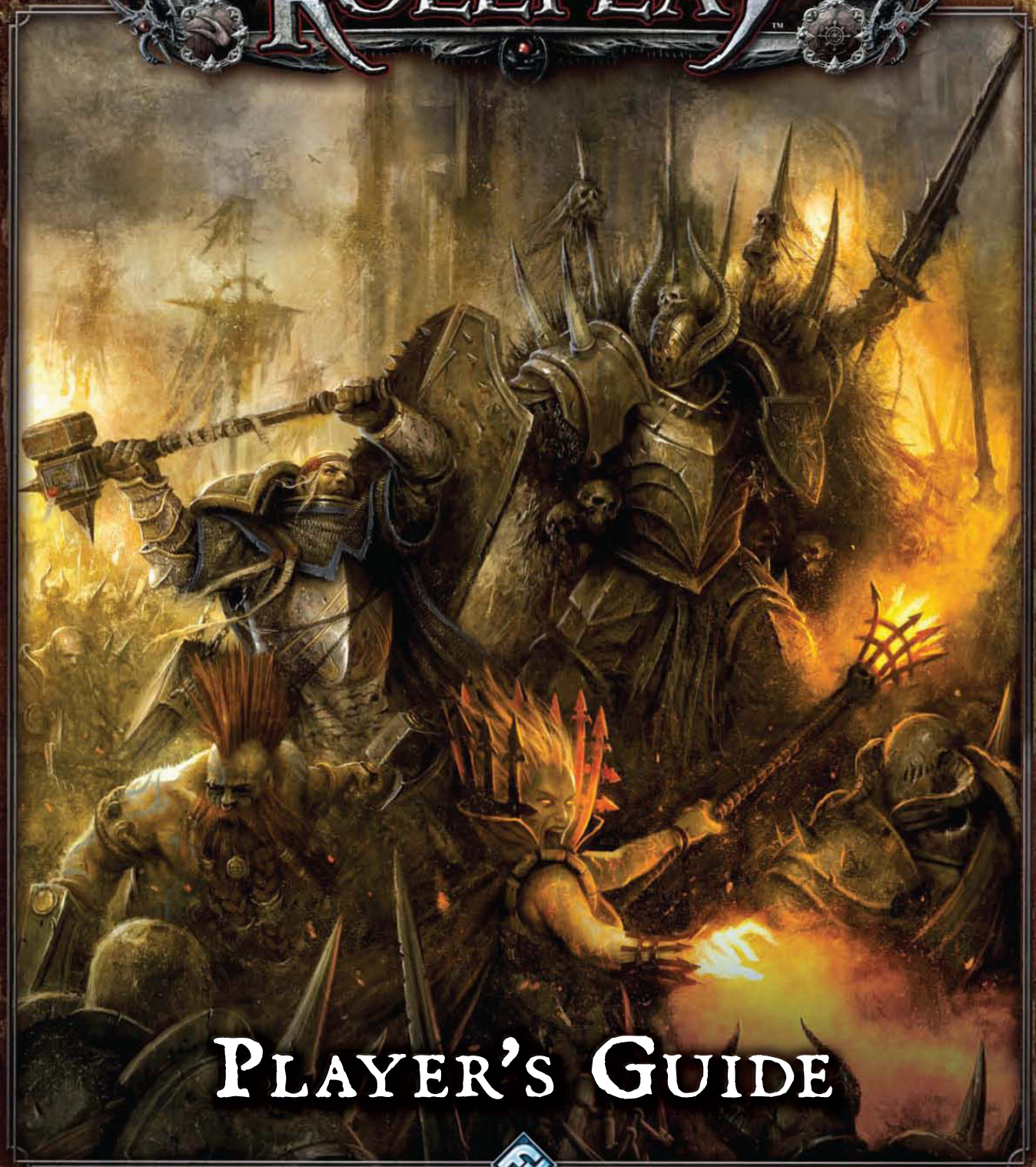
WARHAMMER

FANTASY ROLEPLAY



PLAYER'S GUIDE

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The Player's Guide

A Warhammer Fantasy Roleplay Resource & Rulebook

Table of Contents

Welcome to Warhammer Fantasy Roleplay 5
- A Brief Overview 6
- Modes of Play: Story Mode & Encounter Mode 6
- Example of Play 7
- The Core Mechanic (Overview) 7
- Getting Started 8
- Game Components 9
- Expanding the Adventure 15
- The Group Play Area 16

Chapter 1: Characteristics & Abilities 17
- Characteristics 17
- Wounds & Wound Threshold 18
- Corruption Threshold 18
- Fortune Points 18
- The Character Sheet 19
- Ebb & Flow of Fortune 20
- Skills & Expertise 20
- Specialisation 21
- Master Skill List 21
- Talents 24
- Party Sheets 25
- Increasing Party Tension 26
- Party Talent Sockets 26
- Party Ability & Party Tension 26
- Changing Party Identity 26

Chapter 2: Player Character Races 28
- Men of the Empire 28
- Dwarfs 29
- High Elves 30
- Wood Elves 32

Chapter 3: Character Creation 33
- Alternate Career Selection Options 34
- Generate Characteristics 34
- Anatomy of a Career Sheet 35
- Characteristic Ratings 36
- Wealth, Skills, Talents & Actions 37
- Basic Action Cards 38
- Assembling a Stance Meter 39
- Starting Wizards & Priests 39
- Finishing Touches 40

Chapter 4: Experience & Advancement 42
- Earning Experience & Advances 42
- Character Rank 43
- Advancement Options 43
- General Career Advances 43
- Non-Career Advances 45
- Characteristic Upgrades 45
- Career Completion Advances 45
- Dedication Bonus 46
- The Career Transition 46
- Careers as Story Aids 47

Chapter 5: Playing the Game 48
- The Core Mechanic 48
- Dice Pools 49
- Custom Dice 49
- Good Dice & Bad Dice 49
- Fortune & Misfortune 50
- Adversary Dice 50
- Challenge Levels & Misfortune 50
- Evaluating Dice 50
- Misfortune as a GM Tool 51
- Checks With No Challenge Level 51
- Opposed Checks 52
- Competitive Checks 52
- Providing Assistance 53
- Dice Symbols 53
- Multiple Success Symbols 54
- Banes & Boons 54
- Universal Effects 54
- "Freestyle" Banes & Boons 55
- Effect Triggering Limits 56
- The Chaos Star & Sigmar's Comet 56
- "Freestyle" Chaos Stars & Sigmar's Comets 56
- Stances 57
- Adjusting the Stance Meter 58
- Managing Stances 58
- Narrative Control & Player Intent 59

Chapter 6: Actions & Manoeuvres 61
- Anatomy of an Action Card 62
- Action Card Elements 63
- Traits As Restrictions 63
- Stance & Action Cards 64

Valid Selections 64
Defence & Reaction Actions 64
Success & Failure 65
Action Card Language 65
Manoeuvres 65
NPC Manoeuvres & Aggression 66
Abstract Measurements 66
Engaged 67
Moving Between Range Bands 67
Perform a Stunt 68
Resolving Movement & Positioning 68

Chapter 7: Modes of Play 70
Story Mode 70
Stance, Recharge, & Equilibrium in Story Mode 71
Story Mode Example of Play 71
Encounter Mode 72
The Initiative Track 72
Initiative & Turn Order 73
Managing Larger Groups 73
Boons & Banes on Initiative Checks 73
How Long Is A Round? 73
An Example of Initiative 74
The Active Player 74
Taking Your Turn 75
Beginning & End of Turn Phases 75
The Action Phase 75
Action Sequence Summary 76
Common-sense Restrictions on Targeting 76
The End of the Round 77
Encounter Mode Example of Play 78
Rally Steps 79

Chapter 8: Combat, Damage & Healing 80
Combat Sequence Summary 81
Combat Values 82
Combat Example 83
Advantages 83
Tactics & Combat Modifiers 83
Disadvantages 83
Beginning of Turn Phase 84
Character Turn 84
End of Turn Phase 85
Impairment, Wounds & Healing 85
Fatigue & Stress 85
Passing Out & Strain 86
Wounds & Critical Wounds 86
Wound Cards 86
Damage & Critical Damage 87
Critical Wounds 87
Character Death 87
Healing & Recuperation 87
Levels of Injury 87
Long-Term Care 88
First Aid & Immediate Care 88
Other Sources of Healing 89
Healing Draughts 89
Healing Limitations 89

Chapter 9: Conditions & Effects 90
Fear & Terror 90
Insanity 91
Strain & Insanity 91
Insanity Cards 91
Insanity Traits 92
The Risks of Madness 92
Recovering from Insanity 92
Conditions & Temporary Effects 93

Chapter 10: Economy & Equipment 94
The Tier of Gold—The Wealthy and the Noble 95
The Tier of Silver—The Tradesman and the Burgher 95
The Tier of Brass—The Labourer and the Serf 95
Equipment and Gear 96
The Right Tool for the Job 96
Craftsmanship 96
The Wrong Tool For the Job 96
Rarity 97
Haggling 97
Weapon Characteristics 97
Item Qualities 98
Melee Weapon Descriptions 99
Ranged Weapon Descriptions 101
Ammunition Descriptions 101
Wizards & Armour 102
Armour Descriptions 103
Shield Descriptions 103
Adventuring Tools and Miscellaneous Items 103
Miscellaneous Items & Encumbrance 104
Tool & Item Descriptions 104
Equipment vs. "Loot" 106
Encumbrance & Common Sense 106
Encumbrance 107
Effects of Encumbrance 107
Feats of Strength 107
Special & Exotic Items 108
Greatsword of Hoeth 108
Item Cards 108
Gromril Armour 109

Chapter 11: Magic Rules 110
Arcane Magic & Casting Spells 110
Channelling Power 110
Excess Power 111
Equilibrium 111

New WFRP Players

The Player's Guide contains all the necessary rules and information for the players who will be running adventurers during sessions of *Warhammer Fantasy Roleplay* ("WFRP"). It includes details on the player races, complete character creation guidelines, and access to hundreds of actions, spells, blessings, and special abilities to develop a vibrant, distinct character for the game. All the rules for making skill checks, managing encounters, and battling fearsome enemies are presented in a streamlined format with detailed examples and diagrams for easy reference.

Veteran WFRP Players

The Player's Guide contains a valuable resources for new and veteran players alike. Some of the content from this guide has been compiled from previous books—such as the *Warhammer Fantasy Roleplay Rulebook*, *Tome of Blessings*, and *Tome of Mysteries* from the popular *WFRP Core Set*. This book also summarises hundreds of actions, as well as all of the careers and talents from all previous WFRP products through *Signs of Faith*. The new reference tables and charts make looking up crucial information easier, as well as allow WFRP to be played in a more traditional style using just the books and custom dice.

The WFRP "Vaults"

This book references cards and components from several different WFRP products and component sets, including *The Player's Vault*, *The Game Master's Vault*, *The Adventurer's Toolkit*, *Winds of Magic*, and *Signs of Faith*. Available separately, *The Player's Vault* is the perfect complement to this book, featuring the components, cards, and other tools a player needs to manage his hero during the game.

Losing Power 112
Casting a Spell 112
Quickcasting 113
Miscasting Arcane Spells 113
Magical Sight 113
Stance & Spellcasters 114
Cantrips 115
Attuned Items 115
Reckless Casting & Party Tension 115
Magic Items 116
Playing a Wizard 116
The Order Talent 116
Creating a Wizard 116

Chapter 12: Divine Rules 118
Invocation 118
Invoking Blessings 118
Gaining, Excess, and Losing Favour 120
Curry Favour 120
Equilibrium 121
Resolving a Blessing 121
In Great Need 121
Stances & Divine Blessings 121
Omens and Portents 122
Playing a Priest 123
The Faith Talent 123
Learning Blessings 123
Creating a Priest 123

Chapter 13: The Empire 124
A Land Under Siege 125
Ancient Foes & Lurking Threats 125
The Enemy Within 126
Adventurers in the Old World 126
The Provinces 127
Reikland 128
The Great Cities 128
Men of the Empire 129
Dwarfs 129
High Elves 130
Wood Elves 130
Halflings 130
A Brief History of the Empire 130
The Great War Against Chaos 131
Heroes of the Empire 131
The Land of the Reik 132
The River Reik 132
The Reikwald Forest 132
The Grey Mountains 133
Orcs & Goblins 133
Beasts of Chaos 133
The Undead 134
Warriors of Chaos 134
Chaos Cultists 134
The Skaven Myth 134

Chapter 14: WFRP Lite 138
Appendix 1 Basic & Advanced Careers 140
Appendix 2 Party Sheets & Abilities 174
Appendix 3 Talents 177
Appendix 4 Actions - Basic 182
Appendix 5 Actions - Blessings 185
Appendix 6 Actions - Melee 220
Appendix 7 Actions - Ranged 231
Appendix 8 Actions - Spells 238
Appendix 9 Actions - Support 273
A Ratcatcher's Tale 287
Master Index 295



Welcome to
Warhammer Fantasy Roleplay

The great Twin-Tailed Comet, a portent tied to both Sigmar and the Empire, has been seen in the sky. To some, it is a sign of hope. To others, the harbinger of doom. Tensions rise, as the effects of a ruthless winter and poor harvests are felt across the Empire – villages and farms find it harder than ever to scrape by, and supplies for the Empire's constant war efforts dwindle ever lower.

To many citizens, this can mean only one thing. The End Times are at hand. Fear is rife. Another Great War is coming. Beastmen are growing restless, attacking villages with greater frequency and ferocity. The Chaos cults are rising up, summoning daemons, fomenting rebellion, and instigating insurrection throughout the Empire's cities. Bands of Chaos marauders scout further and further south than usual – some even penetrating as far as the Reikland to test the Empire's defences for the coming conflict.

During these times of uncertainty, more fears rise as rumours reach the Reikland from Kislev. Rumours of a champion of Chaos called Surtha Lenk and his great Chaos host waging war against the armies of Kislev. Information seems suspect and unreliable. Some of the news reaching Reiklanders speculates that Wolfenburg was sacked. Conflicting rumours insist Surtha Lenk's army was defeated, while others hint that the forces of Chaos were but the vanguard of a massive army poised to overrun Kislev and invade the Empire.

In response to these ominous portents, and sensing the fate of the realm is at stake, Emperor Karl Franz works tirelessly to protect the Empire. He sends envoys to the Phoenix King in Ulthuan, asking the high elves for aid in the coming conflict. Calling on ancient oaths and alliances, Karl Franz beseeches the High King of the dwarfs to rally to the Empire's cause.

Deep in the forests of Athel Loren, Ariel, the queen in the woods, has sensed the impending invasion as well. She sends parties of wood elves through Axe Bite Pass and into the Reikland to protect the ancient cairns secreted deep in the Reikwald Forest, and provide what aid they can against the forces of Chaos.

In the midst of this bleak, brewing turmoil, the adventurers are beacons of hope. Fate has called to them, binding them with the silvery threads of destiny and fortune. Together, valiant humans of the Reikland, wood elves from Athel Loren, high elves from distant Ulthuan, and the dwarfs of Karak Azgaraz face the formidable threats of the Old World.

Can these brave few fulfil their destinies as Fate's champions in this, the Empire's time of greatest need?

A Brief Overview

Warhammer Fantasy Roleplay is an exciting way to experience roleplaying games. In a roleplaying game, players work together to direct the actions of characters they help create in order to tell interesting stories and have a good time with friends. In *Warhammer Fantasy Roleplay*, these characters embark on adventures in the perilous Old World, a setting rife with conflict, intrigue, and scarred by war and the forces of Chaos.

Warhammer Fantasy Roleplay is generally best suited to a group of four to six players. One of the players assumes the role of the Game Master (abbreviated as GM), while the other players take on the roles of individual heroes, the main characters in the group's ongoing stories. These players are called hero players, and their characters are often referred to as adventurers, or player characters (abbreviated as PCs).

The GM helps establish the setting, manages monsters and supporting characters in the stories, and is the final authority on how the rules are applied during the game. The cast of characters managed by the GM are generally referred to as non-player characters (abbreviated as NPCs). The hero players work together to solve puzzles, defeat monsters, interact with NPCs, and otherwise resolve encounters and situations presented by the GM.

Over the course of a game session, the GM and hero players perform a variety of actions, roll dice, and track information for their respective characters. The hero players discuss options, form strategies, and explore the setting that the GM has described using their characters.

As the player characters participate in more stories and adventures, they gain experience. This experience allows the adventurers to improve their abilities and specialise in different aspects of their role the players find most interesting. As the player characters gain experience and develop their skills and abilities, the GM challenges them with more intricate stories and more dangerous encounters.

So how do you win a roleplaying game? One answer could be: the players win if everyone involved enjoys themselves and creates interesting stories and memories they'll share for years to come. The hero players can feel a sense of pride when they overcome the obstacles, solve the puzzles, and unravel the mysteries presented by the GM. The GM can enjoy the fact that the hero players rose to the challenge and had fun playing characters in his story.

This mutual enjoyment is the goal for both the Game Master and the hero players. The GM is not playing "against" the other players. Both types of player work together to tell stories, resolve actions, and create a memorable experience.

Modes of Play: Story Mode & Encounter Mode

During a session of *Warhammer Fantasy Roleplay*, the player characters will participate in different scenes that help advance the story. These scenes are generally resolved in one of two modes of play, based on the action taking place. The two modes of play are called story mode and encounter mode.

Story mode is used to resolve actions and play out scenes where timing and the order in which the scene's participants act are not essential to resolve the scene. Some scenes that could be resolved in story mode include haggling with a merchant in the market, conducting research in a musty library, riding a horse down a dusty road, or climbing a tree to get a better look at the surrounding area. In a movie or television show, these scenes may be played out as montages or transitions between other scenes.

Encounter mode is used when timing and the order of actions is far more important. It allows play to "zoom in" and focus on the action in greater detail. Some scenes that could be resolved in encounter mode include a fight between a party of adventurers and a troll, mediating a tense negotiation between fierce rivals, or trying to recover an artefact from a trapped tomb before the crumbling ruins collapse. In a movie or television show, these scenes are often the action sequences, or close-up shots of the characters while they perform in the spotlight.

When the game is being played in story mode, the players generally have their characters act in whatever order they choose, reacting to the GM's descriptions and performing actions as needed.



WFRP Lite

Throughout this book you will find references to cards, sheets, tokens, and other game components, all of which are included in the *Player's Vault* and *Game Master's Vault* boxes. For the best possible game experience, it is recommended that you make use of these handy additions to the core game rules presented here. These rules are written with the assumption that you have access to these components.

It is perfectly possible to play *Warhammer Fantasy Roleplay* with only the contents of this book and the *Gamemaster's Guide*, pencil and paper, and dice. For more information on playing "WFRP Lite," see page 138.

The Core Mechanic

Warhammer Fantasy Roleplay uses a simple mechanic to determine the success or failure of any action when the outcome is in doubt. The active player assembles a dice pool of "good" dice (such as characteristic dice ♦) and "bad" dice (such as challenge dice ♦) and rolls them all together. He totals up the successes (🗡) and challenges (⚔). Each ⚔ symbol cancels one 🗡 symbol. If there are any 🗡 remaining, then the task succeeds.

There are other symbols, such as boons (🗡) and banes (💀), which add further information and various side-effects to a given check. For more information on resolving checks, including building a dice pool and interpreting results, see Chapter 5, beginning on page 48.

When the game is in encounter mode, the players roll dice to help determine in what order the different characters in the scene get to act. When it is a player's turn to act, he becomes the active player, resolves his character's action, and play continues to the next player. Once the entire scene has been resolved, action may shift back into story mode, or possibly move directly into another scene in encounter mode.

A single session of *Warhammer Fantasy Roleplay* may switch back and forth between story mode and encounter mode several times, based on the scenes the GM presents to the hero players, and how the adventure unfolds. Both the GM and the hero players have a number of options to interact with the story and influence scenes in both story and encounter mode.

Example of Play

While every game of *Warhammer Fantasy Roleplay* will be different, a session might look something like this. This example covers a number of typical things that take place during a session, which are covered in greater detail later in this book. In this example, there are four players:

- **Adam** is the Game Master, or GM. He is responsible for setting the scene and taking on the roles of the entire supporting cast, including the villains.
- **Beth** is playing the role of Birgitta Tageslicht, a human Roadwarden.
- **Chris** is playing the role of Gurni Thorgrimson, a dwarf Troll Slayer.
- **Don** is playing the role of Mellerion, a wood elf Hunter.

All four players are gathered around the kitchen table, with their character sheets, action cards, snacks, and the other necessities of gameplay close at hand. Adam has a notebook in which he's been planning for tonight's session, and there are plenty of *Warhammer Fantasy Roleplay* dice in the middle of the table where everyone can reach them.

When everyone is ready, Adam recaps the previous session's events, involving some shady business between agents of the von Wolfenjager family and some mysterious figures. Then, he sets the scene and the game begins.

Adam (GM): As you arranged last week, you are on your way to meet Herr Vogel near the docks in Ubersreik. You find the Red Moon Inn with no difficulty, and a little searching and asking about points you in the direction of the alleyway across the street where Herr Vogel is waiting.

Chris (Gurni): Well, what are we waiting about for? Our beards to reach our toes?

Beth (Birgitta): We should take a look around first. Remember, we've never met Herr Vogel before ourselves. This could be a trap. I look up and down the street, then go up to the mouth of the alleyway and peer inside.

Adam (GM): Alright, that will be an **Average (2d) Observation check**.

Observation is a skill based on Intelligence, and Birgitta has an Intelligence of 3. She gathers 3 blue characteristic dice for her Intelligence ♦♦♦ and 2 purple challenge dice ♦♦ because this is an average task.

Beth (Birgitta): I'm trained in Observation, so I add one yellow expertise die ◻ to the check. (*She does so.*) Are there any other modifiers?

Adam (GM): It's quite dark in the alley, which will add one black misfortune die ■ to the check.

