'll also help frame your first story.



Accused of a Terrible Crime

The local authorities believe that your PCs are all responsible for a particularly heinous act, even though they've never met one another before. Perhaps their first meeting occurs in the local jail where they're all unceremoniously tossed in together leading to a daring escape, or in the midst of a street fight as the militia tries to arrest them. Since nobody else believes them, the PCs are on their own for proving their innocence and bringing the true villains to justice. For further complications, especially if your PCs are not exactly honest sorts, maybe they are responsible for a crime or two, just not the one they've been accused of.

Capture by Cultists

Your PC's first meeting occurs in a dank dungeon where they awake chained to the walls by rusty manacles. Some were drugged at a high society party; others were simply sapped on the street and carried off. Survival will doubtless be their first priority, swiftly followed by vengeance. If you want to run an adventure about fighting Chaos cults, this is a great way to get your players motivated right from the start.

Sewer Detail

Not all crimes merit execution in the Old World. Some prisoners will be assigned to gong scraping (sewer detail) as punishment. Your PCs start the game as dunnikin divers—in other words chained together and forced to wade through the 'gong', clearing the sewers of one of the larger Empire cities. A lot of strange occurrences go on down there in the dark, but nobody is going to believe your PCs when they claim to have seen and even fought Skaven, because everyone knows that the Ratmen are just a myth. Besides, criminals will say anything to get out of their just punishment.

"Volunteer" Militia / Press-Ganged

There are times when the Empire badly needs soldiers and will conscript any that come to hand. For various appropriate reasons, all of the PCs were travelling through part of the Old World when an Orc Waaagh or Beastman horde is spotted nearby. The characters are all forcibly taken into the service of the Emperor, for as long as it takes to deal with the immediate threat. A variation on this theme, especially if you're nautically inclined, is to have the PCs all be press-ganged by either a naval crew or pirates.

Plotting Away

So now your PCs are comrades, willing or otherwise, and ready to take on whatever the cruel world has to offer. What you need now is a good plot, the story that drives the adventure. The plot will act as the spine about which the rest of the body of your tale will be wrapped. By starting with a good idea of the type of story you ultimately wish to tell, you'll be able to smoothly react to whatever your PCs might do. Don't get too attached to any one outcome though, as plots in roleplaying games need to be far more flexible than those you'd find in a book or a movie, mainly because an RPG has, in a sense, multiple authors, all of whom may have their own ideas.

Adventure plots range from the simple, like "hunt and kill the marauding wolf", to the complex, such as "save the Baron Kopeck's jewel from the clutches of the Twisted Rune society, lest they awaken its hidden powers to rend space and time as we know it in order to bring forth the Daemon Lord Ffabhle'Kwaadh all the while avoiding the ominous attentions of the Witch Hunter Vorster Pike". All adventures should have some sort of plot though, otherwise, you're just wandering down dungeon corridors, killing things and taking their loot. The following classic premises are ideas to either use as is or help start you on the road to crafting your own adventure.

The Enemy Within

Through a series of strange coincidences, the PCs are drawn into a complex web of corruption that they were, up to now, happily unaware of. Under the calm surface of the Empire there are a large number of secret cults and conspiracies. Some of them want nothing more than to establish the wool price for the next year, but the most sinister are pledged, body and soul, to Chaos. Ironically enough, many of the various Chaos cults seek to expose and destroy one another, as the majority of them believe that only they know the "proper" way to worship Chaos. The adventure begins when the PCs are unwittingly exposed to the machinations of a secretive group operating quietly within the Empire. Perhaps they intercept a message intended for another or they are attacked by a drunken cloaked figure that they are forced to kill, who turns out to be a mutant. Shortly thereafter, strange figures begin approaching them, speaking odd turns of phrase and growing angry when they aren't answered correctly. Various attempts on their lives will start occurring on a regular basis. The PCs have been mistaken for agents of a Chaos cult and targeted by members of rival cults, as well as the original cult they encountered who believes they've turned "traitor" to the cause. If for no reason other than their own self-preservation, the PCs will have to learn more than sane men should about the inner workings of the Chaos cults as they seek to unravel the mystery of who wishes them dead. Anyone seeking such knowledge is, of course, suspect in the Empire, which won't make their lives any easier. Along the way, they'll find out far more is at stake than they thought: the cult they unwittingly disrupted was on the verge of completing a terribly powerful ritual. With little time left, and few that are willing to believe them, the PCs will have to decide if they have what it takes to be heroes. If *WFRP* could ever be said to have a "classic" plot, this is it.

Golden Conflict

The PCs are all mercenaries, hired sell-swords who risk their lives for coin. Chance finds them in a small town caught up in a feud between two or more rival factions, all of which are in a stalemate until the unexpected arrival of some skilled outsiders. Clever PCs can play upon the rivalries of the different groups, hiring themselves out to the highest bidder, then shifting their allegiance when the time seems right. Sooner or later, though, they may find that they've chosen the wrong side when the hammer falls. Even if they manage to stay on with the winners, nobody really trusts a warrior whose only loyalty lies with the clink of coinage.

Morr's Vengeance

The PCs are quietly contacted by the Church of Morr, the God of Death and asked if they are willing to take on a great and terrible task. One of the Noble families of the Empire has been secretly afflicted by vampirism, which has been very well hidden. Due to the possible political repercussions, the Church of Morr cannot publicly accuse the family, but if some well meaning adventurers should happen to stumble upon the right evidence... Of course, the PCs were chosen for both their skills and their expendability, as the family will do nearly anything within their not inconsiderable powers, material and supernatural, to not be exposed.

Scavenger Hunt

The PCs are hired to acquire a number of strange and unusual items for one of the Wizard Orders of the Empire. Their journey will take them to the summits of the Grey Mountains in search of Great



Eagle pinfeathers, across the sea to mysterious Albion in search of a portable Ogham stone and even to the terrible north to bring back one of the dread weapons of a Champion of Chaos. Along the way, they'll see more of the Old World than most dare to dream and may eventually get around to wondering just what exactly do their wizard patrons have in mind for all the odd things they've acquired?

Warriors Fight for Many Reasons

The PCs are approached by a group of desperate peasants who need their help. Every summer, a massive band of boar-riding Orcs attacks their village. The Empire is unwilling to station troops nearby both for the cost and the lack of strategic importance of the village. Every other soldier the farmers have approached has laughed at them, as they can offer nothing more than food and lodging to anyone willing to risk their life to protect them. If the PCs accept, they'll have to face a terrible fight against near overwhelming odds, but then again, perhaps that is exactly what they're looking for. Along the way, they'll have to train farmers to defend their own and inspire courage in the long downtrodden if they wish to survive through the battle themselves.

Adventure Elements

Creating a good roleplaying adventure is a challenging proposition. There is no one exact way to do it, no definite guide that will tell you what to do. Every adventure is composed of many parts and while the plot may drive the overall game, without a number of other crucial elements blended in, it won't be particularly enjoyable or memorable for your players. The following elements are all building blocks of a good adventure. You don't always have to have every one in order to make your story work, but you should at least consider each of them in turn whenever you prepare to run *WFRP*. Remember though, whatever you choose to include, as long as you and your players are having fun, then you're doing fine.



Roleplaying

This may seem a little obvious, but all too often, eager GMs will forcibly rush their PCs into the plot they've devised, instead of allowing the characters to slowly work their way into it. Let players enjoy their PCs. Give them opportunities to interact with one another, your NPCs, and the world around them, in character. This is not only a lot of fun, but it gives the entire experience a bit more "reality" if you will. Players that care about their characters' well-being and the NPCs they interact with (who they like) are far more likely to pay attention to what's going on with your plot. Most NPCs can usually be summed up with just a few descriptive words about their personality. If you jot these down before your adventure, along with a few "spare personalities" you'll be good to go when the time comes to depict the surly night watch captain, or the morose toll keeper. You should consider having one or two scenes during an adventure that don't really have anything to do with your central plot, they're more for just exploring the various quirks of your PCs.

Scope

How sweeping is the story that you wish to tell? Just how big do you intend your adventure to be? Will your PCs be trying to accomplish a relatively small task, such as saving a girl's life or defrauding a merchant? Or are they going to be fighting a widespread Chaos cult or defeating an army? Is it going to be entirely set within a small village during a single winter? Within a big Empire city, but only over the three nights of the Festival of Fools? Across the whole of the Old World, even unto the Chaos Wastes? By deciding on the scope of your adventure, you can frame a great deal of how parts of it will go. If the PCs are all stuck in one place with no time for grandiose plans, their decisions on how they're going to deal with the oncoming Beastmen horde are going to be very different than if they can simply ride away to gather help elsewhere. An adventure with an epic scope, by the way, is drawing on a specific style of narration, not a scale. A few simple men and women who all but lack combat training struggling against a horde of vicious mutants can be just as epic as a huge battle with a cast of thousands; it's the manner of the telling that counts.

Investigations and Complications

Information is power in the Old World; however, you can get burned alive for seeking certain types of knowledge in the Empire and the kinds of things that PCs usually need to know are often the most dangerous. While some knowledge can and certainly should come from books, remember that tomes are relatively rare in the Old World and nearly always expensive. Since a number of adventures involve a mystery or two, investigations will therefore play a big part within them. Many PCs will gather the majority of their information from talking to others, which means that as the GM, you should consider in advance what each of your NPCs knows, to say nothing of whether or not they'll be honest or forthcoming about what they do know when questioned. It's also a good idea to think about who the local law enforcement is and how they will react to the crime of breaking and entering, as that happens to be an offence that more inquisitive PCs tend to practice with regularity.

Directly linked to investigation is the fine art of problem solving. You should seldom make anything too easy on PCs; they tend to get rather complacent if you just let them get away with any sort of behaviour yet still your plot advances. Instead, throw unusual challenges at them and force them to respond. Confront them with difficulties that you know they can overcome, but only if they use their wits. Complications can make a relatively simple story far more interesting. It's one type of problem to stop a vicious murderer by killing him, quite another when you have to bring him in alive. Sure you can hold off the Orc horde indefinitely with proper supplies, but what if the bolder rats made off with the village's stores this summer? Some problems cannot be readily "solved" yet they'll greatly affect your adventure, such as a

limited timetable or a great distance to be crossed in a short span of time. By incorporating these difficulties into the whole, you make your adventure more demanding and therefore, more interesting.

Humour

Roleplaying is meant to be a fun activity and levity should always have a place at your table. Some situations are just inherently funny and don't be too surprised if your players start laughing on occasion. This is not only appropriate, but also necessary if you are running a particularly bleak adventure. Laughter safely eases the tension players are feeling when some particularly grim things are happening to their characters. It isn't always easy to come up with elements in your adventure that are meant to be funny, but it's worth it if you can. There are a number of beings in the Old World that, from our safely removed point of view, can be fairly entertaining, such as the wild antics of Night Goblin Fanatics on Mad Cap Mushrooms. Remember that many occurrences that could set your players to laughing will still have their PCs running for their lives.

Combat

The iron tang of blood, mixed with a hint of oiled steel and the sulphurous stench of gun smoke; all these scents your PCs will come to know far to well, for this is *WFRP* and the Old World is beset with wars, both great and small. Few adventures indeed pass without any swordplay. While there are a number of role-playing games that suffer fools to live, *WFRP* is not one of them. It is no accident that Fate points are an inherent part of the game; your PCs are going to need them. This leads to an interesting effect though: you may find that your PCs start actively avoiding combat if they can help it when they realize just how deadly it is. This isn't bad at all: the Old World is a dangerous place, and they're just growing wise to that. When considering how a fight will go in your adventure, remember that the majority of NPCs (and soon enough, PCs) are well aware of how quickly a straight fight can go wrong. Many warriors will look to get whatever advantages they can, e.g. ambush, greater numbers, superior weapons, etc. Some of the more sinister will use poison or run away at the first sign of trouble so they can come back and slit throats when their foes are asleep. Think about how your NPCs will react to injury or loss. Very, very few beings are willing to fight to the death. If they're clearly losing a battle and given a chance to surrender, they'll probably take it, if they haven't already run away.

Combat scenes should always be run as fast as you are capable of doing them while still accurately keeping track of what is going on. Give PCs the barest amount of time to figure out what they're going to do and if they hesitate, tell them they just lost a half action because of their dithering. Continually fighting in darkened streets and clear fields gets a little repetitive, so try to choose interesting and different locations to set some of your fights in. Keep your descriptions of the effects of various attacks relatively brief so as not to bog down the combat, saving your best imagery for the more spectacular critical hits. If your players all feel the need to take a deep breath at the end of one of your combats, then you're definitely doing it right.

A Worthy Foe

Your PCs should always be the protagonists, or lead characters, of your adventure; whoever, or whatever, opposes them is therefore an antagonist. There is an old truism that states you can, "measure a man both by those he calls his enemies and by those who call him an enemy in turn." All the best adventures have a great antagonist for the PCs to face off against. In game worlds that have clear-cut definitions of good and evil, the PCs are often heroes and their main opposition is usually some sort of villain. The Old World though, is composed of many shades of grey morality, as opposed to black and white. *WFRP* supports a wide variety of PC types, a number of which may be just shy of being villains themselves. Mind you, there is a massive difference between PCs who rob a greedy merchant for his change and a Vampire Lord who has all of the children of a subjugated village put to death one by one in front of him so he can study their expressions as they die. Those PCs are just being practical; that Vampire Lord is likely a great, if exceedingly deadly, antagonist.

Of all the NPCs you spend time thinking about and writing up, you should put your most effort into the PCs' main opponent. You should know how he came to be who he is and what he now wants. By considering the antagonist's motivations, you will know how to properly roleplay his reactions to the PCs thwarting of his schemes. Some of your PCs' opponents will have lackeys and henchmen that you'll need to detail as well. The enemy, though, need not necessarily be one individual. If the PCs have taken on a Chaos cult, they may not meet a single, specific foe for a long time, if ever. Instead, they will have to contend with a series of subtle attacks, all of which should have some sort of tell-tale sign to indicate that the hated cult was involved. Occasionally tailoring the enemy for direct opposition to the PCs can be fun. For example, if your PCs are thieves, then their foe could be a virtuous and solidly ethical Captain of the Guard famous for always bringing lawbreakers to justice or a creepy Witch Hunter who believes them guilty of unspeakable crimes. It's often a good idea to occasionally have an opponent that your PCs cannot readily slay without serious repercussions, such as a corrupt politician or Chaos-tainted noble.

The more impressive the PCs' foe is, the greater they are for taking him on.

Sole Survivor

Gertrude approached the outlaw camp, pleased that she had finally lost the pursuing Roadwardens. She had been away for several days, taking a circuitous route to ensure that she was not followed. She knew Artur would have her head if she led the lawmen back to their hideout.

When she reached the first lookout post, no challenge was forthcoming. Gertrude immediately nocked an arrow and scanned the surrounding woods. With no threats visible, she crept forward towards the outlaw camp. She should have encountered at least two guards but the woods were empty. Something was wrong.

Gertrude approached the camp silently, sidling up behind a large tree. She poked her head out for a quick look and her worst fears were confirmed. The bodies of her comrades littered the bloody ground. The camp was a shambles: tents slashed, boxes smashed, and supplies scattered amongst the dead.

Gertrude did a circuit around the camp but found no one. At last she entered the camp to count the dead. She found Artur nailed to a tree with tent spikes. A crude symbol was carved into his forehead. It was Orc work. Gertrude cursed under her breath. While she was ducking the Roadwardens, the Orcs had wiped out her band. She was the only survivor.

The Outlaw gathered up as many arrows as she could find, then smeared her face and hands with soot from the fire pit. The Orc trail was easy enough to find. No one trampled the forest like the Orcs. She disappeared amongst the trees, carefully tracking her prey. She may not be able to kill them all, but Gertrude would take her vengeance. For Artur and all her comrades. The Orcs would come to fear this forest, Gertude swore.

— Warhammer Campaigns —

A single adventure can be a lot of fun, but most groups want more than just a few sessions. A series of linked roleplaying adventures, generally using the same set of characters, is known as a campaign. While a single adventure allows a story to be told, it must, by its very nature, be a fairly straightforward one. By connecting a longer series of adventures, you can tell a much bigger story. Campaigns generally end up having a wider scope than a single adventure, though they don't necessarily have to. Campaigns allow a GM to have characters that "progress" as well. Your PC's friends and enemies grow with them, making the Old World come alive for your players.

Character-Driven Adventures

It's hard for a player to get to know a character very well if they play them for only a night or two. A campaign allows your players to fully develop their characters into memorable figures. When you run a single adventure, it tends to be fairly removed from the PCs motivations, because you really don't know them yet. A campaign lets you start tailoring adventures based on the PCs' histories and personalities. *WFRP*'s system of careers is a wonderful built-in tool for a GM to tell interesting stories. Encourage your players to tell you where they want their characters to end up. The poor Farmer's player may aspire to seeing his character become a Judicial Champion. Knowing this, you can start framing that possibility into a campaign, a feat impossible to accomplish in a single adventure.

Themes

In addition to an ongoing plot line, campaigns will often have a theme. A theme is a central idea, one of the overall thoughts or meanings behind your campaign that you wish to convey to your players. Recurring NPCs, subject matter, or situations can all help to express your theme. While themes often reflect your ongoing plot lines, they can also be used to counterpoint them as well. For example, the main story of your campaign may involve stopping the terrible deeds committed by a war band of pillaging Beastmen, but your theme could be "as long as there is courage, life endures". Your PCs would see the atrocities committed by the raiders, but also that the many acts of bravery and sacrifice by others who would not give up frequently prevented by Beastmen from doing worse to innocents. Here are some theme examples for the Old World.

Appearances can Deceive

The Old World places a great deal of trust in appearances. Most folk accept what they see or are told at face value and inquire no further. All mutants are despised, regardless of whether or not they've committed any crimes, from the moment they are discovered because that is what the folk of the Old World have been taught. This theme is all about trust and deception, making it eminently suitable for games involving Chaos cults and deadly secrets. Trusted friends turn out to be spies, the mayor's Ogre bodyguard is a skilled poet, the local convent is actually a brothel and the PCs, who look like thugs, turn out to be heroes after all.

Lost Grandeur

The great empires and lofty aspirations of the past are gone forever, crushed under the weight of years and the threat of Chaos. This theme invokes nostalgia, regret and the faint hope that some of that which was once great can yet be preserved. Eminently suitable for campaigns featuring interaction with either Dwarfs or Elves, the key is to invoke the idea that these once great races are fading from the Old World. With each generation, they become less than they were. What little hope they have for survival now rests, ironically enough, with the upstart youngsters, Humans.

Wealth is Cold Comfort

An object lesson in the wages of greed, this theme suggests that friends, family and good cheer are far more important than money. PCs in such a campaign will meet individuals who have given so much of their lives over to the acquisition of wealth that they have nothing else in them. Their noble patron will be willing to give everything he has, just to see his kidnapped daughter again. The wealthy merchant, no matter how many crowns he possesses, cannot buy a cure for his disease.

Campaign Ideas

Just like creating a single adventure, it helps to have a premise in mind for a campaign. Indeed, many of the suggestions in the previous section can make for fine campaigns if expanded upon. A party could have a number of adventures fighting against the sinister spread of a Chaos cult, seeking far-flung relics for a wizard cabal, or struggling against the intrigues of the Undead.

Blood & Darkness

The Old World is coming to an end. The prophets of doom are right, the end of the world is nigh; the Taint from the North will sweep over all the lands, turning the world entire into a single, inescapable, Realm of Chaos. Against the mighty threat of Chaos, all the Kingdoms of Dwarfs, Elves and Men are as kindling before a bonfire. Will your PCs struggle against a nearly unbeatable foe, fighting on as land after land falls, or will they embrace corruption and join in ushering in the ending of the world? If you love grim battles and valiant final stands, this campaign is just what you're looking for.

A Rogue's Life

All the PCs are thieves and ne'er-do-wells, perhaps part of a crime syndicate, or maybe trying to found their own. Along the way, they'll face rivals, Politicians, corrupt and (rarely) otherwise, cultists, revolts, Knights, Zealots, riots, Witch Hunters, Mutants, traitors, Spies, Nobles, Templars, hired swords, masterminds and Skaven. It's damn hard to make a dishonest crown.

In Sigmar's Name

The PCs are all aspirants to one of the knightly orders of the Empire. The campaign follows their rise from Squires and stable hands to Knights of the Inner Circle, charged with defending the Empire from its many enemies. Even as Squires they learn that neither being a Knight, nor born to nobility, actually makes one noble. When they finally rise far enough to make decisions for themselves, their naiveté in believing that all of their enemies were mostly outside of the Empire will swiftly be lost. Indeed, even their own Order will harbour those that wish them ill. Those of a more northerly persuasion will doubtless refer to this campaign idea as "In Ulric's Name" as they seek to become Knights of the White Wolf.

Trafficking with Shadows

The PCs are all undercover agents charged with rooting out information about specific groups and threats to the Empire for whatever group they happen to work for. A group that works for a crime syndicate will doubtless lead a far different night-to-night life than one who works for an order of Witch Hunters. Along the way, they will doubtless learn far more than they ever wanted to, as there is some knowledge that is as fatal as any disease and Spies can always be replaced.

— Dealing With Game Mechanics —

Once you know what adventure you are going to use, you need to actually run it. To be a successful GM, you must know the rules in this book and how to use them. The heart of the *WFRP* system is the percentile test roll. Canny use of Skill Tests and Characteristic Tests will allow you to adjudicate nearly any situation. The basics rules for tests can be found in **Chapter 4: Skill and Talents**. You will note that the GM is responsible for determining many of the details of these tests. If you are to be the group's Game Master then you must be able to make decisions quickly and fairly. What follows is some advice on using tests the right way.

Test Difficulty

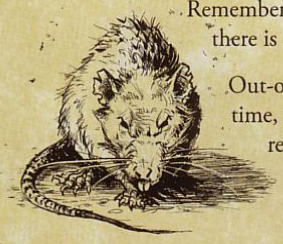


Table 4-1: Test Difficulty on page 89 is the GM's universal tool. This handy table can be applied to both Skill Tests and Characteristic Tests and it's sure to be the most referenced table in the book. Its purpose is to give you a simple but robust tool to help you adjudicate nearly any situation without a lot of downtime and page flipping. As the GM, the first question you must answer when a test come up is: how hard is this task?

The table is intentionally abstract. While *WFRP* could provide page after page of carefully calculated modifiers, such an approach would bog down play. The ethos of the *WFRP* rules is to empower the GM, but that also means that you have the responsibility to be fair and to keep things fun. It is thus of crucial importance that your rulings be just and even-handed.

There are many factors that can affect the difficulty of a test. Here are some things to think about when assigning difficulty:

- **Time:** Is the character trying to do something with extra speed or is he taking his time? Time if often of the essence but rushing a task can have consequences.
- **Equipment:** Does the character have the right tool for the job? If not, does he have a reasonable substitute? Some tasks may be flat-out impossible without the right tools.
- **Distractions:** Is anything distracting the character? Sights, sounds, and even smells can break concentration.
- **Complementary Skills:** A character's skill in one area may be helpful with certain tasks. A character that knows the Classical language, for instance, might find translating a document written in Tilean easier than normal.
- **Aid:** Does that character have anyone helping them? Help from friends can make a big difference.
- **Environment:** Is the character in a hazardous environment? Weather, darkness, and terrain can all affect tests.

Putting it all Together

Once you've considered all the various factors, you have to distil that down to a final test difficulty modifier. There is no wonder formula for doing this. You must trust your gut and your sense of fair play. You should also try to make a ruling quickly so the game can proceed apace. Once you settle on the difficulty, inform the player. The character's talents may further modify the test but it's the player's job to remember those details.

Tests and Time

The other important area that requires frequent adjudication is time. Namely, how long does it take to attempt any given test? In combat situations, this should be expressed in actions (free, half, and full). Remember that a complete round is only 10 seconds long, so there is limit to what can be accomplished.

Out-of-combat tests can be for nearly any amount of time, though minutes and hours are most common. It really comes down to considering what is appropriate for the situation. A Knowledge (History) Test to remember a fact would take no time at all, while a Knowledge (History) Test to research an obscure prince might represent hours or even days of work. Also remember that you can require multiple successful tests for certain tasks, which gives you another way of controlling the time a task takes.

Trying Again

Players who fail tests often want to know if they can try again. In combat situations, the answer is usually yes, since any new attempt requires taking additional actions and so has a real opportunity cost. In non-combat situations, you should decide on a case-by-case basis if retries are allowed. Keep in mind that letting players roll and roll until they get the desired result can quickly become tedious. In such situations, you have four options:

- Allow retries without penalty. You should choose this option for characters making Extended Skill Tests.
- Allow retries with a –10% penalty for each additional test (–10% for the second test, –20% for the third, etc.). This gives characters a chance to recover from a bad roll, but puts a cap on the number of retries.
- Only allow retries when the situation changes. A character who fails to climb a sheer cliff, for example, could only try again if he returned with a grappling hook, the weather improved, etc. This requires players to use their wits and is more engaging than simply rolling and rolling.
- Do not allow retries. This not only makes sense in many situations, but speeds up play as well.

Fear and Terror Tests

There are unspeakable horrors in the Old World, things that can literally paralyze you with dread. When PCs encounter certain monsters and scenes, they may become overwhelmed with fright. This is handled with two special variants of the Will Power Test: Fear and Terror. **Table 4-1: Test Difficulty** can modify Fear and Terror Tests, just as it does for Skill and Characteristic Tests.

Fear

When a character confronts a creature or scene that causes Fear, a Will Power Test must be made. A successful test means the fear is overcome and it has no further effect. A character that fails a Fear Test is said to be frightened. A frightened character cannot move, fight, dodge, or take any other action that round. On the following round, the character can make another Fear Test, with the same consequences. This continues until the character makes a successful test or the thing causing the fear is removed (the monster is slain, the hideous altar burned, etc.).

Terror

Some monsters and scenes are so hideous as to be sanity blasting. When a character confronts something that causes Terror, a Will Power Test must be made. A successful test means the terror is overcome and it has no further effect. A character who fails a Terror Test gains 1 Insanity Point (see pages 200-209) and is said to be terrified. A terrified character must run away at top speed until out of sight of the terror-inducing monster or scene. A terrified character who cannot run curls up into a ball in a near-catatonic state and counts as being helpless (see **Chapter 6: Combat, Damage, and Movement**). On the following round, the character can make another Terror Test, with the same consequences. This continues until the character makes a successful test or the thing causing the terror is removed or out of sight.

Horrors of the Old World

So what causes Fear and Terror? First and foremost, monsters do. This is always noted in the statistics of the creature, which is straightforward enough. The second category is much broader and requires some adjudication on the part of the GM. Examples of situations that may inspire fear include charnel-houses, blasphemous rituals, visions of the Realm of Chaos, and the like. Many of these scenes may also cause characters to gain Insanity Points (beyond that gained from a failed Terror Test). See **Insanity** on page 200 for more details.

— Fate Points —

As noted earlier in the book, Player Characters are a cut above the common Imperial citizen. Having the bravery to take on a life of adventure is one thing that sets them apart. Fate Points are another.

Characters with Fate Points have a destiny. The Gods have marked them for greater things. Their ultimate fate is a mystery and there is no guarantee that it will be glorious, enriching, or pleasant. Nonetheless, the PCs have a certain something that allows them to survive dangers that would be the end lesser folk. This destiny is represented by Fate Points, which allow Player Characters to make miraculous escapes, as in all the best adventure stories. *WFRP* adventurers can dodge falling stone blocks by a whisker, survive slipping off a cliff by landing in convenient patch of bushes, run unscathed through a hail of arrows and so on. With skin-of-the-teeth escapes and twists of fate, players are willing to risk their characters, making for a faster and more exciting game than would otherwise be the case.

As should be clear from **Chapter 6: Combat, Damage, and Movement**, fighting in the Old World is a nasty business. This is partly because combat is dangerous in real life, and partly because if combat is always the easy way out, players will be less inclined to try something a little subtler, like thinking! Obviously, there will be some occasions when fighting is the only course of action, and even in the ordinary run of things, characters can get killed very easily if the players don't learn caution. Fate Points can give the rash player a second chance and the unlucky player an even break. Of course, if the players insist on rushing into every situation waving swords about they will quickly run out of Fate Points, and permanent death will follow with grim inevitability. Most players will get the idea fairly quickly, and realize that a gung-ho approach is not necessarily the best.

Using Fate Points

A Fate Point can be expended whenever a character is about to die—in combat, through traps or accidents, as a result of poison or disease, or in any other circumstances. Instead of dying, the character expends a Fate Point and then the GM has to devise some way of ensuring that the character survives.

You may also allow players to use Fate Points to avoid being maimed. Many of the Critical Effects result in the loss of limbs, potentially crippling a favourite character. Using a Fate Point to avoid such debilitation is entirely appropriate.

GMing Fate Points

When a character expends a Fate Point, it is up to the GM to come up with something that will prevent the character dying. No doubt the player in question will be full of helpful suggestions, but you should be careful to ensure that the character is not too much better off as a result of expending a Fate Point. The character should survive the situation, but that's it. It can sometimes be difficult to come up with a suitably tailored deus ex machina on the spur of the moment, so some ideas follow.

Combat

Here is an example of the wrong way to deal with Fate Points in combat:

> **Example:** *Clem Shirestock is in a hard fight with a band of Chaos mutants He has been reduced to 0 Wounds and the Critical Hit result indicates that be is about to have his head removed by a neatly swung axe. Clem's player spends a Fate Point. The GM ignores the critical effect but Clem is still on 0 Wounds so the next hit Clem takes is another Critical Hit. Clem's player spends another Fate Point...*

At this rate, Clem will get through his three Fate Points in as many rounds; their only effect will be that he will die three rounds later than he would have done otherwise.

Here's an example of a more appropriate use of Fate Points:

> **Example:** *Clem takes a hit that takes him to 0 Wounds. It's a hit to the body and the Critical Result indicates that he will die immediately. Clem's player spends a Fate Point and is told by the GM that everything goes black. While the player is wondering what has happened the GM makes a note that Clem has been struck by the flat of the blade and flung against the wall, hitting his bead and knocking himself unconscious He may wake up several hours later (still at 0 Wounds) to find himself being tended by his victorious comrades, imprisoned in the mutants lair with his defeated comrades, or left for dead, stripped of all equipment and valuables and all alone.*

The trick is to use your imagination. This can also provide an opportunity to direct things if the players have gone a little off the track. You, the GM, control when and where characters wake up, and you can use this to your



advantage. If, for example, the adventurers have missed a vital clue about the lair of the evil Necromancer, they may wake up in a small village, having been found left for dead in the forest. As their wounds are tended, the villagers will tell them about the black tower beyond the wood, where hideous screams are heard at night, and about the recently dug graves which have been found torn open, apparently from the inside...

There are also some things you will have to watch. Remember, the players know that the character that expended a Fate Point isn't dead, but their characters don't. You must make sure that the players act accordingly. You should also avoid being vindictive yourself—if a character appears to be dead, an Orc or mutant will leave him/her and move on to another foe; they won't generally have another few stabs to make sure the job is done.

Traps and Accidents

When a character expends a Fate Point to avoid being killed by a trap or by some other mischance, there are two possible approaches to what happens next:

- The spikes, spears, falling blocks or whatever miss by a hair's breadth, grazing the character's armour, possibly destroying a backpack or some other item of equipment, but leaving the character unscathed.
- The character is spiked, or speared, or flattened, or whatever, but he walks away. The character may be stunned briefly, and some or all of the character's equipment may be destroyed, but he walks away from what should have been a lethal encounter.

Poison and Disease

When a character expends a Fate Point to avoid death from poison or disease, the effects of the poison or disease miraculously stop when the character is on the point of death, and normal recovery ("enhanced" as usual by medical attention) can begin immediately.

> **Example:** *Clem Shirestock has been wounded by a weapon coated with the poison Heartkill (see* ***Chapter 5: Equipment****). He fails his Toughness Test, so normally he would die in 2d10 rounds. With the expenditure of a Fate Point, Clem can survive the fatal dose. The GM decides that the poison was diluted, so it only causes Clem to go unconscious, not kill him.*

Gaining Fate Points

Fate Points are an undeniably valuable commodity in *WFRP*. The next question is, of course, how does a character get any more? If a character succeeds in staving off a great menace, a Fate Point may be awarded along with the usual Experience Points. The menace must be significant and it must be apparent that, but for the character's action, an appalling disaster would have taken place. Don't let any fast-talking players convince you that wiping out a couple of dozen cultists is the same thing.

Characters may not buy Fate Points with Experience Points under any circumstances. Never, never, never. No how, no way. There's a reason Fate Points appear in no career's Advance Scheme.

NPCs and Fate Points

As a rule, NPCs do not have Fate Points—part of their function, as explained above, is to distinguish the PCs from the rest of the world.

However, you may allow an NPC to have Fate Points under special circumstances. Say you are developing an NPC who is going to be the bane of the characters' lives for a long time to come: a mega-villain of the stature of Archaon, Lord of the End Times. The players may think that their enemy has been defeated, but by using Fate Points the villain

lives on to fight another day. After enough time to recover, re-equip and recruit new henchmen he reappears at an opportune moment to take a devastating revenge.

You should keep this sort of treatment for special occasions, however. It will be easy to demoralize the players if every minor villain they encounter develops the habit of coming back to get them after being "killed" three or four times.

However, if you give a few Fate Points to the one leading villain in your campaign, and have him or her pop up a couple of times to get back at the PCs, it can keep them on their toes. Be careful not to let the players cotton onto what's happening, though, or they will take to dismembering and burning every body they can "just to be sure", and that isn't part of *WFRP*.

Be imaginative when GMing the use of Fate Points, as it can add a lot to the tension and enjoyment of the game. And be mean in handing them out. Each Fate Point effectively gives a character an extra life, and that makes them very powerful and very precious things indeed. Spreading too many of them about will lead players to adopt a brawn-over-brains attitude, which devalues both the concept of Fate Points and the game itself.