Beth adds one black misfortune die ■ to her handful of dice. Beth now has the following dice:

♦♦♦◻♦♦■

She rolls them all at once and generates the following results:

🗡🗡⚔🗡🗡💀💀

After canceling out opposed symbols (successes and challenges , then banes and boons), she is left with a single 🗡 success.

Beth (Birgitta): I have one succes symbol remaining, so I succeed!

Adam (GM): You see a single human figure a ways back in the alley, leaning in a boarded-up doorway. The alley is squalid and dark, and the buildings on either side loom above you, but you don't see any signs of anyone lurking in ambush.

Beth (Birgitta): It's him. He's alone.

Chris (Gurni): Now can we go shake the information about von Wolfenjager's evil friends out of him?

Don (Mellerion): Not yet. The buildings on either side—do they have flat roofs? Something I could perch on with my bow? Just in case things go badly.

Adam (GM): Sure. It wouldn't be an easy climb, but if you got up there you think you'd have a clear line of sight along the entire length of the alley.

Chris (Gurni): Bah! Trust an elf to do things the hard way.

Don (Mellerion): I'll climb up the left-hand building. Slow and careful, just to annoy the stinking dwarf.

Chris (Gurni): Is this payback for that time I almost got you killed in Fagendorf? I said I was sorry! How was I supposed to know that orc had friends?

Don (Mellerion): By thinking ahead and proceeding with caution, just like I'm doing now. (*To Adam.*) I'd like to adopt a Conservative stance for this action.

Adam (GM): Absolutely. Climbing this building will be a hard Athletics check.

As Beth did before, Don assembles his dice pool based on the key characteristic for the Athletics skill, which is Strength. He then exchanges one of his blue characteristic dice ◆ for a green conservative stance die ●, which will increase his chances of success but carries the risk of causing a delay. This is a hard check, so he adds 3 purple challenge dice.

Don (Mellerion): This is a hard climb. Fortunately, I have a rope and climbing kit that I bought last week. (*Adam hands him a white fortune die □ to add to his check.*) I'd also like to spend a fortune point. (*Don takes another white fortune die from the general supply, then rolls the dice. He succeeds, but also generates a ⧗ delay symbol on his stance die.*) Drat. A delay. I guess it took longer than I thought.

Chris (Gurni): Bah! Enough of this. I walk into the alley to find Herr Vogel.

Beth (Birgitta): Gurni, you have the tact of a drunken troll. I'll talk to Herr Vogel.

Adam (GM): Mellerion, it's taking you longer than you thought to reach the roof; it sounds like your compatriots have started without you. Whatever happens next, you won't quite reach your position in time.

Don (Mellerion): I should have known there was no way Gurni would wait for me.

Adam (GM): Gurni and Birgitta, the man in the doorway steps out to meet you as you approach. "You Klaus's friends?" he asks. He's a slender man with a pinched sort of face. He keeps looking over his shoulder and sniffing like he's got a cold.

Beth (Birgitta): He told us you could tell us about von Wolfenjager.

Adam (GM): Might be I could, but I sure won't do it for free for a stranger.

Chris (Gurni): Why that filthy goblin-lover! I've had just about enough of this. Gurni reaches up and grabs the manling by his beard—or by his shirt if he hasn't got one—pulls him right down face-to-face, and screams at him. You tell us what von Wolfenjager's men were doing down by the docks or I'll cut ye in twain, see if I don't!

Adam (GM): Ha! That sounds like an Intimidate check opposed by his Discipline to me. Your Strength is higher than his Willpower, but not more than twice his Willpower, so that will be an easy check. But he does have Discipline trained, so add a black misfortune die to the pool.

Chris assembles his dice pool and rolls. He scores plenty of ✦ successes, but also rolls a single ✧ Chaos Star on his challenge die. Thinking quickly, Adam decides this is a perfect excuse to add a fun wrinkle to the scene, and moves up an encounter he had originally planned for later to move forward and happen now.

Adam (GM): Well, you intimidate him all right…but not with quite the results you were expecting! Herr Vogel's eyes bug out and he tears himself desperately out of your grasp. "I can't! I can't! They'll kill me!" He staggers backwards and falls over some trash in the alley.

Chris (Gurni): I press my advantage, stepping forward and dropping a hand to the handle of my axe. "They might kill ye later, but I will certainly kill ye now."

Adam (GM): He opens his mouth to speak again, and suddenly a small glass globe falls from above to land at his feet. Evil, noxious, green smoke bursts from the globe as it shatters and billows up to cover Herr Vogel completely. Mellerion, you are settling in to your position on the roof just as this happens, and you see a small, dark figure on the opposite rooftop—he must have thrown the sphere!

Beth (Birgitta): Just like that night by the docks. I draw my pistol.

Don (Mellerion): I shoot the shadowy figure before it can get away!

Adam (GM): Not so fast! First, Gurni, since you stepped towards Herr Vogel just before the globe exploded, you're going to have to make a **Hard (3d) Resilience check**. Then we'll roll Initiative…

Now they're in for it! As the evening progresses, Adam, Beth, Chris, and Don find themselves in a running battle with strange rat-like foes in the streets and sewers of Ubersreik before finally discovering the nature of von Wolfenjager's nefarious scheme. Just another night of grim and perilous adventure in the Old World!

Getting Started

If you're new to Warhammer Fantasy and the Old World and Empire, you may want to read more about the setting in **Chapter 13: The Empire**. If you plan on being a player, you will want to



read through this rulebook to learn about the main concepts and gameplay. If you plan on being a GM, you will want to become familiar with all the books and products eventually, but should start by learning the rules found in this book, and the Game Master information in the *Game Master's Guide*.

Main Rulebook Chapters

Introduction: This section includes a general welcome and introduction to the game, a list of game components, and introduces some of the game terms used in *Warhammer Fantasy Roleplay*.

Chapter 1: Characteristics & Abilities. Defines the many elements that make up a character, from their innate abilities and talents to training in skills.

Chapter 2: Player Character Races. A look at the history and special abilities of the four races in the game –Reikland humans, high elves, wood elves, and dwarfs from Karak Azgaraz.

Chapter 3: Character Creation. The process on creating a player character is detailed, taking the player through all the steps needed to begin his adventures.

Chapter 4: Experience & Advancement. This section describes how players can improve their characters over time, from learning new skills and talents to upgrading their characteristics.

Chapter 5: Playing the Game. The core mechanic and basic gameplay rules are described, with examples of how these rules come into play during the course of a session.

Chapter 6: Actions & Manoeuvres. Two key elements that drive the game are explained, informing players how actions and manoeuvres are used to help their characters achieve their goals.

Chapter 7: Modes of Play. Details of the primary modes of play, Story Mode and Encounter Mode, and the special considerations and rules each require.

Chapter 8: Combat, Damage & Healing. The rules for running exciting combats are presented, with information on the dangers combat poses, and how to recover from injury.

Chapter 9: Conditions & Effects. A variety of conditions may affect a character over the course of his adventures, including insanity, which is covered in this section.

Chapter 10: Economy & Equipment. This section details the coin of the realm, haggling, and provides lists of weapons, armour, and other equipment a hero may need.

Chapter 11: Spells & Magic. Special rules governing magic and wizards are covered here.

Chapter 12: Blessings & Faith. Special rules governing blessings and priests are covered here.

Chapter 13: The Empire. A look at the history of the Empire and its lands, the foes that threaten its stability, and the role of adventurers in the Old World's greatest nation.

Game Components

Whether played out in story mode or encounter mode, players will often use a variety of components to resolve a scene. *Warhammer Fantasy Roleplay* features small- and large-sized cards, punchboard tokens, and custom dice to perform actions, track information, and serve other game functions. This is a brief look at the components.

The components below are marked with set icons indicating in which products components of that type can be found. The set icons are as follows:

- Warhammer Fantasy Roleplay Core Set
- Adventurer's Toolkit
- The Gathering Storm
- Game Master's Toolkit
- Winds of Magic
- Edge of Night
- Signs of Faith
- Creature's Vault
- Player's Vault
- Game Master's Vault

Cards

The cards used in *Warhammer Fantasy Roleplay* perform a variety of functions. Some of the cards form decks that are drawn from during play, while others provide an easy way to manage actions and track information.

Action Cards

These cards contain all the information needed for characters to perform exciting actions and employ strategies. Action cards include special combat moves, arcane spells, divine blessings, social intrigues, and a variety of other tasks characters can attempt. The action cards are double-sided, providing information based on what type of stance a character adopts.



Career Ability Cards

Each career has a singular ability unique to members of that profession. While a character is pursuing a given career, he gains access to the unique ability listed on the corresponding career's ability card. This can become a permanent special ability for the character if he diligently completes the career.



Condition Cards

When a character suffers or benefits from a temporary condition, the player takes one of these cards to remind him of the effects. These status condition cards represent effects such as being inspired by a rousing speech, rattled by an intimidating foe, or blinded by a spell.



Disease Deck

Characters who suffer from the ravages of disease acquire one of these cards. Rules for these cards are included in the *Game Master's Guide* and *Signs of Faith*.



Insanity Deck

This deck consists of the mind-rattling effects of insanity. When a character suffers too much mental strain or faces a particularly terrifying foe, he may acquire one of these cards.



Item Cards

The item cards provide important game and background information on distinct items in the Warhammer setting, from exquisitely crafted dwarf weapons to magic artefacts or relics.



Location Cards

Location cards help the GM and players track where the story is taking place. One side of the card features art depicting the location, the other includes information and any special rules or effects that apply.



Miscast Deck

Casting arcane spells is a risky proposition. When a spell is miscast, there is a chance that something bad happens to the spellcaster. The cards in this deck represent the different side effects that a miscast can have.



Mutation Deck

The ever-present threat of Chaos may twist and mutate some characters to such an extent that they acquire one of these cards. Rules for these cards are included in the *Game Master's Guide* and *Winds of Magic*.



Specialty Cards

A variety of specialty cards provide information on different parts of the game. Some specialty cards include the career training options for wizards and priests, based on the type of magic they study or the deity they follow. Other specialty cards provide additional rules or information under the right circumstances.



Talent Cards

Over their careers, characters pick up a variety of knacks and minor abilities, called talents. The talent cards summarise these myriad abilities, and help show the GM and players which of the abilities are currently active and available.



Wound Deck

When a character or monster is injured during combat, it suffers from wounds. The more wound cards a target has accumulated, the more heavily wounded he becomes. When face down, a wound card represents a normal wound. When face up, a wound card represents a critical wound, and the text on the card takes effect.



Sheets

Larger, sturdy sheets are used to present information on the characters and people that populate *Warhammer Fantasy Roleplay*.

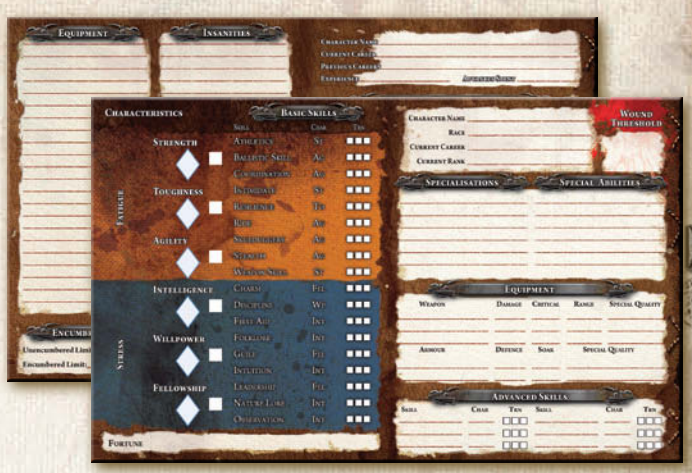
Career Sheets

Career sheets provide information related to the different professions and careers in the game. These sheets show what skills, talents, and advantages are offered to a character currently fulfilling that career. They are used during character creation to help generate new player characters, as well as during the game to evaluate advancement options. The GM can also use career sheets to quickly create characters he needs to interact with the adventurers.



Character Sheets

The *Warhammer Fantasy Roleplay* character sheet has been designed to allow players quick access to key information, to help keep notes about their characters, and to help organise their play area. The front of the character sheet holds important information for reference during play, and the back provides additional space for development, equipment, and experience.



Party Sheets

The player characters in the game share a central party sheet, representing the teamwork, leadership, and camaraderie of its members. Each party sheet offers its own abilities, and makes managing certain party resources easier.



Punchboard Components

The punchboard pieces allow players and GMs to easily track important information in a consistent, visually distinct manner. Before play, carefully remove the components from the framework. Please note that the centre piece inside the stance ring component is an activation token, and should not be discarded.

Activation Tokens

These tokens are used to track a character's current stance, and indicate whether or not a character has acted during the current round. The activation tokens are double-sided. The colour side indicates the character has not acted yet. The greyed out, empty side is placed face up after a character has acted to indicate that the character has taken his turn.



Corruption Tokens

These purple, diamond-shaped tokens are probably unimportant and I wouldn't worry too much if you happen to acquire a bunch of them. Rules for corruption tokens can be found in the *Game Master's Guide* and *Winds of Magic*.



Fatigue & Stress Tokens

Fatigue and stress tokens are used to represent the gradual wear and tear affecting characters over the course of their adventures. When characters accumulate too many fatigue or stress tokens, they start to suffer penalties and become less effective. The tokens are double-sided, representing fatigue on the gold side, and stress on the blue side. The tokens come in two different denomination: 1 point tokens and 3 point tokens. Players can exchange tokens and "make change" in different denominations to reflect their current fatigue and stress levels.



Tracking Tokens

Throughout the game, a variety of effects and conditions may need to be tracked, as well as the progress of certain events. The tracking tokens are collectively used to manage these different effects. The tracking tokens come in several different colours, so different tokens can be assigned to specific functions and still be easily tracked by the hero players and the GM.

The player characters also have access to fortune points, a resource they can spend to influence events, recharge powerful abilities, or add dice to action checks. Each player character has his own reserve of fortune points, and the party sheet holds fortune points that the party has accumulated before they are awarded to individual characters.



Standups

A variety of sturdy, colour punchboard pieces are included to help the players visualise the game and represent where the characters and creatures are positioned relative to each other and their surroundings during encounters. These pieces can be inserted into the clear plastic bases to create a standup. The stance ring can be added to indicate the attached character's current stance.



Stance & Progress Tracker Pieces

Characters in *Warhammer Fantasy Roleplay* can affect their actions by adopting a stance. The stance is the character's disposition or posture during an encounter. These puzzle-fit pieces connect together to indicate an individual character's mastery and control over these stances. Using the puzzle-fit pieces to assemble a character's stance meter is discussed in more detail on page 39.

There are many different events and conditions that can occur during a session of *Warhammer Fantasy Roleplay*. Tracking these different events is easy by constructing Progress Tracks from the puzzle-fit pieces. The Progress Tracks can help show how soon an event will occur, or how the characters are handling certain situations, and are discussed in greater detail in the *Game Master's Guide*.



Individual Play Area

Each player will want to make sure they have enough space to set up their character's playing area. The cards and components are arranged as shown to optimise the playing space, as well as to keep important information within easy reference during the game. Here is an example of what the play area for a Dwarf Troll Slayer character might look like during a session of *Warhammer Fantasy Roleplay*.



Each player will probably also wish to acquire their own set of dice for *Warhammer Fantasy Roleplay*, so they can quickly assemble their character's dice pools. Additional dice are available separately.



Stance Ring

The coloured round pieces fit snugly around the plastic character bases. These stance rings can be attached to a character's standup to show which stance he is currently in. This makes it easy to scan a battlefield or encounter to not only see where all the participants are, but what stance they've adopted. The stance rings are double-sided, indicating a reckless stance on the red side, and a conservative stance on the green side.



Character Boxes

To help players keep their character organised between sessions, the *Warhammer Fantasy Roleplay* core set provides several boxes to store cards, tokens, and components. Carefully fold the box along its seams to create your own custom character keeper.



Custom Dice

Warhammer Fantasy Roleplay features a number of custom dice to allow characters to perform a wide variety of actions and to account for changing tactics, situations, and effects. These dice are available in the products noted above and also sold separately. Rather than numbers, these dice feature special symbols.

There are seven different types of custom dice used in *Warhammer Fantasy Roleplay*. Each die has a specific colour and function. The dice are rolled in groups – called dice pools – to perform actions.

Challenge Dice

These purple eight-sided dice represent the challenges and difficulties facing a character when attempting an action. The results are generally bad for the character – most of the effects undermine success, or make it more likely that some sort of detrimental side effect will occur. Challenge dice are represented as ♦ in text and on cards.



Characteristic Dice

These blue eight-sided dice form the basis of a dice pool when performing an action, representing how important an individual characteristic is towards accomplishing the task. The higher a character's Strength, for example, the more blue characteristic dice he contributes to actions based on Strength. Characteristic dice have beneficial symbols, and several blank sides. The blue characteristic dice can be converted into different dice based on a character's current stance. Characteristic dice are represented as ♦ in text and on cards.



Conservative Dice

These green ten-sided dice represent the low-risk, low-reward stance a character can adopt while performing actions. The conservative dice reflect a measured, cautious, or thoughtful approach to the situation. The conservative dice have a very good chance of contributing towards the success of an action, but an overly cautious approach may cause delays. Conservative dice are represented as ● in text and on cards.



Expertise Dice

These yellow six-sided dice represent dedicated training or exceptional aptitude with a skill or special proficiency. They feature a special symbol that allows a character to roll additional dice, as well as a symbol that can trigger special effects based on training or aptitude. Expertise dice are represented as ■ in text and on cards.



Fortune Dice

These white six-sided dice provide a slight edge for the character. Fortune dice are granted for tactical advantages, as well as by certain talents, party abilities, or spending fortune points. Half of the sides of a fortune die are blank, the other half have beneficial effects. Fortune dice are represented as □ in text and on cards.



Misfortune Dice

These black six-sided dice impose a slight complication to a dice pool. Misfortune dice are assigned for tactical disadvantages, as well as for certain talents, conditions, or debilitating effects such as critical wounds. Half of the sides of a misfortune die are blank, the other half have detrimental effects. Misfortune dice are represented as ■ in text and on cards.



Reckless Dice

These red ten-sided dice represent the high-risk, high-reward stance a character can adopt while performing actions. The reckless dice reflect an aggressive, fiery, or daemon-may-care approach to the situation. The reckless dice feature several potent faces with numerous positive effects, but also several blank sides and some drawbacks. Reckless dice are represented as ● in text and on cards.



Expanding the Adventure

The *Player's Guide* is only your first step into the world of *Warhammer Fantasy Roleplay*. The design team at Fantasy Flight Games is hard at work developing brand new content and exciting new products to enrich your experience. From new adventures and campaigns like *The Gathering Storm* to multi-faceted expansion boxes such as *The Winds of Magic*, there's always something new to explore in the Old World.

This book contains content from the first series of *Warhammer Fantasy Roleplay* products. Within its pages you'll find careers, action cards, talents, and other material first released in the *Warhammer Fantasy Roleplay Core Set*, *The Adventurer's Toolkit*, *The Gathering Storm*, *The Winds of Magic*, *The Edge of Night*, and *Signs of Faith*, all revised and expanded to account for the latest FAQ and Errata information, and in a new format making it easy to look up and reference key information quickly.

To learn more about these and many other exciting *Warhammer Fantasy Roleplay* projects, visit www.FantasyFlightGames.com.



The Group Play Area







The game components shared by the group should be placed in easy reach of everyone. The group's party sheet should be placed near the centre of the play area. The players will be adjusting fortune tokens and tracking tokens from the party sheet during play, and may be adding or removing talent cards from the coloured sockets along the side of the party sheet.

The character and creature standups can be placed in the group play area as the story dictates. In the above example, the Dwarf Troll Slayer character is currently near the Crumbling Ruins, as is an enemy Beastman. The GM may add location cards or enemy tokens to represent where the action is taking place, and the players can move the standups to indicate where their characters are as events unfold.

Hail Dark Master,

All glory to our Dark Gods. As Morrslieb rises, so too shall our powers increase.

This has been a fruitful month for the Order of the Unblinking Eye. I have made contact with a young nobleman of an important and distinguished family. I think he would make a fine convert to our cause, but I have not yet approached him – time is our ally.

The Great Work continues, but we require more materials. I have managed to distill the blood of several local virgins into a most fetching carmine red, but the cool tones remain difficult for the local cell. Will your eldritch knowledge and might suffice to produce an adequate blue or green. Yellow, of course, is within our power, but the less said about



Chapter One

Characteristics & Abilities

This chapter takes a look at the different elements that make up a player character in *Warhammer Fantasy Roleplay*, from their innate characteristics to their training in a variety of skills, as well as their other special abilities. It also examines the group party sheet, which is shared by many characters.

Characteristics

Six characteristics help define characters and creatures in *Warhammer Fantasy Roleplay*. The three characteristics that define the physical make-up of a character are Strength, Toughness, and Agility. The three characteristics that define the mental make-up of a character are Intelligence, Willpower, and Fellowship.

Strength: Defines a character's brawn and physical strength. Strength is used to determine the outcome of a number of physical skills and tasks, such as climbing, breaking down a door, or hitting hard enough with a melee weapon to inflict damage.

Toughness: Defines a character's endurance, constitution, and vigour. Toughness is used to shake off damage, recover from injuries, and resist the effects of toxins or the ravages of disease.

Agility: Defines a character's dexterity, coordination, and gross motor control. Agility is used for a variety of physical skills and tasks, such as balance, stealth, picking locks, and the ability to wield ranged weapons with accuracy.

Intelligence: Defines a character's general intellect, reasoning, and powers of deduction. Intelligence is used for a variety of academic and knowledge-based skills, and is important for arcane spellcasting.

Willpower: Defines a character's nerve, discipline, and force of will. Willpower is used to resist effects such as fear, remain disciplined under trying conditions, and is important to controlling the Winds of Magic or generating favour with a deity.

Fellowship: Defines a character's general charisma and ability to apply their personality. Fellowship is used for a variety of social skills and actions, such as charm and guile, as well as to beseech the gods when invoking divine blessings.

These six characteristics are represented by a single number, called the characteristic's rating. The rating indicates how many blue characteristic dice ◆ form the starting dice pool for checks based

Characteristic Twins

Each characteristic has a twin, of sorts. What one characteristic accomplishes and governs from the physical side, its twin governs on the mental side. These characteristic pairs and their fundamental concepts are:

Strength & Intelligence: Active, forceful, direct, powerful, and assertive

Toughness & Willpower: Defensive, resilient, enduring, and resolute

Agility & Fellowship: Reactive, adaptive, flexible, and resourceful

on that characteristic. Characteristic ratings can range from one (extremely low) to eight or higher. A characteristic rating of three is an average rating for a human.

Some characters may have fortune dice associated with a characteristic, showing a racial benefit or slight advantage with that characteristic. While these fortune dice are added to dice pools relying on the characteristic, these dice do not count as part of the characteristic rating. Fortune dice associated with a characteristic are represented by a ❑ white cube.

The characteristic rating is also used to reflect the magnitude and impact of the characteristic outside of its use in forming a dice pool. For example, a character's Toughness rating influences how many wounds a character can withstand, while a wizard's Willpower rating governs how much arcane power he can safely manage while channelling the Winds of Magic.

Unless a special rule or ability states otherwise, when a player builds a dice pool for an action, he starts with a number of characteristic dice equal to the characteristic rating. To this he adds any fortune dice associated with that characteristic.

Wounds & Wound Threshold

Over the course of his adventures, a character may become injured. Serious damage and injury to a character is tracked using wound cards. A character can only suffer so much damage before being knocked unconscious—or worse, possibly dying!

The amount of damage a character can withstand is referred to as his wound threshold. A character's wound threshold is influenced by his race and Toughness, and can improve over time with experience.

The starting wound thresholds for the player races are summarised here for convenience:

- **Reiklander**: 9 + Toughness rating
- **Karak Azgaraz Dwarf**: 10 + Toughness rating
- **High Elf**: 8 + Toughness rating
- **Wood Elf**: 8 + Toughness rating

Corruption Threshold

The different races of the Old World have varying tolerance to the corrupting effects of Chaos. From the viewpoint of dwarfs and elves, humans tend to be frail and easily susceptible to the ravages of Chaos. This perception is partly due to the fact that dwarfs and elves enjoy an incredibly high tolerance to Chaos, and are not affected by mutation the way humans are.

An individual character's corruption threshold is based on his race and his Toughness rating.

- **Human:** 5 + Toughness
- **Dwarf:** 10 + Toughness
- **High Elf:** 10 + Toughness
- **Wood Elf:** 10 + Toughness

That's probably all you need to know bout corruption—for now. Hopefully you won't need to worry about it. Unless your GM starts cackling evilly.

Fortune Points

Fate has chosen the player characters as her champions. Though the characters may come from many different walks of life, fate has bound them together with a common purpose—to become the brave souls who dare to face the dangers threatening the Empire. And fate provides the characters with a valuable resource in their coming adventures: fortune points.

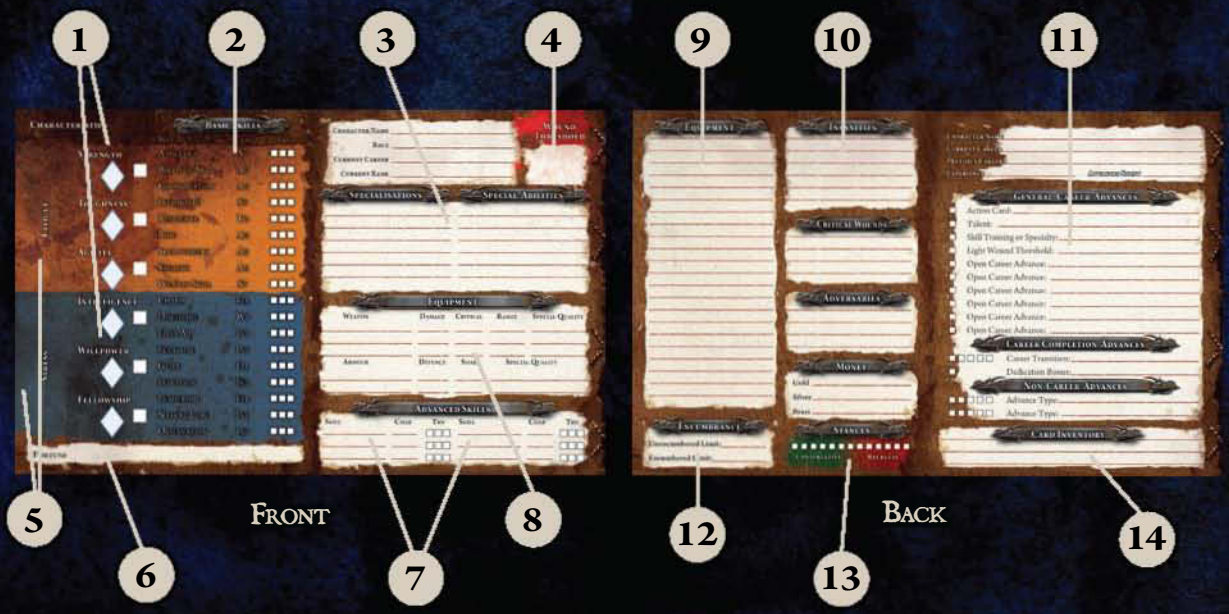
Fortune points are one of the ways the adventurers influence the outcome of events around them. Fortune points are a subtle reminder that the adventurers have a destiny, a role to play in the events of the Old World unlike other, lesser characters. Fortune points are generally used to give the player characters a slight edge when resolving tasks, but there are other possible uses as well.

A fortune point can be spent on any roll to add one fortune die ❑ to the check. Only the character making the check can spend fortune in this way—you can't spend your own fortune to help out your friend, for example. Players can spend any amount of fortune on a given roll, but they must do so before the dice are thrown.

Fortune can also be used to recharge cards more quickly. A player may spend as many fortune points as he likes and remove that many recharge tokens from amongst his recharging talents or action cards. However, a player cannot spend fortune in this manner to remove tokens from conditions or other effects.

Fortune points may also have various other effects based on other game elements, item cards, actions, talents, optional rules, and so on. Spent fortune points are returned to the general supply.

The Character Sheet



The double-sided character sheets allow players to easily track a lot of information about their characters.

1 The six characteristics are tracked here. The rating for a characteristic is written in the blue diamond. Any fortune dice associated with the characteristic are written in the adjacent white box.

2 All 18 basic skills are listed on the card. Each time a character trains a skill, place a checkmark in one of the squares in the Trained column.

3 Skill specialisations or special abilities granted by a character's race, career, or other effects are listed here.

4 The character's wound threshold is indicated here. If he suffers more wounds than this number, he is knocked unconscious—or possibly worse!

5 These coloured sections are used to track fatigue and stress. When a character suffers fatigue, place fatigue tokens in the gold section. When a character suffers stress, place stress tokens in the blue section.

6 Players can track how many fortune points their characters have here.

7 Any advanced skills a character acquires should be noted here. From then on, each time a character trains a skill, place a checkmark in one of the squares in the Trained column.

8 Any weapons or armour the character is carrying can be listed here, so the equipment values are easy to reference during combat.

9 Players can track their characters' equipment in the space provided.

10 If a player is not using a character box to keep his character's components together, he can keep track of insanities, critical wounds, and other information here.

11 The advancement workspace allows players to easily manage the development of their characters by spending advances to purchase upgrades and improvements.

12 The character's encumbrance limit should be noted here, to determine if the character is carrying too much weight.

13 As a character gains additional stance pieces, they should be noted here for quick assembly of the stance meter at the beginning of each session.

14 Any action, talent, or other special cards the character acquires over the course of his adventures can be noted here.



Starting Fortune

By default, a character begins each session with three fortune points (also called simply "fortune"). Only potent magical items, rare abilities, or the will of the GM can increase a character's starting fortune, and throughout these rules the assumption is that each character's starting fortune is three.

A character's starting fortune is also his maximum fortune. He may never have more fortune points than this maximum, so he is well-advised to spend fortune often enough that he has room to earn more when good fortune flows.

Ebb & Flow of Fortune

Players are encouraged to use their fortune points to help accomplish their goals. Over the course of a session, players should have a number of opportunities to spend fortune points. And over the course of a session, the GM will have opportunities to reward the party by providing the players with more fortune points.

Each party sheet features an area to store fortune tokens. The GM can reward clever play, fun and engaging in-character comments, and group accomplishments by adding fortune tokens to the party sheet. If there are a number of fortune tokens equal to the number of adventurers in the party after the GM adds a fortune token to the party sheet, fortune refreshes.

When this refresh occurs, each character who currently has fewer than his maximum number of fortune points (usually three) may claim one fortune token from the party sheet. This fortune token is either added to the character's personal supply of fortune points, or immediately spent to remove a recharge token from an exhausted or recharging card. A character that already has his maximum number of fortune points can not claim a fortune token from the party sheet for his personal supply, but may still spend the fortune point immediately to remove a token from one of his exhausted or recharging cards.

Any remaining fortune tokens that were not claimed by players remain on the party sheet—now the party needs fewer fortune tokens added before another refresh is triggered!

More information on awarding fortune tokens to the party sheet can be found in the *Game Master's Guide* on page 23.

Starting & Max Fortune

Characters begins each session with three fortune points, and unless another effect allows otherwise, a character can hold a maximum of three fortune points.

Things You Might Get Fortune For

- Uncovering a clue
- Arriving in the nick of time
- A dramatic entrance or exit
- Winning a duel or defeating an important enemy
- Advancing the plot or achieving a goal
- A witty, funny, or just-plain-perfect line
- Staying in character

Things You Probably Won't Get Fortune For

- Rolling well
- Failing
- Wasting time
- Quoting Monty Python
- Breaking character

Skills & Expertise

Skills represent a wide variety of ways that characteristics can be applied to specific tasks and functions. There are two main categories of skills in *Warhammer Fantasy Roleplay*—basic skills and advanced skills.

Basic Skills

Basic skills are available to every character, and are listed on the character sheet for convenience. Basic skills represent the wide range of activities and focused characteristic use that anyone can attempt even without special training. Characters with training in a basic skill will tend to perform better than someone without training, but the skills can still be attempted untrained.

Advanced Skills

Advanced skills, on the other hand, are only available to people who have the proper discipline and training. Advanced skills represent very specific application of a characteristic, and cannot be attempted untrained. When a character acquires an advanced skill, it should be written in the space provided on the character sheet.

It is important to note that acquiring an advanced skill does not mean it is automatically trained—it simply means that the character now has access to the skill and can attempt checks based on that skill, as if it were a basic skill. Once acquired, an advanced skill can still be trained like a basic skill, allowing the character to add an expertise die to characteristic checks when the advanced skill is relevant for each level of training.

The Benefits of Training

When a skill is trained, a check mark is made next to the skill on the character sheet. For each training box checked off, the character adds one ❒ to characteristic checks when that skill is relevant. A character can train a skill once per character rank, up to a maximum of three ranks of training in a skill. When a character goes up in rank, he can spend advances to gain further training in a skill.

Specialisation

Basic and advanced skills can both benefit from dedication and focus. This is represented by skill specialisation. A specialisation is further knowledge and training in a specific aspect of the broader skill. Sample specialisations are listed with each of the skills. With GM approval, players may wish to come up with additional specialisations for their characters if they want to pursue special training.

Earning a specialisation is one of the benefits of completing a career. When a character has successfully completed a career, his dedication is rewarded by allowing him to gain specialisation with that career's key skills. The GM may also grant skill specialisations as a special award for completing campaigns or fulfilling story goals. In this way specialisations are both mechanical and narrative tools to help make characters distinct and unique.

Specialisations should be tracked on the character sheet by writing the appropriate specialisation in the provided space. Specialisation allows a character to add an additional ❒ to checks when that specialisation is relevant.

Master Skill List

Animal Handling (Fel) Advanced skill. Covers the ability to handle and care for domesticated animals, as well as get them to respond to training and commands. Animal handling can also be used to try and calm an aggressive animal, or get a sense of an animal's disposition.

Specialisation options: command, train, sense disposition, calm animal, recover obedience

Athletics (St) Basic skill. Covers general physical prowess and applying strength and conditioning to a task. This skill is used when trying to perform tasks relying on physical conditioning and athleticism, such as climbing, swimming, or jumping. It reflects a combination of fitness and the training to apply strength in a precise manner.

Specialisation options: climbing, swimming, jumping, rowing, running, lifting

Does "Dodge" Help Me Dodge?

Remember, specialisations are narrative as well as mechanical tools. Specialisations such as "dodge" and "parry" do not explicitly improve your ability to use the Dodge or Parry Active Defence action cards. They may, however, improve your ability to perform certain other skill tests at the GM's discretion, such as making a Coordination check to avoid a rolling boulder, or perhaps applying to use of the Riposte action. The GM is the final arbiter in such matters.

Ballistic Skill (Ag) Basic skill. Covers the basic use, care and maintenance of ranged weapons. This includes thrown weapons, like balanced knives and javelins, as well as bows, crossbows, and slings. Also covers the basics of blackpowder weapon care and operation. It is a combination of hand-eye coordination, accuracy, and training with ranged items.

Specialisation options: bow, crossbow, thrown weapons, blackpowder weapons

Channelling (WP) Advanced skill. Reflects a character's ability to successfully harness the Winds of Magic to glean power to fuel arcane spells. The arcane equivalent of the divine skill Piety.

Specialisation options: below capacity, overchannelling, conservative, reckless, by college order

Charm (Fel) Basic skill. Charisma and interaction on a friendly level. Charm can be used to manipulate others, create a favourable impression or interact good-naturedly with others. Charm can also be used to change the minds of individuals and small groups, to cajole, flatter, and gossip to glean information. Charm also includes seduction. Checks that involve convincing someone to do something unusual or against his nature are generally opposed by the target's Discipline.

Specialisation options: etiquette, gossip, diplomacy, haggling, seduction



Coordination (Ag) Basic skill. Applying one's manual dexterity and fine motor skills to specific tasks. Use this skill to perform feats of acrobatics, balance along narrow surfaces, or slip from bonds. It also reflects delicacy and precision while manipulating objects.

Specialisation options: dodge, balance, acrobatics, juggling, dance, knots & ropework

Discipline (WP) Basic skill. This skill is used to resist the startling effects of surprising events, show resolve in the face of danger, and maintain composure when confronted by supernatural or terrifying situations. Discipline is also the ability to maintain one's state of mind and resist the rigours of stress or attempts to manipulate one's thoughts or feelings.

Specialisation options: resist charm, resist guile, resist intimidation, resist fear, resist terror, resist torture

Education (Int) Advanced skill. This skill is a broad category covering a variety of knowledges and disciplines. Training in education confers basic literacy. This skill is used to recall facts about specific topics, rely on book-learned knowledge, or show appreciation and understanding of various schools of thought or philosophies.

Specialisation options: history, geography, reason, language skills, philosophy

First Aid (Int) Basic skill. Covers the basics in rendering care, tending to injury, splinting, and helping someone survive until better care is available, as well as evaluating the severity of wounds or trying to identify infections or sources of injuries. The more seriously injured the target is, the more challenging it is to treat them. Treating injured characters is covered in detail on page 88.

Specialisation options: combat surgery, long term care, tending critical wounds, tending normal wounds



Folklore (Int) Basic skill. General knowledge and information, common sense, and an understanding of the way the Empire and its society operate, and related topics. Folklore relies on experience, savvy, and second-hand knowledge more than refined education or information gleaned from books. It also encompasses knowledge of regional customs, colourful local myths and superstitions and the opinions of the common man.

Specialisation options: creature lore, Reikland lore, geography, superstitions, local customs

Guile (Fel) Basic skill. Sneaky, cunning, and surreptitious social interaction. Use this skill to deceive, lie, confuse, or sow seeds of doubt. Also covers using non-verbal innuendo and cues. Guile checks that involve duping, misleading, or fooling someone are generally opposed by the target's Intuition. Guile checks aimed at rattling, deceiving, or distracting someone are generally opposed by the target's Discipline.

Specialisation options: deception, blather, con games, innuendo, appear innocent

Intimidate (Str) Basic skill. A character's ability to cow, unnerve, or bully someone. Also covers the ability to convey a sense of dominance or superiority over others. Often carries the implied or overt threat of physical violence. Can escalate a tense situation into hostility, or possibly cause someone to back down if properly cowed.

Specialisation options: violence, combat, interrogation, politics

Intuition (Int) Basic skill. The ability to trust instincts about people, places, and things. The gut feeling that lets a character know if someone is lying, or if there's a subtle threat implied in someone's tone or posture. Also covers the ability to make reasonably accurate estimations and evaluate an item's worth or purpose. Can be used to size up an opponent and get a general sense of their abilities or intentions, in which case it is opposed by the target's Discipline.

Specialisation options: detect lies, estimate sums, evaluation, gauge opponent

Invocation (Fel) Advanced skill. Invocation is an important aspect to performing divine miracles; characters use Invocation to intercede with patron gods to perform works on their behalf. The divine equivalent of the arcane skill spellcraft.

Specialisation options: each deity has its own specialisation, ritual invocation, group invocation

Leadership (Fel) Basic skill. A character's ability to lead, motivate, direct, and manage the actions of others. Whether done by chastisement, ridicule, or camaraderie, leadership can help coordinate efforts among groups of people. If the leadership attempt would require a person to do something strongly against their nature, or is under especially dire circumstances, it may be opposed by the target's Discipline.

Specialisation options: military leadership, politician, logistics, spiritual leader

Magical Sight (Int) Advanced skill. Magical sight is a skill possessed by nearly all wizards and very few other people. It allows characters to observe the winds of magic by a focused act of will. For a more detailed description of this skill, see page 113.

Specialisation options: observe specific wind, identify spell, locate aura, dark magic, gauge strength



Medicine (Int) Advanced skill. The knowledge of the mortal body and how to care for it when seriously injured. This skill takes healing and treatment beyond the scope of First Aid, and can produce more dramatic results. Also covers rudiments of surgery, amputations, cauterisation, treating poisons and disease, suturing and long-term medical care. Treating injured characters is covered in detail on page 88.

Specialisation options: critical wounds, poison, disease, long-term care, surgery

Nature Lore (Int) Basic skill. Wilderness savvy and the ability to withstand the rigours of nature and interpret its subtle clues. This skill also covers subsisting in the wild. It includes such activities as fishing, locating potable water, finding edible food, or identifying animal tracks. This skill also covers familiarity with plants, animals, weather patterns, and life outside the civilised areas.

Specialisation options: locate shelter, locate food, locate water, identify animal, identify plant

Observation (Int) Basic skill. Using your senses to perceive your surroundings. Use this skill to notice small details that others might miss and to pick up on subtle clues. It can also be used to spot traps, pitfalls, and other physical dangers. Observation opposes other characters' attempts at Stealth, or to otherwise avoid detection.

Specialisation options: eavesdropping, tracking, keen vision, minute details

Piety (WP) Advanced skill. A blend of knowledge and intuition on what will be pleasing and appropriate to the gods. Also reflects a character's ability to successfully curry favour with his chosen god, generating the favour needed to fuel divine blessings. The divine equivalent of the arcane skill channelling.

Specialisation options: below capacity, conservative, reckless, In Dire Need, traditions, tenets

Resilience (To) Basic skill. A character's fitness, vigour, and ability to bounce back from strain and damage. Also covers use of a shield to bear the brunt of an attack and absorb the punishment. Resilience is often used to recover from wounds or fatigue over time, such as after bed rest. Recovering from wounds is covered in detail on page 87.

Specialisation options: block, recover fatigue, resist disease, resist poison, resist starvation

Ride (Ag) Basic skill. Defines a character's ability to ride or care for a horse or other common mount, as well as drive and manage a wagon or carriage, and provide maintenance and care for the equipment associated with horses, mules and other riding or team animals. This skill also covers the ability to manage such animals and keep them calm under duress or spur them to greater action.

Specialisation options: horsemanship, trick riding, wagons, mounted combat, long distance travel

Skulduggery (Ag) Basic skill. Covers thieving and a variety of illicit, underhanded skills. Use this skill to subtly pry open a door, pick a lock, set or disable a trap, pick someone's pocket, or perform some comparable act of thievery or burglary. Depending on the application, Skullduggery checks may be opposed by a target's Observation or Intuition.

Specialisation options: pick pockets, pick locks, set traps, disable traps, palm objects

Spellcraft (Int) Advanced skill. Covers knowledge and understanding of basic magical principles and history, as well as the fundamental concepts of the Winds of Magic. Also used to take arcane power and convert it into a spell effect, thus Spellcraft is used for the casting portion of arcane magic. The arcane equivalent of the divine skill Invocation.

Specialisation options: history of Magic, Colleges of Magic, Rank 1 spells, Rank 2 spells, Rank 3 spells, Rank 4 spells, Rank 5 spells

Talents & Career Sheets



Along the edge of the career sheets are several coloured tabs or "sockets" indicating the types of talent cards that career can use. To be active, a talent must be attached to the career sheet in a compatible socket. Once active, the character immediately receives the benefits or effects listed on the talent card.

Talent cards in a character's general supply are not active. During story mode, a player can re-arrange his character's talents as he sees fit. During encounter mode, a character can exchange a talent or socket a talent into an empty slot by performing a manoeuvre.

Some talent cards require the player to exhaust them in order to generate its effects. To exhaust a talent, it is placed face down, still attached to its corresponding socket. Then place four recharge tokens on the card. While any recharge tokens remain, the talent is not available, and cannot be exchanged for a different talent.