— Insanity —

Through the course of their lives, adventurers can count on being stabbed, chopped, slashed, burned, shot, impaled, mangled, and mutilated. They can also count on be exposed to hideous mutants, graphic scenes of horror and carnage, torture, unholy rituals, vile creatures, and still other more disturbing images of Chaos. After all that, it's no wonder that so many of them go insane.

Insanity is a tool that GMs can use to invigorate the roleplaying aspect of their *WFRP* game. The idea is to explore what would happen to the characters' mental states after suffering through so much stress and trauma over the course of their adventures.

There's only so much punishment an adventurer's mind and spirit can take. Imagine the brain of a pugilist after a hundred fights—then two hundred. You get the idea. Stress and trauma will, over a period of time, cause a character to develop a serious mental disorder.

Is it fun to play someone who goes insane? Well, yes. Losing your mind is part of living in a grim and perilous world of adventure. It's a dark ride to be sure, full of madness, horror, and maybe even death. But it's all done in the spirit of the game.



Going insane need not be the end of your character's life. Consider it a roleplaying challenge. Great drama can be created out of moments when an insane character tries to overcome his madness, or when he succumbs to his disturbing disorder.

And GMs should note that adventures or even whole campaigns can be constructed around finding a cure for a party member's insanity. But if the insanity rules just don't appeal to the GM or players, you don't have to use them at all because ultimately it's your game.

Insanity Points

Insanity Points (IP) are a measure of sanity. The more Insanity Points a character has, the closer he is to mental instability. Insanity points are gained in the following ways:

Critical Hits: One Insanity Point is gained each time the character takes a Critical Hit. The point remains even after the resulting injuries have healed. It's possible for a character to gain a great deal of Insanity Points this way.

Terror: One Insanity Point is gained each time the character fails a Terror Test. See page 197.

Other: Characters may gain Insanity Points at the GM's discretion after experiencing some truly terrible event. For example: being tortured, trapped in a dark hole with hungry rats, clawed at by hideous mutants, unable to prevent a friend or loved one from being killed, encountering a zombie or Daemon, stumbling across the disturbing iconography of Chaos, and so on.

The GM should determine beforehand how many Insanity Points are at stake, and have the character make a Will Power Test. If the test is passed, the character gains no Insanity Points, but if the test is failed they gain the number of points decided upon by the GM. There are several ways to determine how many points to dispense:

- A set number of points (1, 2, 3, and so on, but usually no more than 6, except for a truly rare event—something cosmically frightening like encountering a Daemon Prince of Chaos).
- A number determined by the result of the Will Power Test, usually 1 Insanity Point per degree of failure.
- A random number. 1d10 is too many for all but the direst circumstances. 1d10/2 is plenty for most situations.

Once a character gains 6 or more points he must immediately make a Will Power Test. If the test is successful, nothing happens, but the character's Insanity Point total remains the same and he must take the test again when he next gains an additional Insanity Point. When a test is failed, the character develops a disorder, but loses 6 Insanity Points.

When a character fails the test described above, his mind has snapped and he becomes afflicted with a disorder. The GM should carefully

Table 9-1: Insanities

% roll	Insanity	% roll	Insanity
01-05	The Beast Within	51-55	Heart of Despair
06-10	Blasphemous Rage	56-60	Host of Fiends
11-15	Blasted Brain	61-65	Knives of Memory
16-20	Body of Rot	66-70	Lost Heart
21-25	Delirious Savior	71-75	Mandrake Man
26-30	Desperate and Doomed	76-80	Profane Persecutions
31-35	The Fear	81-85	Restless Fingers
36-40	Firebug	86-90	Terrible Thirstings
41-45	Fortune's Thrall	91-95	Venomous Thoughts
46-50	The Glorious Corruption	95-100	Wheel of Dread and Pleasure

consider which disorder to give the character. For more advice on how to select an appropriate disorder, see the end of this section. When it's not possible to choose an appropriate disorder (or the GM is feeling lazy and capricious), roll on **Table 9-1: Insanities** to generate one from the list below.

Insanity in the Old World

Insanity is viewed with repulsion, suspicion and fear in the Old World. The current belief is that insanity is caused by Chaos, for just as it can mutate the body, so too can it twist the mind and spirit. Therefore, insanity is seen by many as just a mutation on the inside. However, there is a vocal, dangerous minority of fanatics who believe that insanity is actually caused by Daemonic possession.

Lunatics can be tolerated in small communities if their disorder doesn't manifest itself in any malevolent way, and their condition invokes either humour or pity. These "village idiots" are usually treated kindly, or at least not actively persecuted. But raving madmen and other aggressive or bizarre individuals with disorders are driven out of towns and cities by frightened mobs throwing rocks; and if they are killed during the pursuit, so much the better. But no one wants to get too close because many believe that insanity is also contagious.

It should be noted that all of the disorders which can afflict player characters are not benevolent in any way, and the strange behaviour their disorders provoke would not be considered amusing nor would it arouse any feelings of compassion from the kind-hearted.

Witch Hunters and other Zealots have no tolerance for individuals with mental disorders, which is ironic considering many of them suffer from paranoid delusions. These fanatics firmly believe that a Daemon of Chaos has taken up permanent residence in the body of the afflicted individual, destroying the spirit of the former host. These foul mockeries must be thoroughly obliterated by sword, fire and drowning. A handful of Witch Hunters hold onto the hope that once the Daemon is purged, the spirit of the possessed will return, but most of them consider this notion foolishly sentimental.

However, all hope is not lost for the deranged. The clerics of Shallya offer a strong, dissenting point of view on insanity. Although they are uncertain of its origin, the clerics of Shallya believe their Goddess considers insanity another kind of disease that her followers are dutifully obligated to cure. For though insanity resists all secular treatments, there are instances on record when divine magic was able to remove an individual's disorder. Of course, to some this thinking is heretical.

There is also a very small and scattered group of physicians who, whether out of curiosity or ambition, refuse to accept the current superstitions about insanity. These doctors dream up their own ideas about what causes insanity and how to cure it. But they tend to keep quiet about their experiments, and make sure their research is done in secret. No one wants a Witch Hunter knocking on his door. Most of these physicians' treatments are outrageous, dangerous and bizarre, like ingesting poisons or drilling holes into the skull.

The concept that an individual can be addicted to alcohol or drugs is unknown in the Old World. There are a few crusading priests who rail against the evils of alcohol, but they always blame the liquor and not the drunk. Few take the dire ramblings of these priests very seriously.

As for drugs, their use is kept mostly private and underground. Drug addicts can come from every social class of the Old World, and drugs are frequently used in religious ceremonies and on the field of battle. But the addictive properties of drugs are not yet widely understood, even among physicians, and the curative benefits of many drugs seem to outweigh the possible side effects. Drugs are also not as easily available to the public as readily as alcohol is, and only a few enlightened scholars have connected their use with crime, poverty or insanity.

The followers of Chaos also take an interest in the insane. They too believe that insanity is caused by Chaos, but consider mental disorders to be a kind of blessing, much like a mutation. The insane are thought

Family Affairs

The stench of the madhouse was beyond description. Johann pressed the perfumed handkerchief over his nose, but even it could not mask the stench. He turned to the steward of the place and said, "You'll pardon me for saying so, but this seems like a prison."

The steward, an ugly man with broken teeth and sallow features, took the comment in stride. "It is for their own good, your lordship. They must be chained up so they do not hurt each other or the staff."

Johann had to admit that it made sense, but he did not like the idea of his older brother rotting away in here, even if he was crazed. Still and all, with his brother in the madhouse, he stood to inherit the family fortune. And with his broken mind, his brother would never know the difference.

The Noble pressed a purse into the steward's hands. "I trust this will be enough to ensure good care for my brother. I don't want him to suffer."

"Yes, of course, your lordship," said the steward with feigned deference. "We'll take care of everything."

to possess great insight, prognosticatory powers, and perhaps even the ability to speak directly to the Gods of Chaos. Cultists of Tzeentch are especially fond of the insane because they believe the warping of the mind to be a direct gift from their God. These cultists kidnap lunatics for study, experimentation and unholy rites. Few survive the adoration.

Disorders



The Beast Within

The Old World is a dangerous and terrible place. An adventurer spends most of his life constantly fighting and killing, encountering sights so disturbing they can drive someone mad. For a character with the Beast Within, the brutality of his life has poisoned his mind into believing that concepts such as love, friendship, truth, and authority are meaningless, that people are irrelevant, and the only thing that matters is his own immediate personal gratification.

A character with the Beast Within is also incapable of feeling guilt, ignores the consequences of his actions, and has a reckless disregard for his safety and the safety of others. He is easily bored and has a low tolerance for frustration. Finally, he becomes a masterful, malevolent liar, and use deceit for both profit and pleasure.

In short, he will lie, cheat, steal, torture and murder to get what he wants. The cruel, depraved behaviour this disorder brings about is considered unacceptable by society and the law, and most probably by the other members of the character's adventuring party as well. GMs should be aware that a character with this disorder may cause a great deal of upheaval in his adventuring party. It's also important to point out that while the character doesn't think about the consequences of his actions, the GM should.

The character is sure to become a criminal at some point, double-cross or steal from the wrong person, or kill someone with vengeful allies. He'll probably spend the rest of his life being hunted down by individuals and organisations looking for justice or payback. If he's caught, he could face imprisonment, the hangman's noose or a thousand other gruesome deaths.

Blasphemous Rage

The life of an adventurer has its rewards, such as money, fame, and the satisfaction of defeating the foes of civilisation. But there is a downside. First, there is the constant threat of mutilation or death. Second, the growing knowledge that the forces of Chaos are everywhere, they are horrible to behold and chances are, they will ultimately succeed in destroying the world.

The anxiety created by this downside builds in a character suffering from Blasphemous Rage until it explodes in a wild, uncontrollable fit of wrath and violence. Whenever the character must make a Will Power Test, regardless of the outcome he must then pass an additional Will Power Test or become enraged.

The rage lasts 2d10 rounds, during which time the character suffers a –10% penalty to Weapon Skill, Ballistic Skill, Intelligence, Will Power and Fellowship. During the rage he yells blasphemous obscenities against the Gods while smashing things, and attacks people at random, even his own friends.

A character cannot force himself into a Blasphemous Rage and there are no benefits to being enraged in combat. In fact, the character is so blinded by his overwhelming anger that his actions become erratic, careless and sloppy. Without his level head, he fights like a drunken maniac.

At some point, a character suffering from Blasphemous Rage may find himself on the wrong side of the law. Furthermore, he could be considered frightening and difficult to trust. And those who loudly slander the Gods or use their names in vain should be careful of who might be listening.

Blasted Brain

Sometimes an adventurer witnesses a scene so monstrously horrible that his mind, in order not to snap like a twig, blocks out the memory of it completely. Such a drastic action has costly consequences, as the character suddenly finds himself unable to recall *any* of his memories, including his past or who he is.

A character suffering from a Blasted Brain undergoes a total memory loss. He can't recall his name, past history or spells. Skills and talents are not lost, but the character doesn't realize he has them until reminded by another.

Once per month the victim of a Blasted Brain may make an Intelligence Test to try and overcome his condition. Should he succeed, he remembers everything about his life except for the events that led to his disorder. If he fails, he immediately gains 1 Insanity Point. Furthermore, when a Blasted Brain tries to recall the specific events that caused his condition, he must first make a Will Power save or gain 1 Insanity Point.

Finally, should a Blasted Brain encounter something or someone that specifically relates to the traumatic moment that triggered his condition, he must immediately make a Will Power Test or gain 1 Insanity Point. However, he is then allowed to make an Intelligence Test to remember more of the details surrounding that moment.

The setbacks of suffering from a Blasted Brain are obvious. But another danger to these individuals is the followers of Tzeentch, who believe that the Blasted Brain is a gift from their hideous God and seek these people out for sinister study.

Body of Rot

An adventurer can spend a great deal of his time crawling about in disgusting places like sewers, mouldering castles, and Goblin caves. Furthermore, he can come into brutal, physical contact quite frequently with the filthy, vile, and unclean minions of Chaos. All of that putrescence the character wallows in…what if it somehow got into his body? Through his skin, his mouth, nose, into his lungs and gut and brain; turning black and rotting, emitting terrible smells, attracting crawling insects, creating blisters and hideous, burning rashes; and perhaps other more serious deformities…

A character driven to believe he possesses a Body of Rot operates under the delusion there is something terribly wrong with his body. In reality, there is absolutely nothing wrong with him at all, unless he's lost a limb or eye, in which case the character often believes that is how the trouble began.

What specifically the character believes is wrong with his body is up to the GM. Some suggestions: noxious odour, rash, blisters, bizarre mole, tumour or growth, imaginary insects living under the skin or in hair, head changing shape, limbs changing shape, or some specific body part rotting or becoming grotesquely large.

The character feels this rebellion by his body is very obvious to others, and suffers a -10% Fellowship penalty in all social situations, and a –20% Fellowship penalty in large gatherings, parties, or meetings with important figures or strangers. Furthermore, when meeting a new person, the character must make a Will Power Test or be unable to resist talking in a disparaging way about his supposedly hideous countenance.

A character with a Body of Rot spends a great deal of time searching for a cure for his imaginary condition. He visits physicians of all sorts,

and despairs of ever returning to normal. Someone who talks of strange things happening to his body will be sure to get the unmerciful attention of Witch Hunters and other Zealots. Finally, there are some followers of Nurgle who are fascinated by this disorder, and seek to kidnap characters who suffer from it for unholy rites.

Delirious Saviour

When a character is driven to become a Delirious Saviour, he operates under the delusion that he's been endowed with special insights or powers. He comes to believe, for example, that he must have survived the attack from the horrible Beastman because some God has chosen him to end human suffering by turning turnips into gold. And if allowed to use his insights or powers, the character is convinced he will be able to perform miraculous deeds for the betterment of the world.

It's up to the GM to determine what special insight or power the character believes he possesses. Some examples of insights include: how to cure all disease, rid the world of poverty, purify mutants, feed the hungry, end war, and abolish money. In these cases the character rambles on about his bizarre, grandiose, impractical and nonsensical insights to the above problems to whoever will listen. He'll also write long, incoherent treatises on his subject and try to get them published.

Examples of powers include: perform all of the above acts by touch, cast spells, use mental powers (mind-reading, pyrokinesis, telepathy), walk on water, fly, become invulnerable to harm, and invent amazing machines. In these cases the character believes he possesses the power innately, and will always behave so even in the face of overwhelming evidence he has no powers at all.

A person who believes he possesses special powers is frequently viewed as mad. So is a person who makes outrageous claims based on incoherent ramblings. Both types often find themselves in dangerous situations as a result of their disorder. However, there are some, mostly other unfortunates whose minds have long snapped, who may follow a Delirious Saviour on his delusional quest.

Desperate and Doomed

The forces of Chaos are everywhere, relentlessly attacking the Old World from the outside and corrupting it from within. Adventurers are in the thick of the fight, in a never-ending and seemingly hopeless battle. There are many who grit their teeth, determined to defend their way of life no matter how bleak the eventual outcome may appear. And then there are those who simply give up.

When a character is driven to become Desperate and Doomed, it's because constant exposure to violence and horror has gradually weakened and then finally snapped his fragile mind. At the moment sanity leaves him forever, he has a delusional epiphany. He believes a powerful God (like Sigmar) finally shows him the truth: the world is coming to an apocalyptic end. There is nothing to be done about it. It's time to repent and die.

Many of the Desperate and Doomed go into hiding, in deep caves or lonely forests. However, there are some who believe they've been anointed as the deity's special messenger, and must preach to the people that their world is coming to an end. These are the ragged and filthy individuals seen in town squares or at crossroads, proselytizing about the final days of the Old World.

A character who is Desperate and Doomed believes he is constantly receiving instructions from his God to spread the word of the end times. Nothing else matters, not earning money, eating food, or washing. How these messages come to the character is up the GM. Some examples: voices in the head, visions, symbolic dreams, or a combination of all three. The messages are always urgent, powerful and bleak: "The world is ending. Repent for your sins. Purify yourself for the final day."



In order to prepare for the apocalypse, a character who is Desperate and Doomed must not only repent for his sins, but also cleanse his body and mind. To him the best acts of penitence and purification involve self-mutilation, the most popular form being to flay the skin from his body with chains, whips, ropes and studded leather straps. And it is his solemn duty to make sure others join in the atonements.

There are generals, Witch Hunters and warrior Priests who often trick the Desperate and Doomed into fighting for their army in a coming battle. They convince these pour souls that the final conflict is at hand, and feed them promises of a glorious death. In truth, the Desperate and Doomed are often used as cannon fodder, placed on the front lines to harass the enemy before dying gruesomely. They fill the ranks of the Flagellants in particular.

The Fear

There are many things to fear in the Old World, some with good reason. Beastmen, mutants and other followers of Chaos can do great harm to you. A character suffering from The Fear is someone who, after a hard life of violence and exposure to the grotesqueries of Chaos, succumbs to a more irrational fear, like believing he can be harmed by the dark, thunder, snakes, cats, heights, small spaces, crossing over a bridge, and so on.

The Fear is an excessive, debilitating and overwhelming dread of some object or situation. There are many, many things to be afraid of, including specific kinds of animals (i.e. rats, spiders, toads, horses), open or closed spaces, sunlight or darkness, blood, children or people of other races, bodies of water, being alone or in a crowd, hair, fur and clothing, plants, sharp and pointy objects, Wizards, clerics, Physicians, and so on.

A character suffering from The Fear takes steps to avoid the object of his discomfort. Should he wish to force himself into the presence of what he fears, he must make a Will Power Test. If he fails, he must flee from the object of his fear immediately. If he's unable to flee, his Will Power score is halved until he's able to get away. Furthermore, the

GM may decide that prolonged exposure to what the character fears requires a Will Power Test to avoid gaining an Insanity Point.

Should the character succeed, he still suffers a –10% penalty to his Will Power and Fellowship Characteristics until he's safely away from what he fears.

In more severe cases, a character suffering from The Fear becomes convinced the object of his discomfort is hidden yet everywhere, lurking just out of sight, ready to get him as soon as his guard is down. Running away from rats and ranting about needles lying everywhere, ready to prick you, are actions sure to get the attention of Witch Hunters.

Firebug

The character feels an irresistible compulsion to set fires. He's been driven to a point where he believes that life is nothing but misery and darkness, an endless grind of dread and danger. There is no joy for him and nothing offers the character any real sense of pleasure—except for starting fiery blazes and burning down buildings.

When a character who is a Firebug is presented with an opportunity to set a fire, he must make a Will Power Test to resist his incendiary urge. Should he fail, the character will attempt to set a fire, ignoring any risks involved and with an appalling disregard for the consequences.

While igniting and observing the fire, the character feels an intense sense of pleasure and sweet relief. The bigger and more vigorous the conflagration, the more powerful these feelings become. This elated state lasts d10 hours, after which the character becomes depressed and nervous, suffering a –10% penalty to Fellowship for d10 days or until he successfully starts another fire.

A Firebug is constantly putting his own life, as well as those of others, at risk every time he sparks up a blaze. Many have been severely burned or killed in fires started by their own hand. Arson is also a crime punishable by death in the Old World, and the Firebug may meet his fate at the end of a hangman's noose. Slaanesh and his minions are quite fond of Firebugs, whose pyromaniacal urges are the doorway to their ultimate corruption by Chaos.



Fortune's Thrall

When a character becomes Fortune's Thrall he feels a constant, overpowering desire to gamble. The character has been driven to believe that ordinary life is boring and depressing, full of petty problems and distressing memories of all the horrors he has seen. Desperate for some action and a little risk to speed along the grim and quiet hours, the character turns to games of chance and quickly becomes addicted to their seductive lures.

When a character who is Fortune's Thrall is presented with an opportunity to gamble (for example, passing by a dice game on the street, or being invited to play a hand of cards in a tavern), he must make a Will Power Test to resist the temptation to participate.

If the test is failed, the character will continue to gamble, making a Will Power Test before each new wager to try and break away. Regardless of whether he is winning or losing, each new wager reduces the character's Will Power by 5. The Gamble skill does not take away the –5% penalty, it simply makes it easier for the Fortune's Thrall to win.

If the character runs out of money but continues to fail his Will Power Tests, he must continue to play by either borrowing more money or wagering personal items. This can lead to complicated and potentially dangerous situations.

A character who is Fortune's Thrall is almost always in debt, constantly hounded by those looking to collect their money, and often in trouble with the law. He can quickly loose friends by borrowing too much money from them and never paying it back. Worse still, he'll wager items that don't even belong to him, or are considered property of the adventuring party (like a boat), without seeking permission. From there it's a slippery slope to pernicious lying, outright stealing and the waiting arms of Slaanesh and his minions.

The Glorious Corruption

Being exposed to warpstone and other forms of Chaos energy is never a good thing. For just as Chaos can mutate the body, so too can it distort the minds of the mentally weak. When Chaos is able to attack and mutate the brain, the end result is the Glorious Corruption.

To be susceptible to the Glorious Corruption, a character must have 6 or more Insanity Points but not yet possess a disorder. When that character comes into contact with Chaos energy, he must immediately make a Will Power Test to avoid becoming infected. Should he fail, he loses his 6 Insanity Points, but the Glorious Corruption takes hold of his mind.

In the beginning, the character suffers a random –10% penalty to one of his Characteristics every day. After one week, the character then suffers a permanent –10% Fellowship penalty, and begins to get strange ideas. For example: bathing leads to death, all money is fake, animals are spying on him, sleep is for idiots, putting dirt in your pocket keeps Elves away, and so on.

After the first month, he begins to hallucinate. The hallucinations mainly come in two forms: visual and audio. Characters will see normal things turn inappropriate colours, inanimate objects move, shadowy figures lurk just out of view, animals speak, religious iconography suddenly appear in various objects or in the sky, and so on.

Auditory hallucinations can include the sound of footsteps behind the character, hissing or buzzing sounds, and voices. The voices always speak in commands, ordering the character to do some specific thing like tell everyone the world is going to end or kill the tax collector because he's an agent of Chaos. It's up to the GM to determine where the character thinks the voices are coming from.

After the second month, things really go downhill. The character suffers a –10% penalty to all of his Characteristics, and an additional –10% Fellowship penalty. Every day he must make a Toughness Test to avoid becoming mutated. If he fails, the mutations begin slowly, with the eyes, mouth or head. Once the mutations have begun, the character no longer needs to make a daily Toughness Test until the third month.

In the third month, if the character is still alive, he must continue to make a Toughness Test every day to avoid turning into a Horror of Tzeentch. If he fails, the last vestiges of his mind are destroyed as something spectacularly grotesque happens to his body, usually turning inside-out and growing copious arms, legs, and mouths. The character has transformed into a Daemon of Chaos and must be relinquished from the player's control.

Both Witch Hunters and the followers of Tzeentch are eager to find those suffering from the Glorious Corruption.

Heart of Despair

A character with a Heart of Despair operates under the delusion he is a worthless person, incapable of doing anything right and living in a world that is always against him. He believes that every action is doomed to end in failure and quickly looses hope that anything can be changed for the better.

Things that once brought him joy become meaningless, and he goes out of his way to avoid friends and family. The Heart of Despair weighs down on him like a malevolent anchor, until finally the character decides that killing himself is the only way to end his suffering.

A character with the Heart of Despair is very difficult to be around. He's incapable of being cheered up and brings down the morale of others with his gloomy disposition. Because of his disorder, he permanently looses 1d10 Fellowship points. He must also make a successful Will Power Test every time he gains an Insanity Point, or he'll hide himself away from the world for 2d10 days. During this time he'll refuse to go out, and will struggle against those who wish him to do otherwise.

When a character with the Heart of Despair gains another 6 Insanity Points, he must make a Will Power Test. Should he fail, instead of gaining another disorder, he tries to kill himself. He becomes single-minded in his desire to die, and will make arrangements to do so as soon as possible. He waits for the right moment when others won't be around to stop him, and chooses a method to die with very little chance of accidental survival.

Killing yourself is not against the law in the Old World, but attempts to do so will rouse the concern of friends, family and the local clergy.

Host of Fiends

Sometimes not all vanquished Daemons return to the Realm of Chaos. If the circumstances are right, their noncorporeal form can take up residence in the fragile mind of an unsuspecting mortal host.

A character can become a Host to Fiends under the following conditions: he must be in the same immediate area has a Daemon who has just been slain, and he must have 6 or more Insanity Points but not yet possess a disorder. The Daemon, sensing the character's mind is weak, attempts to break inside provoking a Will Power Test to keep the fiend at bay.

Should the character fail, the Daemon forces its way into his mind and he looses his 6 Insanity Points. However, it's important to note that whether the Daemon is successful or not, the character remains ignorant of what has occurred. Furthermore, if the character does become a Host of Fiends, he's initially unable to find a rational explanation for his sudden shifts in personality.

Once inside, the Daemon begins its daily battle to wrest control of the character's mind and body away from him. Everyday the character must make a Will Power Test. If he fails, the Daemon exerts its powerful influence over the character's thoughts and actions, causing the character's personality to change dramatically.

Because the Daemon is a creature of Chaos, it possesses aspects of the four dark Gods of Chaos: Khorne, Slaanesh, Nurgle and Tzeentch. Roll percentile dice and consult the chart below for which aspect of the Daemon is exerting its corrupting control.

Host of Fiends

% roll	Result
01-25	**Aspect of Khorne.** The character turns irritable, violent, argumentative, contemptuous, bloodthirsty, sadistic, and cruel. He suffers a –10% penalty to Fellowship.
26-50	**Aspect of Slaanesh.** The character becomes narcissistic, self-indulgent, and hedonistic; he'll also drink, lie, gamble, steal, and pursue sensual pleasures. He suffers a –10% penalty to Will Power.
51-75	**Aspect of Nurgle.** The character refuses to wash, eats only rotten food, pokes at scabs and wounds, plays with insects, vomits, seeks out the diseased, and wallows in filth. He suffers a –20% penalty to Fellowship
76-100	**Aspect of Tzeentch.** The character cuts his hair, adopts a new style of clothing, speaks with a different voice, callously abandons those who care about him, seeks out a new career, and refuses to acknowledge his former life. Furthermore, he feels a single-minded and powerful urge to violently change the status quo through infernal words and deeds. This aspect will remember its plans, even while dormant, and will patiently carry out its sinister schemes each time it's able to manifest itself. The GM may opt to have the character become an NPC during these moments of possession, leading a mysterious double life.

Each particular aspect of the Daemon exerts its control for d10 days. At the start of each new day, the character is allowed another Will Power Test to regain control of his mind and body. At the end of the aspect's influence, the character returns to normal. However, the next morning he must once again make his daily Will Power Test to keep the Daemon away.

When a character who is a Host of Fiends gains another 6 or more Insanity Points and fails his Will Power Test, instead of gaining another disorder the Daemon takes over their mind and body completely, and the character's soul is banished to the Realm of Chaos.

Knives of Memory

There are some events so horrible, so traumatic, they scar an adventurer's mind forever. When a character is assaulted by the Knives of Memory, he relives a specific traumatic event over and over through his dreams, obsessive thoughts and in sudden, frightening moments where he actually believes he's experiencing the event again.

In the waking hours the character broods over the details of the event, becoming depressed and irritable. He also has trouble concentrating and feels the urge to avoid friends and family. At night, his dreams

become vivid, surreal and disturbing recreations of the traumatic event. Finally, when triggered by some outside stimulus that reminds him specifically of the event, the character thinks he's undergoing the traumatic event all over again.

At the beginning of each day, the character must make a Will Power Test to keep the Knives of Memory at bay. Should he fail, he suffers a –10% penalty on Agility, Intelligence, Will Power and Fellowship. That night he has terrible, twisted nightmares that may add further penalties to his stats in the morning at the GM's discretion.

When a character who suffers from the Knives of Memory encounters something that would specifically remind him of the traumatic event, he must make a Will Power Test or believe he's actually experiencing the moment again. How he reacts is up to the player and GM. Some options include fleeing in terror, screaming incoherently, hiding, attacking the nearest person, sobbing in despair, acting out specific moments of the event (such as attempting to rescue a wounded comrade), or hallucinating unseen foes or other dangers.

A person who rants hysterically in public is sure to bring the attention of Witch Hunters. The followers of Tzeentch are particularly fascinated by this disorder, and seek to kidnap those who suffer from it for fiendish experiments.

Lost Heart

The life of an adventurer is both brutal and distressing. His body is cut and mangled, while his mind is constantly assaulted by images of blasphemy and horror. But where is the love?

When a character is driven to become a Lost Heart, he operates under a delusion that he's romantically loved by another, usually someone who is of a higher status or even famous. Nobles, renowned performers, prominent merchants, lawyers, templar Knights, Wizards and Priests all make good candidates for the object of obsession. Some characters may even believe they are loved by the Ice Queen of Kislev or the Emperor Karl Franz. Whoever it is, this person usually doesn't even know the character exists, and most definitely does not love him in return.

The Lost Heart does whatever he can to be closer to the object of his desire; sending disturbing love letters; spying on their every move; harassing them in person with inappropriate declarations of affection, followed by sinister, veiled threats should his ardour be spurned.

The Lost Heart believes he receives secret communications from the object of his desire, sometimes in the form of letters (written in invisible ink, of course), oblique signals from disguised or imaginary henchmen, secret messages in public announcements (both in print and in person), bizarre codes in the words of popular songs, plays and puppet shows, and finally, through some sort of magical telepathy. Whatever the means, the message is the same: "I love you, you are perfect, we must be together, no matter what the cost."

Individuals of high status and fame are surrounded by armed bodyguards with little patience for dangerous lunatics. Harassing prominent members of society is viewed by many Watch Captains as a criminal activity. Strange behaviour builds mistrust among adventuring parties. Ramblings about secret messages of love from famous figures and other obvious signs of madness brings the attention of Witch Hunters.

Mandrake Man

The character has discovered that a deleriant drug known as Mandrake Root is an even better way to numb the pain of his tortured life than alcohol. One dose of the drug makes the character relaxed and sleepy, takes the edge off wounds, and keeps his thoughts warm and fuzzy. A character under the influence of Mandrake Root can only take a half action each round due to this lethargy, though on the upside he also gains a +20% bonus on Fear and Terror Tests.

But one dose is all it takes to become highly addicted to the sinister drug. Every day the character must make a Will Power Test to resist his powerful craving for the Mandrake. If he fails, he'll do everything he can (including breaking the law or worse) to obtain a dose and take it right away. When the effects of the dose wear off (after 1d10 hours), the character must make another Will Power Test at –10% to resist taking another dose immediately.

A Character who fails a Will Power Test when the Root is not available suffers a –10% penalty on Intelligence, Will Power and Fellowship until he can take a dose of the drug. One dose will restore his attributes to normal for the duration of the Mandrake Root's effect.

Long-term abuse of the Mandrake Root weakens the body and the mind, and leaves the character more susceptible to gaining further Insanities. For every 6 months the character is addicted to the drug, he permanently loses –10% to his Strength, Toughness, Initiative, Agility, Intelligence, and Fellowship and –15% to his Will Power.

Sadly, in his desperate search for the drug, the character will most likely end up resorting to illegal activities, putting himself at odds with the law and most likely his friends and family as well. On a final note, Mandrake Men are especially susceptible to the Daemonic delights of the Chaos God Slaanesh and his minions.

Profane Persecutions

A character suffering from Profane Persecutions operates under the delusion that invisible and unseen enemies, often acting in concert with his supposed friends, family and loved ones, are involved in a master conspiracy to make his life miserable and eventually murder him.

These enemies possess amazing powers and fiendish minds, being able to somehow spy on the character day and night (often through ingenious means), construct secret tunnels and passageways to sneak about his lodgings, slip drugs or poisons into his food and drink, break into his rooms and tamper with his possessions, steal precious objects right under his nose, drain or suck blood, wound and mutilate him, make him the target of magic spells, compel him to do beastly things in his sleep, and take over his mind.

Furthermore, these enemies are usually one specific group of people. For example, Elves, Dwarfs, Halflings, Mutants, Beastmen, Skaven, Lizardmen, Goblins, Wizards, followers of Chaos, followers of another God not worshipped by the character, Templars, Witch Hunters, Druids and Physicians.

When a character suffering from Profane Persecutions encounters someone from the group he believes responsible for tormenting him, he must make a Will Power Test or react irrationally to that person's presence. Just how the character reacts is up to the player and GM. Some examples: screaming in terror, fleeing, hiding, verbally or physically attacking the person, sobbing uncontrollably, or cowering in fear.

Raving about conspiracies and invisible enemies is a sure sign of lunacy. A character suffering from Profane Persecutions should be wary of bringing real persecution down on his head from the Witch Hunters.

Restless Fingers

The life of an adventurer in the Old World can swing from moments of boredom to those of sheer terror. No matter how supposedly calm and quiet a character's daily life can get, he's constantly in danger of being killed by horrible people, mutants, Beastmen or worse at any random and unpredictable moment. Waiting for these moments of horror leads to a growing sense of unease. The uneasiness builds inside of the character until it's released in a brazen, reckless and often dangerous act of stealing.

A character suffering from Restless Fingers feels an uncontrollable urge to steal. When the character's presented with an opportunity to steal, he must make a Will Power Test to resist the compulsion. Should he fail, the character will attempt to steal some object, completely disregarding any risks that may be involved, and thinking nothing of the possible consequences of his thievery.

Furthermore, the value of the object he intends to steal is not as important as the act of stealing itself. After the theft, the character feels a temporary and glorious sense of euphoria, which is then followed d10 hours later by terrible, nagging feelings of guilt and shame. These low emotions cause a –10% penalty to Fellowship and last for d10 days or until the character successfully steals another item.

A character with Restless Fingers will inevitably find himself at odds with many people, including merchants, the law, and possibly his friends. He's also in danger of being led astray by the blasphemous desires of the Chaos God Slaanesh and his minions. Halflings are also particularly susceptible to this affliction, though of course, they deny this.

Terrible Thirstings

The character turns to alcohol to blunt his feelings of fear, unease, desperation and madness. But everyday it seems to take yet another mug to keep the nightmares at bay. The character becomes addicted and spends his waking hours moodily obsessing over when, where and how to acquire the next drink. Once he gets his precious liquor, he drinks himself into a stupor.