Stealth (Ag) Basic skill. The ability to keep from being seen or heard, this skill combines hiding with being quiet. Use this skill to move quietly or remain silent and unobserved. Often, Stealth is opposed by an opponent's Observation skill. When trying to remain silent and hidden, performing manoeuvres costs 1 stress in addition to any other costs.

Specialisation options: silent movement: rural, silent movement: wilderness, hide, ambush, disappear in a crowd

Tradecraft (Varies) Advanced skill. Unlike most skills that are fairly narrow in focus or apply to a specific set of related aptitudes, Tradecraft is a collection of skills related to professional dedication and learning of an applied trade. General training covers evaluation and understanding of the basics of trade as a business and component of Empire life. Specialisation introduces focus on one particular type of trade or livelihood.

Tradecraft covers both hands-on, practical applications of trades and handicrafts and the commerce and business acumen necessary to earn a living. The characteristic used depends on the demands of the trade, as determined by the GM.

Specialisation options: smithing, carpentry, jewellery making, brewing, engineering, performance

Weapon Skill (St) Basic skill. Covers the basic use, care and maintenance of a variety of melee weapons. Weapon skill is a broad category and governs fighting unarmed to using small weapons like knives or clubs to larger weapons like two-handed swords, great axes or halberds. The ability to parry with an equipped melee weapon is also based on a character's Weapon Skill.

Specialisation options: hand weapons, great weapons, polearms, parry with hand weapon, parry with great weapon

Talents

Talents represent the special abilities, bonuses, or affinities characters have developed. Getting the full benefits of a talent may require a bit of effort; it is not innate or as second-nature as a characteristic or dedicated training in a skill.

Some talents are extremely specific, and relate to a particular career or role. For example, a wizard's College of Magic or a priest's chosen deity are examples of two very specific talents called Specialty talents—they help further define part of a character's makeup.

Most talents, however, fall into one of three broader categories—Focus, Reputation, and Tactics. Within each of these categories, there are a variety of options. Focus talents generally represent an intellectual knack or a benefit from a dedicated approach or knowledge of a subject. Reputation talents are often socially-oriented,

Anatomy of a Party Sheet



Name. The name for this party sheet provides some flavour and ideas for how this party functions.

Traits. Each party has several identifying traits. Some cards or game effects may interact with these traits in different ways.

Tension Events. When party tensions rise, certain negative effects may occur, as indicated by the tension events.

Special Ability. Each party has an ability unique to that group of characters, as explained on the sheet.

Tension Meter. A tracking token is placed on the meter, advancing along the track as friction and tension within the party escalates.

Fortune Pool. The party's fortune points are kept here. When enough fortune points have been accumulated, fortune refreshes and members of the party may get some of their fortune points back.

Talent Sockets. Like career sheets, each party has one or more talent sockets. Talents can be attached to these sockets, following the same rules as attaching talents to a career. However, when attached to a party sheet, all party members benefit from the talent's ability.

representing habits, stature, or something the character is generally known for. Tactics tend to be combat-oriented, representing the benefits of disciplined training, strategy, or cunning in battle.

To represent the amount of effort required to use a talent, characters can only have a limited number of talents active at a time. The career sheet shows a number of colour-coded bands corresponding to a specific type of talent. To show a talent is currently active, the player "sockets" the talent into the appropriate slot on the career card, placing the talent card face up next to a slot matching the same colour.

When a talent has been socketed to a career card, it is active, and the character receives the benefit from that talent. When a talent is not socketed to a matching slot, the ability is inactive and cannot be used. Some characters may have more talent cards available than their career has sockets to accommodate. Exchanging talents (by replacing the current active talent with a different talent in the character's repertoire) can be done freely during story mode, or by performing one manoeuvre during encounter mode. Only active talents can be replaced—a character can not replace an exhausted talent card.

Some talents have a passive benefit which is always active while the talent remains socketed to the character. Other talents allow the character to exhaust the card in order to gain a more significant benefit under the right circumstances.

An exhausted talent card can not be used again until it has finished recharging. When a talent card is exhausted, the talent is placed face down and four tracking tokens are placed on the card. One recharge token is removed at the end of each of the character's turns. To help recharge an exhausted talent more quickly, a player can spend fortune points to remove recharge tokens from the card.

These fortune points can either be spent from a character's personal stock of fortune, or invested from the party sheet when fortune refreshes. To spend fortune to recharge a talent, simply return a fortune token to the supply, then remove one of the tracking tokens from the talent card. Once all of the tracking tokens have been removed, the talent card is turned face up and is active.

Party Sheets

The player characters in the game share a central party sheet, representing the teamwork, leadership, and camaraderie of its members. Each party sheet offers its own abilities, as well as makes managing certain party resources easier. Here is a closer look at the features that make up a party sheet.

Party Talent Sockets

Each career sheet features a limited number of available spaces to socket talents. Each group of characters has an additional resource at their disposal to take advantage of their talents—the party sheet. Each party sheet has one or more sockets that can hold talents, which may vary from party sheet to party sheet.

Each talent slot on a party sheet can hold one talent of the corresponding type. The talents socketed to the party sheet are provided by members of the party, from their selection of available talents. However, when a talent is socketed to a party sheet, the ability is conferred to the entire party—everyone benefits from the leadership or knack of the character providing that talent.

For talents that require a player to exhaust the talent card to gain a benefit, this means any player in the group has the ability to trigger the benefit by exhausting the card. In this case, one recharge token is removed at the end of each round (during Encounter mode) rather than after an individual character's turn. This also means a talent could conceivably be recharged much more quickly, since every character using the party sheet has the opportunity to spend fortune points to help recharge an exhausted talent socketed to the party.

Exchanging talents on a party sheet is accomplished much like it is for an individual character's career sheet. Talents can be exchanged freely during Story Mode, while in Encounter Mode, any character can perform one manoeuvre to replace an active talent currently socketed to the party sheet with a different talent from the active character's repertoire. Keep in mind that only active talents can be replaced—a character can not replace an exhausted talent card.

Party Ability

Each party sheet has a special ability unique to that sheet. Some party abilities allow members of the party to use talents in different ways, exhaust talents attached to the party sheet to generate an effect, or have other novel and unique traits. The use or restrictions of each party ability is listed on the individual party sheet.

Fortune Pool

Each party sheet features a fortune pool. This area is a reserve to store accumulated fortune points. When the GM awards the party fortune points during play, they are placed on the party sheet in this reserve. Once the party sheet has accumulated a number of fortune points equal to the number of heroes in the party, fortune refreshes.

Party Tension

The party sheet also features space to track the party's tension. Party tension is a representation of the friction, anxiety, and apprehension a group of heroes struggle with in the face of new challenges, arguments within the party, or as consequences for certain roleplaying actions.

When a triggering effect occurs that raises the party's tension level, the GM advances a tracking token along the party tension meter on the party sheet. The party sheet lists the results that occur when certain spaces on the sheet are reached. If the party's tension meter ever reaches the final space on the track, a more severe effect occurs, then the tension meter resets to zero.

Note that in some cases, party tension can be reduced. If so, the tracking token will move back on the party tension track. If this causes the token to reach an event space, that event is not triggered—decreasing party tension never causes ill effects.

Increasing Party Tension

The party tension meter is not meant to either punish players for their behaviour (good or bad) or to be a substitute for good roleplaying. It is simply another tool available to all players, one that (like all other tools in *Warhammer Fantasy Roleplay*) ultimately is intended to be used in the service of good storytelling.

The party tension meter provides another mechanical aspect of the game that the players can manipulate to communicate the intangibles of the plot. If the party spends the night by a marsh, plagued by mosquitoes, and no one sleeps well, it helps reinforce the in-character consequences of such an event to increase the party tension meter. If the elf and the dwarf constantly bicker, increasing the party tension meter serves not only as a mechanical reflection of their in-character conflict, but also as a valuable way to partition in-character and out-of-character conflict. Did the high elf just insult you again? Growl at him and increase party tension—he'll get the picture, and play can continue.

Note that most party tension event triggers are relatively mild, to encourage active use of the party tension meter.

Sticking Together

In general, the benefits to the party sheet apply for as long as the party endures. All characters can use the party special ability, even if they've split up for one reason or another. Characters who are sharing talents through the party sheet are not obligated to remain within a certain range of one another, and the party tension meter will affect anyone, anywhere.

However, the GM may rule that going off on your own deprives you of certain benefits of the party if doing so makes sense in the context of the story. It's difficult to rely on another's Reputation, for example, if one is actively avoiding being associated with that person. Splitting up under stressful or dangerous circumstances may also increase party tension, at the GM's discretion.

In general, it's easier for everyone if the party sticks together most of the time—as that's when their sense of "party" and a cohesive group is at its strongest.

Changing Party Identity

As play progresses, the group may wish to swap their party sheet for a new one. Your GM may provide you with opportunities to do so, perhaps after completing a major story goal or adventure.

Likewise, the GM may allow the group to exchange their party sheet if the party identity has changed significantly—the shared goals and common beliefs held among a party's members may start to change as they adventure together and both the individuals and the group as a whole develop and mature. As a very rough rule of thumb, most parties should have a chance to swap out their party sheet about once per character rank.

There's no cost for swapping out a party sheet for a new one, but you can only do so if the entire party agrees. Some party sheets may have other restrictions or requirements, as detailed on the sheet.

14 Sigmarzeit, 2499
Ubersreik

Be it known that

Birgitta Tageslicht

Is to be commended for her valour, dedication, and good judgement in the matter of the Reikwald Incident. It is thanks to her swift action and devotion to the Empire and the tenets of the Cult of Sigmar that the notorious bandit leader Lars Hammett was finally brought to justice and interred in the Garden of Morr.

Hammett was summarily executed in the field by Fraulein Tageslicht for his many crimes against the people of Grünburg on 7 Sigmarzeit, 2499 years since the foundation of the Empire by Sigmar, who reigns as a god as he reigned as a mortal man.

All good people of the Reikland owe Birgitta Tageslicht their thanks and obedience, due not only to her position as a duly-appointed Roadwarden, but also to her great skill and valour in this and many other matters of high import, including, but not limited to:

The destruction of the White Skull beastman herd.

The heroic defence of pilgrims en route to Zweistückenkometen Abbey

The exposure and destruction of the Obsidian Scepter, a Chaos Cult of notorious violence and vile behaviors

So proclaimed by order of the Temple of Sigmar and Town Council of Grünburg

Maximillian Gotthamer



Chapter Two

Player Character Races

The first step in creating a character for *Warhammer Fantasy Roleplay* is coming up with a character concept, which can be strongly influenced by the character's background and race. There are four races available to choose from – Reikland humans, dwarfs hailing from Karak Azgaraz, high elves, and wood elves. Each race has its own rich history, distinct flavour, strengths, and special abilities.

In addition to background information about each race, and that race's impact and involvement in the Empire, the region on which *Warhammer Fantasy Roleplay* focuses, there are a number of special abilities listed for each race. Player characters of a certain race share these special race abilities in addition to any other abilities they may have from their career or training. More information about the setting can be found in **Chapter 13: The Empire**, on page 124.

Men of the Empire

The Empire is the preeminent realm in the Old World, a wealthy nation with powerful armies, inhabited by a dynamic race of men who hold the fate of civilisation in their hands.

There is no such thing as the typical Empire citizen. The people of the northern forests and icy coasts are tall and strong, with fierce eyes and blond hair, the men sporting bushy beards. A belligerent folk, they honour Ulric, god of battle. Those from the cold, eastern borderlands are shorter and darker, the men growing luxuriant moustaches. They wear heavy furs and are renowned for their love of strong drink and their dour temperament. The inhabitants of the Great Forest that dominates the centre of the Empire prefer unhurried lives devoted to Taal, god of nature, while those of the sunny, open plains of the south dress in bright colours and are known for their lively disposition and tall tales.

Men are not as long-lived as the elder races of dwarfs and elves, but their mortality drives them to stamp their mark on the world. The folk of the Empire are renowned for their endless creativity, and are insatiable adventurers. Imperial engineers strive to improve upon the clockwork and steam-powered technologies borrowed from the dwarfs, and explorers traverse exotic lands across the ocean. A few men and women have recently begun to master the dangerous art of magic, introduced by the high elves to help humankind defend itself against the warped sorceries and armies of Chaos.

History

The history of the Empire began more than two millennia ago when a young chieftain named Sigmar was crowned first emperor following his defeat of a massive army of green-skinned orcs and

goblins. He unified twelve tribes of men under his rule, and forged an alliance with the dwarfs which has survived the test of time. When his reign ended, he was deified as protector of the Empire, and each successive Emperor has ruled in his shadow. The warhammer he wields symbolises the Empire's defiance against the many enemies which surround it.

The Empire has survived plagues, civil war, greenskin invasions from the mountains, and legions of undead risen from the cursed domains of the Vampire Counts. Its most terrible enemies are the followers of the Chaos gods: bloodthirsty barbarians marauding from the northern wastes, wild beastmen raiding from the forests, and corrupt minions undermining the Empire from within. The Empire's strength lies not only in its economic and military prowess, but in the faith and determination of its citizens. One of its greatest moments was during the Great War Against Chaos, fought a mere two centuries ago, when mankind followed the banner of Magnus the Pious to victory against the almost insurmountable forces of Chaos.

The current emperor is Karl Franz, who rules from Altdorf, capital of the Reikland. A great statesman and patron of religion and science, he is also a renowned battle leader. His land has enjoyed relative peace during his reign, but once again its enemies gather their might. The Empire's armies heroically defend the borders, but the Empire's greatest foe has always been the enemy within – not only are the provinces fractious and distrustful, but subtle agents of Chaos move within society, plotting the downfall of law and order. Only the Emperor has the power to maintain unity, and despite its power, the Empire is only one dagger-thrust away from anarchy.

Reiklanders

Forest-swathed Reikland in the southwest of the Empire is its foremost province. Reiklanders tend to be richer, better educated, and more urbane than other provincials, and the province's merchants vie with the nobility for power. Reikland's inhabitants truly believe that Sigmar favours them as the true heirs of the Empire.

Reiklanders are renowned for their flamboyant nature and eagerness to impress. The men's clothes are slashed in military style, and their floppy hats are festooned with feathers, while the women dress in equally extravagant fashions. Despite appearances, Reiklanders are hard workers and brave fighters when duty calls. Their success is due to their natural ability to adapt to any situation.

The city of Altdorf attracts visitors from all over the Known World, so Reiklanders are a cosmopolitan people, rubbing shoulders with foreigners, dwarfs, and elves. They are more open-minded than other Empire folk, and because Altdorf is home to the Colleges of Magic, they are slightly more tolerant of magical activities which would have unsophisticated provincials reaching for their pitchforks and torches – outside the Reikland, even sanctioned magic is tantamount to Chaos sorcery to many.

Dwarfs

Dwarfs are a sturdy race: four and a half feet of solid muscle. They wear tough leathers, chainmail, and horned helmets, warhammers or axes slung at their belts. A dwarfs most prized possession is his beard – its length and whiteness reveal age and experience, and its adornments and the weave of its braids denote rank. Dwarfs live in mountain strongholds bordering the Empire, and are adept fighters, even in the gloom of tunnels. Unless they die in battle, they live for centuries.



Every dwarf can recount his lineage back through numerous generations, and remembers every insult endured by his ancestors – the settling of a grudge is a serious issue. Dwarfs seldom back down or change their mind, but they always honour their pledge. They do not waste words on trivialities, and their gruff manner wins them few friends outside their own race. But a dwarf's friendship, once given, is absolute.

Dwarf craftsmanship is vastly superior to that of men. They utilise steam-powered engines, clockwork devices, devastating black-powder weaponry, and even ingenious flying machines. However, bound by tradition, nothing can be invented or improved without approval from the elders of the Dwarf Engineers Guild. Most dwarfs respect their betters, and those who do not are snubbed and humiliated. Dwarfs have no affinity for spellcasting, although runesmiths carve artefacts with intricate, magical runes. Dwarfs

Reiklander Characters

To reflect their upbringing and individuality, Reiklander characters have the following racial abilities:

- **Adaptable:** Career transitions for Reiklanders cost one less advance, which may reduce a career transition to zero advances
- **Diversity:** At character creation, Reiklanders begin with 25 creation points
- **Favoured by Fate:** Once per session, a Reiklander may add two fortune dice ☐☐ to any single check
- **Wound Threshold:** 9 + Toughness rating
- **Corruption Threshold:** 5 + Toughness rating



honour the smith-god Grungni, the warrior-god Grimnir, and Valaya, protectoress of the hearth, and their religious rites involve the copious quaffing of potent ale.

Most dwarfs have an insatiable lust for wealth, and are loath to part with the smallest treasure. Expert miners, they delve deep underground for precious stones and metals, including rare gromril, tougher yet lighter than iron.

History

At the dawn of time, the ancestor gods taught the dwarfs mining, metalwork, and warfare. Then Chaos overwhelmed the world. It was during this ancient war that the dwarfs first encountered the elves. Together they vanquished the daemonic forces, and for several millennia, peace reigned. During this golden age, when men were mere primitives, the dwarfs founded their greatest strongholds.

Azgaraz Dwarf Characters

To reflect their fierce spirit and proud traditions, Karak Azgaraz dwarf characters have the following racial abilities:

- **Children of Grungni:** Before investing any creation points, an Azgaraz dwarf may train one of the following skills for free – Discipline, Resilience, or Weapon Skill
- **Grudge:** A Karak Azgaraz dwarf gains ❑ to all *Melee Attack* and *Ranged Attack* actions against Greenskins, and against any target that has wounded him. This bonus lasts until the end of the encounter
- **Sturdy:** A Karak Azgaraz dwarf adds 5 to his encumbrance limit
- **Night Vision:** Two fewer ■■ misfortune dice are added to a dwarf's dice pool for any effects from darkness or lack of sufficient light
- **Wound Threshold:** 10 + Toughness rating
- **Corruption Threshold:** 10 + Toughness rating

Four and a half thousand years ago, the treacherous elves plundered dwarf settlements. High King Gotrek Starbreaker attempted to seek compensation, but the elves sheared off his ambassadors' beard. Four centuries of bloody conflict ensued, known as the War of Vengeance, ending only when King Gotrek slew the Phoenix King of Ulthuan. The elves skulked away from the Old World, save those who retreated to the forests. Dwarfs distrust elves to this day.

The war had no sooner ended when earthquakes and volcanic eruptions racked the cities under the World's Edge Mountains, and tides of greenskins poured from the east. Over the next few millennia, hold after hold fell to orcs, goblins, and worse. But all was not lost. Two and a half thousand years ago, Sigmar saved High King Kurgan Ironbeard from an orc warband. They joined forces to annihilate the greenskins at Black Fire Pass, and Sigmar's men crowned him emperor for his victory. With the passing of time, the Empire of men has flourished, while the power of the dwarfs continues to fade. But the oath of brotherhood remains strong – only two centuries ago, High King Alriksson marched alongside Magnus the Pious to secure victory in the Great War Against Chaos. Today, dwarfs and men continue to stand firm against their relentless foes.

Dwarfs of Karak Azgaraz and the Reikland

Until recently, only scattered communities of dwarfs lived in the Grey Mountains – there are few rich mineral deposits to attract them. However, an exodus of young dwarfs from the eastern mountains have founded a new small stronghold among the peaks south of the Reikland town of Ubersreik. They have named it Karak Azgaraz – the Hold of the Fearless Axes. It has attracted ambitious short-beards keen to make a name for themselves away from the shadows of their elders, who thoroughly disapprove of the venture. The dwarfs glean a little silver from the meagre seams below the stronghold, which they trade within the Reikland. The main function of Karak Azgaraz is a military base of operations from which the dwarfs plan to eradicate the greenskins that plague the mountains, and thus win themselves glory.

Dwarfs are not an uncommon sight in the Empire, especially in larger cities. The craftsmanship of dwarfs is renowned, and a dwarf can find work as a blacksmith, brewer or craftsman throughout the Reikland. Some dwarfs from Karak Azgaraz frequently visit towns and villages throughout the Reikland, trading their wares to restock the karak's stores while learning more about the land around their new home. In many cities, dwarfs and men work side by side, both in commerce and trade, as well as in defence of the land against encroaching foes.

High Elves

Taller and more slender than most men, high elves have pointed ears and pale, delicate features framed by long golden or ebony hair. They live for many centuries, and to stare into elven eyes is to gaze into deep wells of arcane lore. They bear themselves with noble dignity, wearing silk robes, or, in times of war, shining scale-mail and tall helms, decorated with gold and jewels.

High elves dedicate their long lives to perfecting a chosen art. Some pursue the skills of war, some become exceptional craftsmen, and others seek out ancient lore, reaching an understanding of magic far beyond human comprehension. They value learning, and

consider themselves the most civilised of all races. Subtle in speech and manner, they can convey intricate depths of meaning with the slightest gesture.

Their homeland is Ulthuan, ruled by the Phoenix King Finubar and the beautiful Everqueen. It is a verdant, magical isle of white-towered cities, lying across the Great Ocean far to the west of the Old World. The venerated elf deities protect Ulthuan: Asuryan the creator, Vaul the craftsman, Isha, lady of fertility, and violent Khaine. High elf citizens proudly join the ranks of Ulthuan's armies from an early age, taking their responsibilities and duties seriously. The High Elves are not a numerous race, and their island is beset by a cruel enemy – their treacherous kin, the dark elves.

History

Ulthuan's civilisation dates back thousands of years, when men were savage brutes. The earliest histories speak of a time when the fabric of reality collapsed and Chaos overwhelmed the world. The Phoenix King Aenarion damned himself by wielding the cursed Sword of Khaine to battle the daemons that invaded his realm. Mages summoned a vortex to drain away the untamed magic of Chaos and weaken the daemonic legions, but condemned themselves to maintain the ritual for eternity. Victory was won at great cost, for among the thousands of dead was Aenarion himself.

Bel Shanaar succeeded as king. During his reign, elves founded colonies throughout the Known World, and helped the dwarfs drive Chaos from the Old World. However, Malekith, corrupt son of Aenarion, poisoned Bel Shanaar and claimed the throne. Brother fought against brother in a time known as the Sundering, and millions died. Malekith turned to black sorcery to secure victory, and became known as the Witch King. He and his followers, the dark elves, were defeated and fled to the New World where they founded the kingdom of Naggaroth.

The vengeful Malekith tricked the dwarfs of the Old World into believing that Ulthuan had attacked them. The ensuing War of the Beard, as it was called by the elves, resulted in four centuries of bloody conflict and the death of King Caledor II. His successor, Caradryel the Peacemaker, unable to maintain a war against both dwarfs and dark elves, oversaw the exodus of the Old World colonists back to Ulthuan. High elves have never forgotten this humiliation.

Over the ensuing millennia, the high elves, embroiled in conflict with Naggaroth, did not concern themselves with the Old World until Finubar the Seafarer contacted the realms of Bretonnia and the Empire, five centuries ago. Three hundred years later, when Finubar was king, the dark elves invaded Ulthuan again, accompanied by fleets of frenzied Chaos warriors. The heroes Teclis and Tyrion defeated this horde at the Battle of Finuval Plain, and Teclis left for the Empire, sole bastion against Chaos in the Old World. The elf mage steered Magnus the Pious towards victory, and helped found the Colleges of Magic in Altdorf, so that humans would not be defenceless against Chaos sorcery.

Now the high elf race faces twilight. Their number grows fewer with each decade of war, but while a Phoenix King sits on the throne, they will never relinquish their civilisation.



High Elves in the Reikland

Each year, ships from Ulthuan bring exotic goods down the River Reik to Altdorf. With them come political envoys from the Phoenix King to cement his alliance with the Emperor. Elven mages visit Altdorf to oversee the progress of the Colleges of Magic, and elven scholars and adventurers arrive to explore the ruins of long-abandoned elven colonies deep in the forests, searching for lost artefacts. Although a rare sight in the rest of the Empire, high elves are not uncommon in the Reikland, although they still provoke awe with their grace and beauty.

High Elf Characters

To reflect their cultured upbringing and rich history, high elf characters have the following racial abilities:

+ **Composure:** During character creation, a high elf may choose one Focus talent for free. This does not use any of the high elf's creation points
+ **Erudite:** High elves acquire (but do not train) the advanced skill Education for free during character creation
+ **Ishas Chosen:** Before investing any creation points, a high elf may train one of the following skills to train for free – Discipline, Intuition, or Observation
+ **Night Vision:** Two fewer ■■ misfortune dice are added to a high elf's dice pool for any effects from darkness or lack of sufficient light
+ **Wound Threshold:** 8 + Toughness rating
+ **Corruption Threshold:** 10 + Toughness rating



Wood Elves

Wood elves are physically similar to their high elf kin. They equal them in beauty and grace, and have unsurpassed agility. Wood elves wear simple hides and furs, camouflaged to allow them to fade among the trees. Their forest life teaches them to move without trace through the most tangled terrain. Their home, Athel Loren, is a great forest that hugs the southern foothills of the Grey Mountains between the Empire and Bretonnia. Outsiders dare not enter these strange woods, for a powerful magic protects the trees. The wood elves wander in small kinbands, forever guarding the forest. They emerge from the foliage like ghosts, striking down intruders before vanishing mist-like into the undergrowth.

Magic and illusion are integral aspects of wood elf life – their mages can awaken the trees and commune with the spirits of the forest, such as tiny spites, vicious dryads, and lumbering treemen. Wood elves revere all arboreal life, and despise those who despoil the forests, whether men, dwarfs, or greenskins, but reserve their bitterest hatred for Chaos, which warps the natural world.

Wood Elf Characters

To reflect their ties to nature and tradition-bound culture, wood elf characters have the following racial abilities:

- **Forest Walk:** Wood elves may ignore terrain-based manoeuvre penalties and up to ■■ misfortune penalties to movement and actions performed while in woodland terrain
- **Nature Bond:** Wood elves gain a □ fortune die to combat initiative, as well as to Observation and Stealth checks while they are in woodland terrain
- **Orion's Favoured:** Before investing any creation points, a wood elf may train one of the following skills – Ballistics Skill, Nature Lore, Observation, or Stealth
- **Night Vision:** Two fewer ■■ misfortune dice are added to a wood elf's dice pool for any effects from darkness or lack of sufficient light
- **Wound Threshold:** 8 + Toughness rating
- **Corruption Threshold:** 10 + Toughness rating

History

At the time of the War of the Beard, even elves avoided mysterious Athel Loren. Those who had settled near its borders regarded the Old World as their home and decided not to return to Ulthuan in the aftermath of the war. They were attacked by the dwarfs, and fled for refuge within the forest. The dwarfs followed, hacking and burning, but awoke the anger of the ancient trees, which slaughtered them all.

The elves embraced Athel Loren as their home, vowing never to take from nature without recompense, and the forest slowly accepted their presence. Over a thousand years before the founding of the Empire, the dwarfs returned to settle their grudge with the elves. They were met with flights of arrows from unseen archers, and the trees again came alive and assaulted them from all sides. Elves and forest united to drive off the intruders, and from that moment, the inhabitants of Athel Loren became known as wood elves.

That winter, ice gripped the land, and an army of orcs rampaged through the forest. Athel Loren's magic ebbs during the coldest months, and the elves were butchered mercilessly until two of their kind, Orion and Ariel, who had earlier vanished into the forest, reappeared touched by divinity. Orion was possessed by Kurnous, the hunter god, cloaked in leaves and crowned with horns. His fury emboldened the elves, and they massacred their enemies. In Orion's wake came Ariel, now a beautiful aspect of Isha the mother goddess, restoring the wounded forest with her touch. As the bitter chill of winter set in, Orion strode into a ritual bonfire and was consumed. With the vernal equinox, however, he was reborn and led his Wild Hunt to herald the spring. Since that time, this cycle occurs every winter and spring.

For over three and a half millennia, under the protection of Ariel, the wood elves have defended the forest against men, dwarfs, and even undead hosts, raised by the necromancer, Heinrich Kemmler. However, their bitterest foes are the abominations that skulk in the darkest woods, perverting the beauty of nature. The wood elves have battled many times against beastmen hordes led by Cyanathair the Corruptor, a beast-daemon that exists only to despoil. Their hatred for the beasts of Chaos is all-consuming.

Wood Elves in the Reikland

Wood elves seldom venture from their sylvan retreats, for they care little for the world beyond Athel Loren. However, a decade ago, Naieth the prophetess foresaw the death of the forest, and both Orion and Ariel acknowledged that the fate of their realm is intertwined with the fate of the wider world. Thus they have directed the wood elves to hunt their enemies beyond Athel Loren. Kinbands now roam the Reikwald Forest, hunting beastmen breeding in its shadowy depths. Sometimes individuals step from the trees to ally with the causes of men, when they coincide with their own concerns.

A few wood elves wander the realm of men in self-imposed exile for dishonouring their kinband, perhaps by allowing enemies to escape, or failing to save a kindred-brother's life. Also, legend speaks of the Lost Kindred who long ago migrated across the Grey Mountains. Their descendants may yet haunt the most remote parts of the Reikwald.



Chapter Three

Character Creation

Creating a character for *Warhammer Fantasy Roleplay* is done in just a few quick steps, allowing players to get involved in the action right away. To create a character, a player needs this rulebook, a character sheet, and a pencil. The cards should be put in easy reach of the players, for access to the appropriate talent, career, or action cards they might need. Finally, the other components, such as the stance pieces, character bases, standups, and dice, should be on hand if needed.

Step 1. Select Race

The first step in character creation is choosing a race. The core product offers four player races for *Warhammer Fantasy Roleplay*—diverse humans, stout dwarfs, graceful high elves, and nimble wood elves. Players should read the background information on each of the races in Chapter Two (starting on page 28) and decide which race interests them the most.

After determining the character's race, the player should write the race down on the character sheet, along with any special traits or abilities afforded by that race.

Random Race Determination

Some groups prefer a more random approach to character generation. If you would like to randomly determine your character's race, roll four ☐☐☐☐ fortune dice and count the number of ✦ successes generated to see what race options are available to you:

No ✦ Reikland Human

✦ Reikland Human or Karak Azgaraz Dwarf

✦✦ Karak Azgaraz Dwarf

✦✦✦ + High Elf or Wood Elf

Chris chooses to play a dwarf from Karak Azgaraz. He writes down the Sturdy, Night Vision, and Grudge abilities, as shown in the dwarf description on pages 29-30. He also makes a note that when it comes time to select his starting skills, he must also select a racial skill, due to his Children of Grungni ability.

Character Creation Summary

Step 1. Select Race

Step 2. Draw 3 Careers, Keep 1

Step 3. Invest Creation Points

- + Characteristics
- + Wealth
- + Skill Training
- + Talents
- + Action Cards

Step 4. Acquire Action Cards

Step 5. Determine Stances & Other Values

Step 6. Select a Party Sheet

Step 2. Draw 3 Careers, Keep 1

The next step in the character creation process is to determine the starting career for the character. The character's career influences his starting characteristics, available skills, talents, the advancement options after earning experience, as well as describes the character's social function and role within the Old World.

To determine the character's starting career, the player shuffles together all the basic career cards not in use by other characters, and draws three careers at random. He checks to see if his character's race is eligible for the careers drawn. If any of the careers are not compatible, the player draws until he has three valid careers.

Alternate Career Selection Options

Some groups may wish to make career selection a more organic, group process. If the GM and players agree, all the basic careers can be made available, and the group members discuss their goals and interests. Using this method, each player chooses the career he wants for his character.

Other groups enjoy the challenge and excitement of having fate decide their characters' careers. If the GM and players agree to this method, each player randomly draws one basic career from the supply. The first compatible career he draws becomes his character's career.

Once the player has drawn three potential careers, he selects one career from those three, placing the careers not chosen back with the other basic careers. The player then writes down his character's career on the character sheet and locates that career's special ability card and puts it with his character. He should read the information on the career card to familiarise himself with that career, and start to think about the type of character he wants to play.

Chris draws three careers from the deck of basic career sheets: Apprentice Wizard, Thief, and Troll Slayer. Since Apprentice Wizard is a human-only career, Chris sets it aside and draws again. This time, he draws Burgher. After reviewing his three options, Chris decides he likes the Troll Slayer's description and art, so he chooses that career and returns the others to the supply.

Step 3. Invest Creation Points

Each player has a number of creation points available to invest in the customisation of his character. The number of creation points available is based on the character's race. The final row in **Table 3-1: Default Ratings by Race** shows how many total creation points a character from that race has to invest in characteristics, starting wealth and other advancements to improve a character's starting skills and abilities.

It is important to note than while creation points are used in some similar ways to advances (based on experience earned by characters over the course of their adventures), creation points are a different type of resource. Creation points only apply during initial character creation and are not considered advances. Any creation points not spent during character creation are lost—invest wisely!

Generate Characteristics

Each character starts with a default rating in each of his six characteristics. Players can invest creation points to improve these values.

Determine Initial Values

The initial value for each characteristic is based on the character's race and starting career. First, take the values indicated on **Table 3-1: Default Ratings by Race**. Next, look at the character's starting career. Add one to each of the characteristics listed as that career's Primary Characteristics. The result is the default characteristic profile for that character.

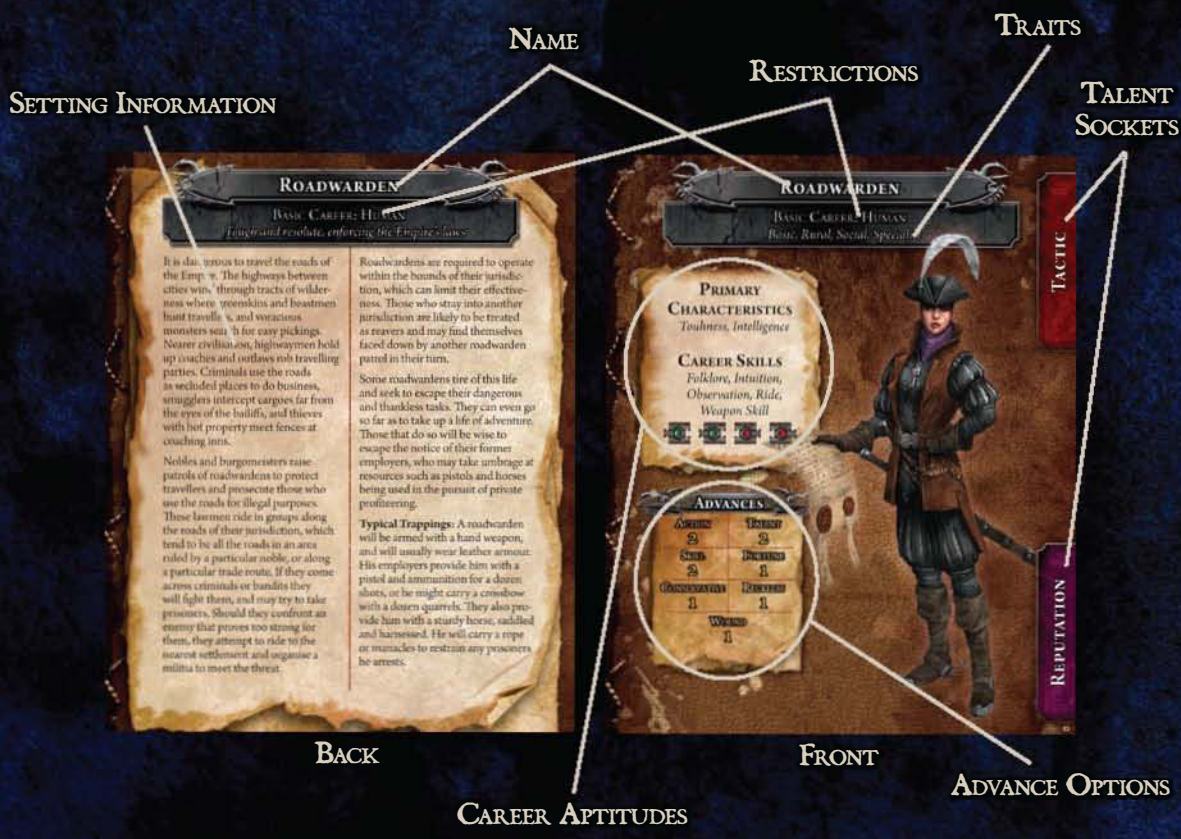
The initial value for a characteristic is the race's default value plus a one point bonus to the Primary Characteristics associated with the character's starting career.

For comparison, three represents an average characteristic for humans. Dwarfs tend to be slightly tougher and stronger than humans, while both wood elves and high elves are often more agile and dextrous.

Now the player may invest creation points to increase these values to customise the character. Increasing a characteristic rating by one requires a number of creation points equal to the new rating. For example, increasing Strength 3 to Strength 4 requires four creation points. Increasing Strength 3 to Strength 5 would require nine creation points—four points to increase Strength 3 to Strength 4, and another five points to increase Strength 4 to Strength 5.

During character creation, no single characteristic can begin higher than five.

Anatomy of a Career Sheet



Name. The name for the career. This is often the name that other people in the Old World setting would use to refer to someone following that career. The career name may be a label that applies to a broad range of possible roles or disciplines, as explained on the back of the sheet.

Traits. Each career has several identifying traits, which appear in italics. Some cards or game effects may interact with these traits in different ways. Career traits are also evaluated when a character wishes to move into a new career.

Restrictions. Some careers have restrictions about which races or types of characters can enter the career.

Talent Sockets. Like party sheets, each career has one or more talent sockets. Talents can be attached to these sockets, following the same rules as attaching talents to a party sheet. When a talent is socketed to a career sheet, only that character benefits from the talent.

Career Aptitudes. Each career has certain areas of expertise. These aptitudes represent that career's primary characteristics, career skills, and starting stance meter. These aptitudes are an important factor in how a character develops over the course of his time pursuing that career.

Advance Options. Over the course of his adventures, a character will have the opportunity to invest advances into his personal development. This grid indicates the maximum number of times that particular type of improvement may be purchased as an Open Career Advance while pursuing this particular career.

Setting Information. The back of each sheet features background and setting information, so players can get a sense of the role that career serves within the Old World. This also lists typical trappings or equipment members of that career often use. Some careers may also list special rules or exceptions, such as the need for an Apprentice Wizard to select a College of Magic.

Spend Creation Points Wisely

Creation points allow a player to customise his character, and provide a lot of options and decisions. To get the most out of a character and his starting career, it's recommended that a player raise one or both of his character's primary characteristics above three.

While it may be tempting to ignore starting wealth or skills, well-rounded characters often find themselves better equipped to deal with the variety of challenges and encounters they may face over the course of their adventures.

Creation points are also used to acquire skills, talents, and other starting abilities. It is often wise to balance improving a character's starting characteristics with these other assets.

Chris notes that his dwarf character starts with a Strength and Toughness of 3, and all other characteristics at 2. He has 20 creation points. Chris consults his Troll Slayer career sheet and sees that its Primary Characteristics are Strength and Toughness. He therefore increases Strength and Toughness by one each, to 4, for free. Finally, he's ready to start spending creation points on improving his starting characteristics.

His Troll Slayer is already quite strong and tough, but Chris wants to really be able to carve stuff up, so he increases his Strength from 4 to 5 at the cost of 5 creation points. He wants to at least have access to the Dodge Active Defence (which has a requirement of Agility 3), so he also increases his Agility from 2 to 3 at the cost of 3 creation points. Since he fully expects to find himself exposed to terrifying abominations on a regular basis, Chris spends 3 more creation points to increase his Willpower to 3. Finally, Chris considers his Intelligence and Fellowship scores. He decides he's okay with his dwarf being tactless and unlikable, but doesn't want him to be dumb. He spends 3 more creation points to bring his Intelligence up to 3. He's spent a total of 14 creation points so far, and has 6 left to spend on wealth, skills, talents, and actions.

Characteristic Ratings

1: Deficient

2: Poor

3: Average

4: Good

5: Excellent
Character Generation Maximum

6: Superb

7 or more: Superhuman

Table 3-1: Default Ratings by Race

Characteristic	Reiklander	Azgaraz Dwarf	High Elf	Wood Elf
Strength	2	3	2	2
Toughness	2	3	2	2
Agility	2	2	3	3
Intelligence	2	2	3	2
Willpower	2	2	2	3
Fellowship	2	2	2	2
Creation Points	**25**	**20**	**20**	**20**

Table 3-2: Creation Point Investments

Points Invested	Wealth	Skills	Talents	Actions
0	Broke	1	0	1
1	Poor	2	1	2
2	Comfortable	3 + 1 specialisation	2	3
3	Affluent	4 + 2 specialisations	3	4

Wealth, Skills, Talents & Actions

Investing in wealth, skills, talents, and actions is slightly different than investing in characteristics. A player can choose to invest 0, 1, 2, or 3 creation points separately into each of these four categories. By using **Table 3-2: Creation Point Investments**, a player will find the appropriate value for his character by cross-referencing the category's column with the creation point investment's row. Following is an explanation of the impact of these investments.

Starting Wealth

By investing zero creation points, a character starts out **broke**. A broke character begins play with the clothes on his back (probably old and tattered), a dagger or quarterstaff, and has 5 brass coins.

By investing 1 creation point, a character starts out **poor**. A poor character begins play with a set of durable, comfortable clothes and a cloth rucksack. He may choose to start with a dagger, quarterstaff, crossbow, or hand weapon, and has 50 silver coins.

By investing 2 creation points, a character starts out **comfortable**. A comfortable character begins play with a set of travelling clothes, a bag with another set of clothes and a few knick-knacks such as candles and a tinderbox. He may choose to start with a dagger, quarterstaff, crossbow, or hand weapon, and has 2 gold coins.

By investing 3 creation points, a character starts out **affluent**. An affluent character begins play with a set of exceptional clothes, a sturdy backpack or satchel with a second set of clothes, a healing draught, a dagger, and a few knick-knacks such as candles and a tinderbox. He may choose to also start with a rapier, longbow, great weapon, or hand weapon, and has 5 gold coins.

A character may choose to spend some or all of his starting wealth on additional gear such as weapons and armour. He should do so in consultation with the GM, to ensure that the items he desires are appropriate for the campaign and available in the current setting.

As a Troll Slayer, Chris doesn't think he'll have much need for material things. He spends 1 creation point to begin the game poor, and writes down on his character sheet the items listed above. He chooses a hand weapon (which he notes as "trusty axe"), then consults with his GM and spends 25 of his starting silver on a second hand weapon (which he notes as "trusty other axe"), and keeps the remaining coins unspent. It might have been wise to try to purchase some armour or a shield to begin the game, but Troll Slayers don't care one whit about such things! Chris has 5 creation points left.

Skill Training

Depending on the number of creation points invested, characters will have a number of skills they may choose to train. Each career card lists the key skills associated with that career. These are the skills the character is allowed to train or assign a specialisation for based on the number of creation points invested.

If he selects a basic skill to train, the player places a checkmark in the corresponding box in the trained column on the character sheet. If he selects an advanced skill, his character acquires the skill, but it is not yet trained. Remember, acquiring an advanced skill allows a character to attempt checks based on that skill as if it were a basic skill. The player writes the advanced skill in the appropriate section of the character sheet.

Wealth & Social Tier

As an optional rule, the GM may choose to have a character's starting wealth level define his starting social tier, which can have repercussions throughout that character's career long after his starting coin is gone. If so, then characters who begin broke or poor are brass tier. Comfortable characters are silver tier. Affluent characters may be either silver or gold tier, at the GM's discretion. For characters whose wealth is far different than their career's normal lifestyle (such as an affluent commoner), the GM may wish to work with the player to develop an in-game reason for the discrepancy.