Every day the character must make a Will Power Test to resist the lure of the demon drink. If he fails, he'll do everything in his power to find and consume alcohol, including drinking foul, poisonous substances like turpentine. When a character fails a Will Power Test during times when alcohol is not available, he suffers a –10% penalty on Intelligence, Will Power and Fellowship until he can find something alcoholic to drink. One drink will restore his attributes to normal, with the exception of Will Power.

In addition, whether he passes his daily Will Power Test or not, whenever an opportunity presents itself to drink (like walking past a tavern), the character must make another Will Power Test to resist succumbing to his Terrible Thirstings right on the spot.

In both of the above cases, if the test is failed, the character will keep drinking until the booze runs out or he passes another Will Power Test. Each drink reduces the character's Will Power by 5, making it harder and harder to resist another drink.

Long-term abuse of alcohol taxes the body and the mind. For every 6 months the character is addicted, he loses –10% Strength, Toughness, Agility, Will Power and Fellowship. Finally, a character suffering from Terrible Thirstings is especially susceptible to the temptations of the Chaos God Slaanesh and his minions.

Venomous Thoughts

Trust is a fragile thing in the Old World, and enemies are everywhere. There are countless individuals an adventurer meets ready to break their word, steal from him, do him harm or worse. Even the Empire is filthy with liars, thieves, bandits, double-crossers, con men, lawyers, agitators, foreigners, Witch Hunters, and a seemingly limitless number of Chaos-worshipping cultists in disguise, masquerading as respectable citizens by day. It's no wonder that an adventurer can be driven to believe that everyone is against him…possibly even his friends and family.

A character with Venomous Thoughts is constantly suspicious, and his suspicions are always without cause and lacking any foundation in fact. He's also secretive, litigious, easily offended, and humourless. He scrutinizes every word and gesture for negative meanings, and is reluctant to speak should he say something that can be used against



him. He's also very jealous, and believes that individuals he considers close are secretly betraying him.

Unlike those suffering from Profane Persecutions, who operate under the delusion a specific group of people are out to harm him, a character with Venomous Thoughts believes that anyone and everyone is capable of hurting him in some way. However, he does consider people who are different from him (in race, religion, national origin) more of a threat from the outset.

Although the character suffers a permanent –10% penalty on their Fellowship score, it may turn into a blessing in disguise. There are many individuals who have spun their Venomous Thoughts into successful careers as Zealots, Witch Hunters, Duellists, Lawyers and Warrior Priests.

Wheel of Dread and Pleasure

When a character finds himself on the Wheel of Dread and Pleasure, he's no longer able to control his mood or emotional reactions to the daily grind of life. His mood constantly swings from one of giddy euphoria to its polar opposite, that of deep despair.

When the Wheel turns to Pleasure, the character gains an incredible amount of energy and often shuns sleep for days at a time; he also become restless and impulsive, spends money he doesn't have on extravagant items, suffers from impaired judgment, behaves inappropriately in social situations and strongly feels like he's capable of doing anything. In this state he gains a +10% to Agility, but suffer a –10% penalty to Intelligence and Will Power.

When the Wheel turns to Dread, the character often refuses to get out of bed, sleeps too much yet feels tired all the time, is prone to random bursts of uncontrollable weeping, looses interest in his pursuits, shuns family and friends, feels hopeless and worthless, and possess a strong desire to die. Consolations fall on deaf ears, and the character usually ends up driving away those who care for him. In this state he suffers a –10% penalty to Agility, Will Power and Fellowship.

To determine what mood the character begins with at the start of an adventure, roll 1d10. 1-5 he's on the Wheel of Pleasure for 1d10 days, followed by 1d10 more days on the Wheel of Dread. On a roll of 6-10, he begins on the Wheel of Dread for 1d10 days, followed by 1d10 days on the Wheel of Pleasure. And so on. Continue to roll 1d10 each time the character's mood swings for the rest of his life or until he is cured or dies.

A character on the Wheel of Pleasure can get himself into trouble with the law, end up in debt, perform some stupid action with great repercussions, or possibly get himself injured or killed. On the Wheel of Dread, his lack of motivation makes him a highly ineffective adventurer, and there's always the possibility he may jump off a bridge.

Using Insanity

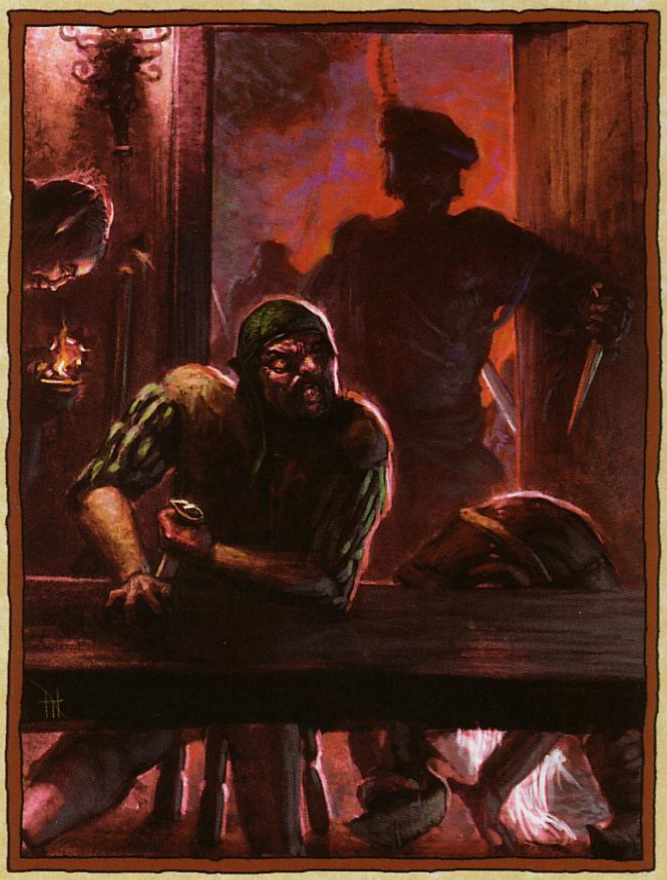
When a character goes insane it's up to the GM to choose an appropriate disorder. There are several ways you can go about doing this.

The first thing you should do is think about the immediate events leading up to the character going insane. In game terms, this is the moment when a character fails his Will Power Test to avoid gaining a disorder.

What happened to make him take that Will Power Test? He had to make the test because he gained his sixth (or seventh, eighth, etc.) Insanity Point. So, how did he get that point? Through combat, witnessing an unspeakable ritual, or some other horrifying moment?

Suppose a character gains his disorder while in combat with a Goblin, taking a critical hit that leaves him gravely injured and barely alive. What might go through that character's deranged mind while recovering?

- *"Goblins are scary! They can hurt me real bad!"* This disorder becomes The Fear.
- *"Goblins are out to get me. They're crawling around under the floorboards right now!"* This disorder becomes Profane Persecutions.



- *"Sweet Mandrake Root, you make all the pain go away..."* This disorder becomes the Mandrake Man.
- *"Sigmar saved my life and in return he wants me to feed all the starving orphans in the Empire. I have a plan, it's simple really, but we'll need six thousand pounds of cheese. Who's with me?"* This disorder becomes the Delirious Saviour.
- *"I'm lucky to be alive. That Goblin nearly killed me. HE NEARLY KILLED ME. Filthy Goblin. I almost died. That Goblin shoved a spear in my chest. I'm lucky to be...agghh, it's happening again!"* This disorder becomes the Knives of Memory.
- *"I'm a terrible adventurer. That fight with the Goblin proves it. I can't do this. I should just give up. What's the point anyway? We're never going to kill all the Goblins."* This disorder becomes the Heart of Despair.
- *"Here I am, stinking, wounded, and no one shows me any kindness. Well, Lady Gerberson does...I'm certain she spoke to me last night in my dream, how I don't know, but she loves me and that's all that matters."* This disorder becomes the Lost Heart.

And so on. A character who sees a loved one get tortured might gain the Blasphemous Rage disorder. A character who's trapped for three days in a dark pit of filth and human remains might gain the Body of Rot disorder. The idea is to use a little logic, although if you want to improvise, roll randomly on the chart and then figure out how to justify the character gaining that particular disorder.

Another helpful tip is to be familiar with the character's past behaviour, before he gained the disorder. Suggestions for which disorder he'll develop may have already been laid out in previous roleplaying sessions.

For example, a character who drinks a lot could gain the Terrible Thirstings disorder. A character who dabbles in gambling, or is a professional gambler, could gain the Fortune's Thrall disorder. A hot-headed character could gain the Beast Within disorder. The idea is to have the disorder spring from and then warp the character's already existing personality.

There are several insanities that result in actual Daemon possession. These should not be handed out lightly, as they are a potential death sentence. If you decide to use these in your game, curing the afflicted character should become a major plot line of your campaign.

Roleplaying Disorders

Roleplaying the disorder usually falls on the player. But there are many ways the GM can integrate the character's disorder into the game. The basis of many disorders is delusion; the character's view of reality has become twisted. The character thinks what he believes is true, when obviously it's not.

Since the GM is the one who supplies the players with all of the information about what they're seeing, doing, and so on, the GM has an opportunity to distort that information for insane players through the lens of that player's disorder.

For example, Gregor and his adventuring companions have stopped at a coaching inn for the night. Gregor suffers from the Venomous Thoughts disorder. After the characters find a table and order their food, the GM tells them:

> *"Three men enter the inn. They seem exhausted, and their clothes are covered with a thick layer of dirt from the road. One of the men seems to be dressed in very fine clothing."*

But then the GM turns to Gregor and says:

> *"No doubt they're worn out from following you. You couldn't help but notice the one in the fancy outfit slyly looking your way, and secretly motioning his travelling companions to do the same. Now he's whispering something to one of them, the big guy with a sword. You think you've seen his face before on a wanted poster in Middenheim."*

At that same table is Beatrix, who's been suffering from the Glorious Corruption for some time. The GM turns to her and says:

> *"You sense that the man in the fancy clothes has just managed to steal one of the nails in your shoe using his magic powers. You're not sure what he's going to do with it, but you think it's something bad."*

For addicts and other characters with compulsive disorders (Terrible Thirstings, Mandrake Man, Fortune's Thrall, Restless Fingers and Firebug) it's much easier to integrate their disorders into the game. First, most of them need to make a daily Will Power Test to keep their addiction at bay. Secondly, as GM you can throw them into situations where they'll be forced to make a Will Power save.

For example, also at the table in the coaching inn is Otto, who is a Firebug. The GM can simply turn to him and say:

> *"Lots of pretty candles around here."*

The goal is for the GM not to lead players by the nose necessarily, just give them enough information they can run with. And be aware that roleplaying with disorders can sometimes take the game in unexpected directions.

Curing Insanity

Insanity is not commonly treated in the Old World. The afflicted are usually locked away in madhouses, condemned to desperate lives of privation and brutality. There are some techniques that can help the insane, though none of them are widely available. Of these, only magic can cure the insanities that are actually Daemon possession.

Surgery

The first is surgery. This is a crude experimental process that is quite dangerous for the patient. To even attempt it, the medical practitioner must have the Heal Wounds skill and the Surgery talent. The process takes 1d10 hours, at the end of which a Heal Wounds Skill Test must be made. The Test Difficulty is either Challenging, Hard, or Very Hard, depending on what the surgeon is trying to achieve. Actually curing an insanity is Very Hard. **Table 9-2: Insanity Surgery** summarizes what tests and what can be achieved with a successful Heal Wounds Test. All surgery of this type reduces the patient to 0 Wounds (they are operating on the brain after all!). Normal healing can take place once the surgery is complete.

Should the test fail, no matter the difficulty, the GM should roll on **Table 9-3: Botched Surgery** to find out what happened.

> **Example:** *Dr. Nicholas wants to treat a patient who's on the verge of going insane (he has 7 Insanity Points). He opts to make a Hard (–20%) Heal Wounds Test. If successful, his patient will lose 1d10 Insanity Points, hopefully returning him to normalcy. Dr. Nicholas, unfortunately, fails his Skill Test and so must roll on* ***Table 9-3: Botched Surgery****. He rolls a 25, so his surgery actually causes his patient to gain 1d10 Insanity Points. This may be enough to push the patient over the edge and become insane. Dr. Nicholas decides to leave town before his failure becomes apparent…*

Table 9-2: Insanity Surgery

Heal Difficulty	Effects of Successful Test
Challenging	Patient loses 1 IP
Hard	Patient loses 1d10 IPs
Very Hard	Patient cured of 1 insanity

Table 9-3: Botched Surgery

Roll	Result
01-20	**A Surgical Triumph:** Whilst the surgery was ineffective, neither did it damage the patient.
21-40	**You Won't Feel a Thing:** The patient gains 1d0 Insanity Points.
41-60	**Whoops!:** The unfortunate patient loses 1d10 Intelligence permanently.
61-80	**I Hate It When They Thrash**: The patient must make a Toughness Test or die under the knife. Even if he survives, he loses 1d10 Intelligence permanently and gains 1d0 Insanity Points.
81-100	**We've Got a Bleeder!:** The patient dies on the operating table from severe trauma and blood loss.

Table 9-4: Quack Medicine

Roll	Result
01-20	**Sure-Fire Cure:** The drug is useless and the apothecary knows it.
21-40	**Whim and Tonic:** The drug is useless but counts as an alcoholic drink.
41-60	**May Cause Drowsiness:** The drug knocks the imbiber out for 1d10 hours.
61-80	**Tincture of Mercury:** The drug causes the imbiber to gain 1 Insanity Point.
81-100	**Medicinal Purge:** The drug is poison. The imbiber must make a successful Toughness Test or lose 1d10 Wounds, regardless of TB.

Drugs

Herbal and chemical concoctions can't actually cure insanity. At best they can suppress the madness for a short time. Drugs that affect the mind are hit or miss to say the least. Each one must be specially crafted for its recipient, so it can properly counteract the insanity. Making a drug requires Trade Tools (Apothecary), 2d10 gold crowns worth of ingredients, and takes 1d10 hours. If a successful Very Hard (–30%) Trade (Apothecary) Test is made, the drug works and can suppress the character's madness for one week. If the test is failed, the mixture is off and potentially dangerous. The GM should roll on **Table 9-4: Quack Medicine** to find out what sort of effect it will have on the imbiber. The maker of the drug always believes he's gotten it right, unless the table result says otherwise.

Magic

There are several spells that can help the insane, most notably the Shallyan spell *cure insanity* (see page 165). *Transmutation of the unstable mind* (see page 157) also may help (or not!). The main difficulty with magical cures is not side effects, but finding those sufficiently powerful to cast the spells. Only a handful of priests and wizards in the entire Empire are powerful enough to use magic such as this. Finding them and convincing them to help would be an adventure in and of itself.

— Mastering Magic —

Throughout their adventures players will encounter all manner of dangers, from cultists, monsters and insanity to disease, death and misfortune. If they're really unlucky, they'll have to deal with magic too.

In Warhammer magic is neither friendly, nor used lightly. Though the players may not know it, each time they encounter Magic, they are encountering the stuff of Chaos, fickle, dangerous and sanity blasting. Magic corrupts everything it touches, in one way or another. It can mutate the body and destroy the mind. It can break the closest of fellowships and foster the darkest liaisons.

Magic can make a great metaphor and counterpoint within your games. At what price power? How far are you willing to go for victory? Used carefully it can add a great deal of flavour to your campaigns, and stretch PCs in ways they never thought of.

GMing Magic

If your group has no spellcasters of any type, the occasional encounter with a mad Wizard, Daemon bound blade or secret witch may well be enough to get the idea across. PCs may become involved in a Bounty Hunter scenario, or find themselves pursued by a paranoid and vindictive Wizard. They may find an innocent seeming artefact, which speaks in their dreams, or seeks to turn them against each other. Whatever you decide, the insidious, subtle and corrupting nature of magic should become clear.

If you have Wizards in your group, the task becomes a little more long term. Magic use has social and personal repercussions for a character, and it's up to you to get this across. Magic looks like a quick route to a lot of power; indeed, PCs quickly have a whole raft of spells at their disposal. They'll be tempted to use magic for everything. Don't worry about this, for they will soon learn that things in the Warhammer World aren't always as they seem.



Witchsight

Wizards and sorcerers do not experience life the way everyone else does. They hear, see and smell the magical flux that suffuses to world. Be sure to describe this to them, but don't spend so much time on it that you boor the other players. Occasionally their witchsight will warn them of dangers, or give them useful information. Most of the time, however, it will torment them. This can be a great way to build tension. Imagine arriving at a coaching inn and seeing it wreathed in strands of Amethyst death magic. You just know whatever is in there is not going to be good. Then imagine that your witchsight occasionally lies to you. Do you tell your fellows or ignore it?

Sometimes you will need to curb a player who is using magic wildly and without realistic respect for the power they're wielding. Don't be afraid to do this—if spell casting becomes too commonplace or predictable, it looses its edge. Even if by some fluke or pact with Ranald, they never call down Tzeentch's Curse, you can still warn your PCs away from cavalier use of their powers. The **Chaos Made Flesh** section below contains some horrific Daemon beasts you can set on your wayward Wizards. Described with subtle threat and menace, these can frighten your players, stop profligate spells and start some great role-play. Imagine a Wizard screaming the house down, fleeing a foe only they can see. Are they mad or are the Rotwyrms really after them?

Fear and Loathing

Of course, Wizards have more problems than just the ones in their heads. The Orders of Magic are still a new political institution, at only a few hundred years old, and most folk are still not convinced they're safe. Wizards are a weakness in the membrane between the real world and the Realms of Chaos. They have brought danger and strife throughout the Empire's two and a half thousand year history, so it's not surprising people often will not deal with them. Elven Wizards in particular are subject to all manner of rudeness and persecution. They may not have to pay dues to the Orders of Magic, but the social penalties more than make up for it. If NPCs think they can get away with it, they might demand that the offending Elf be vouched for, be made to pay "on the spot" ear taxes, safety fines or even forced to wear metal in the hope that this would hinder their spell casting powers. Other NPCs might be fearful of a Wizard, running away, avoiding eye contact or even soiling themselves when forced to deal with a spellcaster. Goods may be more expensive, information might be harder to get, small children might hurl stones in the street. Again, don't be overbearing in this, as it can ruin the feel of the game. Persistent but subtle should be your guideline.

Chaos Made Flesh

Make free use of the following legendary beasts when describing Chaos manifestations or reining in careless casters. They are not monsters as such, and do not possess Characteristics or a Profile—they cannot be fought, stopped or avoided, for they are manifestations of the Wizard's psyche, given shape by common myth, legend, and hearsay. Players of course need not know this, and you should act as if they are "real" at all times.

Wizard PCs will be at least dimly aware of the following creatures, either through the teachings of their college or forbidden tomes of

lore. After a few uses of them, you should aim to have your PCs twitch at the first mention of their harbingers.

The Dark Hounds

These invisible hunters are said to be soot-black Wolfhounds, with flanks of brass and fangs of iron. Using flame as their portal into this world, they search out their prey, their scorching breath withering everything in their path as they close upon their quarry. The smell of broiling flesh, soot and hot iron are their harbingers.

Also Known As: The Dark Ones, Fury's Hounds, the Forge Dogs
Attracted by: Bright magic, destructive spells

The All-Knowing Serpent

Fevered artists and insane geniuses have attempted to describe the beauty of the Serpent's scales, its ivory thorns or the depths of its terrible eye. None have been successful. The Great White Worm enters this world through mirrors and pools of still water, slithering after its victim with unnatural speed and grace. Those who have called its attentions sometimes glimpse the serpent's reflection, just before it enfolds them. The shattering of mirrors and the skittering sound of its thorned scales are harbingers of the Serpent.

Also Known As: Wisdom's Asp, The Tempter, The Thorned One
Attracted by: Light magic, Amber magic, Shadow magic, illusory spells

The Handmaidens

Said to be the souls of burned witches, the fearsome Handmaidens can be seen only by their victim. Arising from doorways, windows and other portals, these feathered, blind shades sniff out their quarries fear, nearly drunk on the scent, and attack without mercy. Black iron nails are sometimes found in their victim's flesh once they are done. The sound of wings and the tapping of their claws are their harbingers.

Also Known As: The Scarred Maidens, The Wyrdwomen
Attracted by: Gold magic, Celestial magic, spells of transmutation and fortune.

The Rotwyrms

An erring Wizard may call forth the Rotwyrms from any chunk of dead flesh that happens to lie near him. Unthinking and unerring, these bloated, fleshy maggots wriggle towards their victim with terrifying speed. Unconstrained by mortal matter, they can pass through any substance in search of their goal—the flesh of the Spell caster. The stench of decay and the buzzing of flies are their harbingers.

Also Known As: Flesheaters, Wizard Worms
Attracted by: Jade magic, Amethyst magic, spells of the flesh

— Rewards —

Warhammer characters must deal with fear, terror, madness, and death on a daily basis. One might reasonably ask why they do it? What makes such experiences worth the pain and horror? This section describes the rewards that PCs can receive in *WFRP* and gives some advice on how to hand them out.

Experience Points

Experience points (xp) are the most common reward in *WFRP*. Characters use them to buy advances, skills, talents, and career changes and this overall process represents the way they become more adept over time. As the GM you are responsible for awarding experience points. You want to give out enough to ensure that characters are progressing but not so much that they blow through careers too quickly. There are several different approaches to handing out experience points; descriptions of these follow.

The Abstract Method

This is the easiest way to hand out experience points and the one recommended for beginners. It has one simple guideline: give each player 100 xp for each 4 hours of play time. This represents the length of the average session, so this method ensures that after each game a player can take an advance or a new skill or talent.

While other methods are success-oriented, the abstract method is predicated on the notion that all experience is valuable. In fact, failing is often more instructive than succeeding, so what matters is simple survival. If characters can endure everything the Old World can throw at them, they deserve a reward.

The 4 hour mark is a guideline and it's meant to be flexible. If your group spends a lot of time joking around, taking snack breaks, and so on, you may decide 6 hours is more appropriate. If your sessions average 3 hours but they are packed with adventure, that can work too.

The Dramatic Method

This method of awarding experience points is based on the structure of many plays, books, and movies. To use it properly, you should examine the adventure you are running and see if you can divide it into "acts". The traditional model has three acts. The first introduces the plot and embroils the characters in it. In the second complications arise and the characters must deal with a variety of foes and problems as they learn more about the unfolding story. In the third and final act, the story is resolved and the characters are victorious or defeated.

With this structure, you award experience points after each act. A typical award ranges from 50-100 xp, depending on the length of the act and the success of the characters' actions. You may award as much as 150 xp for the third act, since it also represents the end of the adventure. Since the dramatic method is based on the story and not the length of your sessions, you may find you finish an act in mid-game. This is fine. You simply need to take a short break, hand out xp, and let your players take any advances they like. Then reconvene and begin the next act.

Table 9-5: Encounter Difficulty

Difficulty	XP Award
Very Easy	5
Easy	10
Routine	15
Average	20
Challenging	30
Hard	40
Very Hard	50

The Detailed Method

As the name indicates, this is the most time-consuming method of handing out xps, but it also gives you the greatest control. When using the detailed method, you break the adventure down into its component parts and give out an xp award for the successful completion of each section. Essentially, each step of the plot has its own reward. Awards can be as little as 5 xp for a minor event and as large as 50 xp for a major one. When considering an appropriate reward for each scene, you can use **Table 9-5: Encounter Difficulty**. This breaks down each scene using the basic framework of the Test Difficulty table.

> **Example:** *In one session, the PCs followed a trail of clues down into the sewers, in the hopes of finding a band of Thieves. They ran into a small band of Ratmen while blundering about and a vicious fight ensued. After the fight they managed to find the Thieves' headquarters. The Thieves weren't there, so the PCs set up an ambush and the session ended on a cliffhanger as the Thieves returned. For this session, the GM awards 10 xp for figuring out they needed to head into the sewers, 30 xp for the fight with the Skaven, and 15 for finding the Thieves' hideout. Next session they'll get the award for the ambush, assuming they survive a fight with brutal Thieves on their home turf.*

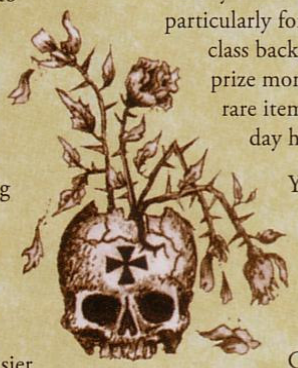
As with Test Difficulty, you should try to be fair when determining Encounter Difficulty. Was the obstacle easily overcome or was the victory dearly bought? Were the PCs at a disadvantage (perhaps due to magic or numbers)? Did any characters spend Fate Points to survive? These are all questions to consider when assigning Encounter Difficulty.

You should also consider the importance of the encounter when award xp. If the PCs pick a random street brawl, that is hardly worthy of an award. The climactic encounter at the end of a long adventure, however, is worth extra xp, perhaps up to double the normal award.

Roleplaying Awards

In addition to the story-based experience points awards, you may also want to hand out individual awards for good roleplaying after each session. Roleplaying awards should generally be in the 5-30 xp range and they are by no means automatic. The idea is to reward players who do an exceptional job portraying their characters.

What "good roleplaying" is can be quite subjective. There is a temptation to reward the boisterous and entertaining player, but you should try to consider the personality of the character being portrayed. A brooding Dwarf mercenary is not going to dominate social situations, but effective roleplaying of that personality is still worthy of an award. As the campaign goes on and the characters evolve, everyone in the group will gain a greater understanding of the personalities of the various PCs. This ought to make judging roleplaying easier as time goes on.



Fate Points

As discussed previously in this chapter, Fate Points can be granted to characters after completing major story arcs. They are the ultimate award in *WFRP*, since each one essentially gives a character another life, so you should be sparing when handing them out.

Social Status

Experience points are a mechanics-based award, but in-world rewards can be just as important. As characters move through different careers, they may have the opportunity to raise their status in Imperial society. Gaining social status, membership in exclusive orders and organisations, and leadership positions in various groups are all great rewards for PCs.

Oftentimes, the play of the character will suggest these awards to you. Some players are quite forthright, so they might just come out and say things like, "I really want to be a templar of Ulric." If this works for your campaign, it's then your job to work that subplot into the game and make it happen if the character does the right things. Other players are either more shy or they simply don't know what they want. A player might, for example, want to get into the Knight career, but have no idea what kind of Knight he wants to be. As the character is getting ready to switch careers, you might give him the chance of joining the Knights of the Blazing Sun in recognition for his heroism in a previous adventure. This not only makes his new career make sense, but also gives the character increased status in the world.

Special Training

Normally, characters cannot learn skills and talents that are not part of the current careers. This is intentional. If characters could pick and choose whatever skills and talents they wanted, the entire career structure would break down. When choosing a new career, a big consideration is what skills and talents can be gained. That's one of the exciting parts of making it to the advanced careers in particular.

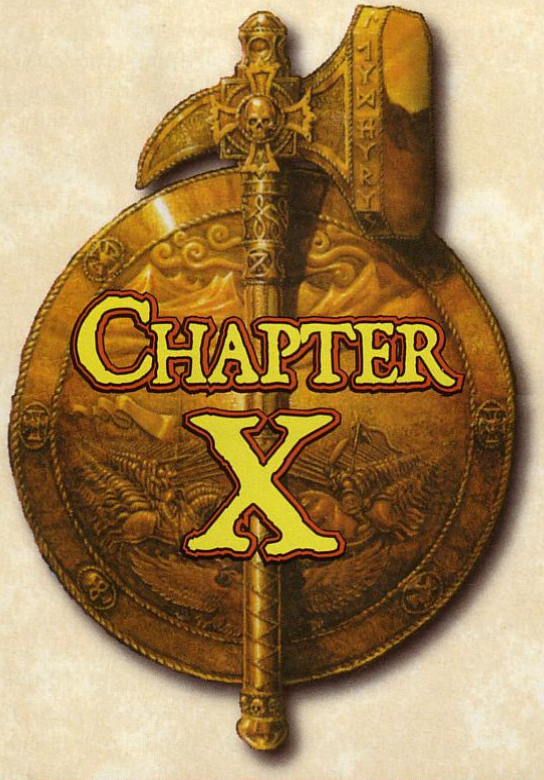
That said, you may reward characters with special training that lets them buy skills and talents outside their careers, but this should be a rare occurrence. You also must make sure that characters justify these acquisitions through their actions. Characters must seek out teachers, spend time training, and pay often exorbitant prices for the lessons. Even then, such skills and talents should cost 200 xp instead of the normal 100 xp. You may relax some of these strictures under special circumstances, but don't make it too easy. Your players should never assume they can acquire whatever skill they want regardless of career.

Worldly Gain

Money is one of the classic motivators and it works well as a reward, particularly for characters of a larcenous bent or those with a lower class background. It's easy to see why such characters would prize money. For other characters, access to new equipment or rare items is more attractive. An arquebusier may dream of the day he can get a Hochland long rifle, for example.

You need to be careful with money and goods, however. The Old World is a harsh place, so it should not be easy to amass piles of money or buy the most expensive equipment. It's also important to remember that the Empire is full of dangerous criminals who'll do anything to redistribute your wealth (to themselves). Characters who flaunt wealth are asking for the wrong kind of attention and you, as the GM, should give it to them. Rich characters should have to deal with Racketeers, blackmailers, Thieves, and cutthroats. It's the price they pay for their good fortune.

The rarest rewards of this type should be magic items. *WFRP* is not an RPG in which every character will be loaded down with magic items after a few adventures. A PC will be lucky to have one magic item. The most powerful characters in the Warhammer World may have three magic items if they are lucky.



The Empire

"As always, the Empire is one dagger thrust from anarchy."

— Unidentified Assassin

This chapter presents information about the main setting of *WFRP*, the Empire. It is primarily intended for the Game Master and includes much information that would be unknown the common Imperial citizen. Players should not read this chapter without their GM's permission.

— Overview —

The Empire is the largest and oldest nation of the Old World, and the greatest human bastion against the ever-present threat of Chaos. The realm ruled over by Emperor Karl Franz stretches from the Sea of Claws and Kislev to the north, to the World's Edge Mountains to the east and south and the Grey Mountains to the west. Almost all of the Empire is covered with ancient, dense forests that provide haven for all manner of wild and evil creatures. The villages, towns and cities are islands of civilization amongst this rugged wilderness, and the people of the Empire fight a constant battle of survival against the ever-encroaching perils that surround them.

The Time of Sigmar

The history of the Empire stretches back two and a half thousand years to a time when the Elves had long since left the shores of the Old World, the Dwarf empire was embattled in its mountain fastnesses and mankind was a primitive, scattered race, preyed upon by Chaotic beasts, rampaging Orcs, vile Goblins and the terrifying Undead. In this dreadful time arose the greatest leader of men to have walked the world—Sigmar. Later to become an unparalleled warrior and canny war chief, the charismatic son of the Unberogen tribal chieftain first rose to prominence whilst just a young man. A marauding Orc warband captured King Kurgan Ironbeard of the Dwarfs and it was Sigmar and his warriors who defeated the Orcs and rescued the Dwarf King. In return for this mighty deed, Kurgan gifted Sigmar with his rune hammer, the legendary Skullsplitter—Ghal Maraz in the Dwarf tongue—that has become the greatest icon of the Empire's power and a symbol of the ancient alliance with the Dwarfs that lasts to this day.

Seeing his people enslaved and butchered by the greenskins that overran the lands, when Sigmar became chieftain of the Unberogens, he led his tribe on a long war to drive out the evil creatures from the hills and forests of his home and beyond. For nearly a decade he fought against the Orcs and Goblins, and as the ancient tribes of men allied themselves with the Unberogens or were driven into the north and south, Sigmar forged a nation in the heat of battle.

This campaign culminated in the Battle of Blackfire Pass, where Sigmar and his war chiefs stood shoulder to shoulder with the Dwarfs of King Kurgan and faced the largest Greenskin horde that has ever gathered. Outnumbered but defiant, the alliance broke the horde and scattered it back to the south, breaking the Orcs' power in the lands north of the Black Mountains. It was after this hard-won battle that the chieftains agreed a pact that would bind their fates together and those of their descendants for two and a half millennia.

Sigmar was presented with a magnificent crown by the Dwarfs and was the first man to take the title of Emperor. For over fifty years Sigmar built his new Empire from the devastation left behind after the wars against the Orcs and other dire foes, and under his reign his people flourished and multiplied. These were by no means times of peace, for there were still many horrific monsters to be slain in the wilds, and rivals to Sigmar's power to be crushed in battle. At nearly eighty years old, though still a formidable warrior and matchless leader, Sigmar could feel the weight of years upon his shoulders and surrendered the crown of Emperor to his chieftains. He passed into the east, legends tell, to make one last journey to Karaz-a-Karak to visit his lifelong friend, Kurgan Ironbeard, though what happened to him after that is not known.

Sigmar left no heir to take up his mantle. To avoid a potentially devastating war for supremacy, the tribal chieftains agreed to select one from amongst their number to rule in Sigmar's absence. To this day the Emperor has always been a first among equals rather than an absolute monarch. Over the long centuries the lands of the tribes became formal provinces and the chieftains took the title of Counts. Within a

generation, Sigmar was being hailed as a patron God of the Empire and in the many centuries that followed, the cult of Sigmar rose to become one of the most powerful organizations across the Empire.

Rather than a being a single country, the Empire is a coalition of these many separate states, bound together by tradition, culture and politics. Since its founding, it has been built upon a strength borne of unity, though throughout its history this unity has been sorely tested and often broken, and yet it has endured these times of tribulation and emerged ever stronger.

Throughout much of its history, the Counts and other nobles of the Empire have quarrelled amongst themselves, and even marched to war against one another. The descendants of the first tribal leaders constantly vie for power, make and break alliances or have been usurped by those under their rule, and even against a great and common threat it takes a firm and capable leader to forge unity amongst the infighting. The current Emperor, Karl Franz, the Prince of Altdorf and Elector of Reikland, is said to be such a man, though like all men of power he still has many enemies.