Characters may receive a variety of bonuses or penalties while interacting with people of different social tiers. For example, only a gold tier character might be able to approach a gold-tier noble as an equal, whereas a brass-tier character may suffer stiff penalties when trying to negotiate with silver- or gold-tier merchants. For more information on wealth and social tier, see page 94.

If he has access to an advanced skill (from his race, career, or other source) a beginning character may acquire an advanced skill as one of his skill training options, then train the just-acquired advanced skill if he still has any skill training options remaining. This allows a newly created character to have one rank of skill training in an advanced skill (at the "cost" of two skill training opportunities).

If the character's race provides him with the ability to train an additional skill, the player chooses which skill to train at this time, whether or not that skill is a career skill for his character's current career. If the player invested enough creation points to earn specialisations, he chooses those specialisations now. A character can only acquire specialisations for skills he has already trained.

During character creation, no single skill can be trained more than once. For more information on skills and specialisations, see pages 20-21.

Chris notices that there is strong overlap between the skills he can select as a Troll Slayer and the skills he can select as a dwarf. There are only a few skills on either list that he feels are really essential to the character he wants to make, so Chris only invests 1 creation point in skills. This lets him train 2 skills, plus 1 skill for his racial ability. He selects Weapon Skill and Intimidate from his Troll Slayer career sheet as his starting skills and marks them on his sheet. Consulting his dwarf racial ability on page 30, Chris decides to train Discipline with his racial selection, and he marks that on his sheet, too. Chris has 4 creation points left.

Talents

Each career has several talent slots along the side of its sheet, showing the different affinities or knacks for that career.

Some careers have one of these slots reserved for a special talent specific to that career. For example, wizard characters have a slot devoted to their Order of Magic, while priest characters have a slot dedicated to the god they serve. Players who have a character with a dedicated talent slot should find the corresponding card and place it next to the career sheet. Acquiring the card for a dedicated talent slot does not cost any creation points.

Players without a special dedicated talent slot may be able to begin play with one or more talents depending on how many creation points the player invests. The player may choose cards from any of the talent types available, but will only be able to use the abilities on talent cards that match the slots available on his character's career card.

Chris likes the idea of his dwarf being an older, experienced sort of dwarf, full of useful tricks. Since his Troll Slayer career has two Tactics talent slots, he invests 2 creation points to gain two talents. He searches through the Tactics talents and finally settles on Charge and Flanking Manoeuvre as his selections. He could have chosen Reputation or Focus talents if he'd wanted to, but since he does not have any of those talent slots on his career sheet, he wouldn't have gotten much use out of them. Chris has 2 creation points left.

Action Cards

In addition to any basic action cards a character begins with as his default starting set of options, players can invest creation points to allow their characters to start out with even more actions. This selection is covered in more detail under Step 4, below.

Step 4. Acquire Action Cards

A character's action cards provide a broad range of options during gameplay. All characters begin play with a number of basic action cards in their action deck, for free. A few of the basic action cards have a minimum characteristic requirement. If a character does not begin play with the required characteristic rating, he does not begin with that basic action card. If he later raises his characteristics to meet these requirements, he can choose to acquire these actions later in his career—however, it is no longer free, and the character must acquire it by spending advances as with any other action card.

Certain careers may have access to other basic actions. For example, wizard careers start the game with a selection of petty magic spells, which are considered basic spell actions, and Channel Power, which allows them to generate the power needed to fuel their spells. Some members of the priestly Initiate career may start the game with a selection of minor blessings, which are considered basic blessing actions, and the Curry Favour action, which allows them to generate the favour needed to activate their blessings.

Exotic Talents

A small number of careers, such as the Zealot, have exotic talent slots. For example, the Zealot has an exotic talent slot marked as "Insanity." If your starting character belongs to such a career, then you may select a "talent" from this category as one of your talent choices during character creation. So a Zealot could acquire an Insanity during character creation as one of that character's talent choices.

Note that a wizard's Order and a priest's Faith talents are dedicated exclusively to careers of that type and are granted to wizard and priest characters for free during character creation, or when moving into such a career during a campaign.

Basic Action Cards

Each character begins the game with one copy of each of the following basic action cards he meets the requirements for:

- **Assess the Situation**
- **Block**
  For characters with Toughness 3+
- **Dodge**
  For characters with Agility 3+
- **Guarded Position**
- **Melee Attack**
- **Parry**
  For characters with Strength 3+
- **Perform a Stunt**
- **Ranged Attack**

After adding one copy of each available basic action to the character's action deck, the player chooses additional action cards based on the number of creation points he invested.

Some action cards have a rank listed. A character may acquire an action card above his current rank during character creation, at the cost of one additional action card choice from his investment allotment for every difference in rank. Starting characters are Rank 1. For more information about character rank, see page 43.

Thanks to careful selection of his characteristics, Chris's Troll Slayer qualifies for all the basic action cards (other than the wizard and initiate restricted blessings and spells). He therefore adds Assess the Situation, Block (because his Toughness is 3 or greater), Dodge (because his Agility is 3 or greater), Guarded Position, Melee Strike, Parry (because his Strength is 3 or greater), Perform a Stunt, and Ranged Shot to his action deck. However, since Chris's character neither owns a shield nor expects to acquire one, he places Block off to one side—it requires a shield to use, and he'll add it back to his options if and when he decides to equip a shield.

Chris has 2 creation points left, and happily invests them both in actions, in keeping with his theme of an experienced dwarf with lots of tricks. This gives him a total of 3 actions, and he spends some time examining the action cards available to him. After careful consideration, Chris selects Double Strike to use both his trusty axes at once, Shrug It Off to help him survive the constant pounding he's sure to receive in combat, and Disorienting Strike, to keep his tougher enemies off balance. Chris couldn't take any of the spell or blessing actions, as he's neither a wizard nor a priest, but he could have chosen any other action—such as Support or Ranged Attack actions—he met the requirements for.

Step 5. Determine Stances & Other Values

The player is now ready to determine his character's starting stances, wound threshold, corruption threshold, defence value, and soak value. The character's career (or career-specific talent card) indicates the starting number of conservative and reckless pieces for that character's stances. The character's defence and soak values are primarily determined by his armour (if any).

The player indicates his stance on the back of the character sheet, checking off a number of conservative and reckless boxes as indicated on the career card. Each character will naturally favour one stance over the other. Whichever stance currently has more spaces checked off is considered that character's dominant stance. If there are an equal number of checks in each stance, the player gets to choose his character's starting dominant stance. The dominant stance is important during several situations, such as when characters are performing actions while in the neutral stance (see page 64 for more details).

The player then takes a number of puzzle-fit stance pieces based on the character's stance makeup. One neutral stance piece is placed in the centre. A number of green pieces are attached to the left equal to the character's conservative stance rating, and a number of red pieces are attached to the right equal to the character's reckless stance rating.

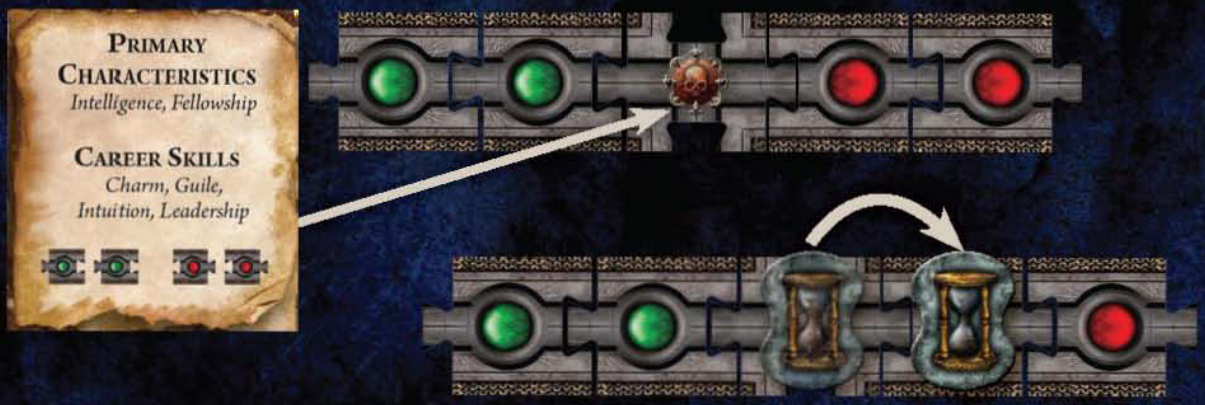
The character's wound and corruption thresholds are noted in the race description in Chapter 2. A character's starting defence and soak values are primarily determined by his equipped armour and whether or not he is carrying a shield. If your character has armour or a shield, consult page 102 to determine the defence and soak

Starting Wizards & Priests

Characters who begin with the Apprentice Wizard career have a much broader selection of skills available to them than most other careers, but also must invest heavily in skills to make use of their iconic, defining abilities. To help offset this, apprentice wizards automatically acquire the advanced skills Channelling and Spellcraft for free during character creation. Wizard characters also begin play with several additional basic action cards, collectively referred to as "Petty Magic." Add the **Channel Power**, **Magic Dart**, **Cantrip**, and **Counterspell** cards to your action deck if you create a new wizard character. A character who later transitions into a wizard career receives no such free training and will have to learn to use his powers the hard way.

Starting priest characters—called Initiates—do not receive the same free bonuses that wizards do. Not all priests are capable of invoking blessings, and doing so is not the essence of what priesthood is about, therefore Initiates do not acquire Piety or Invocation for free during character creation. However, a newly created Initiate character who begins the game with Piety acquired or trained will also add the **Curry Favour** card to his action deck. An Initiate who begins the game with Invocation acquired or trained adds **Minor Blessing**, **Minor Ward**, and **Blessing of Health** to his action deck. Otherwise, the character must invest advances to acquire these skills and actions later on in his career.

Assembling a Stance Meter



The career sheets provide information on a lot of that career's skills, abilities, and areas of expertise. Each career sheet also indicates a career's starting stance profile, as indicated by the arrow. Based on the career shown on the left, the player would take 2 green conservative pieces, 2 red reckless pieces, and 1 neutral connector piece and assemble them as shown. For wizards and priests, this information appears on their specialty card.

Finally, the player takes one of the activation tokens and places it on the neutral space in the centre of the stance meter. The activation token will be moved left and right to indicate the character's current stance. This token is also used to indicate whether a character has acted during the current round, depending on whether the token is placed face up or face down.

Higher Power Games

If the GM wants to start a campaign or use an adventure he feels might be too difficult for normal starting characters, he might decide to have the player characters begin the game with additional creation points, allowing them to start with slightly higher characteristics, or have more starting resources and abilities. Often just one or two more advantages provides a greater degree of diversity in a party.

Starting with 5 or more extra creation points is a significant advantage for characters, and GMs should consider the impact of having more powerful characters in their game.

value of these items. The values for a shield are added to the values for a suit of armour, but a character can only wear a single suit of armour and benefit from a single shield at a time. A character may also have a career ability, racial ability, or talent that affects his current defence and soak values. Once the player has accounted for all these factors, he should write down the defence and soak values for his character on his character sheet, keeping in mind that these values may change if his equipment changes.

Finally, the player should take an activation token to place on his stance meter. This activation token is moved back and forth along the stance meter to indicate his character's current stance. This marker also indicates if a character has already acted during the current round (see page 75 for more details).

Chris consults his Troll Slayer career sheet, and assembles a stance meter with three red spaces on the right and one green space on the left of the neutral space. He marks this stance meter on his character sheet and notes that his dominant stance is Reckless, because he has more red than green stance pieces. He notes that his wound and corruption thresholds are the same, as a dwarf: 10 + Toughness, or 14. Since he has no armour and does not carry a shield, his starting defence and soak values are 0. However, his Troll Slayer career ability gives him 1 defence and 1 soak while he is wearing no armour, so he writes those values down on his character sheet. Finally, he takes an activation token and places it on the neutral space of his stance meter.



Step 6. Select a Party Sheet

Once the individual players have created their characters, they work together to determine what sort of relationship their characters have with each other. Developing a back story or concept of why these characters are working together provides motivation for the characters, as well as potential plot hooks and adventure ideas for the GM.

The players should look through the available party sheets and decide which party sheet best reflects the play style and type of party they want their characters to be in. Each party sheet offers different options to the group. If the group cannot decide, they may wish to randomly draw a party sheet and discuss how their character fits into the concept presented by the sheet.

Remember, all the player characters in the game share a central party sheet, representing the teamwork, leadership, and camaraderie of its members. Each party sheet offers its own abilities, as well as makes managing certain party resources easier. Selecting a party sheet is an important decision—as once selected, it remains with the group until an in-game opportunity arises for them to exchange it. For more information about party sheets, see page 25.

Chris is ready to consult with his group and select a party sheet. Chris advocates for the Swords for Hire sheet, both because he likes the idea of being a group of capable mercenaries and because it has Tactics slots he can donate his talents to by teaching his new friends a few tricks. After some additional discussion and developing a backstory for their characters, the group ultimately decides, however, to begin play with the Servants of Justice party sheet.

Finishing Touches

Now that the players have invested all of their creation points, filled information into the character sheet and assembled all the cards and items needed to play, everyone is almost ready to begin their adventures. To get the most out of a roleplaying experience, players are encouraged to consider their characters and develop a sense for who they are and how they fit into the setting.

What are the character's motivations? What drives him to action? Who are the important people in his life? What inspired him to take up a life of adventure? Does he have any long-term goals or aspirations?

Is the soldier a battle weary veteran grudgingly forced to take up his sword again when beastmen threaten his home? Or is he an avaricious man, who seeks fame and fortune with his sword arm?

Is the initiate of Sigmar a devout and pious man, never questioning the doctrine of his faith? Or is he on a personal quest of redemption to answer the questions burning a hole in his very soul?

By spending a few minutes thinking about a character's background, motivations, and personality, players can enjoy a much richer, more fulfilling game experience. If a player is not sure how to answer these questions right away, that's fine, too! One of the exciting things about roleplaying games is playing a character who develops and grows over time. And as players become more familiar with the game system, the setting, and their character, more ideas to flesh out their personal stories will emerge.

Players can work together with the other members of the group to help each other develop common bonds and interests between their characters. While some of these bonds will grow or reveal themselves over time, it can be fun to begin the game with a few connections among the different characters.

Chris now has a pretty good sense of his character, and is finally ready to settle on a name for his grizzled old dwarf slayer: Gurni Thorgrimson. Chris finalises a few details of his background (such as why he took the Slayer oath), personality, and appearance, and writes them down. He also consults with the rest of the group and decides how his character fits in with the rest of them. Chris sees Gurni as a sort of mentor figure to the others, full of good-natured grumbling and unlooked-for advice. Now he's ready to play!



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. Are you from a big city, like Altdorf, or a tiny farming hamlet? If you're a dwarf, are you karak-born, or from an outlying community or hold?

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 parents still alive? If not, how did they die?

What is Your Social Class?

Some careers, such as Commoner and Burgher, have an implied social class. Others can work with a variety of social classes. Where in the social strata does your family fall? Have you moved up, socially, or fallen from grace?

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. 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.

Why Did You Become an Adventurer?

An adventurer's life is dangerous. 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 a thrill seeker or gold chaser?

How Religious are You?

Some folk are more pious than others. Are you particularly religious? If so, is there a God you favour? Are you constantly seeking answers or at peace with your faith? Initiates and Priests, of course, must make this decision early on.

Who are Your Friends and 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? Friends can help you out in a pinch or turn into your most bitter enemies. GMs looking to make an adventure more meaningful can involve your character's 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? You might also discuss with the GM important things 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? Your career might suggest an answer to this question, such as the Colleges of Magic or the Cult of Sigmar, but you might just as easily be loyal to an important person from your past.

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? 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 bailiff caused your family to lose its home and now you are convinced that all nobles are crooks and scoundrels.



Chapter Four

Experience & Advancement

One of the exciting aspects of roleplaying games is the ability to see a player character improve and change over time. In *Warhammer Fantasy Roleplay*, a character's progress is tracked by both his career and his advances. The character's current career influences what advances are available. The advances provide incremental improvements to the character.

Experience vs. Advances

Experience points never decrease. They represent the character's lifetime achievements and growing legacy. Experience increases over time.

Advances must be spent to purchase character upgrades and abilities. They represent investments in the character's development and the application of experience toward immediate improvements.

Over the course of his adventures, a character can have a lot of experience points, but very few available advances.

Over the course of their adventures, characters earn experience points. Experience points reflect a character's growing knowledge and worldliness, and his ability to apply what he's learned to self-improvement. Experience points are a general indicator of a character's power, ability, renown, and influence.

A character earns one advance for each experience point earned. Experience points are never lost, depleted, or reduced. Advances, on the other hand, are the currency characters use to improve their abilities, such as aquiring new action cards, increasing characteristics, or earning other benefits.

Earning Experience & Advances

At the end of each play session, every participating character earns one experience point, which provides the character with one advance he can spend on improvements. Most improvements costs one advance. This means that everyone who participates in the session earns the opportunity to improve his character in some way.

The GM has the discretion to award an additional experience point to the entire party if the group achieved a major milestone, or if the session was particularly memorable, enjoyable, or engaging. This

award is provided to everyone in the group, not to individual players. This discretion is not to point out one player for excellence, or single out one player for inconsistency—it is used to reward everyone, and create a game experience where players are encouraged to participate up to their comfort level, and feel that participation will be rewarded and not overlooked or overshadowed.

Character Rank

Gaining experience represents a character's growing worldliness, burgeoning skills, and expanding renown. When a character has earned a certain amount of experience, he gains rank. Rank is an abstract representation of relative power or ability.

As a character's rank increases, he is able to train skills to an even greater degree and gain access to more advanced actions and abilities, as well as can enter advanced careers. The overall rank of the characters in a campaign also provides the GM with a general idea of the party's aptitude and capabilities, allowing him to better tailor adventures and encounters to match the characters.

Experience	Rank
0-9	1
10-19	2
20-29	3
30-39	4
40-49	5
... and so on	

Some action cards or abilities have a rank listed. This is the recommended rank for acquiring that card. A character may acquire an action card above his rank, at the cost of one additional advance for every difference in rank. For example, a Rank 1 character would need to spend one extra advance (in addition to the normal acquisition requirements) to acquire a Rank 2 action card. Rank has several other influences on gameplay. For example, a character may only train an individual skill once per rank. Once the character has ascended to the next rank, he may acquire an additional level of training in his skills.

Advancement Options

Along the left hand side of the back of the character sheet, players will find the Advancement Worksheet. This section shows several lines with check boxes. Each line is an individual advance that can be purchased for the character while in his current career. Below that is a section labelled Career Completion Advances which is used to track a career transition or reward a player for fully completing all the advances for his current career. Below that section is the Non-Career Advances workspace, where players track advances spent on any character development pursued that falls outside the character's current career.

Each career has the same number of lines on the Advancement Worksheet. However, aside from several fixed advances, what an advance can be applied toward is directly influenced by the character's career.

General Career Advances

The first four lines of the Advancement Worksheet show advances that are available to characters in every career. These are referred to as "fixed" career advances, and are available to every character in every career, regardless of the advances noted on that career sheet. In fact, these four fixed advances must be acquired in order to successfully complete a career.

- **Action Card:** Taking this advance allows a player to select a new action card to add to his options. Some action cards may have special requirements—for example, only wizards can acquire new spells, and even then, the wizard can only acquire spells from his particular College of Magic.
- **Talent:** A character can purchase a new talent card for any of the eligible talent options listed on his career card. It is possible a character can have more Talents than he has eligible slots to sustain. Active Talents can be exchanged by performing a manoeuvre during Encounter Mode, or freely exchanged during Story Mode.
- **Skill Training or Specialisation:** This advance allows a character to train in one of the skills listed on his career card. A single skill can only be trained once per character rank. If a character trained a skill during character creation, he may not train it again until character rank 2—the maximum ranks of training in any given skill is equal to character rank, to a maximum of thee ranks of training, regardless of when or how those skills were acquired. If one of those skills is already trained, the character can choose to instead spend the advance to acquire a specialisation for the appropriate skill.
- **Wound Threshold:** This advance allows the character to increase his wound threshold—his maximum damage capacity—by one. This allows him to sustain more wounds before he is rendered unconscious.



Managing Career Advances

Along the left hand side of the back of the character sheet, players will find the Advancement Worksheet. This section shows several lines with check boxes. Each line is an individual advance that can be purchased for the character while in his current career. Below that is a section labelled Career Completion Advances which is used to track a career transition or reward a player for fully completing all the advances for his current career. Below that section is the Non-Career Advances workspace, where players track advances spent on character development outside the character's current career.

General Career Advances

Fixed Advances

Several Completed Advances

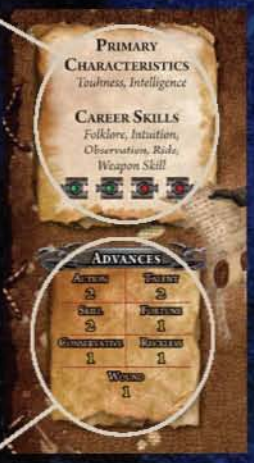


All ten lines under General Career Advances count toward completing the character's current career. As shown, the first four lines are the same for each career. The following six lines labelled Open Career Advance allow the player to choose from among several career-specific advances, as shown on the career aptitude section of his character's career sheet.

The example shows a partially filled out Advancement Worksheet. This player has invested four advances into his character's development so far. He has purchased a new talent card, Shield Wall, and checked off that advance. He also spent one advance to acquire a fortune die for his character's Toughness—which is one of this career's Primary Characteristics. Since both of these advances are General Career Advances, they count toward completing the current career.

The character has also invested two advances to train the basic skill First Aid. Since First Aid is not one of the career skills listed in the career aptitides, this counts as a non-career advance, and is tracked on the bottom of the sheet, in the workspace provided.

Aptitudes from Career Sheet



Advance Options

Open Career Advances

Following the four fixed advances are a number of flexible career advances, referred to as "open" career advances. These career advances offer a great deal of customisation and are tied to the advantages and abilities of that particular career. Each career card lists the number of career advances that can be spent on the different options. Note that there are six open career advances in the General Career Advances workspace, but there are often ten or more available advances listed on most career sheets. This means that a character who completes a career will purchase only six of the ten career-specific advances available to him (and possibly fewer if he improves a characteristic; see below).

In addition to acquiring action cards, talents, skill training or increasing a character's wound threshold as noted above, the career advances can also provide the following:

- **Fortune Die:** The character can purchase a fortune die for one of the primary characteristics listed on his career card. This is a permanent addition to that characteristic's dice pool and should be noted in the white square next to the characteristic. Fortune dice are cumulative. If a character already has a fortune die in a characteristic from a previous advance, selecting this advance again provides a second die to the characteristic pool.

- **Stance Pieces:** Some careers provide the character with opportunities to purchase additional conservative or reckless stance pieces, permanently upgrading the character's stance meter. When purchased, the character should note the addition in the stance workspace, and see if his default stance changes.

Chris's character Gurni, a Troll Slayer, spends 10 advances over the course of his time in the Troll Slayer career. He spends one advance each on the four fixed advances, purchasing the Troll-feller Strike action, the Timely Surge talent, training one of his career skills (he chooses Athletics), and increasing his wound threshold by one.

Consulting his career sheet, Chris sees that he has many options for the other six career advances he intends to make. He could choose to buy up to 2 additional actions, 2 additional talents, 1 additional skill or specialisation training, 1 fortune die for one of his primary characteristics, 1 reckless stance piece, and up to 3 additional wounds. Chris opts to purchase 1 fortune die for his Strength characteristic, specialisation training in one of his career skills (Chris chooses to learn the Hand Weapon specialisation for Weapon Skill), the Improved Parry action card, and all 3 of his available wound advances —which, when added to the 1 wound advance he purchased as one of his fixed advances, makes him very durable indeed!

Non-Career Advances

Characters have the option to acquire skills and abilities outside their current career by spending additional advances. However, spending advances on skills and abilities not listed on the career card *do not count* as advances spent toward completing the character's current career.

- **2 Advances:** Train a basic skill outside the character's current career
- **2 Advances:** Acquire a talent outside the character's current career
- **4 Advances:** Acquire an advanced skill outside the character's current career
- **4 Advances:** Train an advanced skill outside the character's current career. *Note, the advanced skill must be acquired first.*

Beth's character Birgitta is a roadwarden. She wishes to train in First Aid, which is a basic skill but not on her career list. It costs her 2 advances to train First Aid, which she notes on her character sheet in the "Non-Career Advances" workspace. This does not contribute towards the completion of her roadwarden career.

If Beth also wishes for Birgitta to acquire the Education advanced skill, she must spend 4 advances. If Beth wishes to acquire a Focus talent (Roadwarden has Tactic and Reputation slots), it will cost her 2 advances.

Characteristic Upgrades

In addition to investing in general and career advances, characters can spend advances to improve their characteristics. However, improving a characteristic is a significant investment of time and resources

Upgrading a Primary Characteristic

Increasing one of the primary characteristics for the character's current career by one costs a number of advances equal to the new rating. For example, if Fellowship is a primary characteristic for the current career, then increasing Fellowship 3 to Fellowship 4 costs four advances. Further, when a character increases one of the primary characteristics listed on his career card, these advances count toward the six open advances needed to complete the career. In this case, the player draws a line through a number of open career advances equal to the number of advances spent on the characteristic upgrade. These advances are no longer available for other uses.

Beth wishes to increase Birgitta's Intelligence from 3 to 4. Intelligence is a primary characteristic for roadwardens. It costs her 4 advances to do so, and consumes 4 of her 6 open career advance slots.

Upgrading a Non-Primary Characteristic

Increasing a characteristic that is not one of the current career's primary characteristics costs one additional advance. For example, if Fellowship is not one of the primary characteristics for the current career, then increasing Fellowship 3 to Fellowship 4 costs five advances. Upgrading a characteristic that is not one of the primary characteristics for the current career counts as a non-career advance, and does not count toward completing that career. These advances are tracked using the Non-Career Advances workspace on the back of the character sheet.

Career Completion Advances

The Career Completion section of the advancement workspace deals with career transitions. This allows characters to move from one career into another career, to either pursue new interests, or make greater commitments to their ideals and professions.

Characteristic Maximums

Note that there are only six open career advances per career, and that the largest non-career advance workspace allows a character to spend 5 advances. This means that the maximum a character may increase one of his primary characteristics to is 6, and that the maximum value for a non-primary characteristic is 4. Only in extremely rare circumstances could the most legendary of characters hope to exceed these maximums—and even then only with the GM's approval!



Dedication Bonus

If a character stays with his current career and completes all ten of the available advances from the Advancement Worksheet, he is rewarded for his diligence and gains access to the Dedication Bonus for that career—this special advance is now "unlocked" and may be acquired. Purchasing the dedication bonus costs a single advance.

Purchasing a career's dedication bonus has several benefits.First, that career's special ability becomes a permanent character ability. Second, the character learns a free specialisation for each of that career's key skills he trained during his time in that career (remember, each specialisation allows a character to add an extra fortune die to checks where his specialisation comes into play for that skill).

My da always saids to me –he saids, "Benard, you know it's time to move on to the next job when this one gots nothin' left for you to do." Given how many rats there is here in the city, I doubts I'll ever be movin' on from this here job.

– Benard Fultz, Altdorf Ratcatcher

Finally, a character entering a new career from a fully completed career spends one fewer advance (to a minimum of one) on the career transition.

Note that for characters completing their first career, any skills trained during character creation through the investment of creation points or due to special racial abilities do *not* count as trained during the course of their first career.

The Career Transition

As a character's interests and role within the group evolve, he may decide it is time to move on to a new career. This can happen either before the character has completed his current career, or once he's exhausted all the options his current career provides. In fact, once a character has fully completed a career—all the advances and the dedication bonus have been taken—that career has nothing more to offer him. It is time for a transition into a new career that offers new opportunities.

Moving into a new career costs a number of advances based on how compatible the new career is with the character's existing career. The default cost for a career transition is four advances. The more compatible the two careers are, however, the fewer advances needed to complete the transition. Keep in mind that a character entering a new career from a fully completed career spends one fewer advance (to a minimum of one) on the career transition.

To determine the compatibility of two careers, a player compares the traits listed on the career cards. For each trait the two careers have in common, the transition requires one less advance (to a minimum of one advance). If the two careers have all four traits in common, the transition still requires one advance.

Keep in mind that Reiklander characters have a special racial ability called Adaptable. This ability reduces the cost of career transitions by one advance. With this special ability, Reiklanders can reduce the transition cost to zero, which may allow a Reiklander to move directly into a compatible new career for no advances.

Once he has spent ten advances and filled up all of the "General Career Advances" on his character sheet, Gurni is done with the Troll Slayer career and ready to transition to Giant Slayer (or anything else, really, but what are the odds of that!?). If he wishes, he can spend another advance to gain the Dedication Bonus for completing his career as a Troll Slayer.

Troll Slayer has the career traits Basic, Combat, Fanatic, Slayer. Giant Slayer features the career traits Combat, Fanatic, Intermediate, Slayer. Three of their traits are identical, which reduces the cost of the transition by 3, to only a single advance once Gurni is ready to move on.

The Specialist Trait

Some careers feature a trait called *Specialist*. This trait connotes a very detailed, specific, or focused area of knowledge or expertise that isn't covered by the other types of traits. During career transitions, the *Specialist* trait is never considered compatible—even with another career with the *Specialist* trait.

Basic vs. Advanced Careers

Basic careers are available to everyone (within the restrictions noted on the careers themselves) from character creation onward. Advanced careers are slightly more restrictive, and are not available to characters immediately upon character creation.

A character may not enter an advanced career until he has achieved at least Rank 2. Individual advanced careers may have further requirements, such as requiring the character to complete a certain career, but in general it is not required for a character to have completed any basic careers before transitioning into an advanced career. He must simply have gained the ten experience necessary to become Rank 2.

Managing a New Career

When a character moves into a new career, the player takes the appropriate career card, as well as that career's special ability card. If the character is leaving a career that he has not fully completed, he loses access to the previous career's special ability card. The player assembles a new stance meter for his character, based on the default stance of the character's new career, plus any additional, permanent stance pieces the character acquired by spending advances. This may also change his dominant stance.

The player should also take a new sheet from the character pad to track the advances and experience for his character in the new career. This is an important element to keep in mind—each career is tracked on its own separate sheet.

This helps keep things nice and tidy when tracking and jotting notes and information. It also helps show that each career has its own set of advances to complete in order to fulfil that career. Moving into a new career sets the slate clean, and advances a character may have taken in a previous career are now open again, although they may apply to different skills or characteristics.

Finally, it's important in case a character ever decides to re-visit a career they previously played. When returning to a previous career, it is always considered a compatible transition—so only one advance is required to move back into a career a character already has been in. This applies even if the character's current career and the previous career would otherwise be considered incompatible.

When moving back into a previous career, the player should refer back to the character sheet he had during his previous career, making note of which advances had already been completed. In this regard, a character returning to a previous career he had not yet completed picks up right where he left off. Jumping back and forth into the same career does not refresh the advancement options.

Career Transitions & Minimum Stay

It is possible, especially for Reiklander characters who can do so very cheaply, for a character to change careers at a very high rate. If this becomes a problem for a given group, the GM is encouraged to enforce a "minimum stay" in a given career of 4 advances.

Careers as Story Aids

A character's career is more than just an assortment of stats, abilities, and skill options—it represents that character's role within the setting, and provides some flavour and background to help players make their characters distinct. And with the GM's approval, careers can be used to cover a wide range of roles and occupations, providing access to an even broader selection of options.

For example, a Watchman character completes his career. In the current campaign, the story introduced an opportunity for that PC to be promoted to lead and manage a detachment of other Wathcmen. Moving that character into a new career and treating it as a Watchman Sergeant or Master-of-Arms makes a lot of sense, and helps the player feel like his character is a real part of the setting.

There is not, however, a "Watchman Sergeant" career. Fortunately, there are plenty of careers available that can serve that function in the story while providing a mechanical framework for the character's advancement. And different careers can reflect different approaches to the new role. Using Soldier as a Watchman Sergeant could represent the PC assuming the new role with professionalism, leadership and responsibility, while selecting Thug could indicate his intimidation tactics, gruff demeanour, and stern authority.

Aye, training is quite valuable, lad. These Reiklanders don't appreciate how important it is t'train long n' hard. After just a few hours of sparring, they're already winded and gaspin' fer breath! How they ever wage war is beyond me.

– Gurni Thorgrimson, Dwarf Troll Slayer



Chapter Five

Playing the Game

During their adventures, the characters may encounter a variety of challenges—sneaking past guards to slip out of town unseen, convincing the local magistrate they're not responsible for setting that fire, searching a cemetery for a missing headstone, or engaging the enemies of the Empire in fierce combat. To accomplish these different tasks, the characters will be asked to rely on their skills and talents. This section discusses the basics of using the dice to perform actions and determine success, failure, and much more.

Actions, Checks & Resolving Tasks

Characters will attempt a variety of tasks to accomplish various goals and move the scenes and story along during a session. When the outcome of a task is uncertain, a character needs to perform some sort of action. Some actions are a general application of a characteristic or skill. Other actions are very specific, and are represented by an action card.

Once the appropriate type of action has been determined by the GM, the character may need to make a skill or characteristic check to see whether or not the action succeeds. In simplest terms, a player creates a pool of dice, comprising dice representing the different factors involved in the action. This could be a combination of many types of dice, and can vary from action to action, situation to situation.

After the dice pool has been created, the player rolls all of the dice and the results are evaluated. Some actions, particularly those represented by an action card, may have very specific results for success or failure. Other actions will have their results decided by the GM, based on the dice pool results, the character's goals, and the situation.

The Core Mechanic

The core mechanic refers to the task resolution system used to determine success and failure. In some respects, it is the engine that drives the game. The core mechanic in *Warhammer Fantasy Roleplay* is quite simple, and can be summarised as follows:

1. Roll a pool of dice.
2. After all other factors, if there is at least one success symbol, the task succeeds.

Almost everything else in the game modifies or interacts with one of these two fundamental elements—the pool of dice, or the results on the dice after they are rolled.

Dice Pools

The first part of the core mechanic refers to rolling a pool of dice. To resolve a task, the active player assembles a dice pool. Once the necessary dice have been added to the pool, all of the dice in the pool are rolled at the same time, and the symbols on the dice are evaluated to determine the outcome.

Some dice pools may be relatively small—only four or five dice—while other dice pools may feature eight or more dice. For starting characters, dice pools may regularly feature 5-10 dice, depending on the situation.

Custom Dice

Warhammer Fantasy Roleplay uses a number of custom dice to allow characters to perform a wide variety of actions and to account for changing tactics, situations, and effects. Rather than numbers, these dice feature special symbols.

To read one of the *Warhammer Fantasy Roleplay* dice, look at the top face showing after the die has been rolled. Any symbols on the top face are considered part of the results generated when rolling a pool of dice. If more than one symbol appears on a die face, all the symbols showing are part of the result.

Resolving Tasks

Before the core mechanic comes into play, it needs a reason—this reason is usually the action being attempted. In *Warhammer Fantasy Roleplay*, most actions are resolved with a skill check.

A variety of the actions available in the game are represented by a specific action card (see page 61). The action being attempted indicates which skill or characteristic to use in the check, as shown on the card. For actions that do not rely on action cards, such as a standard use of a skill, the skill used determines which characteristic the check is based on.

The active player declares the action he would like his character to perform, then assembles a dice pool based on the appropriate characteristic and any relevant skills, talents, or abilities. Once the player has created a pool out of his characteristic and fortune dice, the GM determines what challenges or potential misfortunes face the character, and adds the appropriate dice to the pool.

Before rolling the dice pool, the player often converts some of his blue characteristic dice into stance dice. This step is not optional—the player must convert a number of blue dice into a number of stance dice based on his depth on the character's stance meter. This is generally in the player's best interests, as the stance dice tend to have better results than the blue characteristic dice—but each stance has its own unique drawbacks.

Good Dice & Bad Dice

The dice pool comprises a number of dice from several different sources. The dice pool, in a broad sense, is made up of "good dice" and "bad dice."

The good dice are dice in the pool that generally help accomplish the task or achieve beneficial side effects. These dice represent a character's innate abilities, skills, training, and talents that can be applied to the task, as well as the influence of fortune. The bad dice undermine success and introduce the possibility for detrimental side effects. These dice represent challenges, obstacles, risks, and the chance that something goes wrong during the task.

Good Dice come from

- The characteristic the task is based on
- Training or specialisation in a relevant skill
- An applicable talent or special ability
- The ongoing effects of certain statuses
- Beneficial magic spells or divine blessings
- The use of fortune points
- Tactical or situational advantages
- Other advantages, as determined by the GM

Bad Dice come from

- The inherent difficulty of the task attempted
- An opponent's characteristic or skill
- Opposing forces at work
- Inclement weather or environmental effects
- The ongoing effects of certain statuses
- Detrimental magic spells or divine blessings
- Tactical or situational disadvantages
- Other disadvantages, as determined by the GM

Once characteristic dice are converted to stance dice, the dice pool is ready. The player rolls the entire pool of dice and evaluates the symbols generated. Then the player and the GM determine the outcome of the check. Remember the core mechanic—after taking everything else into account, if there is at least one success symbol, the task succeeds.

But as players will quickly find out, there is far more at stake when resolving tasks in *Warhammer Fantasy Roleplay* than merely success or failure!

Fortune & Misfortune

As fate's champions, characters in *Warhammer Fantasy Roleplay* are subject to the whims of fortune and misfortune on a regular basis. Small nudges to their destinies are represented by the white ❑ and black ■ dice.

The white ❑ dice are fortune dice, and represent small ways that things tend to go right for a character. The fortune dice have a few sides with beneficial symbols, and no detrimental symbols. Fortune dice most often represent tactical advantages or things working in favour of the character. Fortune dice can also be awarded by the GM for clever thinking, enjoyable roleplaying, or tactical advantages. Finally, players can spend fortune points to add fortune dice to a dice pool. Each fortune point spent allows the player to add one fortune die to his pool.

The black ■ dice are misfortune dice, and represent the subtle ways that things tend to get fouled up or go wrong for a character. The misfortune dice have a few sides with detrimental results, and no beneficial results. Misfortune dice often represent the skills and training of an opponent in an opposed check, tactical or environmental disadvantages, or the niggling effects of wounds and debilitating conditions. Misfortune dice can also be awarded by the GM for poor tactical decisions, conditions working against the character's chances for success, or other story elements that try to undermine the characters.

Fortune and misfortune dice might be added to a dice pool for a variety of reasons, but it is important to note that these dice cannot be converted into any other type of die. The distinct black and white colours should remind players that they are fixed dice, and cannot be changed into other colours.

Despite the fact that fortune and misfortune dice represent opposite effects and influences, these dice do not cancel each other out. If a task involves both fortune and misfortune dice, all the related fortune and misfortune dice are added to the pool and rolled. It is up to fate to decide how these factors influence the task.

Adversary Dice

Some adversaries have a small number of dice available to them to reflect special training, natural talent, or special abilities. These are divided among three special NPC attributes—Aggression, Cunning, and Expertise.

The attribute ratings indicate how many bonus dice the GM can use for the NPCs during encounters for certain actions. These ratings give the GM a "budget" of dice to add to checks, allowing NPCs and monsters to have some tricks up their sleeves. More information about Aggression, Cunning, and Expertise can be found in Chapter 6 of the *Game Master's Guide*.

Evaluating Dice

There are several different types of dice available in *Warhammer Fantasy Roleplay*. It may be helpful to keep the following general guidelines in mind when evaluating options, especially while players are getting used to the way dice pools work:

+ Rolling more good dice is better than rolling fewer good dice
+ Characteristic dice are better than fortune dice
+ Stance dice are better than characteristic dice
+ Challenge dice are nastier than misfortune dice

Challenge Levels & Misfortune

In the grim setting of the Old World, life can be difficult, and things rarely go exactly as planned. Obstacles crop up, other characters offer resistance, or some actions are just inherently more difficult than others. In *Warhammer Fantasy Roleplay*, these difficulties are represented by challenge levels and misfortune.

Challenge Levels

There are five challenge levels—Simple, Easy, Average, Hard, and Daunting. A task's challenge level is a general indication of how difficult something is to accomplish, or how much resistance there is to achieving success. In addition to providing a general classification to describe difficulty, the challenge level also indicates how many of the purple ♦ challenge dice are added to a dice pool when attempting that particular task. When a task is performed against a set challenge level, it is referred to as a standard check.

The Challenge Levels

Simple: 0 challenge dice

Easy: 1 challenge die ♦

Average: 2 challenge dice ♦♦

Hard: 3 challenge dice ♦♦♦

Daunting: 4 challenge dice ♦♦♦♦

A **simple** task is something so basic and routine that the outcome is rarely in doubt. Success is assumed for the majority of simple tasks. If failure is virtually impossible, the GM should not require a check—the proposed action simply succeeds. If circumstances make the outcome uncertain, then a simple task may require a roll. This is generally only the case if misfortune dice are introduced, such as misfortune dice added from injuries, the environment, or opposition. Simple tasks add no challenge dice to the dice pool.

An **easy** task represents something that should pose little challenge to most characters, but something could go wrong, and failure is still possible. A typical character with the proper training, resources, and the right stance for the situation should reasonably expect to succeed at most easy tasks he attempts. An easy task adds one challenge die to the action's dice pool.

An **average** task represents a routine action where success is common enough to be expected, but failure is not surprising. A typical character with the proper training, resources, and the right stance for the situation should reasonably expect to succeed at average tasks slightly more often than he fails. An average task adds two purple challenge dice to the action's dice pool.

A **hard** task is much more demanding of a character, and while success occurs, failure is far from surprising. A typical character with the proper training, resources, and the right stance for the situation should accept that he may fail more often than he succeeds without fortune or other advantages. A hard task adds three purple challenge dice to the action's dice pool.

A **daunting** task taxes a character and may push him to his limits. Success may be difficult to achieve, but it is possible. A typical character with the proper training, resources, and the right stance for the situation will likely fail more often than he succeeds at daunting tasks, and he may wish to look for some advantages to aid him. A daunting task adds four purple challenge dice to the dice pool.



Checks With No Challenge Level

There are a small number of checks in the game, such as Initiative checks or Discipline checks to shake off the ravages of insanity, that do not have a Challenge level and are special exceptions to the core mechanic. For these checks, the number of success symbols generated is usually the most important factor. For some of these checks, the check must generate a sufficient number of success symbols (equal to the severity of a critical wound, for example). For other checks, the number of successes rolled is compared to successes generated by other characters, such as during an Initiative check.

In general, if the difficulty of a check is not expressly stated, then it can be treated as a **Simple (0d) check**.

When used to describe the difficulty of checks or tasks, challenge levels are usually represented using the difficulty label, followed by the number of challenge dice rolled in parentheses. For example, an **Easy (1d) Observation check**.

Misfortune

While challenge levels represent the default difficulty of a task, few tasks are attempted in a vacuum. A variety of other factors influence success and failure. All the niggling complications that undermine success are referred to as misfortunes. Misfortunes come in many shapes and forms, but are represented in the same manner—misfortune dice added to the dice pool.

For each complication that makes this particular attempt less likely to succeed, the GM adds a misfortune die to the dice pool. Misfortune can represent a variety of factors—bad weather, lack of equipment, being pressured and out of time, the effects of a critical wound, or being vastly outnumbered are just a few examples.