— Provinces and Politics —

The people of the Empire speak a common tongue and share the same heritage, yet they are also diverse and independent. In particular, the rise of mercantile power in recent centuries has seen the Empire divided between the rural peasants and the urban people of the towns and cities, and significantly between the richer states to the west and the poorer states to the east. As well as this, the emergence of rich and powerful burgomeisters, as well as the growth of the cult of Sigmar, has seen significant changes to the political map since the time of Sigmar and the early Emperors.

The Lands of the Elector Counts

Originally there were twelve Counts, but the province of Solland was all but destroyed by the invasion of the Orc warlord Gorbad Ironclaw and is now part of Wissenland, while the old state of Drakwald was overrun by Beastmen and other foul creatures. The lands of the slain Count were divided between Nordland and Middenland, though precisely which state possesses which parts of Drakwald is still oft-argued over to the point of waging war. More recently the greedy Emperor Dieter IV, in return for a large donation to his personal coffers, granted the city of Marienburg secession from the Empire. For the last hundred years the massive seaport has fiercely defended its independence.

So it is that there are currently ten provinces—Averland, Hochland, Middenland, Nordland, Ostland, Ostermark, Reikland, Stirland, Talabecland and Wissenland. Of these, Reikland is currently the most powerful by far. For the last hundred years it has been the seat of the Emperor and it is the Reikland that gave rise to the city-state of Altdorf—capital of the Empire, and location of the Colleges of Magic and Church of Sigmar.

The power and influence of the other provinces rise and fall in accordance with the skill and designs of their Counts, and the uncertain fortunes of war and politics. Amongst them, Middenland and Talabecland are usually prominent. Middenland is one of the most dangerous and wild provinces, but its capital, Middenheim, is the centre of the cult of the ancient God Ulric, and so wields power disproportionate to its wealth and resources. Talabecland is bordered by the Rivers Talabec and Stir, both tributaries to the mighty Reik itself, and so has grown rich on trade and taxation of merchants travelling between the eastern provinces and Nuln, Altdorf and Marienburg.

The more southerly states of Stirland, Wissenland and Averland are not swathed in the deep forests of the rest of the Empire and much of their wealth is derived from fertile farmlands and the mines within the foothills of the World's Edge Mountains. Wool, horses, and grain from these provinces fetch a high price in the markets to the north and west, though in recent centuries the power of these rural provinces has waned as the fortunes of the merchants of the cities have strengthened.

The other provinces have little resource with which to control the play of power. Ostland, Nordland, Hochland and Ostermark retain their influence through alliance with the stronger states. In times when the other Counts are divided, the backing of these provinces is eagerly sought.

A Count, or more fully, an Elector Count rules each province. Centuries of intermarriages and alliances between the ruling families have created a maze of relationships, treaties, and trade agreements, which often give rise to rival claimants for rulership and discord with each other. Many of the Counts are also the bearers of other titles, some of them from the Empire's military, others hereditary or honorary. Karl Franz, as well as being Emperor and Count of Reikland, is also the Prince of Altdorf, while the Count of Middenland, Boris Todbringer, also holds the title of Graf of Middenheim. The Count of Talabecland is also known as the Ottilia in memory of the self-proclaimed Empress Ottilia, while the Prince of Marienburg, the Count of Nordland, has been barred from the city on pain of death since its secession. The Count of Ostermark also has the duty of Warden of the Marches and is given a valuable grant from the Emperor, though how much of this money is spent on military forces protecting the Empire's eastern border has varied widely depending on the inclination of the ruling Count.

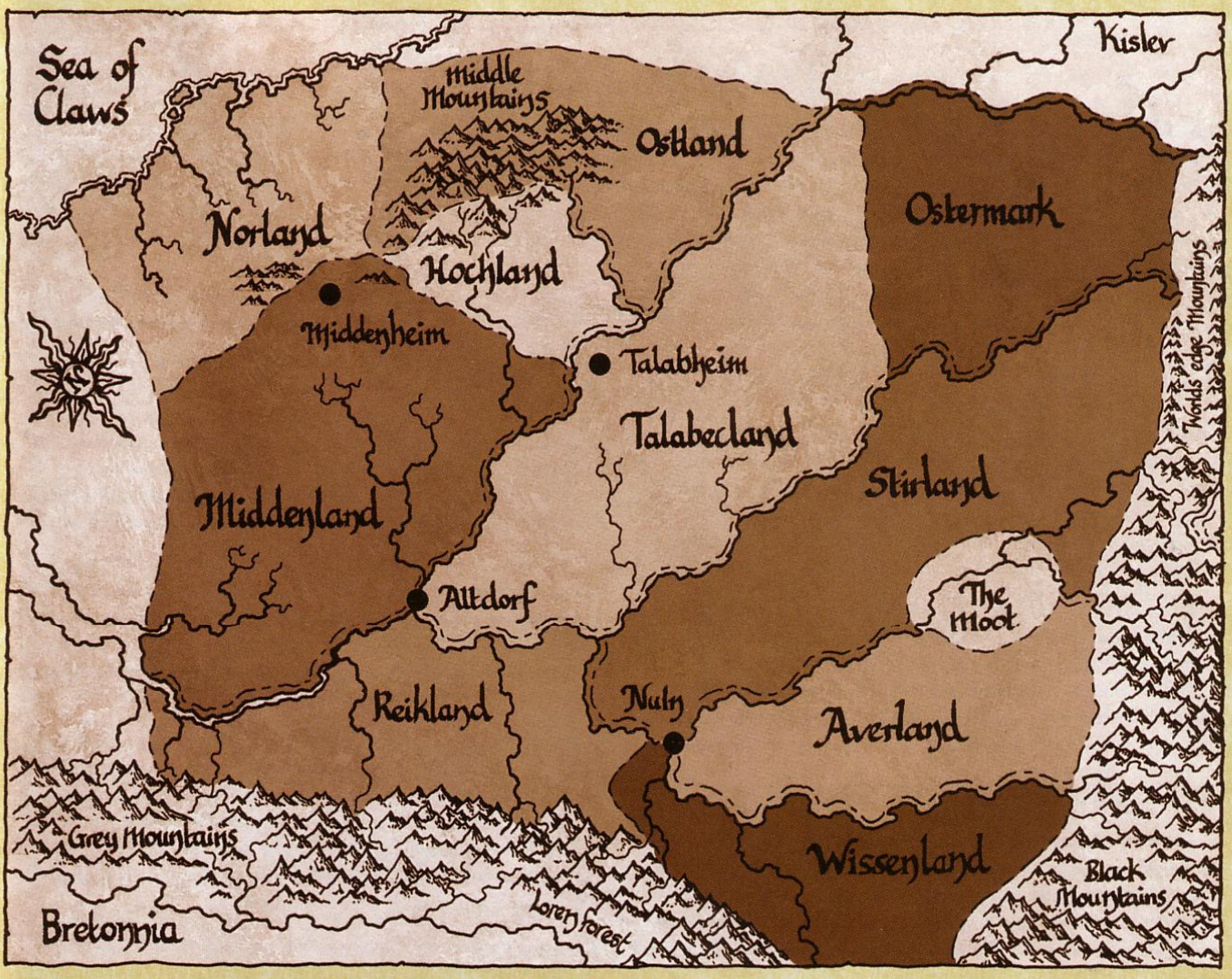
The Rise of the Cities

Under the Counts is a bewildering mess of nobility including diverse Crown Princes, Grafs and Barons. Some of these still retain some measure of influence from the Empire's feudal past, while others rule little more than their own castles, their power having been stripped away by the merchants and Burgomeisters over successive generations.

It is the rise of the mercantile classes that has wrought the greatest changes in the Empire in recent centuries, most significantly giving rise to the city-states of Altdorf, Nuln, Talabheim and Middenheim. Though the Counts may still bear titles that accord with these cities, they have much less political influence on the cities than in times of old. Instead the city-states are ruled by cartels of burgomeisters, in concord with other organisations such as trades guilds and religious communities.

Altdorf

Each city claims to be great, but the accolade of greatest city of the Empire must be given to Altdorf. Not only is it here that Karl Franz holds his court, it is also in Altdorf that one will find the Colleges of Magic, the School of Engineers and the centre of the Church of Sigmar, as well as many forward-thinking universities and the Imperial Menagerie. Built across several islands and mud flats where the Reik and Talabec meet, Altdorf is home to the Reikport, the last stretch of the Reik navigable by ocean-going ships. Merchants wishing to move their wares further up the Talabec or Stir must first unload their cargoes here, paying the attendant taxes and duties to do so.



Nuln

Nuln is the economic centre of the lands of the upper Reik, and like Altdorf is an important hub of trade, controlling goods from Wissenland, Stirland and Averland. The money from this trade has established many universities, older and more traditional in their outlook than those of Altdorf, and also provided the resource for the founding of the famous Gunnery School. The largest and most reliable artillery pieces are forged in Nuln and the Counts will pay a high price for such pieces or to hire the services of the rightly feared Nuln Siege Train. The people of Nuln also take great pride in their bridge, which is the last crossing of the Reik in one span before the sea. This engineering marvel has a centre section that can be elevated or lowered, to allow ships to pass or to create a defensive barrier across the river.

Talabheim

Talabheim is located at the centre of a large crater, made in the prehistoric past by some immense impact, and the land within the rim of this natural barrier is highly fertile. Through the port of Talagaad on the Talabec, the produce of these farms is sent west to Altdorf or to Middenheim by way of the Old Forest Road. The formidable obstacle of the crater wall itself is further bolstered by towers and bastions, some built onto the forest-covered ground, others carved from the rock itself and connected by walkways and galleries beneath the ground. A standing force of many thousands of men is required to garrison the Talabheim wall, but it has never fallen to an enemy.

Middenheim

As well defended as Talabheim is, the most impregnable bastion of the Empire is, without a doubt, Middenheim. The teachings of the Cult of Ulric tell that when the world was young, their God sought a place to call his own and his brother Taal, lord of all the Gods, granted him a great mountain that rises up out of the forests like a spear. Ulric struck off the top of the mountain with a mighty blow of his hand. From this it was given its name by the ancient Teutogen people, the Fauchslag—meaning fist-strike—though it is more commonly referred to as the Ulricsberg by those outside the city. Middenheim sits atop this mile-high pinnacle, reached by four winding viaducts, and its commanding presence can be seen from all across the surrounding forests.

The centre of the Ulricsberg is a catacomb of natural tunnels and caves, which have been further expanded by centuries of Dwarf works, as well as the tunnels of Goblins and foul Skaven. Though regular patrols of soldiers are sent into these dark depths, and the majority of entrances into the city proper are sealed and guarded, these dark winding places are home to all manner of cults, beasts and other inhuman things.

Middenheim is now a shattered remnant of its former glory, having suffered much destruction during the invasion known as the Storm of Chaos. Its people cling to existence, eking out their lives in the half-ruined city, while cultists, Beastmen, Skaven and even groups of Orcs and Goblins continue to prey on the populace from the broken ruins and dark catacombs.

The Imperial Calendar

There are many different calendars used in the Old World. Dwarfs and Elves each have their own system, but the Imperial Calendar is the standard in the Empire. It counts the years from the coronation of the Sigmar, who was able to unite the Human tribes after victory in the Battle of Blackfire Pass. *WFRP* assumes a current year of I.C. 2522, though individual GMs may choose to set their campaigns in different time periods. You may decide, for instance, that a campaign set during the Age of Three Emperors is so rife with possibilities that you have to try it. Since the basics of Imperial society have changed little over time, it's possible to set a campaign in nearly any period of the Empire's history and still be able to use most of the information in this book.

The Moot

Straddling the River Aver between Stirland and Averland is Mootland, or more commonly just the Moot, which is the land of the Halflings. Though its inhabitants are quite content with their lives of gluttony and constant procreation, and have little to do with the outside world if they can, Mootland is nominally part of the Empire and the elected Elder has a vote in Imperial Elections and a voice at the court of the Emperor.

Halflings breed quickly. Their over-extended families live in sprawling tunnel complexes and tottering multi-storey houses if they're too poor to afford a nice hole. Given that Halflings are natural hoarders, whole wings of Halfling-holes are used to store old piles of pointless knick-knacks and mementoes in sprawling unclean chambers. There is no concept in the Halfling mind for rubbish tip—even food scraps, such as they are, are fed to the dogs.

The Moot is blessed with beautiful scenery and fertile ground. This means that on first glance it is a land of rolling hills and fields, and pastoral peace prevails. The Moot is not immune to the outside world, however, and over the years its inhabitants have had to deal with the Undead threat of Sylvania and rampaging tribes of Orcs and Goblins from the World's Edge Mountains.

The Electoral System

Binding together all of these disparate places is the Imperial electoral system. In the two and a half thousand years since Sigmar departed and the chieftains began chosing one from amongst their number to lead, the system has changed dramatically and yet has remained essentially the same. It has become common practice that the Emperor's heir will inherit the throne upon his death, unless another Count contests the accession. If this is the case, then the Electors will gather and cast their votes. An election will also be called if there is no clear heir to the title, and on two occasions has been convened to indict the current Emperor and oust him from power, as occurred when Dieter IV was bought off by the rulers of Marienburg.

Of course, life is never so simple. As well as the Elector Counts, of which there are now only ten, various other powerful positions have been granted the privilege of Elector over the centuries. These Electors cannot be Emperor, for votes can only be cast in favour of one of the Counts, but their votes can be crucial in a tightly contested election. Currently there are five additional Electors allowed to vote, though in the past there have been as many as eight and as few as one. At the moment three of these positions are held by the Grand Theogonist and two Arch-Lectors of the Church of Sigmar, while Ar-Ulric the head of the Cult of Ulric fills another, and the fifth is claimed by the Elder of Mootland.

It is the block vote of the Sigmar contingent that has held the throne in Reikland in recent times, leading to many claims that the cult of Sigmar has a disproportionate amount of power; claims usually made by Ar-Ulric, who will traditionally cast his vote for the Count of Middenland, should he be a contender at the election. The Elder of the Moot is usually quite happy to vote for the heir of the previous Emperor, should there be one. However, it was the controversial vote of Elder Gumble Sparrowthew that hurled the Empire into nine years of anarchy following the death of Boris Goldgather in 1115. The crisis only ended with the election of Emperor Mandred in 1124.

If there is a strong contender, then Imperial Elections can be swift, simple affairs. However, more often than not, there is no one claimant that stands out as the best choice, and it is then that the internal wrangling and skulduggery begins. Bribery, threats and even open warfare can result from such situations.

It was just this type of collapse that began the decline of the Empire in 1152, when Emperor Mandred was slain. Following the failure of the Electors to agree on a new Emperor, war erupted between Stirland and Talabecland and after a century of bloodletting the Ottilia declared herself Empress. For the next few hundred years the elections continued to take place without the participation of Talabecland, and so there were two Emperors.

The situation worsened when, in 1547, the Count of Middenheim claimed the throne for himself, claiming a true line of descent from Emperor Mandred. Imperial elections were all but abandoned during this period, known as the time of Three Emperors. Imperial elections were stopped completely when the Grand Theogonist of Sigmar refused to recognise the accession of Magritta of Marienburg on account of the fact that she was only a child.

For the next eight hundred years the Empire was beset by strife as the states warred with each other both with politics and armies, the weaker states often caught between the power plays of the stronger contenders. It was during this time of dissent that the Empire suffered greatly at the hands of its enemies, most notably the invasion of Gorbad Ironclaw, and the Vampire Wars against the von Carsteins of Sylvania.

When a massive Chaos incursion destroyed the Kislevite city of Praag and besieged the city of Kislev, it seemed as if the Empire was doomed by its own division. However, Magnus of Nuln rose to prominence and managed to quell the open warfare and bring the Counts together. Despite being a devout Sigmarite, to the extent that he is known to history as Magnus the Pious, he also managed to garner the support of Ar-Ulric and Middenheim, and with an army from across the Empire relieved the siege of Kislev and drove the Northmen and their bestial and Daemonic allies back to the Chaos Wastes.

Magnus was elected as Emperor, and the Empire began to rebuild anew. The legacy of Magnus can be seen in Altdorf, where the Colleges of Magic were founded, and in Nuln, where Magnus held court. Those who have chosen Ulric as their patron oft claim that they were betrayed by Magnus following his appointment of the Grand Theogonist and two Arch-Lectors as Electors, and this has

been a source of contention between the cults of Sigmar and Ulric ever since.

The Franz family, Princes of the Reik, have been Emperors since Wilhelm II was elected to the throne after Dieter the IV was deposed for the secession of Marienburg. It is a position they have held strongly for the last century and the reign of Karl Franz is said by many to have been profitable not only for the ancient nobility but also the merchant classes. It is expected that when the current Emperor eventually dies his son will claim the title without opposition.

By the terms of the ancient laws of the Empire, the Emperor can call upon the other Electors to supply troops for his campaigns and must send him a portion of the taxes they raise to support the Imperial institutions that have grown up over the centuries. In return, the Emperor is beholden to send reinforcements in times of war or provide relief and aid when famine or plague strikes. In addition, states may sign their own pacts for mutual protection. In fact, many such treaties exist and some are even adhered to. In the troubling times that have recently beset the Empire, it is proof of Karl Franz's statesmanship that despite the often conflicting interests of the other Electors he has managed to wield his power effectively to combat the threats of Chaos and religious division which seem to grow with every passing month.

— Insidious Threats —

The world is a dangerous place, and the Empire is no different. Despite the power of its armies, the patrols of the river and road wardens and the constant prosecution of their duties by the Witch Hunters, the Empire is constantly beset by human and inhuman foes.

Though the Empire is threatened on occasion by large invasions of Northmen, Orcs and other enemies, it is the constant, insidious perils that dwell in the hearts of its cities and the depths of its forests that plague the minds of men in power. Beneath the veneer of civilisation, sinister cults work to undermine the power of the Empire, while warbands of Orcs, Beastmen and Chaos followers lurk in the wilderness, ever ready to raid and pillage the farms, villages and towns of the Empire. Beneath the streets of the towns and in hidden caves and tunnels, the vile Skaven plot and scheme to overthrow those that dwell in the Over-Empire.

The Dark Power of Chaos

The threat of Chaos is the greatest, for it comes in many forms. Of all the mortal races, mankind has proven to be the most susceptible to the lures of the Dark Gods and the most eager to tread the path towards damnation. Man brings all his short-lived vigour and lust for dominion and immortality to the service of Chaos. That service brings power to the Gods of Chaos, and in return they corrupt and twist their followers. Mankind hungers for change and this drive has allowed man to spread across the globe and build great nations, and yet this toil is ultimately in vain. Although few men are aware of this, it is this drive and ambition that feeds and makes the Gods of Chaos grow bloated with power.

Since the fall of the legendary Old Ones many millennia in the past, Chaos has constantly endeavoured to destroy the mortal world, and bring about an eternal Realm of Chaos. Lives unnumbered have been lost, civilisations crushed and entire peoples destroyed in their resistance to the Dark Gods. When the gates of the north spew forth Chaos in great waves, dark armoured warriors and savage barbarians descend from the north with Daemonic warbands following in their wake. Horrific creatures, created by the mutating substance of Chaos, emerge from the shadowy forests and the dark places beneath the mountains to slay and burn.

Each time the armies of Chaos have been turned back, but every war leaves the Empire lessened, more weakened, and more rife with doubt. The Dark Gods are eternal, so they wait to send their armies, sensing and sowing discord amongst the people of the Empire the better to divide and conquer. It may take months, years, or centuries before the hosts of Chaos come again. But what does time mean to Gods who are immortal and supernal, who will see the death of the world and the realms of man reduced to dust?

Beastmen

It is not just the raids and onslaughts of the men of the north that imperil the Empire, for in the heart of the deep forests, the Beastmen gather in ever-greater numbers. Beastmen are the Children of Chaos itself, and their mutated forms and twisted minds are in the service of Chaos from birth. Beastmen are not natural creatures: they first came into existence when the gateway of the Old Ones collapsed, showering the world with mutating warpstone dust. It worked a dreadful change on many of the ancestors of humans and the animals of the world, causing severe mutations. Beastmen are the spawn of this horrid legacy, neither man nor beast, but a depraved hybrid of both.

Their numbers can only be guessed at, but they are certainly the most widespread of all the creatures of Chaos. Those scholars prone to dark thoughts and forbidden research fear that Beastmen are more numerous than even mankind. Living in roaming warherds, Beastmen infest the forests and the wastelands of the Empire and beyond, being most numerous in the Drakwald and the Forests of Shadows. They pose an unavoidable threat to the travellers on forest roads and to



small villages and farmsteads. Often homes or hamlets are raided in the night, their inhabitants slain, the buildings burned down, and the animals carried away to be consumed by the Beastmen.

Only the very strongest Beastlords with a will of iron can hold together their hordes for long enough to pose a serious threat to the Empire, but when this happens the lands of the Emperor are in dire peril. The Beastmen gather around their holy herdstones, attracted by the bonfires lit by a Beastman Chieftain who wishes to call the scattered warbands together.

As well as Beastmen, the forests and subterranean depths hide many other things of foul form and evil disposition. These are not creatures of any recognisable species or type; their ancestry is submerged beneath generations of physical corruption. They have no name, these Children of Chaos, but they are there…waiting. When the power of Chaos grows strong and the Dark Gate pours forth its evil energy then the Children of Chaos will rise from the shadows—braying, screaming and howling in anticipation of the final victory of the Dark Gods.

And yet it is not even the corrupted Beastmen and the drooling spawn that linger in the wilds that are most likely to bring about the Empire's downfall. No, by far the greatest threat is the Enemy Within, the vile canker at the heart of man himself, which dwells in the villages, towns and cities, and even walks abroad in plain sight, masquerading as goodness when it is nothing but evil.

Slaves to Darkness

The cults of Chaos are like worms in the core of a rotten apple, gathered together from the rich and decadent to the poor and desperate. All men have dreams and fears, and it is to these fears that the Dark Gods appeal. Fear of death, want of revenge, desire for power or recognition, these are all the humble beginnings of the Chaos cultist; for when a man puts himself before the will of the Dark Gods, he takes the first steps to damnation.

Though all worship of Chaos is forbidden in the Empire, and the Witch Hunters and others destroy what foes they can find, it is impossible for knowledge of the Dark Gods to be expunged. Mutation is an ever-present phenomenon across the Empire, while Chaos lurks at the edges of the most ancient stories and old memories.

When the harvests fail, is it not tempting to believe that the Gods have deserted the farmer and that he should turn to older, more powerful entities? When one desires political influence or magical power, is it not the test of a man that he should risk his soul in pursuit of knowledge and glory? When your foes are many and your sword arm weak, to whom would you call except the greatest of the lords of battle? When one desires companionship, love or adoration, is it not the prince of the Gods who offers succour? With a hundred small lies, even pious, noble men can begin down the path towards Chaos, and there are those who await him, ready to accept him with open arms.

Such magisters and cultists may not even be aware that what they do is for the power of Chaos, for not all men will blindly give their soul to another. There are those, however, who have accepted their fate and willingly barter their eternal life for power in this world, and perhaps even the chance to cheat death and achieve immortality.

The goals of such men inevitably turn them against their fellow man and the Empire that nourished and raised them, like a babe taking blood from the bosom that feeds it. For them to rule, the cultists must overthrow those in power, destroy those who oppose them, and to gather followers to their cause. In secret meetings and with dark rituals, they weave their schemes and conjure spirits and daemons to grant them power, perhaps not knowing that each time they do so is to bring them closer to the Eye of Chaos and ultimate success or mindless oblivion.

All Chaos corrupts. The journey may be swift or it may be slow, but the path leads ever to the same place—the desire to dominate all others and see the world that has spurned you turned into a plaything of the Dark Gods.



The Loathsome Ratmen

Although the perils of Chaos are known but not widely understood, there is another danger that has been a source of contention amongst the learned and the ignorant all across the Empire. Despite the arguments that such a thing could not exist and still be unknown, there are those that claim a race of rat-like mutants rules an Under-Empire that stretches the length and breadth of the Old World.

Such claims are true, but the secrecy with which the Skaven shroud themselves, and the power of men to delude themselves and each other, is sufficient to cast doubt on the stories of giant rats that walk like men beneath the streets—but there are those who know the truth. There are those who have seen the Skaven and lived to tell the tale.

It was in the year 1111 that the Skaven first struck against the Empire, when agents of the Lords of Decay sneaked into the villages and towns and poured warp-contagions into the wells, pools, and rivers. The plague spread through the populace like wildfire, poisoning the young, the old, and the fit equally.

The pox began almost at once in Nuln, Altdorf, and Talabheim, spreading through the cities and surrounding areas within days. The rivers that are the lifeblood of the Empire became the means by which the Black Plague spread, until the pestilence was as far afield as Marienburg and Stirland.

As winter closed in and the numbed survivors fought against starvation, the Lords of Decay unleashed the warrior clans. In their thousands, the Skaven warriors overran the few survivors of the devastated towns and villages. Slaves, crops, and livestock were all taken, disappearing back into the labyrinthine warren of the Under-Empire. In response, the Counts ordered the villages burned to the ground to stem the tide of foulness, often with their inhabitants still within, kept back by crossbowmen and arquebusiers. Only the largest cities escaped the scourging disease and the Skaven clanrats. The Ratmen knew that though a great victory had been won, the Empire still yet had the power to resist them should their presence be discovered and the Counts moved against them.

In 1115, Emperor Boris Goldgather died from the plague still lingering in the lands, one of the last of almost three-quarters of the population to have succumbed to the dread contagion. When finally the Skaven Council of Thirteen deemed the time was ripe, after years of enslavement and slaughter, they were unprepared for the resistance of Count Mandred of Middenheim.

As the Skaven attacked Middenland, thousands of refugees poured into the city from the surrounding area. Despite the cordons and troops to keep back the infected, the Skaven infiltrated the catacombs beneath the city and unleashed the plague in the heart of Middenheim. As death and panic gripped the capital of Middenland, Mandred marched forth with what army he could muster and rallied enough support from the other Counts to drive the plague of Ratmen back under the ground. For a while, the Skaven attack had been staved off.

By 1124, Mandred's crusade had all but destroyed the Skaven in many areas of the Empire, driving them to the south and east. Internal division within the Council of Thirteen forced the Skaven to turn their

attention to restoring control amongst their own kind, in particular the threat posed by the sheer number of slaves they had captured, such had been their success.

As a parting gesture, the Lords of Decay dispatched an assassin to Middenheim to kill Mandred, now elected Emperor. The attack was successful, and the deeds of the Skaven were hidden by carefully engineered evidence pointing to mutants dwelling within the sewers of the city.

Ever since their great attack, the Skaven have gathered their strength, often using greedy human allies to provide them with information or to do their bidding. In 2320, Skaven infiltrators, aided by superstitious sailors and corrupt dockworkers, entered the port of Marienburg and destroyed many ships with firepots. In 2387, the Skaven undermined the walls of Castle Siegfried in Sylvania. When their ally, Prince Karsten of Waldenhof, refused to pay them what they had demanded, the Skaven attacked Waldenhof and bore away every child in the town.

Most recently, the Skaven have been active in Nuln, under the leadership of Grey Seer Thanquol. Countess Emmanuelle's Chief Magistrate, Fritz von Halstadt, was discovered operating a smuggling ring in the sewers of the city, and Thanquol's plans to craft a civil war within Nuln was only thwarted when the plot was exposed by a pair of itinerant adventurers who had come to the city on other business.

Like the Chaos from which they were originally born, the Skaven pose a subtle yet deadly menace. Cunning and patient, yet terrifyingly ferocious when necessary, they gnaw at the roots of the Empire, breeding corruption in men's hearts. Unnumbered and unseen, they are the hidden peril concealed in every alley and behind every sewer grate.



The Restless Dead

Men fear death above all things. Most often they are content at raising sons and daughters, and kings and emperors erect monuments so that generations to come will remember them, while men of lesser means may record their lives in journals or create works of art and craftsmanship. This way something of them remains even after their deaths. But some individuals resort to darker, more desperate measures. They turn to the Dark Art of Necromancy.

Necromancy is the magic of the world of dead. A Necromancer is able to communicate with the dead and summon spirits. His magic enables him to extend his life for centuries and to raise corpses to create legions of Zombies to fight for him. Ever since the gates collapsed and raw Chaos spilled across the world, the dead have not rested easily in their graves. For countless generations, men of evil temperament have sought to enslave the dead to their will, and Sigmar himself faced the greatest of all Necromancers—the dread lord of the Undead, Nagash.

Those who practice this most dire of forbidden arts face many terrible dangers. Some try to extend their lives for decades or even centuries beyond their natural span. Sometimes they succeed, and these individuals retain their physical body and what is left of their sanity. But usually the result is far more horrible than death itself. Continual use of dark magic drains the soul and withers the body. As the time passes Necromancers become more and more cadaverous in appearance.

Mystery shrouds the study of Necromancy. To learn the Dark Art, an aspirant must either seek a Necromancer and become an apprentice or acquire one of the Forbidden Tomes such as the Liber Mortis or one of the Nine Books of Nagash. Another such volume is the Book of the Dead, written by the mad Arabyan prince Abdul ben Raschid. He travelled to the Land of the Dead in far south, and driven mad by his experiences, he wrote his blasphemous masterpiece. He did not live to see the widespread public revulsion of his work, or the great pyre where the Caliph of Ka-Sabar burned all the copies he could find. Unfortunately, the Caliph did not find them all.

Forbidden books have their own perils. The lore of Necromancy is in these books, written with ink distilled from human blood and bound with the skins of mortals. Only the most strong-willed can read these books and retain any sense of sanity. These forbidden tomes tell of the horrible secrets of the beyond, of the dark insane dreams that the dead dream in their eternal rest.

Many spells of waking the dead, summoning death magic and controlling the lesser Undead are recorded in these books. They also tell of rites that attract dark magic, they mention the days when the evil magic is at its strongest, and the places that attract the winds of Necromantic magic.

Necromancers are universally abhorred and hunted. The men of the Empire respect the dead, and the Priests of Morr as well as the Witch Hunters tirelessly persecute those who would defile the rest of the departed. Many an aspiring Necromancer has perished in the cleansing flames of the Witch Hunters. However, it is not just the Necromancer who threatens the Empire, for the shadow of the Vampire lies long across the land.

The March of the Vampire Counts

On the Eastern border of Stirland, under the cold shadow of the World's Edge Mountains, lies Sylvania, the most ill-regarded place in the whole Empire—some would say all of the Old World. It is a rugged, infertile land covered with barren hills, blasted wastes and fog-swathed forests. It is shunned by all who have no dire reason to go there. Only a lunatic would venture forth into Sylvania after dark and not even the bravest Questing Knight of Bretonnia, nor the most fatigued ask for shelter within the brooding castles that tower over the land. By night, the half-decaying villages are secured against the darkness, their ill-bred inhabitants lock and bar their doors, and hang

The comet shall burn bright but the light co
In the dark they chew on the bones of the world. Who has the strength to go below, below. Even Dwarfs fear lightless depths. Yet that is the heart of it. The very source of the corruption lies beneath. And behind. It is everywhere and nowhere. It is on the cries on the wind, in the fury of the wave, and deep in the mind of Man.

The nations of the Old World think they have won a great victory, but they are blind fools. Blood, yes, this has been shed and in abundance. But victory? When one head a hydra is cut off, does the struggle end? No, the Lord of the End Times may have been stopped at Ulric's rock, but the eight arrows are beyond time. When we hate, when we lust, and even when we die, they grow stronger. Who has the will to fight the unseen hand? The Elves have built their own grave in Ulthuan; the Dwarf empire is cracked and fallen; and Man, Man was born weak and debased. In Sigmar's churches they pray to an Emperor dead over two thousand years. What is Sigmar compared the ruler of the Skull Throne? A whelp, an upstart, an impostor.

Let the Empire pay. Let the Old World drown in blood. They cannot see the truth in front of their eyes or feel the decay beneath their feet. The Final Days approach and none of Sigmar's Heirs has the strength to stop it.




of the Old World
The Dwarf Kings
The House Bokha
Rulers of Kislev
of Claws
Erengrad
Praag
Bolgasgrad
Salzenmund
Ferlangen
Middenheim
Wolfenburg
Kislev
Bergsburg
Hergig
The Empire
Talabheim
Altdorf
Krugenheim
Waldenhof
Karak Kadrin
Wurtbad
The Moot
Nuln
Zhufbar
Karak Varn
Averheim
Black Water
Pfeildorf
Karaz A Karak
Barack Varr
Border Princes
Karak Drazh
Karak Eight Peaks
The Badlands
Karak Azul
Karak Azgal
The Land of the Dead
The Reikland
Halsdorph
Kallcaat
Marienburg
Erlach
Frostrup
Weissbruk
Bögenhaffen
Altdorf
Grünburg
Ubersreik
Averswald
Kemperbad
Stimmigen
Punkleberg
Grissenwald
Nuln
Middenland
Erengrad
Norderringen
Sokh
Ferlangen
Bohsenfels
Middenheim
Smallhof
The Emperor's Hammer
Lubrecht
Immelscheid
Krudenwald
Wolfenburg
Grimminhagen
Fort Schippel
Kurst
Bandengart
Pelberz
Schloppendorf
Zundap
Boven
Hergig
Gruyden
Heraldry on Telian Shipping
Order of the White Wolf
The Elder of the Moot
The City of Talabheim
Boris Todbringer
Count of Middenland
1400
1500
1600
1700
1800
1900
2000
2100
2200
2300
2400
2500



bundles of witchbane and daemonsroot across the windows, in the belief that such things will protect them from those who haunt the night.

Wizards claim that the Winds of Magic blow darkly across all of Sylvania, and that the keeps of the nobility are all built over particularly ill-omened and darkly historic sites. Even the notoriously brutal and remorseless tax-collectors of the Elector Count of Stirland wear amulets blessed by the Priests of Morr and Sigmar, and go about in companies fifty strong when their lord compels them to seek his due there.

For centuries, Sylvania was the lair of Necromancers and other vile men. However, it was not until the dark times of the Vampire Wars that the true evil dwelling within the shadows was revealed.

On Geheimnisnacht in the year 2010 after the birth of Sigmar, the nightmarish truth about Vlad von Carstein, ruler of Sylvania, was revealed as he stood on the battlements of Drakenhof Keep and intoned a terrible incantation from the pages of the Nine Books of Nagash. Across the land the Undead stirred. Skeletons clawed their way through the soft Sylvanian soil, zombies stirred in their crypts, and ghouls raced to greet their new master. Von Carstein had thrown down the gauntlet to the Three Emperors. The Wars of the Vampire Counts had begun.

The Sylvanian armies marched northwest, shrouded by storm clouds during the day, ceaselessly advancing through the nights, driving for Talabecland. Peasant militias marched alongside the unliving skeletons and zombies controlled by their vampiric lords, as happy to serve their unnatural masters as they would any other noble. The army of Talabecland countered the advance at the Battle of Essen Ford, but was crushed by the Undead host. Before the battle, von Carstein had sent word that he would spare his foes if they turned away, but would show them no mercy if they opposed him. The bodies of the dead joined his host that same night.

Vlad's followers captured Hans Schliffen, general of the army, but on seeing the unholy slaughter, Schliffen flew into a maddened rage and broke free. Snatchng up a sword from one of his guards he struck off the head of Vlad before being torn to pieces by the slain Count's followers. As the other Vampires squabbled for control of the army, Vlad returned to them, whole and unharmed, not for the first time.

Vlad was slain again by Jerek Kruger, Grand Master of the Knights of the White Wolf, and the Army of Sylvania was destroyed by the forces of the Graf of Middenheim. Within a year, however, Kruger's battered, bloodless corpse was found at the foot of the Ulricsberg, and Vlad's army was on the march again. At Bluthof, Vlad was cut down by the Count of Ostland's Runefang, having been transfixed with no less than five lances, and yet three days later he proudly officiated at a mass crucifixion of prisoners outside the gates of the town. At Bogenhafen Bridge a lucky cannon shot took von Carstein's head off. Within the hour the cannon crew were dead and the village was being overrun. The soldiers of the Empire were gripped with terror in the face of so seemingly invincible a foe.

In the winter of 2051 the von Carsteins besieged Altdorf itself. The Reik itself had been redirected into stake-filled ditches that surrounded the city walls, hoping that this would keep the Vampires at bay, but to no avail. Vlad once more demanded that the city gates be opened and the people inside to serve him in life, or he would see them all slain and they would serve him beyond death. It was only the Grand Theogonist Wilhelm III who rallied the people of the city, including Ludwig, Prince of Altdorf and claimant to the Emperor's throne, as there were many who wished to accede to Vlad's demands. Wilhem spent three days fasting and praying within the Great Cathedral of Sigmar before he emerged and told the people that Sigmar had shown him the way to victory.

That day a thief named Felix Mann stole into von Carstein's camp. Greatest thief of the city, Mann had been offered a pardon in return for stealing Vlad's golden ring. As the Sylvanian aristocrats lay sleeping in their open coffins, unguarded such was their vanity, Mann slipped the ring from Vlad's finger and fled.

Vlad von Carstein was incensed on awakening and discovering the theft. Upon his immediate command great siege-towers of bone were pushed to the walls by lines of unfeeling dead, while on the walls of Altdorf, the defenders stood ready.

The Grand Theogonist clashed with the Vampire Count at the heart of the fighting, high on the tallest tower of the wall. Wilhelm knew he could never outlast his immortal foe. When he felt his strength fading, he grasped Vlad closely and threw himself from the wall. Vlad was impaled on a wooden spike at the wall's foot when Wilhelm crashed down onto him—the point bursting up through his chest. With piercing screech, the Count truly died, bereft of the magical power of his ring.

For centuries now, the Vampire Counts have ravaged the Empire; at times content to wait and watch, at others marching forth to overthrow the lands of the living. Some have been insane, such as Konrad von Carstein, while others have been great practitioners of the Necromantic arts. All, however, have tested the Empire and its people sorely.

The last and most dangerous of the Vampire Counts was Manfred, a subtle, devious and treacherous being who some say was awake when the von Carstein ring was stolen, and who laid a glamour on the sentries to prevent them noticing it. While the powerful men and women of the Empire once more returned to fighting over the crown of the Emperor, Manfred bided his time, studying the dark arts and mustering his power.

He struck in 2132, defeating several hastily assembled Imperial armies that attempted to block his path during the Winter War. Like Vlad before him, he turned for Altdorf and arrived in late winter

to find the capital of Reikland seemingly undefended. Even as he marched forward at the head of his rotting army, Grand Theogonist Kurt III appeared on the battlements, the forbidden Liber Mortis in hand. The priest of Sigmar began to incant the Great Spell of Unbinding and Manfred was forced to retreat as his army crumbled around him.

Confronted by this threat, the rulers of the Empire managed to put aside their differences for long enough to push back Manfred to Sylvania, and to march upon Drakenhof Castle itself. Eventually Manfred was brought to battle at Hel Fenn and was cut down by the Count of Stirland as he attempted to flee the battle in his chariot. Manfred's body was lost at the very edge of the great swamp. The Count of Stirland claimed all of Sylvania for himself as the spoils of victory, and added it to his domains. No one objected.

Thus the threat of the Vampire Counts was apparently ended. Dark tales still abound of the restless dead and their blood-hungry master; Witch hunters still venture into Sylvania to bring fire and stake to the Undead creatures within; and during the great invasion by the Chaos warlord Archaon, it is claimed that a host of the dead once more marched to battle.

— Neighbours and Allies —

While the Empire is the greatest nation of the Old World, it is not the only one. The Empire has many neighbours and sometime allies. Conflict with these nations is not unknown, though trade and mutual-assistance are much more common.

The Border Princes

To the south of the Empire, along Blackfire Pass and beyond the Black Mountains, lies a wild, untamed land. Here, dispossessed nobles of the Empire may travel to rebuild their power, and the barren landscape is dotted with small castles and forts, divided between the petty fiefdoms of these warring aristocrats. It is from these robber barons that the land takes its name—the Border Princes.

For mercenaries and adventurers alike, the Border Princes are a land of opportunity. Bordered to the south by Blood River, the Border Princes are constantly assailed by Orcs and Goblins from the Badlands beyond. Mercenary armies paid by one baron or another also wage war upon each other to expand their employers' small domains.

It is also in the Border Princes that treasure hunters can be found in abundance, for there are many old tombs of the ancient pre-Imperial tribes throughout the land. Ill-favoured hills hide gold-filled cairns, while on many a hilltop the monoliths of the ancient past tower into the sky like jagged teeth. It is said that these ancient lords do not rest easily, and curses from before the time of Sigmar protect their tombs. Also, Necromancers and other foul sorcerers come to the Border Princes to practise their dark arts, far from the torches of the Witch Hunters.

To the west lies the Black Gulf, whose coastline is pitted with many natural caves and hidden anchorages. This makes it perfect for corsairs to hide their lairs, and it is not unusual for many of the mercenaries that ply their trade here to indulge in piracy when more legitimate work is in short supply.

The foothills of the World's Edge Mountains to the east are equally lawless and bandit leaders war with Orc warlords for possession of the approaches to Blackfire Pass, eager to prey upon unwary travellers from the Empire or convoys sent to trade with the scattered settlements of the Border Princes.

In all, the Border Princes are the frontier of the Empire, and a man of flexible morality can make a good living here in a short time. It is just as likely, however, for him to die upon some forsaken battlefield or in the clutches of some newly awoken tomb-horror.

Bretonnia

Bretonnia is the land that evolved from the traditional realms of the Bretonni tribesmen from the time of Sigmar. Roughly one thousand years after Sigmar founded the Empire, the lands were beset by peril. In particular, Orcs plagued the Dukedoms that had grown out of the territories of the most powerful Bretonni leaders. Until then, the Dukedoms were independent nations, allying and warring with each other in equal measure. However, in these turbulent times, the Duke of Bastonne, Gilles, led a mighty army to help his beleaguered compatriots, and united them against their common foes.

Gilles had been visited by the apparition of a beautiful Goddess, who he recognised as the Lady of the Lake. She bade him gather as many warriors as he could to confront a massive Orc army which was rampaging through the land of Quenelles on the borders of the mysterious, haunted forest of Athel Loren. As reward for this, Gilles and his closest companions drank from a cup offered to them by the Lady of the Lake, which imparted great strength, wisdom, and resistance to magic. Gilles did as he was asked, and as news of his divine gift spread, he united the Dukes under his leadership. He destroyed the Orcs in battle, and the Lady of the Lake appeared to him once more. She told him that any Knight brave and pure enough could search for her, and if found to be strong of body and soul, he could also drink from the grail. This was her reward for the loyalty of the Bretonni. Upon seeing such a miraculous event, and having witnessed the prowess of Gilles and his Grail Knights in battle, the other dukes swore oaths of loyalty to him and made him the first King of the united lands of the Bretonni—Bretonnia.

Gilles passed from the world only a few years later, whilst on a pilgrimage with a few of his younger Knights to the site where the Lady had appeared to him after the battle with the Orcs. Greenskins were still hiding out in the region and Gilles' party was ambushed. Gilles was mortally wounded by a foul Orc warblade and the two surviving Knights Errant took him to the sacred lake and prayed for the Lady to return and save their king. A lone figure appeared from the swirling mists, upon a boat powered by no oars or sail. It was a tall, beautiful maiden, swathed in a gown and cloak and hooded so that little of her delicate face could be seen. She bade the Knights to lay the near-dead Gilles in her boat, telling them that he would live on, but only as a servant of the Lady of the Lake. She introduced herself as the Fay Enchantress, messenger of the Lady, and said that Gilles would become immortal as a guardian of the blessed waters of the lake.

Gilles' son, Louis, was chosen as the successor to the throne of Bretonnia. However, the assembled Dukes and Barons quite rightly pointed out that Gilles had been a remarkable man, blessed above others by the Lady of the Lake. Having inherited his father's bravery, Louis declared he would seek out the grail from which his father had drunk, thus proving his right to be king. His boldness earned him the title of Louis the Rash. Louis disappeared for many years on his Grail quest, finally returning with a splendid golden crown and enchanted weapons that he claimed had been given to him by the Lady. Since then no man has been allowed to wear the golden crown without first becoming a Grail Knight. Over the years the crown has passed to different families and dukedoms, but always it has been worn by one who has seen and communed with the Lady of the Lake herself.



The Social Order

Bretonnian society is based upon a feudal hierarchy. The peasants serve the Knights in return for protection, while the Knights are obligated to provide military assistance to their lords in return for certain rights (to own land, raise their own taxes, receive aid and military forces in times of war, and so on). At the top of this hierarchy is the King. Beneath the King are the Dukes. There are fourteen traditional Dukedoms (not duchies) in Bretonnia —Carcasonne, Quenelles, Brionne, Aquitaine, Bastonne, Bordeleaux, Mousillon, Parravon, Montfort, Lyonesse, Artois, Gisoreux, L'Anguille and Couronne. Mousillon the city is actually now a dead city and the Dukedom also is falling into disrepair, many of its lands have now been seized by Lyonesse.

Beneath the Dukes is another layer of nobility—Earls and Barons. The King, Dukes, Earls, and Barons are also each the lords over a number of Knights, who are the lesser nobles. Each Knight, including the higher nobles, also has a force of men-at-arms. These men-at-arms are chosen from the most physically able of the peasantry, and in return for being part of a standing fighting force for the Knight may be given a small tract of land for their family. In theory, all commoners can be called upon by a Knight to serve him in battle, but this has rarely been put into practice.

Bretonnia has not developed a middle class as powerful as that of the Empire. There is thus no moderating force to keep the nobility in check. While the feudal contract is supposed to benefit both noble and commoner, it is difficult for the filth-covered peasants to see what they gain. Bretonnia has two different worlds, one of gleaming castles and chivalry and the other of toil and squalor.

Bretonnian Religion

The ancient Bretonni worshipped many Gods, as did the other ancient tribes. In particular, worship of the God Taal spread over the great mountains from the east and he is still venerated widely in the dukedoms of Parravon, Montfort and Quenelles. The warriors of southern Carcasonne and Brionne hold the Warrior-Goddess Myrmidia in quite high favour, and her worship spread into Aquitaine as well. Across the Bretonni tribes the worship of earth-spirits was common—they could be seen at dusk and dawn walking through the mists as unearthly creatures. It was said that they were ruled by a powerful queen, who lived in the mountains, in the grass, in the rivers, and the calm lakes found throughout the Bretonni dukedoms. For this reason she was known as the Lady of the Lake, and a Bretonni warrior defending his lands could call to the Lady for strength and courage.

However, since her appearance to Gilles le Breton, the Lady of the Lake is now the Goddess of the nobility. She embodies the lands of Bretonnia itself, and the ideals on which the kingdom is founded. The peasantry worship the Lady, but to a much lesser extent, and combine their worship with that of Gods more appropriate to their lot in life. The most widespread of these are the nature God Taal, and his wife the Mother-Goddess Rhya. They also pray to Shallya to avoid the woes of pox and plague, and those who live in the ports and along of the coast regularly make supplications to Manaan, God of the seas. In the impoverished cities, where crime runs rife and depredation is the order of the day, there are many secret temples to the rogue God Ranald—and many other, less pleasant deities. While the Knights do not ignore these older Gods (that would be asking for trouble), their lives are dedicated to the protection and veneration of the Lady of the Lake who founded the nation.

The Lady is worshipped across Bretonnia at grail chapels—sited at places where she has manifested herself, or visions of the grail have been seen. There are also chapels to the Lady within the cities and in the castles of Grail Knights. The power of the Lady is represented by the Fay Enchantress and the Grail Knights, including the King himself, and many of the Dukes. While the Fay Enchantress does not interfere much in the politics of Bretonnia, she has been known on occasion to command the Grail Knights to action, on a great quest to slay a monster ravaging a sacred place of the Lady, or to fight an army encroaching upon the Goddess's domains.

The Grail Knights answer to the Fay Enchantress as well as the king, and can be considered as Templars of the Lady of the Lake. They generally keep their own counsel, and many live a solitary existence in the Grail Chapels. Sometimes, on the eve of battle, a Bretonnian army may be joined by one or more Grail Knights, who will fight alongside them. Many think they are guided by the Lady herself. As mysteriously as they arrive, they leave after the battle is won.

Bretonnia is independent of its neighbours, and has been known to ally with the Empire and Estalia, as well as go to war with them. Many Bretonnian Knights embark on crusades to Araby and the Lands of the Dead, and the Border Princes is home to many small principalities and fiefdoms from dispossessed or dishonoured Bretonnian nobles.

The Estalian Kingdoms

The Estalian Kingdoms lie far to the south, where the threat of Chaos seems very remote. Like the Border Princes, Estalia is a collection of petty kingdoms. Unlike the Border Princes, however, Estalians face no threat from Orcs and Goblins so they mostly fight amongst themselves.

Only one event had the chance of uniting Estalia and that was the invasion of the Sultan of Araby over a thousand years ago. A huge army of Arabyans landed in Estalia and conquered much of the region, including the city Magritta. Responding to Estalia's call, armies of crusaders arrived from Bretonnia, the Empire, and the Tilean City-States. The Arabyans were defeated and the land reclaimed but no outstanding Estalian leader arose in this conflict to unify the small

kingdoms. Without a Sigmar or a Gilles to lead the way, Estalia fell back into familiar patterns. In less than a generation, the crusaders were gone and the Estalians were once again fighting amongst themselves.

Today, the two most powerful kingdoms are the city-states of Bilbali and Magritta. Both are strong because of trade and access to the sea, a fact that causes much jealously amongst the poor kingdoms of the Irrana Mountains. There is little evidence of the influence of Chaos in the Estalian Kingdoms, but it is there. Subtle perhaps, but no less deadly. It is not the brute power of the raging Beastman, but the hidden plotting of secret societies and cults which is eating away at distant Estalia.

There are no Witch Hunters hunting Chaos in Estalia, but worship of Myrmidia is popular. She is patron Goddess of the art and science of war and the Estalians have learned her lessons well. If Tilea is known for its mercenaries, Estalia is known for its duellists. Fencing schools can be found throughout the region, many with long histories and deadly rivalries. Estalian sword-and-buckler fighters are well known, and the Diestro (see **Chapter 3: Careers**) are also now gaining recognition.

Kislev

To the northeast of the Empire lies Kislev, the most northerly "civilised" nation. It is bordered by the Empire to the south and west, the Sea of Claws to the west, the Troll Country to the north and the World's Edge mountains to the northeast and east.

The northern border of the country is ill-defined, but many draw it at the River Lynsk, which flows westward from the World's Edge mountains to the Sea of Claws. Its border with the Empire has been established at the River Urskoy (named after the God Ursun), a tributary of the Talabec. The north of Kislev is barely distinguishable from Troll Country and the tundra beyond, more wooded to the east in the foothills of the mountains. Some Kislev tribes travel further north than the Lynsk, into the Troll Country, and eastwards along the High Pass. It is a cold, infertile land, and most of the Kislevites who live here lead a nomadic existence, migrating from one grazing ground to the next, much like the marauder tribes of the Shadowlands.

Further south, Kislev becomes more hospitable, though still chill for the entire year. Farmsteads can flourish in these lands, though quarried stone is in short supply and such buildings tend to be of uncut rock or rough wooden construction, which people of the Empire would consider backward and uncivilised. This is not so true of the mighty palaces and temples of the southern cities, with their distinctive gold, onion-shaped domes and towers.

The People of Kislev

Kislev is almost two nations in one. On the one hand, there are the more civilised Gospodar peoples of the south and the cities, where the lands are relatively fertile. And in the north, particularly north of the Lynsk, there are the Ungol nomad tribes.

Kislevites are known as dour, taciturn people, and this is not surprising considering the harsh lands they inhabit. They are as unforgiving as the northern climate, with a grim, even morbid sense of humour. Frequently the bulwark against the tribes of Chaos, they relish in part the debt owed to them by the people of the Empire to the south, whom they protect. However, this does not stop a Kislevite bitterly complaining about this state of affairs at any opportunity. The Kislevites are closer to the people of the Empire than many of them would admit, and view them with a kind of patronising humour that one might reserve for a bright but slightly eccentric child. In point of fact, most Kislevites think that their neighbours have gone soft from easy living in fertile lands, and would benefit from a year or two in the north, or "living in the wind" as the Kislevites like to describe it, in reference to the fierce north winds that often herald a Chaos incursion.

The Kislevites are descended from human tribes who travelled from the Kurgan tribes of the north and east. In particular, the Kurgan influence is still strong in the north and the Ungol horse tribes share many traditions and customs with the likes of Dolgans, Khazags and other marauder tribes. The ancient traditions of these peoples are more keenly held amongst the nomads, who see their southern cousins as weakened by the civilising influence of the Empire. In this respect, worship of the various ancient Kislev Gods varies across the nation, being more prominent in the north, while other Gods have been incorporated into the Kislevite pantheon in southern lands. In addition, the Gospodars brought with them the Cult of the Bear God Ursun, which has been strongly established as the dominant religion of Kislev.

As most of the Kislevite ancestry originated from the eastern steppes and the harsh northlands, their Gods represent very important forces in their lives. Various nature and household spirits are worshipped all

A Letter Home

My Dearest Magda,

I hope this letter finds you well. It seems like years since I left Delberz with Herr Grunner's caravan, though in truth it has only been six months. I do not know if you received my letter from Kislev but we left that strange land two weeks ago. I had thought Herr Grunner would take us no further than Erengrad but I was wrong. He met some traders from Norsca there. They said our goods would be welcome in their homeland, since few merchants are willing to brave the journey. Herr Grunner sent half the caravan to Marienburg and the rest of us boarded a ship to Norsca. Can you believe it?

I am writing from a town whose name I can't pronounce. It's a small settlement on the southern coast of Norsca. The first few days here were remarkably peaceful. Most folk engaged in fishing and hunting and we spent each night in a large longhouse, sharing food, warmth, and stories. I was quite surprised. All the tales we had heard about bloodthirsty Norsemen seemed absurd.

A week after our arrival, we spotted several sails heading towards town. Three longships docked next to ours an hour later. These boats carried neither merchants nor fisherman, but raiders from the north of Norsca. They were huge men, bristling with weapons and ready for war. They had just returned from a raid on Kislev, with prisoners and plunder. A three-day celebration followed that words can scarcely describe. Huge kegs of ale were drained, wild boars were spitted and roasted, and tales of the raid told. Then Kislevite prisoners were chained together and given weapons. Oh, Magda, it was terrible. The prisoners fought each other to the death while the drunken Norsemen cheered and howled. They toasted to barbarous gods as each man died, then threw new combatants into the ring. The survivors had to fight the raider's champion, a giant of man surely over 7 feet tall. He took on three men with his bare hands and killed them all by snapping their necks.

We tried to stay out of the way, hoping the raiders would move on quickly. It was to no avail. Heinz, Gunther, and Willi were all killed. The rest of us retreated to the ship, enduring freezing night after freezing night until at last the raiders went back out to sea. Herr Grunner says we will leave as soon as possible. I cannot wait to sail away from Norsca and return to civilization.

I hope this letter reaches you safely. If all goes well, I should be home in a month or two. Next time, I'll hire on to a southbound caravan.

May Sigmar preserve you,
Wolfgang

across the Old World, but this is particularly strong in Kislev. These magical creatures are treated as servants and messengers of the Gods in this world.

Kislevite Religion

The main God of the Kislevites is Ursun, the Father of Bears, whom the ancient Gospodar held as sacred creatures. He is, unsurprisingly, most usually depicted as massive cave bear, with a crown, teeth, and claws of glistening gold. It is said that Ursun can take human form if he wishes, and will appear as a burly, bearded man with an age-worn face, thick hairy arms and a great mop of hair, wearing nothing but a loincloth.

Dazh is the God of fire and the sun. It was Dazh who took the secret of flame from the sun and gave it to the ancient warrior chiefs of the tribesmen. Without Dazh's fire, the long winters would be fatal, and tributes and prayers are offered up regularly to him. In more civilised lands, he rules over the hearths of homes, and is also the patron of guests and the needy. Thus, hospitality to those who call engenders safety for a household, while a poor host or hostess may find that their fire will not start, or that their roof springs an unexpected leak.

Dazh is portrayed as a handsome youth, with long flowing hair and wreathed in fire. He is beautiful to behold and none can look at him directly without being blinded by his divine appearance. He is said to live in a golden palace in the east where he rests every night after travelling the world during the day. In his palace he is accompanied by warrior-consorts called the Arari, who can often be seen dancing and fighting for his amusement in the northern skies.

Tor is the God of thunder and lightning, and worshipped as a warrior God. He is portrayed as a muscled, square-jawed warrior. He wields a massive axe with a haft of oak, and uses it to cleave the sky to create the thunderbolts of which he is famed. A warrior God, Tor is the most active of the Kislevite Gods, and quite frequently his name is used as a curse on others.



In the most southern regions, other Gods are worshipped in small numbers by some Kislevites. Most notable of these are Taal (after all, Kislev borders one side of the Talabec, his sacred river) and Ulric. Even more than other Old Worlders, the Kislevites pay tribute to all manner of nature and household spirits who help them in their daily lives, or set them tests to prove themselves. Little offerings are made and rituals performed unconciously to appease the various needs of these sometimes mischievous but usually benevolent creatures.

In ages past the khan-queens of the Gospodars learned how to draw upon the power of the bitter north wind to weave spells of frozen destruction. It is a power that seeps out of the earth itself, a distillation of the magical energy that flows over the world and settles into the soil and rocks from where it is driven by the harsh winter. When the brief spring returns to the north, the power of the ice mages wanes, and they are at their weakest at mid-summer before their prowess grows again with the coming of winter.

The Tilean City-States

Tilea is a sunny land southwest of the Empire. Unlike Bretonnia and the Empire, it is not a unified nation but a collection of rival city-states. It is bordered by three mountain ranges—the Apuccini to the east, the Irrana to the north, and the Abasko to the west—and the Tilean Sea. Due to these impressive natural barriers, Tilea never suffered invasions as did the Empire, Kislev, and even Bretonnia. While this has allowed Tilea to develop a quite advanced culture, it also has kept the region divided. With no outside threat to unify the city-states, a nation state has not developed.

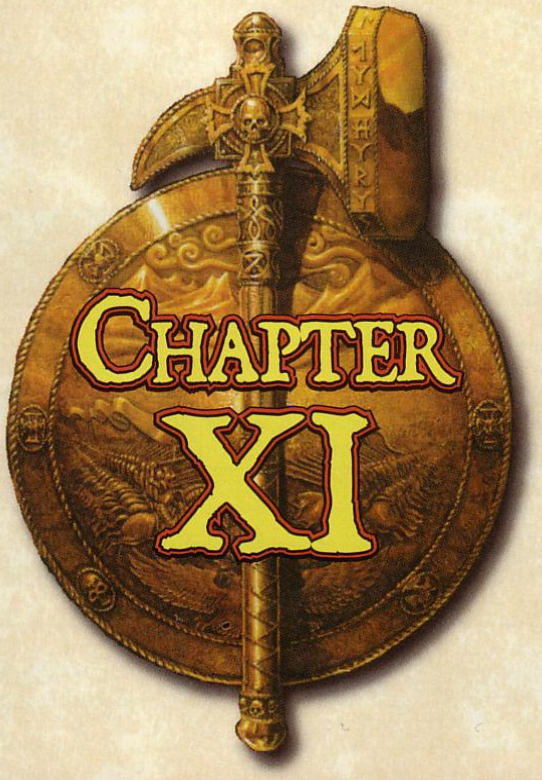


Like other regions of the Old World, Tilea was settled by migrating human tribes. They discovered the ruins of Elven colonies in this land and many of today's city-states are built atop them. They also found the Blighted Marshes, a lifeless area of shallow pools covered by a great swirling mist and fed by innumerable stinking streams. This area is so foul and so rife with disease that it is given it a wide berth by all but the most desperate outlaws and lunatics. Unbeknownst to most Tileans, the great Ratman city of Skavenblight stands crumbling within the stinking mire. While Tilea has suffered from sporadic Skaven attacks and at least one outbreak of the Red Pox, it has been fortunate that the Council of Thirteen has directed the efforts of the Ratmen elsewhere.

The major Tilean city-states are Luccini, Miragliano, Remas, Tobaro, Trantio, and Verezzo. Of special note is Sartosa, the so-called Pirate City. Here, all pirates are welcome and indeed they literally run the city. Sartosan pirates prey on shipping all over the Tilean Sea, but the bickering city-states have never been able to cooperate long enough to stop their depredations.

Two forces dominate the Tilean city-states—merchant houses and mercenary companies. The merchant houses rose to prominence first, acting as middlemen between the Elves and the Dwarfs. Large caravans of expensive trade goods required protection, and the hired guards of the early years evolved into powerful mercenary companies over the centuries. These became key to both the defence of Tilea as a whole and the wars between the various city-states. Sellswords are so common in Tilea that is often referred to as "the land of the mercenary."

The two facets of Tilea are also expressed in the two most favoured Gods of the city-states. Mercenaries honour Myrmidia above all others, and merchants honour Ranald. The merchants say they favour Ranald's aspect as the God of good fortune, while their detractors say it shows them as the thieves they really are.



The Bestiary

"That's the difference between us.
We Elves fight because we must;
you Humans do so because you like it."

— Gilathel, Kithband Warrior

One of the Game Master's most important jobs is to create and run the opposition facing the Player Characters, as well as other denizens of the Old World. If you are running a published adventure, much of this work is done for you, but when you create your own adventures it's up to you. Such opposition generally takes two forms: creatures and NPCs. Creatures are monsters such as Beastmen, Skaven, and Wights. NPCs are Dwarfs, Elves, Halflings, and Humans, built with careers like Player Characters but usually lacking Fate Points.

This chapter includes game stats for monsters commonly encountered in the Empire, plus several Creature Careers that give you an easy way to create individualized monsters. This selection is by no means comprehensive, but is more than sufficient to get your game started. Stats are also provided for many commonly encountered NPCs, such as pickpockets and town guards. Lastly, game stats for animals like horses and dogs are provided.

— Creature Careers —

The creature stats provided in this chapter work perfectly well for most situations, but not every member of a race is going to be exactly the same. There are times when you may want to create especially skilled or tough monsters, particularly leaders. That's what creature careers are for. These work exactly like character careers, but there are only three: Brute, Sneak, and Chief. These can be used to represent a wide variety of monsters, depending on which career you choose and the number of advances given to the creature. If you want some Goblin archers who are crack shots, for instance, you only need to apply the Sneak career and give each Goblin a +10% BS advance and the Sharpshooter talent. If you wanted these Goblins to be elite scouts instead, you might give each 10-12 advances in the Sneak career instead.

These careers work best with humanoid creatures like Beastmen, Goblins, and Orcs. They can be applied to other monsters, but you'll have to use common sense when doing so. You could, for example, use the Brute career to represent a particularly nasty Wight, but such an Undead creature would have no need for the Consume Alcohol skill.

You also have the option of using careers from **Chapter 3** for monsters and again you'll need to use common sense. Many of those careers simply make no sense for monsters.



Brute

Brutes are lethally tough monsters. They have proved themselves in battle and defeated many rivals. Some are born leaders, while others are just dumb muscle. Brutes tend to stand out from the crowd. They are large, often scarred, and heavily armed. Many carry grisly trophies from previous victories.

— Brute Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+10%	+15%	+15%	+15%	—	+15%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+6	—	—	—	—	—	—

Skills: Consume Alcohol, Command or Evaluate. Dodge Blow, Intimidate, Perception, Ride or Search
Talents: Street Fighting, Strike Mighty Blow, Strike to Injure, Specialist Weapon Group (Flail or Two-handed)
Trappings: Medium Armour (Mail Shirt and Leather Jack), Flail or Two-handed Weapon
Career Exits: Chief

Sneak

Sneaks are scouts and skirmishers, the eyes and ears of their tribes. They use stealth to reconnoitre and gather information. Sneaks prefer guerrilla tactics, excelling at hit and run attacks. They are sometimes used as assassins and many are skilled poisoners.

— Sneak Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+20%	+10%	+10%	+20%	+10%	+15%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+4	—	—	—	—	—	—

Skills: Command or Prepare Poison, Concealment, Dodge Blow, Follow Trail, Navigation, Outdoor Survival, Perception, Ride or Scale Sheer Surface, Shadowing, Silent Move
Talents: Mighty Shot or Sure Shot, Orientation, Rapid Reload or Sharpshooter, Rover or Tunnel Rat, Specialist Weapon Group (Entangling or Throwing)
Trappings: Bow or Crossbow, Light Armour (Leather Jack)
Career Exits: Chief

Chief

Chiefs are powerful monsters and leaders of their kind. They command warbands ranging in size from a dozen to several hundred. While they retain their positions through strength and ruthlessness, the best chiefs are also canny.

— Chief Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+30%	+20%	+20%	+20%	+35%	+15%	+20%	+20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+8	—	—	—	—	—	—

Skills: Academic Knowledge (Strategy/Tactics), Command, Dodge Blow, Evaluate, Intimidate, Outdoor Survival, Perception, Ride or Scale, Sheer Surface
Talents: Disarm or Quick Draw, Lightning Parry, Menacing, Sixth Sense or Very Resilient, Specialist Weapon Group (any two), Strike Mighty Blow, Strike to Stun
Trappings: Medium Armour (Full Mail Armour), Shield, Warband
Career Exits: None

— Common Creatures —

The Warhammer World is teeming with creatures, many of them malevolent. A selection of the most common monsters follows, as well as rules for Chaos Mutations required for several entries. Details on many more monsters can be found in the *Old World Bestiary*, available where you picked up this book.



Chaos Mutations

The hideously warping effects of Chaos can corrupt and twist creatures in myriad horrific ways. Such mutations can occur because of magic, exposure to warpstone, or other displays of Chaos power. To generate a mutation, simply roll percentile dice and consult **Table 11-1: Chaos Mutations**. Each mutation can only be acquired once. If the same result is rolled subsequently, roll again. The effects of Chaos Mutations are permanent.

Creature descriptions in this chapter will note any mutations. They can also be acquired through the study of certain types of magic. See **Chapter 7: Magic** for more information.

Beastmen

Beastmen are twisted creatures of Chaos, hideously melding the features of humans and animals. They have haunted the forests of the Empire for countless generations, preying on humanity as hunters prey on animals. They travel in small bands known as war herds, which sometimes unite under a strong leader to bring death and terror to the people of the Empire. Beastmen are true servants of Chaos and they hate Mankind above all.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40%	25%	35%	45%	35%	25%	25%	25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)
Talents: Keen Senses, Menacing, Rover

Special Rules: *Chaos Mutations:* Animalistic Legs and Horns. There is a 25% chance of an additional mutation. Roll on **Table 11-1: Chaos Mutations** to generate the extra mutation if present and modify stats as appropriate.
Silent as the Beasts of the Woods: Beastmen are naturally stealthy, and most are also very experienced hunters and trackers. They gain +20% to Silent Move Tests and +10% to Concealment Tests.
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon or Spear, Horns (SB–1 damage), and Shield

Daemon Imps

Daemon Imps are horrors from the Realm of Chaos. They are amongst the smallest of Daemons but they are fearsome nonetheless. They take many forms, but all have claws and wings. Daemon Imps are often used as messengers by more powerful Daemons.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	40%	33%	40%	30%	33%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	3(6)	0	0	0

Skills: Dodge Blow, Intimidate, Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue)
Talents: Ambidextrous, Fearless, Frightening, Hoverer, Natural Weapons, Night Vision
Special Rules: *Chaos Mutations:* Roll 1d10 to determine the number of mutations: 1-4=1 mutation, 5-8=2 mutations, 9-10=3 mutations. Then roll on **Table 11-1: Chaos Mutations** to generate them and modify stats as appropriate.
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Claws

Goblins

Goblins are short, green-skinned humanoids that rarely exceed four feet in height. They are vicious, quarrelsome, and disorganized. Goblin tribes live deep in the forests of the Empire, often under the heel of their powerful Orc kin. When not controlled by strong leaders, Goblins inevitably begin to squabble amongst themselves. This, and their penchant for running when battles turn against them, makes most Goblin threats ephemeral but their cruelty and wickedness ensures that Goblins remain the bogeymen of the peasantry.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	30%	30%	30%	25%	25%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	8	3	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Ride or Swim, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue)
Talents: Night Vision
Special Rules: *Elveses is Scary:* Goblins find Elves extremely unnerving. Whether this is because of the ancient animosity between the two races, or simply because of the Elves' smell of cleanliness and superior mannerisms, a Goblin must make a Fear Test if it and its allies do not outnumber the Elves present by at least two to one.
Armour: Light Armour (Leather Jerkin)
Armour Points: Head 0, Arms 0, Body 1, Legs 0
Weapons: Hand Weapon, Short bow or Spear

Lesser Daemon

Daemons are creatures from the Realm of Chaos itself. They come in an endless variety of forms, all seemingly nightmares come to life. Lesser Daemons are the soldiers of the Dark Gods, sent to the Warhammer World to spread madness and Chaos. They can only spend a limited amount of time in the world, so Chaos Sorcerers and cultists usually summon them for a specific purpose.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50%	40%	45%	45%	50%	35%	50%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4(6)	0	0	0

Skills: Dodge Blow, Intimidate, Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue)
Talents: Ambidextrous, Fearless, Flier, Frightening, Natural Weapons, Night Vision, Strike Mighty Blow

Table 11-1: Chaos Mutations

Roll	Mutation	Effect
01-09	Animalistic Legs	+1 to Movement Characteristic
10-18	Emaciated Appearance	–1d10% to Strength Characteristic
19-27	Grossly Fat	+1 to Wounds Characteristic, 1d10% to Strength Characteristic
28-36	Horns	Can be used to make attacks, SB–1 Damage
37-45	Scales	Gain 1 Armour Point on all locations
46-54	Short Legs	–1 to Movement Characteristic
55-63	Snout	Gain Follow Trail skill
64-72	Tail	+1d10% to Agility Characteristic
73-81	Tentacle-like Arms	+10% bonus on all grappling-related tests
82-90	Thick Fur	Gain 1 Armour Point on all locations
91-100	Three Eyes	+5% bonus to vision-based Perception Tests

Special Rules: *Chaos Mutations:* Roll 1d10 to determine the number of mutations the lesser daemon has: 1-3=1 mutation, 4-6=2 mutations, 7-9=3 mutations, 10=4 mutations. Then roll on **Table 11-1: Chaos Mutations** to generate them and modify stats as appropriate.
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Claws

Mutants

Humanity has proved particularly susceptible to the warping influence of Chaos. Even in the heart of the Empire, children are sometimes born with obvious mutations. Others manifest mutations as they grow older. While the most horrible mutants are usually killed immediately, many mothers don't have it in them to murder their children. Instead, they leave their offspring in the woods. There they either die or are taken in by other mutants or bands of Beastmen. These mutants, abandoned and embittered, become willing minions of Chaos.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31%	31%	31%	31%	31%	31%	31%	31%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Animal Care, Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Dark Tongue or Reikspiel)
Talents: Flee!
Special Rules: *Chaos Mutations:* Roll 1d10 to determine the number of mutations: 1-3=1 mutation, 4-6=2 mutations, 7-9=3 mutations, 10=4 mutations. Then roll on **Table 11-1: Chaos Mutations** to generate them and modify stats as appropriate.
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Hand Weapon (Club)



Orcs

Orcs are the largest and most powerful of the Goblinoid (or "Greenskin") races and they use their strength to dominate their lesser cousins whenever possible. They are repulsive monsters who love inflicting pain, and delight in cruelty and slaughter. Orcs are always fighting and if they cannot find enemies to fight, they fight each other. Orc tribes live in remote areas, favouring mountainous and wooded terrain. The Dwarfs are their most implacable foes and the two races have been at war for ages.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35%	35%	35%	45%	25%	25%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Skills: Intimidate, Outdoor Survival, Perception, Ride or Swim, Scale Sheer Surface, Speak Language (Goblin Tongue), Torture
Talents: Menacing, Night Vision, Street Fighting, Strike Mighty Blow
Special Rules: *Animosity:* Orcs hate everything, even other Orcs and Goblins. Given half a chance, given even the merest shadow of an excuse, Orcs will fight amongst themselves—battling a rival Orc tribe if they are present, or battering other members of their own tribe in unseemly squabbles if that is all that is available. An Orc offered any kind of excuse must make a Willpower Test or immediately attack the other greenskins. *Choppas:* Whatever an Orc's other equipment, he will always have a Choppa. An Orc Choppa is a huge heavy blade, far too ungainly for a typical human to wield in one hand but capable of inflicting horrendous wounds. When wielded by an Orc, a Choppa inflicts SB+1 damage on the first round of melee and SB damage thereafter. If wielded by a creature other than an Orc, a Choppa is treated as a Hand Weapon but with the Slow quality.
Armour: Medium Armour (Chain Shirt, Leather Jack, Leather Skullcap)
Armour Points: Head 1, Arms 1, Body 3, Legs 0
Weapons: Choppa, Dagger or Bow

Skaven

Skaven are giant humanoid rats, a beastly mockery of humanity that rules an underground empire that stretches across the world. While the common folk of the Empire don't believe that Skaven exist, these malevolent creatures gnaw at the underbelly of the Old World in the name the Horned Rat, the chittering God of the Ratmen. Skaven are servants of plague and decay, utterly dedicated to the destruction of the upper world.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	25%	30%	30%	40%	25%	25%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	9	3	3	5	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Specialist Weapon Group (Sling), Swim
Talents: Night Vision, Tunnel Rat
Special Rules: None
Armour: Light Armour (Leather Jack and Leather Skullcap)
Armour Points: Head 1, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Sword), Dagger or Sling

Skeleton

Skeletons are created when Necromancers violate graveyards and reanimate the bones of the dead. They are mindless creatures that need to be controlled by magic lest they return to their eternal slumber. While they have no intelligence, they do not need to eat or rest, and they never retreat or surrender.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	20%	30%	30%	25%	–	–	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0

Skills: None
Talents: Frightening, Undead
Special Rules: *Mindless:* Skeletons are animated bones with no mind or spirit of their own. They have no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.
Shambling: Skeletons are relentless but slow. They cannot take the run action.
Armour: Light Armour (Leather Jerkin and Leather Skullcap)
Armour Points: Head 1, Arms 0, Body 1, Legs 0
Weapons: Hand Weapon, Dagger or Bow

Wight

In ages past the ancestors of today's Old Worlders buried their dead in elaborate cairns. The champions of these people were interred with their war gear, marking them for all time as great warriors. Necromancers have learned that such heroes can be reanimated as Wights. Though similar in appearance to skeletons, Wights are more powerful and retain some of their intelligence. This makes them much more dangerous than the average Skeleton.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40%	35%	45%	45%	30%	25%	35%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	0	0	0

Skills: Perception, Speak Language (Classical)
Talents: Frightening, Undead
Special Rules: *Wight Blade:* Wights wield ancient and deadly weapons infused the power of undeath. In the hands of a Wight, such a blade counts as a magical weapon and inflict SB+2 Damage. Furthermore, when a Wight causes a Critical Hit, it makes two rolls on **Table 6-2: Critical Hits** and inflicts the deadlier result. In the hands of anyone else, a Wight Blade counts as a hand weapon.
Armour: Medium Armour (Full Mail Armour)
Armour Points: Head 3, Arms 3, Body 3, Legs 3
Weapons: Wight Blade and Shield

Zombie

Zombies are reanimated corpses. Unlike Skeletons, they still have flesh on their bones, albeit rotting and maggot-infested flesh. These mindless servants fill the armies Vampires and necromancers.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	35%	35%	10%	–	–	–
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: None
Talents: Frightening, Undead
Special Rules: *Mindless:* Zombies are animated corpses with no mind or spirit of their own. They have no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.
Shambling: Zombies are relentless but slow. They cannot take the run action.
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon

Save Me a Leg

"'Ere now! Wot do you think you're doing'?" bellowed the big Black Orc Boss.

Furtive Goblin faces turned round and flinched instinctively "Nuffink Boss, just 'aving a bit of grub is all," whimpered the bravest of the greenskins.

"Don't give me that. Yer up to sumfink..." The towering Orc looked round suspiciously. "Where's Ratgash? You 'aven't... 'et im?" There was a shocked silence.

"'Et Ratgash." The Goblin sounded hurt. "'Et Ratgash. That's disgustin' Boss. E's one of us ladz."

"Besides," squeaked another Greenskin, "'E's all grease and gristle 'im. Give us all innagestion e' would."

"Then who is this then?" The Black Orc pointed a damning claw towards the meal. "And none of yer lies or I'll give yer sumfink a whole lot worse than innagestion."

"Er... Gitter, Boss. One of Maggot's lot. But 'e was dead when we found 'im." The Goblin paused a moment. "Corse 'e claimed 'e was just sleepin'... but that lot is all liars ain't they?" The Goblins nodded in unison. No Goblin really trusted another, and with good reason.

"Carry on then," pronounced the Black Orc. "And you'll save me a leg if you know what's good for you!"

— Common Animals —

Monsters aren't the only wildlife in the Old World. Animals are common just about everywhere. Peasant villages are overrun with chickens and dogs, while wolves and bears roam the Empire's great forests. Game stats for several animals follow.

Bears

These stats are for Mountain Bears, the most common Bears of the Old World.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	52%	47%	25%	10%	25%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	20	5	4	4	0	0	0

Skills: Perception, Swim
Talents: Keen Senses, Natural Weapons, Strike to Injure, Strike Mighty Blow, Unsettling

Destriers

Destriers are heavy warhorses, used primarily by the various knightly orders of the Old World.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	0%	45%	45%	30%	10%	10%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	18	4	4	8	0	0	0

Skills: Perception +10%, Swim
Talents: Acute Hearing, Keen Senses, Natural Weapons, Strike Mighty Blow



Dogs

Dogs are common pets in the Empire, and come in a wide variety of breeds. Packs of wild dogs also roam the wilderness, adding yet another menace to bedevil travellers.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	21%	21%	30%	15%	30%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	6	2	2	6	0	0	0

Skills: Follow Trail, Perception +20%, Swim
Talents: Flee!, Keen Senses, Natural Weapons

Light Warhorses

These horses are highly trained, prepared to bear their riders into the maelstrom of combat. They can make attacks and won't run when the smell of blood is in the air.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	0%	40%	40%	30%	10%	10%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	8	0	0	0

Skills: Perception +10%, Swim
Talents: Acute Hearing, Keen Senses, Natural Weapons, Strike Mighty Blow

Ponies

Ponies are used as pack animals or as mounts for smaller races like Dwarfs and Halflings. They are timid creatures by nature, not accustomed to the chaos of combat.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	35%	35%	35%	10%	10%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
0	12	3	3	6	0	0	0

Skills: Perception, Swim
Talents: Acute Hearing, Keen Senses

Ravens

Sometimes known as robber birds, ravens are carrion birds that haunt the battlefields of the Old Word. They are attracted to shiny objects and have been known to take valuables into their nests.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38%	0%	10%	10%	38%	12%	24%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	6	1	1	2(8)	0	0	0

Skills: Perception +20%
Talents: Excellent Vision, Flier, Keen Senses

Riding Horses

Riding horses are common mounts for the nobility of the Empire.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	38%	38%	30%	10%	10%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
0	12	3	3	8	0	0	0

Skills: Perception +10%, Swim
Talents: Acute Hearing, Keen Senses

War Dogs

The larger and more vicious breeds of dog can be trained for combat.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	0%	32%	38%	30%	15%	43%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	6	0	0	0

Skills: Follow Trail, Perception +20%, Swim
Talents: Keen Senses, Natural Weapons, Strike Mighty Blow

Wolves

Wolves are common in the northern provinces of the Empire and are sacred to the Church of Ulric.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	0%	30%	30%	40%	14%	25%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	6	0	0	0

Skills: Follow Trail, Perception +10%, Swim
Talents: Keen Senses, Natural Weapons

— Common NPCs —

You can use the rules in **Chapter 2: Character Creation** to create a variety of NPCs (though only the most exceptional NPCs should have Fate Points). You can make an NPC with as many careers and advances as seems appropriate for the role of the character in the adventure. With over one hundred careers in **Chapter 3**, you have a lot to choose from. To make things easier on you, this chapter provides a selection of common NPCs, from bandits to wreckers. Game stats for these NPCs follow.

Note: Mastered skills are notated with +10% or +20%. For example, gamblers have Gossip +10%. This means they have taken the Gossip skill twice.

Bandits

Bandits live in the wild and attack travellers or vulnerable caravans.

Career: Outlaw
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29%	42%	30%	31%	35%	30%	28%	25%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Animal Care, Common Knowledge (the Empire), Concealment, Drive, Dodge Blow, Gossip, Perception, Scale Sheer Surface, Set Trap, Silent Move, Speak Language (Reikspiel)
Talents: Hardy, Lightning Reflexes, Rover, Sharpshooter
Armour: Light Armour (Leather Jack and Leather Skullcap)
Armour Points: Head 1, Arms 1, Body 1, Legs 0
Weapons: Bow, Hand Weapon (Sword), Shield
Trappings: 20 Arrows

Beggars

Beggars infest the cities, eking out a living from those who pity them.

Career: Peasant
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	25%	28%	37%	31%	29%	37%	33%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Charm, Charm Animal, Common Knowledge (the Empire), Concealment, Drive, Gossip, Outdoor Survival, Performer (Singer), Row, Silent Move, Speak Language (Reikspiel), Swim
Talents: Acute Hearing, Flee!, Hardy, Resistance to Disease
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Hand Weapon (Crutch)
Trappings: Beggar's Bowl, Rags

Blacksmiths

Blacksmiths can be found in every town and village in the Empire. The craftsmanship of Dwarf smiths is justifiable famous.

Career: Tradesman
Race: Dwarf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38%	29%	42%	41%	30%	34%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	4	3	0	0	0

Skills: Common Knowledge (Dwarfs), Drive, Gossip, Haggle, Evaluate, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Khazalid, Reikspiel), Trade (Armourer, Smith, Weaponsmith)
Talents: Dealmaker, Dwarfcraft, Grudge-born Fury, Night Vision, Stout-hearted, Sturdy
Armour: Light Armour (Leather Jerkin)
Armour Points: Head 0, Arms 0, Body 1, Legs 0
Weapons: Hand Weapon (Hammer)
Trappings: Trade Tools (Smith)

Footpads

Footpads are violent thugs that rob (and occasionally kill) the unwary.

Career: Thug
Race: Human



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	26%	43%	31%	32%	25%	36%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves' Tongue), Speak Language (Reikspiel)
Talents: Disarm, Lightning Reflexes, Quick Draw, Resistance to Poison, Strike to Stun, Very Strong, Wrestling
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Cudgel), Knuckle-dusters
Trappings: Hooded Cloak

Gamblers

Gamblers are expert gamesmen who make a living by bucking the odds.

Career: Rogue
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	31%	28%	32%	38%	42%	30%	38%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	2	3	5	0	0	0

Skills: Blather, Charm, Common Knowledge (the Empire), Evaluate, Gamble, Gossip +10%, Perception, Performer (Actor), Secret Language (Thieves' Tongue), Speak Language (Reikspiel) +10%
Talents: Fleet Footed, Public Speaking, Sixth Sense, Streetwise, Super Numerate
Armour: Light Armour (Leather Jerkin)
Armour Points: Head 0, Arms 0, Body 1, Legs 0
Weapons: Dagger
Trappings: Deck of Cards, Pair of Dice

Pickpockets

Pickpockets thrive in the busy city streets, discretely lifting purses in the crowd.

Career: Thief
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
26%	32%	28%	31%	43%	31%	29%	40%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Charm, Common Knowledge (the Empire), Concealment, Evaluate, Gamble, Gossip, Perception, Sleight of Hand, Search, Secret Signs (Thief), Silent Move, Speak Language (Reikspiel)
Talents: Excellent Vision, Lightning Reflexes, Streetwise, Suave
Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0
Weapons: Dagger
Trappings: Slingbag

Proprietors

Proprietors own and run small shops and taverns in the cities of the Empire.

Career: Burgher
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
28%	25%	28%	31%	32%	43%	30%	39%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Kislevian, Reikspiel +10%)
Talents: Acute Hearing, Dealmaker, Savvy, Suave
Armour: Light Armour (Leather Jerkin)
Armour Points: Head 0, Arms 0, Body 1, Legs 0
Weapons: Hand Weapon (Cudgel)
Trappings: Shop or Tavern

Rakes

Rakes are young nobles with nothing better to do than make trouble for their social inferiors.

Career: Noble
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36%	27%	31%	30%	43%	29%	30%	35%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Blather, Common Knowledge (the Empire) +10%, Consume Alcohol, Charm, Gamble, Gossip, Read/Write, Ride, Speak Language (Reikspiel) +10%
Talents: Etiquette, Lightning Reflexes, Public Speaking, Specialist Weapon Group (Fencing, Parrying), Suave
Armour: Light Armour (Leather Jack and Leather Leggings)
Armour Points: Head 0, Arms 1, Body 1, Legs 1
Weapons: Rapier and Main Gauche
Trappings: Noble's Garb, Purse with 3d10 *gc*.

Sell-swords

Sell-swords are hired muscle, pure and simple.

Career: Mercenary
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35%	30%	33%	35%	30%	25%	35%	28%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Common Knowledge (the Empire, Tilea), Dodge Blow, Drive, Gamble, Gossip +10%, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel, Tilean)
Talents: Coolheaded, Disarm, Marksman, Rapid Reload, Sharpshooter
Armour: Medium Armour (Full Leather Armour, Mail Shirt, and Mail Coif)
Armour Points: Head 3, Arms 1, Body 3, Legs 1
Weapons: Crossbow, Hand Weapon (Sword), and Shield
Trappings: 20 Bolts

Town Guards

Town guards keep the peace by breaking up tavern brawls, patrolling the streets, and arresting criminals.

Career: Watchman
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31%	31%	33%	41%	30%	38%	28%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Skills: Academic Knowledge (Law), Common Knowledge (the Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel)
Talents: Coolheaded, Disarm, Savvy, Strike Mighty Blow, Strike to Stun, Very Resilient
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Cudgel) and Dagger
Trappings: Lantern and Pole, Uniform

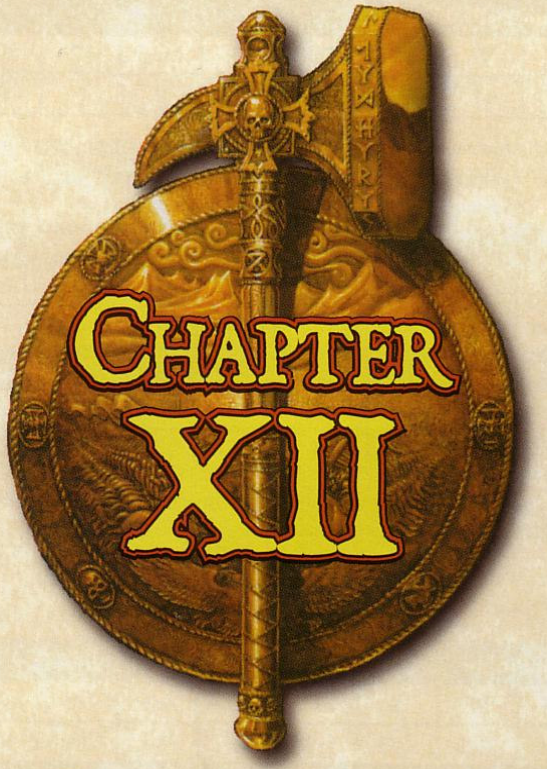
Wreckers

Wreckers are river- or sea-borne pirates with a taste for cruelty and booty.

Career: Seaman
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	32%	40%	35%	29%	25%	30%	28%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	4	3	4	0	0	0

Skills: Common Knowledge (the Empire, the Wasteland), Consume Alcohol, Dodge Blow, Gossip, Perception, Row, Sail, Scale Sheer Surface, Speak Language (Breton, Reikspiel), Swim
Talents: Street Fighting, Seasoned Traveller, Strike Mighty Blow, Warrior Born, Very Resilient
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Cutlass) and Bow
Trappings: 20 Arrows



Chapter XII

Through the Drakwald

"Archaon may be defeated but the beasts of the Drakwald remain. Woe to the traveller who braves the depths of the forest."

— Uli, Zealot

Through the Drakwald is a short adventure intended to introduce players to the Warhammer World, the *WFRP* rules, and an Empire reeling from the ravages of Chaos. If you intend to participate in this adventure as a player, please stop reading here. The rest of the adventure is for the GM's eyes only.

— Introduction —

This adventure is designed for characters in their first (or at most, second) career, and is set in the aftermath of the "Storm of Chaos", a devastating invasion of the Empire led by Archaon, Lord of the End Times. The forces of Chaos have been beaten back from Middenheim and its surroundings, leaving desolation in their wake. Survivors are trying to rebuild amid the ruins of Middenland, fighting off remnant bands of Beastmen and other perils.

The adventure begins in Untergard, a small town not far from Middenheim. Count Boris Todbringer has sent gifts to the people of Untergard as a reward for their valour during the Storm of Chaos. Even as the people of Untergard celebrate this news, though, Mutants attack across the bridge. Then word comes of a Beastman force approaching Untergard from the south. The war, it seems, it not over after all. While the town's patched-up and improvised defences are strong enough to hold back the occasional warband, Untergard cannot hope to stand against this new threat; the inhabitants must evacuate, and try to reach Middenheim and the protection of Count Todbringer.

On this desperate journey, the Player Characters will take the role of protectors, providers and even investigators, for all is not as it seems amongst the refugees of Untergard. From blood feud to the horrors of war, the adventurers will gain a taste of all that the Warhammer World has to offer.

The GM should read through the adventure carefully before running it, and a novice GM should also review **Chapter 9: The Game Master** thoroughly before the first session.

— Untergard —

Untergard was founded roughly 100 years ago. Villagers from the Grimminhagen area, fed up with the oppressive taxes of Graf Sternhauer, packed up their belongings and headed south. The Graf was furious, but he was also certain these malcontents would be swallowed up the Drakwald Forest. The villagers followed the river south until they found a suitable spot for a settlement. They built a village on the west side of the river and managed to scrabble out an existence against all odds. More than that, the village began to grow. The small settlement turned into a town, eventually expanding to the eastern side of the river. With supreme effort, the people of Untergard dragged enough stone south to build a wide bridge to connect the two halves of town. Within two generations the village of exiles had turned into a centre of local trade. The bridge was the only crossing south of Grimminhagen and the town became a natural stopping point for trade barges coming up the river.

This success had a price, however. When Archaon's forces invaded Middenland, Untergard and its bridge became critically important. Khazrak, the most powerful Beastman warlord of the Drakwald and the arch nemesis of Count Todbringer, led a surprise night time attack against Untergard. Khazrak's Beastmen assailed the walls, broke inside, and completely overran the eastern half of town. The defenders rallied at the bridge, however, and a nine-day battle for Untergard ensued. Thousands of Imperial troops and Dwarf allies reinforced the town and the bridge became a scene of unbelievable carnage. Stymied, Khazrak destroyed the eastern half of town and took his forces north. The focus of the campaign soon shifted to Middenheim itself and

Untergard seemed safe. Regiment after regiment was called away from Untergard to strengthen Imperial forces elsewhere.

The survivors began to rebuild. The eastern half of town was so thoroughly destroyed that it had to be temporarily abandoned. Untergard natives, plus many refugees from even less fortunate settlements, went to work in the ruins. The task of burying the dead took weeks and the rotting corpses caused a contagion that further reduced the survivors' numbers.

The population of Untergard is currently around 75 people, mostly Peasants and Burghers **(see Chapter 3: Careers)**. All able-bodied residents are expected to contribute to the town's defence, standing guard duty on the town walls and the river-front palisade for a few hours a day in addition to their normal activities. The town is effectively under martial law, run by Gerhard Schiller, the Captain of the Watch.

This then is where the adventure opens. Untergard can be the home town of all or some of the Player Characters, or they could have come here looking for safety during the Storm of Chaos. Characters with military backgrounds may have been wounded during the fighting and left behind. A sizeable contingent of Dwarfs fought here as well, so Dwarf PCs may have come to Untergard in that way.

While it is easiest if the Player Characters already know each other, that doesn't necessarily have to be the case. They could start out as strangers and come together while facing adversity.

Prominent Citizens

Descriptions of the prominent citizens of Untergard follow. Each of these characters has a part to play in the unfolding adventure, so make sure you familiarize yourself with their backgrounds, personalities, and motivations before play. The PCs will have many opportunities to interact with these characters so you'll have to draw from their backgrounds and personalities to portray them correctly.

Gerhard Schiller



A grizzled veteran of about 50, Schiller is the highest-ranking survivor in Untergard. It was he who organized the townsfolk to defend themselves, and oversaw the repairs to the town walls. He rules the town largely because the other residents have come to look to him for leadership, and is doing his best to keep maintain order to make sure the remaining inhabitants are ready to defend themselves from further attack.

Schiller is tough, but fair. He may come across as gruff, but he cares about the people of Untergard and will do his best to protect them.

Captain Schiller has taken over one of the more substantial warehouses as a temporary Watch headquarters; its doors and windows have been strengthened, and it has been filled with salvaged weapons and equipment for use in the event of further trouble. Schiller has converted a loft in this warehouse as living quarters for himself.

Granny Moescher

Granny is the oldest living inhabitant of Untergard and serves as a healer and general wise-woman for the town. The people of Untergard do not know that she is a wizard and she has been careful to keep her abilities secret. She appears to be about 60 years old but is in fact much older than that. No one in Untergard can remember a time when Granny was not around.

Granny Moescher provides a political counterpoint to Captain Schiller, leading efforts to restart farming and create some kind of normal life again. Despite her title, Granny is a vigorous woman with a no-nonsense manner and an eye for practicalities. She is one of only



Captain Gerhard Schiller, Watch Captain

Career: Captain (ex-Watchman, ex-Sergeant)
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50%	46%	43%	44%	40%	42%	45%	50%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	4	0

Skills: Academic Knowledge (Law), Command +10%, Common Knowledge (the Empire, the Wasteland), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception +10%, Read/Write, Ride, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel, Tilean)
Talents: Coolheaded, Disarm, Menacing, Savvy, Street Fighting, Strike Mighty Blow, Strike to Stun, Very Resilient
Armour: Medium Armour (Full Mail Armour)
Armour Points: Head 3, Arms 3, Body 3, Legs 3
Weapons: Hand Weapon (sword), Shield, and Dagger
Trappings: Uniform

Granny Moescher, Amber Wizard

Career: Journeyman Wizard (ex-Hedge Wizard, ex-Apprentice Wizard)
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
28%	30%	30%	31%	35%	56%	53%	45%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	2	5	0

Skills: Academic Knowledge (Magic) +10%, Academic Knowledge (Theology), Animal Care, Charm, Charm Animal +10%, Channelling +10%, Common Knowledge (the Empire, the Wasteland), Gossip +10%, Heal, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical, Reikspiel)
Talents: Arcane Lore (Beasts), Aethyric Attunement, Hedge Magic, Night Vision, Petty Magic (Arcane, Hedge), Savvy, Strong-minded
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Staff
Trappings: Backpack, Grimoire, Purse with 30 *gc*, Writing Kit

Hans Baumer, Woodsman

Career: Woodsman
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	25%	41%	34%	35%	33%	38%	25%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	4	3	5	0	3	0

Skills: Concealment, Follow Trail, Gossip, Perception, Secret Language (Ranger Tongue), Secret Signs (Ranger), Scale Sheer Surface, Silent Move, Speak Language (Reikspiel)
Talents: Acute Hearing, Fleet Footed, Resistance to Disease, Rover, Specialist Weapon Group (Two-handed)
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Great Weapon (Two-handed Axe)
Trappings: Backpack

Father Dietrich, Priest of Sigmar

Career: Priest (ex-Initiate)
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37%	27%	41%	37%	24%	30%	48%	43%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	3	0

Skills: Academic Knowledge (History), Academic Knowledge (Theology) +10%, Charm, Heal, Perception, Read/Write, Speak Language (Classical, Reikspiel)
Talents: Public Speaking, Resistance to Magic, Strike to Injure, Suave, Very Strong, Warrior Born
Armour: Medium Armour (Full Leather Armour, Mail Shirt, Helmet)
Armour Points: Head 3, Arms 1, Body 3, Legs 1
Weapons: Hand Weapon (Warhammer)
Trappings: Prayer Book, Symbol of Sigmar, Relic, Slingbag, Writing Kit

a few people who live outside the town walls. Captain Schiller has tried several times to get her to move to the centre of the town, but she refuses to leave her home.

Among other things, Granny has been instrumental in seeing that the orphans left by the attack are looked after; she has farmed several of them out to surviving families, and at any time there will be from three to six orphans living in her house and helping out with chores.

Should the party include any spellcasters, you may opt to allow them a **Challenging (–10%) Perception Test** to notice "something odd" about Granny Moescher. Over the years Granny has perfect the art of keeping her Wizardly nature secret even from others with Witchsight. Though she is a sweet natured soul, the toll of maintaining this charade, and a dark reminder of her past, will ultimately bring about the climactic ending of this adventure. See **Granny's Secrets** on page 244 for more on this.

Hans Baumer



A tall, bearded man in his thirties, Hans is one of the forest-dwellers who came to Untergard for safety. He is a quiet man, preferring the solitude of the wilderness to the bustle of town. He spends his days out in the forest, hunting and scouting for the approach of any hostile forces, returning to the town only at dusk. The small game he occasionally brings back helps to supplement the meagre living provided by the townsfolk's fields and livestock, although Captain Schiller has voiced the fear that anything caught in the forest might now be tainted by Chaos, so some people prefer not to eat it. So far, though, no one has shown any ill effects from eating game. The GM should note that Hans is out of town when the adventure begins; he will appear later on.

Father Dietrich



Father Dietrich was sent from Altdorf to guide the masses when Untergard's town priest was killed during the big battle. As the only non-local, he has yet to make a place for himself among the townsfolk, but as a Priest of Sigmar, he is treated with respect, if not warmth. Most people prefer to go to Granny Moescher with their problems.

Untergard's temple was destroyed along with the rest of eastern half of town, but Father Dietrich has established a makeshift shrine close to the western end of the bridge, where he conducts services. The most educated person in the town, he also serves as an advisor to Captain Schiller on spiritual and magical matters. Father Dietrich tends to be humourless, but he is honest, forthright, and extremely devoted to both Sigmar and the Empire.

Getting Started

The first thing you should do is give your players **Handout 1: The Storm of Chaos** (or read it to them if you haven't been able to photocopy it). This document gives your players some background on recent events in the Empire and on the town of Untergard. The information presented is not, of course, entirely accurate. It is what they've heard from refugees, passing soldiers, itinerate preachers, and grief-stricken widows—not necessarily the truth. Welcome to the Empire!

A Sharp Report

When the PCs arrive at the Ackerplatz, describe the scene before them. You can read aloud the following shaded text or paraphrase it for your players. You'll see text like this throughout the adventure and this format always indicates something you should relate to your players.

Most of the 75 survivors of Untergard have already gathered in the decrepit town square, and are muttering restlessly to one another. Many still nurse battle wounds; whilst others are clearly too old or young to have taken place in the fighting. All are ragged and pale, and some are clearly pinched by hunger.

The PCs can make **Very Easy (+30%) Gossip Tests** to find out what the commotion is about from the milling townsfolk. What they find out depends on their degree of success with the Gossip Test.

Gossip

Degrees of Success	Information Obtained
0	Watch Captain Schiller has an important announcement to make.
1	Watch Captain Schiller received a message from Count Boris Todbringer of Middenheim and he's going to read it to the town.
2	Count Boris Todbringer of Middenheim has sent a reward to Untergard in recognition of the town's steadfastness during Archaon's incursion.
3+	Count Boris Todbringer of Middenheim has sent a caravan of food and supplies to help the town get back on its feet!

As everyone waits for Captain Schiller to appear, the PCs can engage the locals in small talk. The townsfolk are hopeful that they've turned a corner and that Captain Schiller's announcement will be good news. The PCs can also hear other rumours from the townsfolk. For each successful Gossip Test, roll once on the following table to see what rumour is picked up. The truth of each rumour is noted in parenthesis.

Rumours

Roll	Rumour
1	The Drakwald Forest is still full of Beastmen and stragglers from the Chaos armies (True).
2	Captain Schiller once commanded his own mercenary company (False).
3	Granny Moescher still won't move into town. She and her orphans live outside the walls in her home, which miraculously came through the battle unscathed (True).
4	The pay chest of a Tilean mercenary company fell off a transport barge and is sitting at the bottom of the river, just waiting to make someone rich (False).
5	Missing loved ones are being held captive by Beastmen in the forest (False).
6	Father Dietrich possesses a holy relic (True).
7	A new garrison for Untergard is on the way north from Altdorf (False).
8	The Woodsman Hans Baumer has been gone for a week (True) and is probably dead (False).
9	Rats the size of men feasted on the dead in Grimminhagen (False).
10	Count Boris Todbringer of Middenheim has offered a 10,000 Gold Crown bounty on the head of Khazrak One-eye, the Beastman warlord whose forces ravaged Untergard. Khazrak and Todbringer have been bitter enemies for many years (True).

Schiller's Speech

Once the players have learnt all they can, or you feel it's time, Captain Shiller arrives.

A ripple runs through the crowd as Captain Schiller appears. One of his watchmen sets up a box for him to stand on. He mounts it spryly for a man of his age. Though his uniform is torn and his armour dented, Captain Schiller still commands the respect of the crowd. He only needs to motion once before the crowd quiets down.

"People of Untergard" he begins, "this is a glorious day. I have received a letter from Count Todbringer of Middenheim. The old wolf still lives and the city of Middenheim also stands strong!"

The crowd cheers and once again Schiller must motion for silence.

"Count Todbringer sends his thanks to all of Untergard for the part we played in hampering the invaders. He said, and I quote, 'the battle for the Untergard Bridge will go down as one of the most glorious battles in Middenland's history.' Be proud, people of Untergard, for our sacrifices have not been in vain!"

When the cheers die down, Schiller continues. "To show his gratitude for our valour, the Count has sent us a token of his appreciation." The captain reaches into a bag and pulls out a loaf of bread and a bottle of wine. "We were honoured to receive thirty loaves of bread and a dozen bottles of wine, straight from Middenheim."

The crowd goes wild at the sight of the Count's largesse, hungry eyes fixed on the fresh bread in the Captain's hands. They begin to chant, "Long live the Count! Long live the Count!" Schiller holds bread and wine high in the air as the hardened survivors of Untergard shout themselves hoarse.

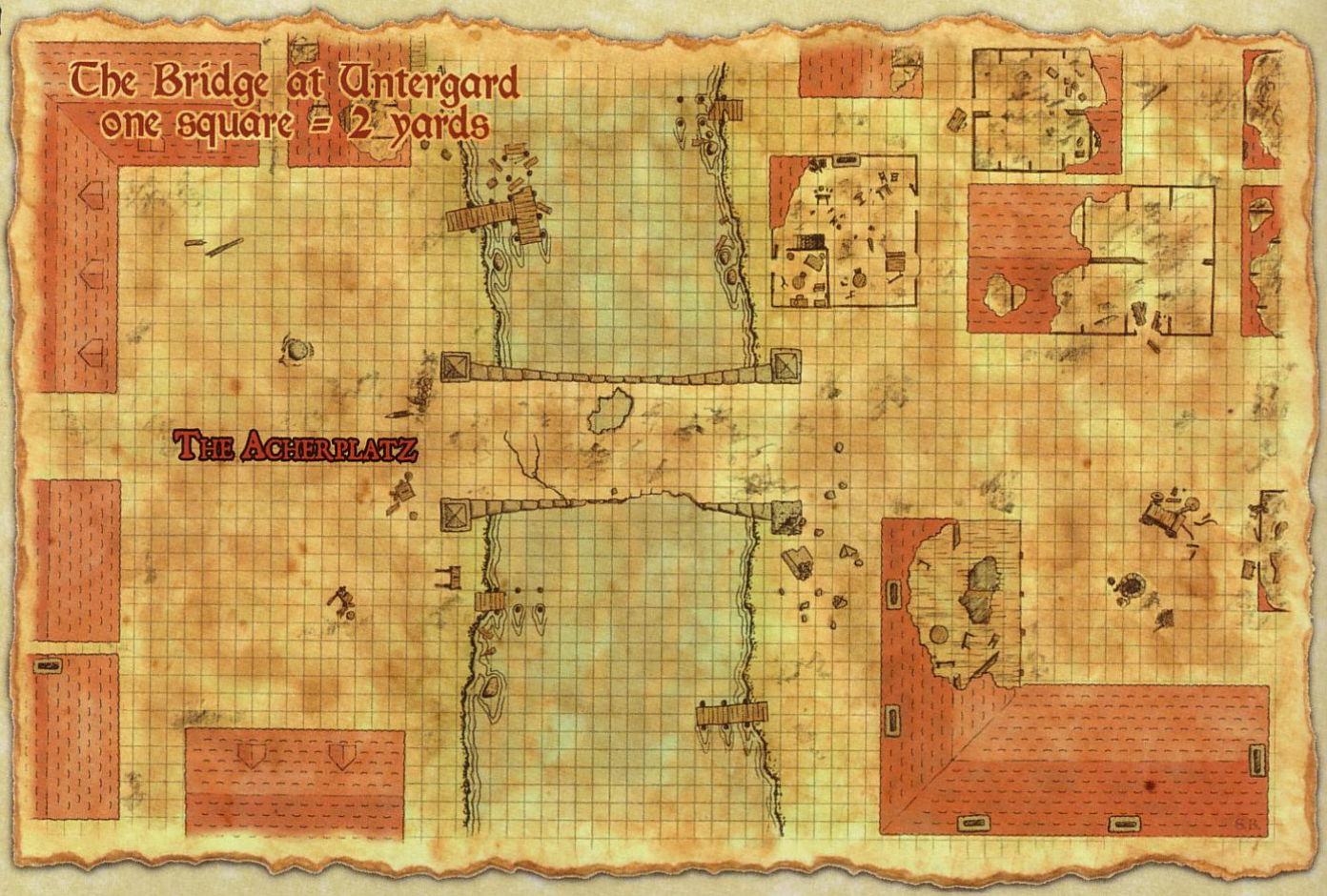
Suddenly, there is a loud crack and the bottle shatters, showering Schiller and the bread with glass and wine. Pandemonium erupts as the crowd scatters in panic.

After the last battle, all the folk of Untergard can recognize the sound of a firearm discharging. They begin a mad dash to find cover, as the Ackerplatz is wide open. The PCs can make a **Perception Test**. A successful test indicates that the shot originated from across the bridge. PCs who look that way notice two things. First, the shot probably came from the ruined coaching station on the eastern side of the bridge. Second, several malformed humanoids are running across the bridge, weapons in hand.

Mutant Attack!

You see four hideous Mutants coming across the bridge. One has tentacles instead of arms, the second has horns and thick fur, the third has a pig-like snout, and the fourth has a third eye in the middle of his forehead. They are dressed in filthy rags and armed with clubs. As they get closer, you can see the hatred that burns in their eyes.

At this point you should change from Narrative Time to Combat Time. If your players did not specify where in the crowd their characters were, assume the PCs were towards the back (near the bridge). If they were elsewhere, they'll need to spend a round moving through the crowd to get to the bridge. The confusion is such that they cannot run.



The action of this combat largely takes place on the bridge, a map of which has been provided. This map is overlaid with 2-yard squares already, making it easy to recreate on your tactical map if you are using miniatures.

As the Acherplatz is full of screaming children and frantic parents, the PCs must deal with the Mutant threat by themselves for the first three rounds. If the combat is still going on at the point, three Watchmen arrive to help. Use the Town Guard stats on page 235 for the Watchmen if needed.

Use the Mutant stats on page 230 for the four attackers. They have the following mutations:

- **Mutant #1:** Tentacle-like Arms
- **Mutant #2:** Horns and Thick Fur
- **Mutant #3:** Snout
- **Mutant #4:** Three Eyes

A fifth Mutant lurks in the ruined coaching station. It was he who shot at Captain Schiller. He slips away into the ruins while the other Mutants fight on the bridge.

If you have a large group of players, you may want to add more Mutants to the attack. One per PC is a reasonable number.

After the Battle

After the Mutants are defeated, things calm down. Granny Moescher sets about healing the injured. If any of the PCs are injured (which is likely), Granny introduces herself and offers her assistance. She and Captain Schiller also thank the PCs to helping to fight off the attack. Captain Schiller adds that he's going to hang the heads of the slain Mutants on the town gate, as a warning to others.

Several people begin to gather about Captain Schiller and a general hue and cry begins to arise. The PCs will hear the following claims:

- *"It must have had a Hochland Long rifle—nothing else could shoot that far."*
- *"Maybe the place is infested with snipers."*
- *"Some of those Mutants looked damn familiar."*
- *"We'll all be murdered in our beds!"*

In the midst of this conversation, a breathless Watchman runs up to the Captain. He reports that a strong attack was launched on the main gates during the confusion. Luckily, the men on guard duty had not abandoned their posts during the bridge attack, so the gates remain secure though several Watchmen were killed. It seems the fight on the bridge was just a diversion.

The Woodsman's Tale

While all this is going on, there is a sudden shout from the direction of the gates. Fearing another attack, several of the townsfolk snatch up their weapons and look around, but it turns out to be Hans Baumer returning from the forest. He is followed by a ragtag band of people, with fear in their eyes and their few possessions on their backs.

If the PCs haven't heard about Hans yet, a successful **Easy (+20%) Gossip Test** reveals that he's a local Woodsman who has been gone for a week and was feared dead.

Captain Schiller and Granny Moescher go to meet Hans, along with many of the townsfolk. Everyone wants to know where Hans has been.

"I've been scouting the surrounding countryside and picking up stragglers. These folks with me"—he motions to the refugees he's brought to Untergard—"are survivors I found wandering in the woods. They come from villages all over Middenland.

"As I was bringing them back, I found fresh Beastman tracks south of here. It looks like a warherd over 200 strong is headed towards Untergard. I rushed back here to warn you.

"I will of course defer to Captain Schiller but it is my feeling that we should leave Untergard before the Beastmen arrive. I don't know if we could withstand them and there is no help to be had in time. I visited Grimminhagen six days ago and it's a wreck. We can't expect help from there. What else is new, eh? I must also report that while Grimminhagen was sacked, Graf Elster Sternhauer survived by hiding out in his keep."

At the mention of the Graf, many in the crowd boo. Even kindly Granny Moescher has a scowl cross her face.

When the Woodsman is finished, a furious debate begins. Hans Baumer leads the faction that wants to leave the town and find safety elsewhere. Father Dietrich, the town's new Priest, leads those who want to stay and fight. The PCs may join the debate if they like.

The PCs may also be curious about Hans' comments regarding Grimminhagen and Graf Sternhauer. A successful **Very Easy (+30%) Gossip Test** reveals that the people of Untergard founded their town after fleeing the unjust taxation of the current Graf's grandfather some 100 years ago. The Sternhauer family has born a grudge against Untergard ever since and, as is clear from the vitriol of the townsfolk, the feeling is mutual.

When the debate becomes overly heated, Captain Schiller at last steps forward.

"I have listened to both sides of the argument," begins Captain Schiller, "and now, as Untergard's rightful leader, I must make a decision. As much as it pains me to say, I agree with Hans that we cannot hope to stand against so many Beastmen. At first light tomorrow, we'll head north to Middenheim. We know Count Todbringer is there and within the cities walls we can find safety. And with the Count's aid, we will return here and finish rebuilding our homes. Untergard will rise again!

"Now, let us enjoy the Count's bounty and then prepare to depart. There is much to do before sunrise."

The PCs now have a choice to make. They can stay with the people of Untergard or strike out on their own. Though the adventure requires that they travel with the refugees, your players should feel like this is their choice. Let them debate it. If they are waffling, have Father Dietrich, Granny Moescher, or Captain Schiller come see them and ask for their aid. If the PCs were unknown before today, the fight as the bridge should have proved their worth to the townsfolk. A successful **Very Easy (+30%) Common Knowledge (the Empire) Test** will tell the PCs that the Drakwald Forest is a dangerous place in the best of times, so surely half-starved refugees are going to need all the help they can get.

If the PCs are dead set on going their own way, you should still try to steer them towards Middenheim if possible (this is where the next part of the adventure picks up). You'll have to make up several encounters for them along the way, but in a place as perilous as the Drakwald this is easy enough. Goblins, Beastmen, Mutants, and bandits all haunt the forests and they enjoy picking on small groups of travellers. Imperial army patrols are out looking for deserters while Witch Hunters search for Mutants and heretics. Make sure the players have a very eventful journey to Middenheim and try to make them realize what they left the people of Untergard to suffer through.

Through the Forest

The people of Untergard make a tempting target as they make for Middenheim with their families and the few belongings that they can bring with them. The train of refugees consists of three ox carts (one of which has Granny and her orphans) and around 85 people on foot, some carrying bundles and others wheeling barrows piled with all their worldly goods. The refugees as a whole move slowly—perhaps fifteen miles on a good day—and make camp at night.

Captain Schiller sets up a rough marching order, with one-third of the surviving town guard in front, one-third as a rearguard, and the rest spread out as flankers on either side. Hans Baumer scouts ahead in the forest. The PCs can take whatever positions they wish, according to their particular abilities. Five guardsmen are detailed to keep watch when the column stops for the night.

There is not a direct road to Middenheim, so the caravan must take a somewhat roundabout route through Grimminhagen and Immelscheld. No one will even consider going straight through the Drakwald to Middenheim. That would be suicidal.

The journey to Middenheim will take six days. The caravan is lacking in food supplies. Any attempt by the PCs to bring in extra food (by use of the Outdoor Survival skill, for instance) will be greatly appreciated the refugees.

Grimminhagen

The first day and night of the march are uneventful. Progress is slow, with carts and children to deal with, not to mention the lack of sufficient food. Halfway through the second day you approach Grimminhagen. Without a word Hans leads the column around the ruins of the town. You've heard enough from the townsfolk to know the reason for this. The people of Untergard are not welcome in Grimminhagen and will find no solace there.

A successful **Very Easy (+30%) Perception Test** From the distance Grimminhagen looks like it's in even worse shape than Untergard. Archaon's forces sacked the place and little survives. No one from Untergard even thinks to warn the Grimminhagen survivors about the Beastmen to the south. With the slowness of the caravan, the PCs could easily go to Grimminhagen, warn the people there, and return in just a few hours. Should they go to Grimminhagen, they find the town is indeed ruined and people are rebuilding. Some successful **Easy (+20%) Gossip Tests** turn up the following information:

- Graf Sternhauer is not in Grimminhagen. He remains in his keep, which is several miles away.
- The Graf's senior Bailiff, Gunter, has been representing the noble during the rebuilding effort. The first time he returned to the ruins he actually tried to collect taxes, but thought better of it when he saw the reaction of the survivors.
- The Emperor himself came to the ruins of Grimminhagen after the victory in Middenheim. A makeshift shrine has been erected where the Emperor's tent was pitched.

If the PCs warn them about the Beastmen, they'll be sent to Gunter. The man is quite haggard but listens to their report seriously and promises to send out scouts to assess the threat.

Should the PCs try to act as peacemakers, Gunter's attitude will harden. The people of Grimminhagen want nothing to do with "the shirkers from Untergard."



Elf Skirmishers

Career: Kithband Warrior
Race: Elf

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31%	46%	31%	31%	41%	36%	36%	31%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	5	0	0	0

Skills: Common Knowledge (Elves), Concealment, Dodge Blow, Follow Trail, Outdoor Survival, Perception, Scale Sheer Surface, Search, Silent Move, Speak Language (Eltharin, Reikspiel)
Talents: Excellent Vision, Night Vision, Rapid Reload, Rover, Specialist Weapon Group (Longbow)
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Elfbow and Hand Weapon (Sword)
Trappings: 20 arrows

Ghosts of the Forest

The rest of the second day passes without incident and the caravan makes camp in a clearing by the side of the road. Guards are set up as normal.

A little after dusk several of Granny's orphans wander through the camp. They are crying and wailing. "Granny, Granny, where you are you, Granny?" A quick scan of the camp does not turn her up.

Captain Schiller frowns, "Taal's Teeth! What now? Our best healer vanished. Well, someone's going to have to find her…"

Granny, it turns out, left the orphans sleeping in the cart and went off into the woods alone to gather some herbs. A successful **Follow Trail Test** turns up her tracks. If none of the PCs has Follow Trail, Hans can locate the trail. Granny can be located in less than 10 minutes. Somehow, in that short time, Granny has gotten herself into trouble.

You are relieved to see Granny in a forest clearing, with some freshly dug herbs in her hand. She is staring in surprise at three cloaked Elves with drawn bows. The Elf leader says, "Explain yourself, witch, or my arrow flies true."

This is a tense situation. The Elves are convinced that only a witch in service to Dark Powers would be out in the Drakwald alone at night. Granny protests her innocence, saying she was only gathering some healing herbs for the people of Untergard. The Elves can be convinced they are wrong but they are quite wary. At least one successful **Charm Test** is required, though if the party includes one or more Elves the test becomes Easy (+20%).

The PCs can inspect the herbs Granny is carrying. A successful **Routine (+10%) Trade (Herbalist) Test** confirms that the herbs are used in folk remedies. However, a successful **Academic Knowledge (Magic) Test** reveals that they are also sometimes used in ritual magic. The PCs may want to keep that bit of info to themselves.

The Elf leader, Gilmir, lowers his bow once convinced Granny is not a threat, as do his companions. While not entirely at ease, he is willing to talk more civilly. He's been leading members of his Kithband in hit and run attacks against the invaders for many weeks. Now they are encountering smaller bands and stragglers mostly. They thought Granny was one of the latter.

If told about the Beastmen to the south, Gilmir will look alarmed and quickly take his leave.

This is not meant to be a combat encounter, but it can turn into one if the PCs are pushy, arrogant, or hostile. If fighting does break out, Granny gets out of the way. You should ensure she survives the encounter, since the rest of the adventure requires her presence.

In either case, Granny thanks the PCs for extricating her from a delicate situation.

The Crossroads

The next morning passes without incident. The forest is dark and oppressive, but quiet, like a calm before a storm. Mid-afternoon the scouts return to the caravan with grim tidings. At a crossroads up ahead there is the remains of an ambush and the road is choked with bodies. The corpses and wreckage will have to be cleared before the caravan can continue on its way.

Captain Schiller orders a rest break while the obstruction is cleared. A dozen able-bodied men are sent up ahead with several Watchmen and the PCs. Father Dietrich comes to bless the slain and Granny Moescher comes in case there are any survivors.

On the road there are two wrecked wagons and fifteen mutilated corpses. There are no survivors. Anyone who views this scene must make a **Will Power Test** or gain 1 Insanity Point.

Amongst the carnage the PCs can discover the following:

- All the corpses are adults, with nine men and six women. Although bloody and torn, the clothing of two of the men and two of the woman was once of excellent quality.
- One of the wagons has an emblem painted on it. It looks like a set of scales, with scrollwork underneath that says "Delberz". A successful **Common Knowledge (the Empire) Test** reveals that this is a common symbol for Merchant's Guilds. Delberz is a trading hub to the west, on the River Delb.
- Most of the travellers died of arrow wounds. Crude, black-fletched arrows stud the corpses. A successful **Challenging (–10%) Common Knowledge (the Empire) Test** identifies them as Goblin arrows. The Drakwald is said to be home to several tribes of greenskins.
- A successful **Search Test** turns up one dented but useable shield and a quiver with 10 crossbow bolts. Otherwise, all the corpses and wagons have been stripped of valuables.

A Grim Reminder

When the characters are done searching the ambush site, have them notice the following:

The main road is well used but the other fork in the crossroads is a narrow track that is wild and overgrown. A raven is perched upon a faded sign that points up the road. Granny Moescher nods at the bird, and then stops dead in her tracks. She reads the sign several times, and begins to speak, as much to herself as anyone else. "Fahndorf... My family came from there." She looks to the ground and shakes her head. "My father died there."

If the characters press her for information she will say the following:

"Graf Sternhauer's soldiers killed him. He was a good man. He was an innocent man. All he did was hide some food from the Bailiff. He didn't want us to starve in the wintertime. They burned him to make an example for the rest of the village. Damn nobles. As if this life wasn't hard enough without their boot heels upon our throats."

PCs who put two and two together may realize that this makes Granny over 100 years old! If asked when this all happened and how old she is, Granny is evasive. "I stopped counting years ago," she says.

Dietrich's Fate

As the labourers pull the corpses to the side of the road, Father Dietrich blesses each one. Without warning, you hear the Priest shout out in alarm and then he disappears from view. You heard a loud thump and a cry of pain.

The labourers, it turns out, picked a spot near a large fallen log to lay out the corpses. It was from here that the Goblins launched their attack. A successful **Perception Test** reveals many small holes in the ground behind the log, made by the arrows the Goblin archers stuck there in preparation for the ambush.

The Goblins also dug a pit in front of their position and covered it with brush. As Father Dietrich knelt down next to a corpse, he fell into the pit and was impaled on the sharpened stakes below. The Priest is mortally wounded. The PCs may try to rescue him, but it is too late.

Several wooden stakes pierce through Father Dietrich and blood slowly fills the bottom of the pit. Miraculously, he still lives. He looks up at you at and salutes you with a bloody fist. "I die with a relic of Blessed Sigmar clenched in my hand. For that at least, I can be thankful. But do not leave this holy icon in this wretched place. Take it from here and deliver it to the Temple of Sigmar in Middenheim. Swear to me that you will do this!"

If the PCs agree, he sighs, says, *"Praise the Heldenhammer,"* and expires. If the PCs don't agree, he dies begging them to swear the oath. In either case, the relic can be recovered from the pit without too much difficulty.

Should the PCs try to otherwise loot the Priest's body, Granny Moescher intervenes. "Show some respect for the dead!" she shouts. The labourers then fill in the pit, making it into a grave for the slain Priest.

The Relic

Father Dietrich's relic is a small icon, about four inches square, encased in gold and iron. It is obviously ancient but its true value is not immediately apparent. The relic is a portrait of Sigmar himself, painted by a Dwarf artist right after Heldenhammer's great victory against the Goblinoid hordes. Father Dietrich found it amongst the ruins of the Temple of Sigmar in Untergard when he first arrived there, and recognized its age and importance.

The icon has a cash value of about 100 *gc*, based on its antiquity and the amount of gold it contains. An art collector, or a devoted follower of Sigmar, would be prepared to pay many times that amount. Should the Temple of Sigmar becomes aware of the icon's existence, they will stop at nothing to acquire it.

Full Circle

After finding the ambush site, the PCs may be worried about a Goblin attack. Let them make whatever arrangements they wish. You may even want to play upon their fears, by having them make several **Perception Tests** or making meaningless die rolls while consulting the adventure. In reality, however, the Goblins moved on and are not near the main road any longer.

When the road is clear and the bodies taken care of, the caravan is at last able to move on. By the evening you make it to Immelscheld, another town that was sacked during the Storm of Chaos. Captain Schiller has the caravan make camp outside the ruins and sets guards as usual. Everyone seems relieved the caravan did not meet the fate of the travellers from Delberz.

Captain Schiller sends some men into Immelscheld to look for supplies. The PCs have a couple of hours before the climax of the adventure begins, so if there's anything they want to do amongst the ruins they have a bit of time. Immelscheld is in the same shape as Grimminhagen before it. It's been sacked and survivors scrabble amongst the ruins.

By this point the PCs may have cause to be suspicious of Granny Moescher. Should they watch her, they note nothing untoward. She prepares what food there is for her orphan charges, tells them a bedtime story, and then herds them into her wagon for bed. She closes the flaps of the wagon and all is quiet for a long time.

If anyone is watching the wagon, have him make a **Challenging (–10%) Perception Test** once an hour has passed. On a successful test the viewer sees something rather odd. A coal black raven emerges from the back of the wagon, takes to the air, and flies back down the road.

Should the PCs not have Granny under surveillance, their suspicions will be aroused as follows.

The crying of a child destroys the night's silence. Soon other cries join in, making a chorus of wailing. Exhausted refugees curse the interruption and shout for Granny Moescher to calm the children. The only response is more crying.

It soon becomes apparent that Granny Moescher is missing once again. The children can be calmed with a successful **Charm Test**. One of them awoke, found Granny gone, and began to cry. That's what started the cacophony. The PCs can talk to the children and the surrounding refugees to find out the following:

- One of the children had a dream that a black raven was in the wagon with them.
- No one saw Granny leave the wagon or the camp.
- Granny became withdrawn after seeing the ambush site.

Should the PCs have failed to find out about Granny's father and the reason for his death, you'll need to relay this information to them now.

The Magical Tome

The ritual Granny employed follows. The PCs find the magical tome if Granny is defeated. If they are smart, they'll destroy it immediately, as it is a thing of Chaos. If they keep it, things will go poorly for them if Witch Hunters, Templars, or other zealous folk discover it.

The Fiery Vengeance of the Ravaged Heart

Type: Arcane
Arcane Language: Magick
Magic: 2
XP: 200
Ingredients: The ground horns of a Beastman shaman, a roaring bonfire.
Conditions: The ritual must be performed where the act to be avenged took place.
Consequences: If the Casting Roll succeeds, you suffer a Damage 5 hit from the released Aethyric energy. If the Casting Roll fails, you take the same damage and must make a Toughness Test in 1d10 days or die.
Casting Number: 12
Casting Time: 2 hours
Description: If this ritual is successfully cast, a fiery spirit of vengeance appears out of the bonfire and hunts down and kills a target you specify. It is a Lesser Daemon, with the following mutations: horns and scales. Its attacks inflict SB+1 damage due to the flames that surround it. Furthermore, anyone that grapples this Daemon suffers a Damage 5 hit for the same reason.

One of her orphans will pipe up with the following:

"Granny Mo's been funny all day. Since we stopped by the broken carts to rest the Oxen. She cried. I saw her! She said it was just dust, but I know it weren't true. She was crying about Fahndorf. She said it was Soldiers what did the burnin' but it was Graf Sternhaur who had bloody hands. She said lots of bad words. She said what's power for if you don't use it. She said the bird told her it was the right thing to do. I heard her say it, and then she was all scary looking. Like when Captain Schiller chopped up that beastman who killed Frau Becker."

The PCs can also search the wagon. Anyone who makes a successful **Perception Test** notices that Granny's slingbag is missing. She has also left a note (Handout 2: Granny's Message).

Granny's Secrets

Granny has used the spell *form of the raven* to leave the camp and fly back down the road to her home village of Fahndorf. On the site of her father's murder, she plans to summon a spirit of vengeance to hunt down and kill Graf Sternhauer and his family. Granny believes she is calling a spirit of bloody justice into the world, but the truth could not be darker. Her ritual will open a gate into the Realm of Chaos, and call forth a Daemon of Hatred and Fury. This Daemon will indeed carry out Granny's instructions, but then it will be loose in the world, at least for a time.

Granny has nursed this desire for vengeance since she saw her father murdered in front of her eyes as a child. She learned magic in the hopes of using it to take her revenge. Many years ago she found a magic ritual that seemed perfect but the key ingredient was quite rare and proved most difficult to turn up and the years stretched on. She used magic to extend her life but was never able to bring her plan together. She had come to peace with her past and embraced her community role in Untergard, but the Storm of Chaos changed everything. First, the ingredient she needed for the ritual (the ground horns of a Beastman shaman) was at last within her reach in the aftermath of the battle in Untergard. Then she learned the Sternhauers came through the incursion safely while the people they were supposed to protect were left to die. It was Fate, Granny decided, that put the Sternhauers within her reach at last. She realized that it was time to act, even if it meant her own death.

Why Go?

The PCs may feel that it's not their job to find out what's happening with Granny, or they may still fear a Goblin attack on the caravan. If this is the case try to steer them towards investigating the mysterious disappearance. Any or all of the following could be good reasons for the PCs to investigate

- Granny is the only healer they have, and she's desperately needed to make medicines.
- Captain Schiller vowed he'd not loose another in his care, but he can't leave the caravan
- Granny could be lost in the woods again, and Rhya knows what she's run into this time!
- Granny tends to have "funny turns" where she sees things that aren't there. Maybe this time she really has gone mad! She might even try to hurt the refugees…come to think of it, where's that big knife she uses?

Should they still refuse to go, have Captain Schiller send out some of the younger lads to scout around for her. After two hours they will return to the camp, covered in wolf bites and gibbering about witchcraft. If this fails to get them interested, simply skip to the end of the adventure and dock 50 xp from their rewards.

The Ritual

The PCs will need to retrace their steps to Fahndorf, this time in the dark. The journey takes about 2 hours. The ruins of Fahndorf are a quarter of a mile from the crossroads. Granny is easy enough to find.

In an empty field you can see a huge bonfire, circled by dark animal shapes. Chanting drifts across the air as the flames dance. A shadowy shape is tossing things into the fire, causing it to change colour from red to blue to green. Magic is in the air.

At this point Granny is nearly finished with her ritual. The PCs have 3 rounds to stop her or the Daemon will appear. A successful **Perception Test** identifies the animal shapes as wolves (Granny is a Beast Mage after all); there are four of them. Any character with Speak Arcane Language (Magick) recognizes the chanting as being in the *Lingua Praestantia*. Granny, it seems, is full of surprises.

The ritual can be stopped in three ways:

- If Granny can be distracted enough (by quick-thinking diplomacy, taking damage, or other methods), she'll have to make a **Channelling Test** or the interruption will ruin the ritual.
- Killing Granny Moescher.
- Dousing the fire. This option is quite difficult considering the circumstances, but if creative players can figure out a way, it works.

The wolves attack any interlopers and do their best to protect Granny. Depending on how many PCs are in your group, you may want to add of their number. One per PC is a reasonable number. Stats for wolves can be found on page 233.

Since Granny is at the scene of her father's murder for the first time in a century, she is filled with rage. While she likely has kind feelings for the PCs after the journey, she will not let anyone stop her from taking her vengeance on the Sternhauers. It is unlikely but possible that one of the PCs could convince her that murdering the Sternhauers is not the answer but it would require quite a performance. This is not something you want to determine with a die roll but with roleplaying. The argument needs to be very convincing indeed to get through to Granny in her current state.

If Granny is slain, she'll say, *"I'm sorry father, I failed you,"* before dying on the same ground as he.

Should Granny survive the encounter, she'll retreat into herself and go nearly catatonic. Within a week, she dies of grief (or, if the ritual was foiled, due to the consequences of the ritual; see the Magical Tome sidebar).

Should the PCs fail to stop the ritual, a winged Daemon appears in the bonfire and takes to the skies. The PCs later hear about the slaughter at Sternhaur Keep, in which the entire family and all its retainers were wiped out by a flame-wreathed Daemon. Finishing the ritual taxes Granny beyond her endurance and she dies a round later, a smile on her face.



On to Middenheim!

The rest of the journey to Middenheim is uneventful. As you get closer to the city, you see more military patrols and the threat of the Drakwald seems to recede. At last you see the Ulricsberg, the great rock on which Middenheim is built, in the distance. It heartens you to see the flags of the Emperor and Count Todbringer flying proudly over the battlements, but as you get closer you can see the devastation that Achaon wrought here. Mass graves are everywhere, the walls are pitted and scarred, and half the city seems in ruins. Even in Middenheim, it seems, life is a struggle. You can only wonder what awaits you in the City of the White Wolf.



This concludes *Through the Drakwald*. The adventure continues in *Paths of the Damned Volume 1: Ashes of Middenheim*. The PCs have discharged their obligation to the people of Untergard (for which Captain Schiller and indeed all the refugees thank them), but they still have Father Dietrich's relic and Fate has a lot more in store for them.

Experience Points

The PCs receive 125 xp for surviving the adventure. They gain another 50 xp if they stop Granny Moescher from completing her ritual. You can also give out 5-30 xp to each character for good roleplaying.

— Adventure Handouts —

The Storm of Chaos

All of you grew up listening to stories of the Great War Against Chaos. The tale of Magnus the Pious and his victory over the armies of Chaos is well known. While there have been wars and threats in the 200 years since, there has been nothing on that scale. Until now. This year the Chaos Lord Archaon invaded the Empire with five mighty armies. They swept down from the Chaos Wastes, ranks filled with mutant warriors, nightmarish monsters, and power-mad sorcerers. Flagellants and other prophets of doom declared these the End Times. And as these armies pillaged and burned their way through the northern provinces of the Empire, it was easy to believe.

You've heard endless stories over the past few months. They say that Sigmar once again walked the earth. They say an army of wolves attacked the Kislevian city of Erengrad. They say the dead rose from their graves to defend the Empire. They say a mighty victory was won at Middenheim. They say a plague has choked the streets of Talabheim with bloated corpses.

You can only believe what is in front of your eyes. You are in the town of Untergard in the Drakwald Forest. A nine-day battle took place here, as Beastmen tried to force their way across the town's great bridge. They were rebuffed but the price was high. The town is in ruins and its remaining citizens struggle to survive. The Imperial army has long since moved on from Untergard, leaving behind only its dead. You've heard tell of more battles up north but the war here seems over. Or so you hope.

You have been in Untergard for several days, as rainstorms of utmost savagery lashed the Drakwald. You find two things when you awaken: the rainstorm has broken and there is a commotion in the nearby Ackerplatz.

To: Captain Schiller

From: Granny Moescher

Captain, I apologize for leaving the children in this way. Please try to find decent homes for them in Middenheim. They are good children and I pray they receive Shallya's mercy after all the suffering they have endured.

I go to settle a debt with the Sternhauer family. I do this for myself and the people of Untergard. The price is mine alone to pay.

I wish you success in Middenheim. May Sigmar watch over you and all the people of Untergard. I am going home one last time. Perhaps we'll meet again in Morr's kingdom.

Granny Moescher

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Designer's Notes

There's only one RPG for which I can tell you the exact date I first gave it a try: *Warhammer Fantasy Roleplay*. I was a freshman at New York University. For some reason, I had gotten it into my head that I'd stop gaming once I got to college. Finding a good group of people can be a challenge and I was more interested in the NY punk scene than trying to locate gamers. Luckily for me, I practically tripped over NYU's nascent game club. I was returning to my dorm after a punk show at CBGBs and there in the common room were about a dozen people roleplaying. I watched them for a bit and when there was a break in the game, I introduced myself; by the next week I had joined the Society for Strategic Gaming. We played various RPG and board games that fall and at semester's end most everyone went home for the holidays. A few of us were left in the nearly vacant dorm and we were looking for something to do. Dave had gotten a copy of *Warhammer Fantasy Roleplay* and the first installment of the *Enemy Within Campaign*, so we decided to try it out. Pat, Gene, and I made two characters each and we played all evening long. It was December 23, 1987. I know that because I still have the character sheets for those adventurers, faded photocopies with rusting staples holding them together. On the back of my Elf Outrider, I started writing down amusing quotes from our sessions. The page starts with this notation: *12/23 the first session*.

The game was an instant hit. When the rest of the group got back from Xmas, we told them they just had to try it. Soon the whole club had the *WFRP* bug. We usually met once a week on Sunday nights in Hayden Hall, but soon we were playing extra sessions during the week. There were several occasions when members skipped studying for important tests or blew off doing term papers so we could play more Warhammer. I can't really speak for the rest of the group, but fate ultimately proved I made the right choice. After all, 16 years later I got the amazing opportunity to design the second edition of what was still one of my favorite RPGs of all time. You hold the results of that effort in your hands.

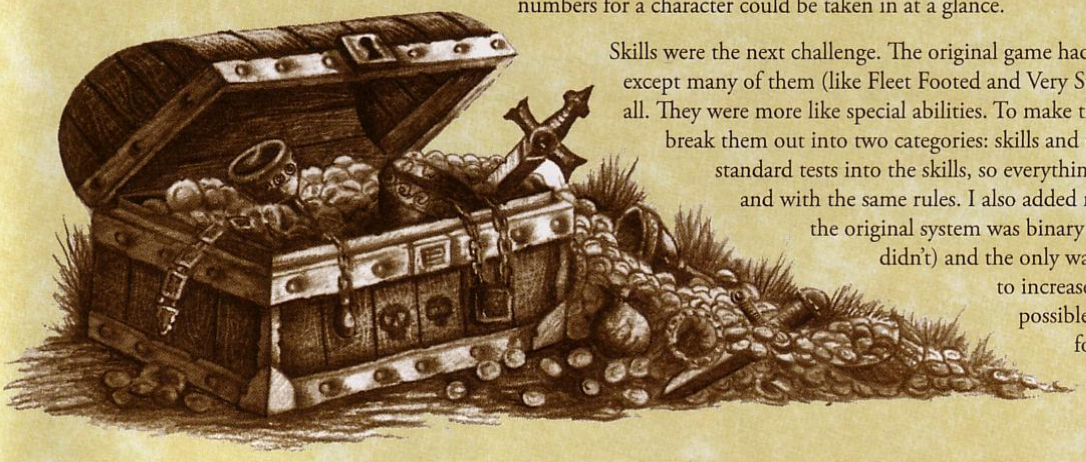
— A Fateful Meeting —

It turns out December is a good month for *WFRP* and me. On December 11, 2003 I was attending GenCon SoCal with my company, Green Ronin Publishing. That evening we had a meeting with Marc Gascoigne of BL Publishing and Simon Butler, the newly appointed head of Black Industries. This meeting was the culmination of two years of negotiations with Games Workshop. After about an hour of conversation and questions, Simon said, "We'd like to work with you." And that's when this process really began. A month later we were whisked off to Nottingham for a week of meetings at GW headquarters. We mapped out a strategy, a process, and a schedule. We met with key people like Alan Merrett and John Blanche. We got to know Simon (another old punk, as it turned out) a lot better. By February I was back in the States with the most important job I'd ever had in the game industry staring me in the face. Now that the fate of *WFRP* was mine to influence, what exactly was I going to do?

— First Steps —

In some sense, the first decision was the easiest. Do we update the old rules and just throw everything out and start again? I knew right away that I wanted to keep key elements of the original game, the career system in particular, so from the beginning it was a matter of updating and streamlining more than starting from scratch. The only thing I wanted to jettison outright was the old magic system. That had always been meant as a stopgap, but somehow it was a stopgap that lasted for nearly two decades. *WFRP* fans had long been dissatisfied with it and a much clearer picture of what Warhammer magic was all about had developed over the years in the miniatures game, books, and novels. I wanted to create a magic system that reflected Warhammer magic properly, one that made it perfectly clear when you used magic you were manipulating nothing less than Chaos energy (with all that implies). I sketched out and rejected several different ideas before coming up with the system now in place. The new rules are, as one playtester put it, "Faustian" and that's exactly what we were striving for. There's power to be had, but when Chaos is involved, nothing is certain.

But now I'm getting a bit ahead of myself. The first two things I tackled were Characteristics and Skills. The old stat line had quite a few Characteristics derived from the minis game of the era (such as Initiative and Leadership) that seemed either unnecessary or redundant. I streamlined those down to the Profile you see now. I also added in things like Insanity Points and Fate Points to the Profile, so all the key numbers for a character could be taken in at a glance.



Skills were the next challenge. The original game had quite a large number of skills, except many of them (like Fleet Footed and Very Strong) weren't really skills at all. They were more like special abilities. To make things more clear, I decided to break them out into two categories: skills and talents. I was able to fold the standard tests into the skills, so everything would work the same way and with the same rules. I also added rules for Skill Mastery because the original system was binary (you either had a skill or you didn't) and the only way to get better at a skill was to increase your Characteristic. It's now possible to be an excellent Navigator, for example, without having Einstein's IQ.

Skill Mastery was important for another reason: I wanted to slow down the rate of advancement. One common criticism of the old rules was eventually every non-spellcasting character became a warrior. I didn't want characters blowing through three careers quickly and then running out of options. With Skill Mastery, going into multiple careers with the same skill became a bonus. I also decided to make advances on the Main Profile come in 5% increments instead of 10%. Thus not only it harder to zip through a career, it also allowed me more flexibility in designing the careers.

Another old *WFRP* saw was so-called "naked Dwarf syndrome." The basic problem here—certain Dwarf characters in the original rules were tougher unarmoured than humans in plate mail—was easy enough to fix. I just made armour more effective and kept an eye on the Toughness advances of key careers. This worked hand in hand with the streamlining of dice use. The old game used all the different polyhedral dice (d4, d6, d8, d10, d12, and d20) for reasons that had more to do with history than good design. I wanted to try a design using only d10s and the change in armour worked quite well with that idea. Now Dwarf Slayers are tough, and rightfully so, but they are not 4' tall tanks anymore.

— The Heart of WFRP —

To me, the career system has always been the heart of *WFRP* and I definitely wanted to preserve that. However, I had seen my share of problems with the original system. You had some careers, like Roadwarden, that only had one skill, while others, like the Outlaw, could have up to 15. While I did want a character's Starting Career to be at fate's whim (hence the random roll), I didn't want some careers to be blatantly awful. It's no fun to be the guy playing the useless character, who only gets to watch the other players have all the fun. To that end, I tried to make the Basic Careers similar in the number of advances, skills, and talents they had. There remains a great deal of difference between them, but now you know every Starting Career has at least some redeeming features.

With the Advanced Careers, I want to create distinct paths that could be used with different styles of play. Now, for example, there's a Master Thief career young cutpurses can aspire to. Or if politics is your thing, you can become a Courtier or a Guild Master. The Warhammer World may be grim, but that doesn't mean every campaign is going to be about fighting. I wanted the careers to support a broad array of character types. I also wanted to show off a bit of the other cultures, which is why there's at least one career keyed to each core race and nation of the Old World. This book is definitely Empire-focused, but I wanted new players in particular to get a sense of the wider world.

Setting, of course, is absolutely crucial to *WFRP* so we had to make some hard decisions early on about how much to cover in the core book. Although reviewers rarely admit it, we do not have an infinite amount of time and space to spend on each book. We knew when we started that this one was going to be 256 pages. It thus made sense to make the core of *WFRP* the Empire. Future books will, of course, flesh out other nations and races.

The real challenge was to get the tone right. Of course, there are literally thousands of people with different ideas of what is "true" about the Old World. We tried to evoke the setting not just with rules, but also with fiction, art, and graphic design. John Blanche was particularly helpful here, providing much inspirational reference from both the real world and other Warhammer projects. We were also lucky to get the talented Dan Abnett to do the opening fiction piece. That really kicks the book off with the right mood and sense of place.

— Pulling It All Together —

They say that in war no plan survives first contact with the enemy. The same can be said of game designs and playtesters. What's in your head is never as clearly explained as you might like to think and some things that seem like good ideas on paper just don't work out in play. Thus the playtest process was key to getting *WFRP* into the shape it's in now. Our response to the open call was amazing, with groups the world over getting involved. There were also many internal groups at Green Ronin and Games Workshop. As you can tell from the playtester credits in the book, we had quite a lot of help in getting it right.

The development stage of the book was also where our relationship with Black Industries really blossomed. Simon Butler, Ewan Lamont, and Kate Flack were all key in making the book gel and we've developed an excellent working partnership. Which isn't to say that we always agree, but our vigorous debates helped make sure that game was one we could all be proud of. Once Hal Mangold, Green Ronin's Art Director and primary graphic designer, started putting together PDFs of the nearly finished book, we could really see how all the elements were working together.

— The Once and Future WFRP —

It is now December 13, 2004 and we are less than a week from going to print. December strikes again! I have a real feeling of accomplishment, but I'm afraid there's no time to get all teary-eyed. I am already deep into work on follow-up products for the *WFRP* line. Now in the past *WFRP* has not been the best supported RPG out there, but things are about to change. You should see at least 8 *WFRP* books per year. By this time next year there'll be as many new books done as were released in the previous decade. That means there's never been a better time to be a *WFRP* fan.

I hope you enjoy this game. More than that, I hope you play it. The Old World has a lot to offer and we're just getting started.

Chris Pramas
Green Ronin Publishing
December 13, 2004

INDEX

A

Academic Knowledge (Various) 91
Actions 126–128
Advanced 127–128
All Out Attack 127
Defensive Stance 127
Delay 128
Feint 128
Guarded Attack 128
Jump/Leap 128
Manoeuvre 128
Parrying Stance 128
Run 128
Basic 126–127
Aim 127
Cast 127
Charge Attack 127
Disengage 127
Move 127
Ready 127
Reload 127
Stand/Mount 127
Standard Attack 127
Swift Attack 127
Use a Skill 127
Other 128
Acute Hearing 96
Adventure Elements 194
Aethyric Attunement 96
Age 25
Agitator 31
Alcohol 115–116
Effects 115
All-Knowing Serpent, the 211
Alley Cat 96
Altdorf 214
Ambidextrous 97
Animal Care 91
Animal Training 91
Anointed Priest 61
Appendages 123
Apprentice Wizard 31
Arcane Lore 97
Arcane Lores 149–158
Lore of Beasts 149–150
Lore of Death 150–151
Lore of Fire 151–153
Lore of Life 154–155
Lore of Light 155–156
Lore of Metal 156–157
Lore of Shadow 157–158
Lore of the Heavens 153–154
Armour 111–113
Advanced 111–112
Basic 111
Descriptions 112
Effects 112
Spellcasters and 144
Armoured Casting 97
Artisan 62
Artistic 97
Assassin 62
Attacking 129
Availability 104
Averland 214

B

Bailiff 32
Bandits 233
Barber-Surgeon 32
Bears 232
Beastmen 217, 228
Beggars 233
Birthplace
Dwarf 25
Elf 26
Halfling 26
Human 25
Blacksmiths 234
Blather 91
Boatman 33
Bodyguard 33
Bone Picker 34
Border Princes 223
Bounty Hunter 34
Bretonnia 223–224
Brute 227
Burgher 35

C

Calendar, Imperial 216
Camp Follower 35
Captain 63
Careers 27–87
Advanced 61–87
and Homelands 20
Basic 30–59
Changing 28
Choosing a New 28–29
Creature 227–228
Exit Options 28
First 27
Format 30
Second 28
Starting 20
Carrying Equipment 116
Cat Burglar 63
Champion 64
Channelling 92
Chaos 217–218
Chaos Cults 189, 218
Characteristics 17–18
Generating 18–19
Main Profile 17
Secondary Profile 17–18
Charcoal-Burner 36
Charlatan 64
Charm 92
Charm Animal 92
Chief 228
Clothing 113–114
Coachman 36
Coinage 103–104
Exchange Rates 103
Slang 105
Combat
Aerial 139
Examples 132
Melee 129
Ranged 130
Command 92
Common Knowledge (Various) 92
Concealment 92
Consume Alcohol 92
Contortionist 97
Coolheaded 97
Courtier 65
Craftsmanship 104–105
Armour 113
Weapon 107
Crime Lord 65
Critical Hits 133
Arm 134
Body 135
Head 135
Leg 134
Permanent effects of 133
Sudden Death 133

D

Daemon Imps 229
Daemon Slayer 66
Damage 133–137
Disease 136
Fire 136
Natural 136–137
Spell 144
Suffocation 136
Dark Hounds, the 211
Dark Lore 97
Dark Lores 159–162
Lore of Chaos 160–161
Lore of Necromancy 161–162
Side Effects 159–160
Dark Magic 97
Dealmaker 97
Demagogue 66
Destriers 232
Dice 9
Disarm 97
Disease 136
Bloody Flux 136
Format 136
Galloping Trots 136
Green Pox 136
Kruts 136
Neiglish Rot 136
Scurvy Madness 137
Stenchfoot Fever 137
Weevil Cough 137
Disguise 92
Distinguishing Marks 24
Divine Lore 97
Divine Lores 163–168
Lore of Manann 163
Lore of Morr 163–164
Lore of Myrmidia 164
Lore of Ranald 164–165
Lore of Shallya 165–166
Lore of Taal and Rhya 166–167
Lore of Ulric 167
Lore of Verena 167–168
Dodge 129
Dodge Blow 92
Dogs 232
War 233
Draughts 122
Drive 92
Duellist 67
Dwarfcraft 98
Dwarfs 15–16
Racial Features 19

E

Elves 16
Racial Features 19
Empire, the 213–217
Electoral System 216
Encumbrance 103
Engineer 67
Entertainer 37
Envoy 37
Estalia 224–225
Estalian Diestro 38
Etiquette 98
Evaluate 93
Excellent Vision 98
Explorer 68
Eye Colour 24

F

Fast Hands 98
Fate Points 135, 198–200
GMing 198
NPCs and 199
Using 198
Father Dietrich 238
Fear 198
Fearless 98
Fear Tests 197–198
Fence 68
Ferryman 38
Festivals, Religious 173
Day of Mystery 174
First Day of Summer 173
First Quaff 173
Keg End 174
Less Growth 174
Pie Week 174
Saga 174
Second Breech 174
Start Growth 173
Sun Still 174
Witching Night 173
World Still 174
Year Blessing 173
Fieldwarden 39
Fisherman 39
Flagellant 69
Flee! 98
Fleet Footed 98
Flier 98
Follow Trail 93
Food 114
Footpads 234
Fortune Points 135
Frenzy 98
Friar 69
Frightening 98

G

Gamblers 234
Gerhard Schiller 237
Ghost Strider 70
Giant Slayer 70
Goblins 229
Gods
Dwarves and 188
Elves and 188
Halflings and 188
Myrmidia 176
Player Characters and 172
Ranald 177
Spheres of Influence 171
Granny Moescher 237
Grappling 131
Grave Robber 40
Grudge-born Fury 98
Guild Master 71

H

Hair Colour 24
Halflings 16
Racial Features 19
Handmaidens, the 211
Hans Baumer 238
Hardy 98
Healing 133–135
Hedge Magic 98
Hedge Wizard 40
Height 24
Herald 71
Highwayman 72
High Priest 72
Hochland 214
Horses
Light Warhorses 232
Riding 233
Hoverer 99
Humans 16–17
Racial Features 19
Hunter 41
Hypnotism 93

I

Initiate 41
Initiative 125
Innkeeper 73
Insanity 200–209
Beast Within 202
Blasphemous Rage 202
Blasted Brain 202
Body of Rot 202
Curing 209
Drugs *209*
Magic *209*
Surgery *209*
Delirious Saviour 203
Desperate and Doomed 203
Fear 203
Firebug 204
Fortune's Thrall 204
Glorious Corruption 204
Heart of Despair 205
Host of Fiends 205
Insanity Points 200
Knives of Memory 205
Lost Heart 206
Mandrake Man 206
Profane Persecutions 206
Restless Fingers 206
Roleplaying 208
Terrible Thirstings 207
Venomous Thoughts 207
Wheel of Dread and Pleasure 207
Interrogator 73
Intimidate 93

J

Jailer 42
Journeyman Wizard 74
Judicial Champion 74

K

Keen Senses 99
Khorne 189
Kislev 225–226
Kislevite Kossar 42
Kithband Warrior 43
Knight 75
Knight of the Inner Circle 75

L

Lesser Daemon 229
Lesser Magic 99, 148–149
Lighting 117
Lightning Parry 99
Lightning Reflexes 99
Linguistics 99
Lip Reading 94
Luck 99

M

Magic 140–169
and the Races 141
Arcane Lores 149–158
Gming 210
Learning 141
Petty Magic 146–148
Types 140
Winds of 140–141
Magical Sense 94
Magic Items 169
Ring of St. Horst 169
Spear of the Hierophant 169
Manann
Description 176
Cult Description 181
Marienburg 214
Marine 43
Marksman 99
Master Gunner 99
Master Orator 99
Master Thief 76
Master Wizard 76
Mate 77
Meditation 99
Menacing 99
Mercenary 44
Merchant 77
Messenger 44
Middenheim 215
Middenland 214
Mighty Missile 99
Mighty Shot 99
Militiaman 45
Mimic 99
Miner 45
Minstrel 78
Moot, the 216
Morr
Cult Description 181
Description 176
Movement 137–139
Combat 128
Falling 138
Flying 139
Jumping 138
Leaping 138
Narrative 137
Mutants 230
Mutations 228, 229
Myrmidia
Cult Description 182
Description 176

N

Nagash 219
Names 26
Natural Weapons 100
Navigation 94
Navigator 78
Necromancers 219, 219–220
Night Vision 100
Noble 46
Noble Lord 79
Nordland 214
Norse Berserker 46
Nuln 215
Nurgle 189

O

Oddities 123
Oracles 171
Orcs 230
Orientation 100
Ostland 214
Outdoor Survival 94
Outlaw 47
Outlaw Chief 79
Outrider 47

P

Parry 129
Peasant 48
Perception 94
Performer (Various) 94
Petty Magic 100
Physician 80
Pickpockets 234
Pick Locks 94
Pistolier 80
Pit Fighter 48
Poisons 122
Politician 81
Ponies 232
Prepare Poison 94
Priest 81
Proprietors 235
Protagonist 49
Public Speaking 100

Q

Quick Draw 100

R

Racketeer 82
Rakes 235
Ranald
Cult Description 182
Description 177
Rapid Reload 100
Rat Catcher 49
Ravens 233
Read/Write 94
Replacements 123
Resistance to Chaos 100
Resistance to Disease 100
Resistance to Magic 100
Resistance to Poison 100
Rewards 211–212
Experience Points 211
Fate Points 212
Social Status 212
Ride 95
Ritual Magic 168–169
Roadwarden 50
Rotwyrms, the 211
Rounds 124
Rover 100
Row 95
Runebearer 51

S

Sail 95
Savvy 100
Scale Sheer Surface 95
Schemer 100
Scholar 82
Scout 83
Seaman 52
Search 95
Seasoned Traveller 100
Sea Captain 83
Secret Language (Various) 95
Secret Signs 95
Sell-swords 235
Sergeant 84
Servant 52
Services 120–121
Lodging 121
Services 121
Travel 121
Set Trap 95
Shadowing 95
Shallya
Cult Description 183
Description 178
Sharpshooter 100
Shieldbreaker 53
Shrines 171
Siblings 25
Sigmar Heldenhammer 213–215
Cult Description 184
Description 178
Silent Move 95
Sixth Sense 100
Skaven 218–219, 230
Skeleton 231
Skills 88–96
Degrees of Success 89
Descriptions 91–96
Format 91
Gaining 90
Making Tests 88
Opposed Tests 89
Skill Mastery 90
When Not to Test 88
Slang
Coinage 105
Gods 174
Sleight of Hand 95
Smuggler 53
Sneak 228
Soldier 54
Speak Arcane Language 95
Speak Language (Various) 96
Specialist Weapon Group (Various) 100
Spells 144, 146
Acceptance of Fate 151
Aethyric Armour 148
Armour of Lead 157
Armour of Righteousness 166
Bamboozle 165
Banish 156
Banish Undead 162
Battle Fury 167
Beacon of Courage 166
Bear's Paw 167
Beastfriend 166
Becalm 163
Bewilder 158
Blessed Voyage 163
Blessed Weapon 148
Blessing of Courage 146
Blessing of Fortitude 146
Blessing of Healing 147
Blessing of Might 147
Blessing of Protection 147
Blessing of Speed 146

Blinding Light 156
Boon of Chaos 160
Bountiful Fortune 165
Breathe Fire 152
Breathe Water 163
Burning Blood 160
Call of Vanhel 162
Calm the Wild Beast 149
Casting 141
Cauterize 152
Claws of Fury 149
Cloak Activity 158
Comet of Sigmar 166
Conflagration of Doom 153
Control Undead 162
Corpse Flesh 162
Crow's Feast 150
Crown of Fire 152
Cure Blight 155
Cure Disease 165
Cure Insanity 165
Cure Poison 165
Cure Wounds 165
Curse 153
Curse of Rust 157
Curse of the Albatross 163
Curse of Thorns 154
Daemonbane 156
Dark Hand of Destruction 160
Dazzling Brightness 155
Death's Door 151
Deathsight 151
Destroy Undead 163
Dismay Foe 164
Dispel 149
Doppelganger 158
Dread Aspect 158
Dream Message 163
Drop 146
Earth Blood 154
Earth Gate 154
Eavesdrop 168
Enchant Item 157
Eyes of Truth 156
Face of Death 161
Fate of Doom 154
Fat of the Land 154
Fiery Blast 152
Final Words 151
Fires of U'Zhul 152
Fire Ball 152
First Portent of Amul 153
Flaming Sword of Rhuin 152
Format 145
Form of the Raging Bear 150
Form of the Ravening Wolf 150
Form of the Soaring Raven 149
Geyser 155
Ghost Step 147
Glowing Light 146
Good Fortune 164
Guard of Steel 156
Gust 147
Hammer of Sigmar 166
Hand of Dust 162
Healing Hand 166
Healing of Hysh 155
Hearts of Fire 152
Heart of the Wolf 167
Howl of the Wolf 167
Ice Storm 167
Illusion 159
Ill Fortune 147
Inspiration 156
Inspired Leadership 164
Invigorating Vitae 162
Law of Gold 157
Law of Logic 157
Lighting Storm 154
Lightning Bolt 153
Lure of Chaos 160
Magic Alarm 148
Magic Dart 146
Magic Flame 147
Magic Lock 148
Magic Missiles 144
Marsh Lights 146
Martyr 165
Master's Voice 150
Move 148
Omen 153
Open 164
Pall of Darkness 158
Petty Magic 146–148
Pillar of Radiance 156
Preserve Corpse 163
Protection from Rain 147
Protective Circles 144
Purify 165
Quick Strike 164
Radiant Gaze 155
Raise the Dead 162
Re-Animate 162
Reaping Scythe 151
Rhya's Comfort 167
River's Whisper 155
Second Portent of Amul 153
Shackles of Verena 167
Shadowcloak 158
Shadow Knives 158
Shield of *Aqshy* 152
Shield of Myrmidia 164
Shimmering Cloak 155
Shock 147
Shroud of Invisibility 158
Sign of the Raven 163
Silence 149
Silver Arrows of Arha 157
Skill of Combat 164
Skywalk 149
Sleep 146
Sleep of Death 164
Soulfire 166
Sounds 146
Spear of Myrmidia 164
Spell of Awakening 162
Spring Bloom 155
Stag's Leap 166
Starshine 153
Stealth of Ranald 164
Steal Life 151
Summer Heat 154
Summon Daemon Pack 161
Summon Lesser Daemon 160
Swift Passing 151
Sword of Justice 168
Tanglefoot 167
Templates 145
The Beast Unleashed 150
The Past Revealed 168
The Talking Beast 150
Thunderclap 167
Tide of Years 151
Touch 145
Touch of Chaos 160
Transformation of Metal 157
Transmutation of the Unstable Mind 157
Trapsense 165
Trial and Error 157
Trial by Fire 168
Ulric's Gift 167
Universal Confusion 159
Veil of Corruption 161
Vision of Morr 163
Vision of Torment 160
Waterwalk 163
Water Blast 163
Wind Blast 153
Wind of Death 151
Wings of Heaven 153
Wings of the Falcon 150
Winter's Chill 167
Winter Frost 155
Words of Truth 168
Word of Pain 161
Youth's Bane 151

Spy 84
Squire 54
Starvation 114
Star Sign 25
Steward 85
Stout-hearted 101
Streetwise 101
Street Fighting 101
Strike Mighty Blow 101
Strike to Injure 101
Strike to Stun 101
Strong-minded 101
Student 55
Sturdy 101
Suave 101
Summoning
Daemons 160
Undead 161
Super Numerate 102
Sure Shot 101
Surgery 102
Surprise 125–126
Swashbuckler 102
Swim 96
Sylvania 219–220

T

Taal & Rhya
Cult Description 185
Description 179
Talabecland 214
Talabheim 215
Talents 96–102
Descriptions 96–102
Format 96
Gaining 96
Targeteer 85
Temples 170
Terrifying 102
Terror 198
Terror Tests 197–198
Tests and Time 197
Test Difficulty 197
Thief 55
Thug 56
Tilea 226
Time 124
Toll Keeper 56
Tomb Robber 57
Tools 118
Torture 96
Town Guards 235
Tradesman 57
Trade (Various) 96
Transportation 119–120
Livestock 120
Mounts 120
Vehicles 119–120
Trapfinder 102
Trick Riding 102
Troll Slayer 58
Tunnel Rat 102
Two Weapon Fighting 129
Tzeentch 189
Tzeentch's Curse 142

U

Ulric
Cult Description 186
Description 179
Ulric's Fury! 130
Unarmed Combat 131
Undead 102
Unsettling 102
Untergard 236
Using 208

V

Vagabond 58
Valet 59
Vampire Counts 222–223
Vampire Hunter 86
Ventriloquism 96
Verena
Cult Description 187
Description 180
Very Resilient 102
Very Strong 102
Veteran 86

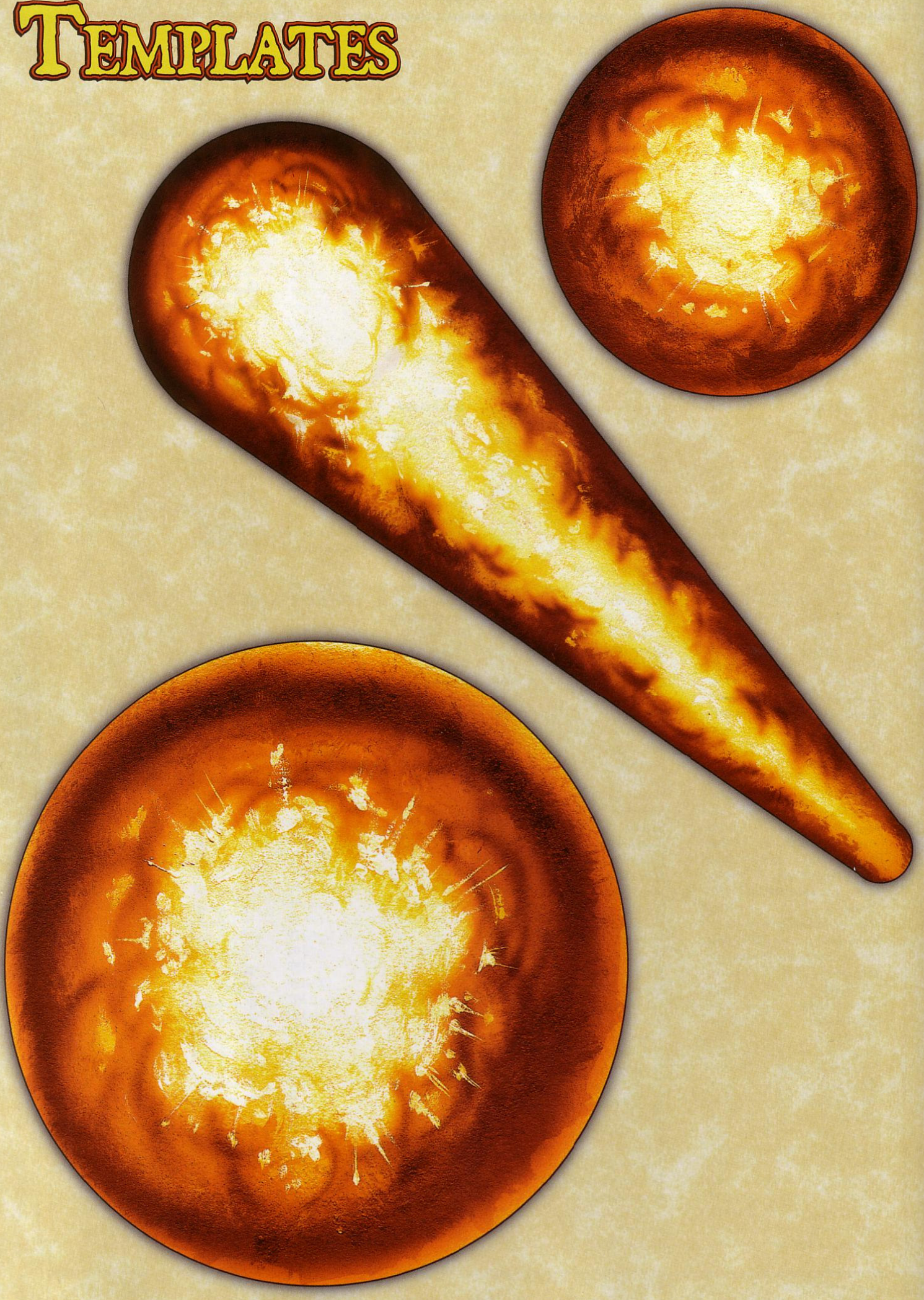
W

Warrior Born 102
Watchman 59
Weaponry 105–111
Descriptions 107–111
Qualities 105
Armour Piercing *105*
Balanced *105*
Defensive *106*
Experimental *106*
Fast *106*
Impact *106*
Precise *106*
Pummelling *106*
Shrapnel *106*
Slow *106*
Snare *106*
Special *106*
Tiring *106*
Unreliable *106*
Specialist Weapon Groups 105
Statistics 106
Weight 24
Wight 231
Wissenland 214
Witchsight 210
Witch Hunter 87
Wizard Lord 87
Wolves 233
Woodsman 60
Wrath of God 142
Wreckers 235
Wrestling 102

Z

Zealot 60
Zombie 231

TEMPLATES



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WARHAMMER FANTASY ROLEPLAY

CHARACTER

Name:

Race:

Current Career:

Previous Careers:

PERSONAL DETAILS

Age:	Gender:
Eye Color:	Weight:
Hair Color:	Height:
Star Sign:	Number of Siblings:
Birthplace:	
Distinguishing Marks:	

CHARACTER PROFILE

Main	WS	BS	S	T	Ag	Int	WP	Fel
Starting								
Advance								
Current								

Secondary	A	W	SB	TB	M	Mag	IP	FP
Starting								
Advance								
Current								

WEAPONS

Name	Enc	Group	Damage	Range	Reload	Qualities

ARMOUR

Basic Armour

Armour Type:	Armour Points:

Advanced Armour

Armour Type	Enc	Locations Covered	AP

PLAYER

Name:	Game Master:
Campaign:	Campaign Year:

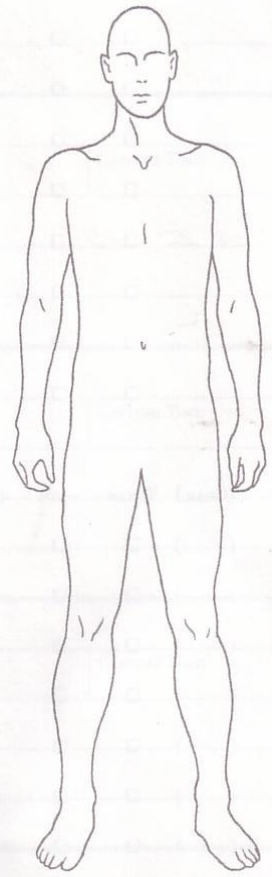
EXPERIENCE POINTS

Current:	Total:

COMBAT MOVEMENT

Move/Disengage:	Charge Attack:	Run:

ARMOUR POINTS



ACTION SUMMARY

Basic Action	Type
Aim	Half
Cast	Varies
Charge	Full
Disengage	Full
Move	Half
Ready	Half
Reload	Varies
Stand/Mount	Half
Standard Attack	Half
Swift Attack	Full
Use a Skill	Varies

Advanced Action	Type
All Out Attack	Full
Defensive Stance	Full
Delay	Half
Feint	Half
Guarded Attack	Full
Jump/Leap	Full
Manoeuvre	Half
Parrying Stance	Half
Run	Full

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SKILLS

Basic Skills (Characteristic)	Taken	+10%	+20%	Related Talents
Animal Care (Int)	❑	❑	❑	
Charm (Fel)	❑	❑	❑	
Command (Fel)	❑	❑	❑	
Concealment (Ag)	❑	❑	❑	
Consume Alcohol (T)	❑	❑	❑	
Disguise (Fel)	❑	❑	❑	
Drive (S)	❑	❑	❑	
Evaluate (Int)	❑	❑	❑	
Gamble (Int)	❑	❑	❑	
Gossip (Fel)	❑	❑	❑	
Haggle (Fel)	❑	❑	❑	
Intimidate (S)	❑	❑	❑	
Outdoor Survival (Int)	❑	❑	❑	
Perception (Int)	❑	❑	❑	
Ride (Ag)	❑	❑	❑	
Row (S)	❑	❑	❑	
Scale Sheer Surface (S)	❑	❑	❑	
Search (Int)	❑	❑	❑	
Silent Move (Ag)	❑	❑	❑	
Swim (S)	❑	❑	❑	

Advanced Skills	(Char.)	Taken	+10%	+20%	Related Talents
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	
	( )	❑	❑	❑	

TALENTS

Talent	Description

TRAPPINGS

Item	Enc	Description

MONEY

Gold Crowns (gc):

Silver Schillings (s):

Brass Pennies (p):

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SPELL GRIMOIRE

SPELL NAME:

CASTING NUMBER: | CASTING TIME:

INGREDIENT:

DESCRIPTION:

SPELL NAME:

CASTING NUMBER: | CASTING TIME:

INGREDIENT:

DESCRIPTION:

SPELL NAME:

CASTING NUMBER: | CASTING TIME:

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INGREDIENT:

DESCRIPTION:

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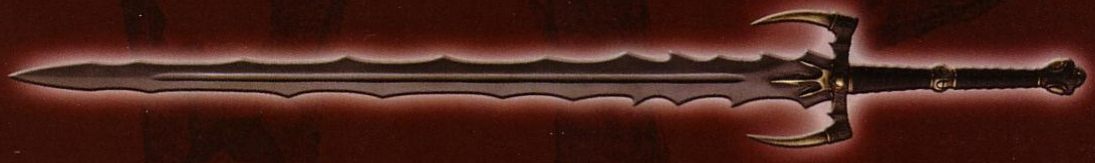

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