Misfortune as a GM Tool

Using misfortune as a dramatic resource is a powerful tool the GM has at his disposal. If a player wants to accomplish a very specific effect, or perform some stunt not covered directly by an action card, the GM can encourage free-form play and creativity—so long as the player is willing to accept a certain amount of misfortune. Adding misfortune dice to proposed actions gives the GM the power to say "yes" to his players instead of curbing their creativity. Or perhaps more accurately *"yes, if you're willing to accept these additional risks or costs."*

As an example, imagine that Mellerion the Wood Elf hunter, is perched high in a tree when he observes a beastman passing below him. Mellerion is being played by Don, who tells his Game Master he wants Mellerion to quickly swing down from the tree, leap onto the beastman's back, and tackle him.

The GM thinks it's a dramatic and exciting action, and rather than tell Don *"Sorry, that's too much to try all at once,"* or *"There's no card for that!"* he instead responds by saying *"Absolutely… sounds like a Hard Athletics check. I'm going to add 2 misfortune dice to represent the added risks. Be careful. If you fail, you're going to end up crashing into the forest floor and will suffer a wound. Is Mellerion willing to leap on that Beastman?"*

More information on using misfortune and tips for GMs on saying "yes" to their players can be found in the *Game Master's Guide*.

Opposed Checks

Sometimes a task is more difficult to accomplish because someone is actively trying to prevent the character from succeeding. A cultist lying to a magistrate, denouncing his ties to the Cult of the Black Wind. A thief sneaking past a guard. A prisoner resisting his jailer's attempts at interrogation. When a task involves someone providing resistance, it becomes an opposed check.

Opposed checks can add challenge and misfortune dice to the action dice pool, just like standard checks. However, rather than assigning a broad challenge level to an opposed check, a quick comparison between the active and opposing characteristic ratings determines the challenge added to the opposed check.

The opposed check table shows that the type of challenge die added to the dice pool is based on the opposition's characteristic rating—the higher the opposition's characteristic, the more challenge dice added. In addition to challenge dice, if the opposition has relevant skill training or skill specialisations, the opposition adds misfortune dice to the dice pool. The GM may also introduce misfortune dice by spending dice from the opposing character's Aggression or Cunning budget.

It is important to note that opposed checks tend to favour the active character, helping to drive the story forward and encourage participation in the scene.

Competitive Checks

Sometimes, several people are trying to accomplish the same goal at the same time, or are trying to determine who performs a task better than the other. When multiple characters are attempting the same task and trying to determine who accomplishes the task first, or performs the task better, they are usually engaging in a competitive check.

For example, two soldiers engage in a friendly arm-wrestling contest. Each one has the same goal—to win the match by pinning his opponent's arm. Since both participants have the same goal, this is resolved as a competitive rather than an opposed check to see who outperforms the other. Other competitive checks could include a foot race, a drinking contest, or two agitators standing on opposite street corners trying to attract a larger crowd. While the GM is free to rule otherwise based on circumstances, most competitive checks are **Simple (0d) checks**.

When characters make a competitive check, it is important to track how many total successes they generate with their dice pool. In simplest terms, characters outperform other characters with fewer successes in a competitive check.

Boons can also affect the outcome. Characters are considered to perform "one success better" when compared to a character with fewer boons in the competitive check.

In case of a tie, a character's stance may break the tie. Among other things, the character's stance generally indicates how much risk they're willing to accept, as well as how quickly they're trying to accomplish their tasks.

Opposed Check Difficulty

If the Opposing Characteristic is:

Less than half the acting characteristic:
add 0 challenge dice

Less than the acting characteristic:
+1 challenge die

Equal to the acting characteristic:
+2 challenge dice

Greater than the acting characteristic:
+3 challenge dice

Twice as great as the acting characteristic:
+4 challenge dice

Other Opposed Check modifiers:

Opposition has a Relevant Skill:
+1 misfortune die per training level

Opposition has a Relevant Specialisation:
+1 misfortune die

GM Spends Aggression or Cunning:
+1 misfortune die

Opposed Dice Pool Example

Mellerion the Wood Elf hunter is attempting to sneak past a beastman sentry. This is an application of the Stealth skill, which is based on Mellerion's Agility. The beastman sentry opposes the check, using his Observation skill, which is based on the beastman's Intelligence.

The player creates a dice pool based on Mellerion's Agility (the characteristic that governs Stealth), and his training in Stealth. The beastman is opposing the check with his Intelligence, the characteristic that governs Observation. This beastman has Intelligence 3, which is less than Mellerion's Agility 5, so one challenge die is added to the dice pool. The GM opts to spend one of the beastman's Cunning dice to reflect training in Observation, so a misfortune die is also added to the dice pool.

Before converting any characteristic dice into stance dice or adding fortune or misfortune dice for other factors, the player's dice pool looks like this:



Success & Failure Symbols



Success: Each success rolled counts toward accomplishing the task. If the net result of the check includes at least 1 success, the task succeeds.



Righteous Success: This counts as a success, and has a small plus sign next to the hammer icon for identification. In addition to its function as a success, the player rolls an additional die of the same type that generated the righteous success. Any results from the additional die are added to the results pool.



Challenge: Each challenge symbol cancels one success in the results pool. If there are as many or more challenge symbols than success symbols, the task is too challenging for the character to resolve; the task automatically fails.

Blank: The blank sides of a die do not add any symbols to the task resolution. It neither aids nor hinders the task.

Fortune & Misfortune Symbols



Bane: Banes fuel negative side effects. They represent the flaws and imperfections with a task resolution. It is possible to succeed at a task and still trigger a bane effect. Banes and boons cancel each other out—if there are an equal number of both rolled, no bane or boon effects will be triggered.



Boon: Boons fuel beneficial side effects. They represent the advantages and perks that may arise during task resolution. It is possible to fail at a task and still trigger a boon effect. Banes and boons cancel each other out—if there are an equal number of both rolled, no bane or boon effects will be triggered.

Rare Outcome Symbols



Chaos Star: The Chaos Star has the potential to trigger serious negative side effects. A Chaos Star triggers effects denoted by a Chaos Star. If there are no eligible effects to trigger, the Chaos Star counts as a bane. In some situations, one or more Chaos Stars may inspire the GM to narrate dire circumstances based on some of the "worst case scenario" outcomes for the task generating the Chaos Stars.



Delay: If at least one hourglass symbol appears in the results pool, the action causes a delay. During encounter mode, after the action is resolved, the GM has the option to either place two recharge counters on one of the rolling character's action cards, or move the topmost token for the delayed character on the initiative track down one space in initiative order. During story mode, the GM may determine the action takes longer to resolve than expected.



Exertion: The task was more taxing than expected. If at least one exertion symbol appears in the results pool, the character performing the check suffers 1 stress (if it was a mental task) or 1 fatigue (if it was a physical task).



Sigmar's Comet: Sigmar's Comet has the potential to trigger powerful positive side effects. The active player may choose to have a Sigmar's Comet result count as a success symbol or a boon symbol. Alternatively, a Sigmar's Comet can trigger an effect denoted by a Sigmar's Comet symbol.

Characters in a conservative stance take just a bit more time with their approach, and lose ties to any characters in a neutral or reckless stance. Characters in a reckless stance take a more aggressive approach, and win any ties against characters in a conservative or neutral stance.

If there is still a tie after comparing stances, the competition ends in a draw or a stalemate. It is up to the participating competitors to decide if they want to push the situation to the point where it requires another competitive check, or if a draw is acceptable.

The GM can use the progress tracker to keep track of the successes and progress of particularly long or complex competitive checks, or the players involved can take tracking tokens from the common supply to reflect the number of successes generated.

Providing Assistance

Some tasks are important or challenging enough that help is required—or at the least appreciated. Characters can provide assistance to each other when performing a variety of tasks.

During story mode, providing assistance is easy. A player simply needs to explain how his character is helping with the task. If the explanation is reasonable, the GM may award a fortune die to the acting character's dice pool used to attempt the task. If the assisting character has trained a related skill, he provides another fortune die to the effort.

In this way, each assisting character can provide up to two fortune dice to the acting character's dice pool. The GM may stipulate certain conditions or requirements to offer assistance—to assist with bandaging a wound, the assisting character needs to be next to the person being tended to, or to assist with translating an ancient scroll, the assisting character may need access to the scroll.

During encounter mode, when timing and the order in which people act is more important, assistance can be accomplished using the assist manoeuvre. The assist manoeuvre allows a character to add a bonus fortune die to an engaged ally's next check. Several characters can use the assist manoeuvre to add more bonus fortune dice to the engaged ally's next check. All awarded bonus dice from assistance must be used by the end of the assisted character's next turn, otherwise, they are discarded.

The GM is free to impose limitations on assistance, such as limiting how many characters can assist with a given check. For example, if the check is to break down a heavy door, the GM might rule that a maximum of three characters can fit around the door at any one time. This would impose a limit of two characters offering assistance on that check.

Success & Failure

The success or failure of a particular action is influenced by a number of factors—skill and training, inherent ability, an opposing character, even the weather or environment can affect the outcome. All these factors can contribute dice to the dice pool. Once the pool has been assembled and all those factors taken into account, it is time for the mechanics to get involved to help resolve the task.

The dice pool is rolled, and the symbols on the dice evaluated and compared. A variety of outcomes are possible based on the combination of symbols appearing on the dice. First, there is determining basic success or failure of the main task. Second, the context for that success or failure may be coloured by a variety of different results. Since checks are measured by more than binary success/failure, a wide range of outcomes is possible.

The two most important symbols influencing whether or not a task succeeds or fails are success and challenge symbols. Each challenge symbol cancels one success symbol. If there is still at least one success symbol remaining in the pool results after taking into account the challenge symbols, the task succeeds. If there are no success symbols left in the pool results, the task fails.

Success symbols can be found on characteristic, expertise, fortune, and stance dice. Challenge symbols can be found on challenge and misfortune dice. Other symbols appear on the dice, as well. Many of these other symbols do not influence success or failure directly, but rather modify how or why the task succeeded or failed.

For tasks based on an action card, the effects for success and failure are generally listed on the card. Otherwise, tasks based on the use of a specific skill or characteristic have the effects for success and failure determined by the Game Master, based on the character's goals, declared intentions, and the situation. Some additional side effects are also possible, based on the specific action being performed and the symbols generated once the dice pool is rolled.

Universal Effects

Regardless of the action or check being performed, these bane and boon effects are always available to be triggered.

Suffer 1 fatigue if the check was based on a physical characteristic. Suffer 1 stress if the check was based on a mental characteristic.

Recover 1 fatigue if the check was based on a physical characteristic. Recover 1 stress if the check was based on a mental characteristic.

Multiple Success Symbols

As the core mechanic states, a task succeeds if one or more success symbols remain after challenge symbols have cancelled out an equal number of successes. If more than one success symbol remains, the player may be able to select from among several different options. If an action card has more than one success line, the player may choose to trigger any one success line requiring a number of success symbols equal to or less than the number generated by the dice pool.

If the check in question does not refer to an action card, then the GM may rule that surplus success symbols contribute to the magnitude of the effect, where appropriate. For example, if the character were making an Athletics check to run quickly from some danger, the GM might decide that a success with multiple success symbols means that the character covers more ground. If the same character were making a Charm check to persuade the Graf to forgive back taxes, a high-magnitude success might have no additional meaning, or it might mean that an influence token used to track progress in a social encounter advances further along than it would do otherwise.

Multiple success symbols may influence the magnitude of an effect (hit for more damage, leap higher, move faster), but should not, in general, result in critical effects or side-effects. These are the function of boons.

Banes & Boons

Regardless of whether a particular task succeeds or fails, certain side effects may trigger during resolution, courtesy of bane and boon symbols. Banes and boons operate differently than successes. They can be used to fuel possible side effects, as opposed to success symbols, which are merely evaluated—not spent—to determine which of the action's possible success lines the player can choose from.



Think of banes and boons as the potential energy used to fuel special effects during task resolution. Bane symbols represent the potential for critical failure or negative side effects, while boon symbols indicate a chance for critical success or positive side effects during a task.

Banes and boons cancel each other out on a 1-for-1 basis. If the pool results from task resolution show three boons and four banes, the net result for the task is one bane. If there is at least one side effect that can be triggered with one bane, a bane effect will occur.

Many of the effects that can be fuelled by banes or boons are listed on cards—action, talent, and ability cards show a variety of possible effects that might occur based on the number of banes or boons appearing in the pool results.

There are other cards or special conditions that may provide more bane or boon options, as well. For example, an encounter in a haunted cemetery may introduce an effect that inflicts the Overwhelmed condition on a character rolling too many banes. Another example is a weapon's critical rating. In combat, a weapon can inflict critical damage if enough boons are generated to fuel its critical effect.

There are also universal effects that are always available, depending on whether the task is based on a mental or physical characteristic. These universal effects help determine whether a check was a bit more taxing on the character than expected, or possibly required less effort, allowing him to recover slightly.

Finally, the GM may invent his own bane or boon effects, either on the fly as suggested by the circumstances surrounding the check or as determined beforehand.

"Freestyle" Banes & Boons

At times, banes or boons will be generated on a check without a clear and unambiguous way to spend them, particularly on skill checks that are not based on a specific action card or uses of the flexible Perform a Stunt action. Leaving banes and boons unspent may be perfectly acceptable, but for some rolls where the dramatic impact of the result of the check is strong (but the possible results aren't strictly defined) the GM and players may prefer to ensure that each symbol has an impact.

There are any number of possible effects for banes or boons—results that are related to and contextualise the success or failure of the task, but rarely overshadow success or failure itself. Perhaps an attempt to climb a wall that generates boons gives the character a good look into the garden beyond, revealing a vital clue. Perhaps banes on a Guile check attract attention from the local thieves' guild. There are any number of story-related ways to use banes and boons as inspiration to drive the narrative.

There are also a wide variety of mechanical effects that banes and boons can generate. What follows is a list of possible bane and boon effects. This list is not at all comprehensive, and should be used merely as a guideline. As a GM and the players grow more comfortable with the system, finding interesting ways to interpret banes and boons becomes second nature.

Banes

- Suffer a ■ misfortune die to your next attempt at the task or next related task
- Grant a ❑ fortune die to your opponent's next action
- Suffer fatigue or stress
- Lose your free manoeuvre on this or your next turn
- Drop your weapon or other item
- Draw the attention of the enemy
- Decrease the quality of success, if the check is successful (less damage, reduced magnitude)
- Worsen the effects of failure, if the check fails (opposite of desired effect)

Boons

- Gain a ❑ fortune die on your next attempt at the task or next related task
- Grant a ❑ fortune die to an ally
- Inflict a ■ misfortune die on an enemy
- Recover fatigue or stress
- Gain a free manoeuvre
- Increase the quality of success, if the check is successful (critical effect, additional target)
- Ameliorate the effects of failure, if the check fails (status quo maintained)

Effect Triggering Limits

Each individual effect can only be triggered once during any single task. Even if enough banes or boons are available to potentially fuel the effect multiple times, each effect can only be triggered once. After the task resolves, any excess banes or boons—meaning there are no more effects for these symbols to fuel—are lost. Banes and boons do not carry over from task to task.

Even though a single effect can only be triggered once per task, it is possible (if enough banes or boons are generated by the dice pool) to fuel several different effects in the same task.

If ⛯⛯⛯⛯⛯ are generated by a dice pool, the player could trigger multiple effects that cost up to a total of five boons—for example, a ⛯ boon effect and a separate ⛯⛯ boon effect listed on a particular action card, as well as an additional ⛯⛯ boon effect from one of his currently active talent cards.

Who gets to decide which effects are triggered?

In general, banes or boons are triggered based on the action attempted first, then any other cards that are in effect, and finally special circumstances. There are times, however, when multiple effects could be triggered, but there aren't enough banes or boons to trigger all of them. In these situations, someone has to decide which effects are triggered.

When the application of banes is not clear, the GM always decides which available bane effects are triggered, for both the player characters and any of the non-player characters or monsters he manages.

The active player decides which boon effects are triggered during a task performed by his character. Likewise, the GM decides which boon effects are triggered during a task performed by any of the non-player characters or monsters he manages. If there are no obvious boon effects for a given task (for example, the check does not refer to an action card), the active player and the GM may work together to decide how to resolve any boons.

With banes and boons, there are a wide variety of outcomes for every task. A character can succeed at his intended action, but still suffer a negative side effect from banes in his dice pool. Conversely, a character might fail to accomplish his action, but still trigger some beneficial side effect from boons.

Chance & The Plot

A Chaos Star ✲ or a Sigmar's Comet ☄ is an opportunity to drive the plot in exciting ways! When designing encounters and events, GMs may choose to use these icons to create a random factor for elements of the plot, such as how quickly a building burns down or when precisely the graf's men arrive. Similarly, a Chaos Star result is a good opportunity to introduce a new villain in a dramatic fashion, or a Simgar's Comet might reveal an important clue.

GMs should keep an eye out for such opportunities and feel free to use them when they crop up.

The Chaos Star & Sigmar's Comet

Two rare symbols appear on the custom dice which can also trigger special effects. The Chaos Star ✲ appears on the challenge die. Sigmar's Comet ☄ appears on the expertise die. These symbols trigger effects listed by that specific symbol on an action. If there are no eligible effects to trigger during a certain action, these symbols have alternate effects. However, a check generating either Chaos Stars ✲ or Sigmar's Comets ☄ (or both!) indicates that something special could happen.

Chaos Star symbols count as banes if there are no Chaos Star effects listed. Sigmar's Comet symbols provide more flexibility to the player who rolls them. Each Sigmar's Comet can be used as a success symbol, a boon symbol, or used to trigger a specific Sigmar's Comet effect. In combat, a Sigmar's Comet result on an attack can be used to have the attack inflict critical damage. If more than one Sigmar's Comet is rolled, each can be used for different effects.

For example, Gurni Thorgrimson the Troll Slayer is performing his Troll-Feller Strike action, which shows Sigmar's Comet on the results. If at least one Sigmar's Comet is rolled, the effect can be triggered, or it could be counted as either a success or a boon. If Troll-Feller Strike had no effect listing for Sigmar's Comet, then Gurni's player could still choose to have the symbol counted as either a success or a boon, or have his attack inflict critical damage.

"Freestyle" Chaos Stars & Sigmar's Comets

As with banes and boons, Chaos Stars and Sigmar's Comets may often have no specific effect dedicated to them for a given check. Again, this is often perfectly acceptable, but may rob some checks of dramatic weight. The Chaos Star and Sigmar's Comet can certainly replicate all of the effects listed under banes and boons on page 55, but these rare symbols can also be more potent and more dramatic. In cases where there are multiple Chaos Stars and Sigmar's Comets, they can have even more impressive effects. Here are some guidelines for their use.

Chaos Stars are, in many ways, the worst possible symbol to appear on the dice. They appear only on ◆ challenge dice. They cause miscasts for wizard characters (see page 113) and can trigger a variety of dire consequences on various action cards. However, Chaos Stars have no bearing on the success or failure of a task. A task can succeed brilliantly and still have a negative consequence, and Chaos Stars are the vehicle by which that can occur. Many Chaos Star effects are environmental in nature, such as a rule during an encounter in a raging thunderstorm that anyone rolling 2 Chaos Stars is struck by lightning. Chaos Stars can also represent the cruelty of chance, unexpected misfortune, or the influence of the Ruinous Powers.

Sigmar's Comets are usually considered the best possible symbol to appear on the dice. They appear only on ◆ expertise dice. Sigmar's Comets should not supersede the success or failure - the fact that they can be used as a success symbol if the active player chooses is sufficient to turn a near-miss into a success already. Because Sigmar's Comets can frequently be used to ensure a success in this manner, dedicated Sigmar's Comet effects often presuppose that the action in question has been successful. They are commonly the "critical success" effect, with the potential to increase both

the magnitude and quality of the success as appropriate. Sigmar's Comets can also represent the hand of fate, help unlooked for or the influence of the gods.

Chaos Stars and Sigmar's Comets do not cancel each other out. It is possible to have both a critical success and a dire negative consequence on the same roll! What follows is a possible list of mechanical and story-based effects of both Chaos Stars and Sigmar's Comets. It is not comprehensive.

Chaos Stars

- Fall prone or drop an important item.
- Suffer severe penalties (or worse) to future related tasks or render them impossible (i.e. break a lock you were trying to pick, if you also failed the check; get ejected from court after offending the wrong noble).
- Suffer an environmental mishap, such as falling from a high place, breaking through ice, or spraining an ankle on debris.
- Discover a new and unexpected hazard or enemy, suffer the ill effects of worsening conditions, or otherwise advance the story to the detriment of the active player.
- Suffer a large amount of fatigue or stress.
- Suffer a wound or convert a normal wound to a critical wound.
- Make an enemy or attract the attention of foes.
- Negatively affect party tension.

Sigmar's Comets

- A critical effect (critical damage, extra progress on a progress tracker).
- Gain significant bonuses to future related tasks or confer a similar bonus to allies.
- Receive aid from an unexpected source; make a new ally.
- Open a new avenue of approach, reveal unsuspected information, or otherwise advance the story to the benefit of the active player.
- Recover a large amount of fatigue or stress.
- Cause a foe to suffer an environmental mishap, such as knocking him off a bridge or dropping a chandelier on him.

Well you should have seen it! It was—well! In my life I've never seen such—and those cabbages! Ahahaha, the cabbages. I'd never have believed—ah, you had to be there.

– An Altdorf thief (name withheld), fresh from a hair-raising escape from the watch



Stances

The stance system in *Warhammer Fantasy Roleplay* introduces an element of risk management to task resolution. This system allows players to wield a greater degree of control over the outcomes of their character's actions by allowing them to assume a certain amount of risk when resolving a task. There are three basic approaches to this risk management. These approaches are referred to as stances. The three available stances are conservative, reckless, and neutral.

The Conservative Stance

The conservative stance is a relatively safe approach, allowing the greatest chance for basic success, often with little regard for achieving critical results (for good or ill). The conservative approach is a low-risk, low-reward stance. It reflects taking additional time, evaluating all the options, and being cautious, careful, and moderate. The conservative stance is represented by green dice and components.

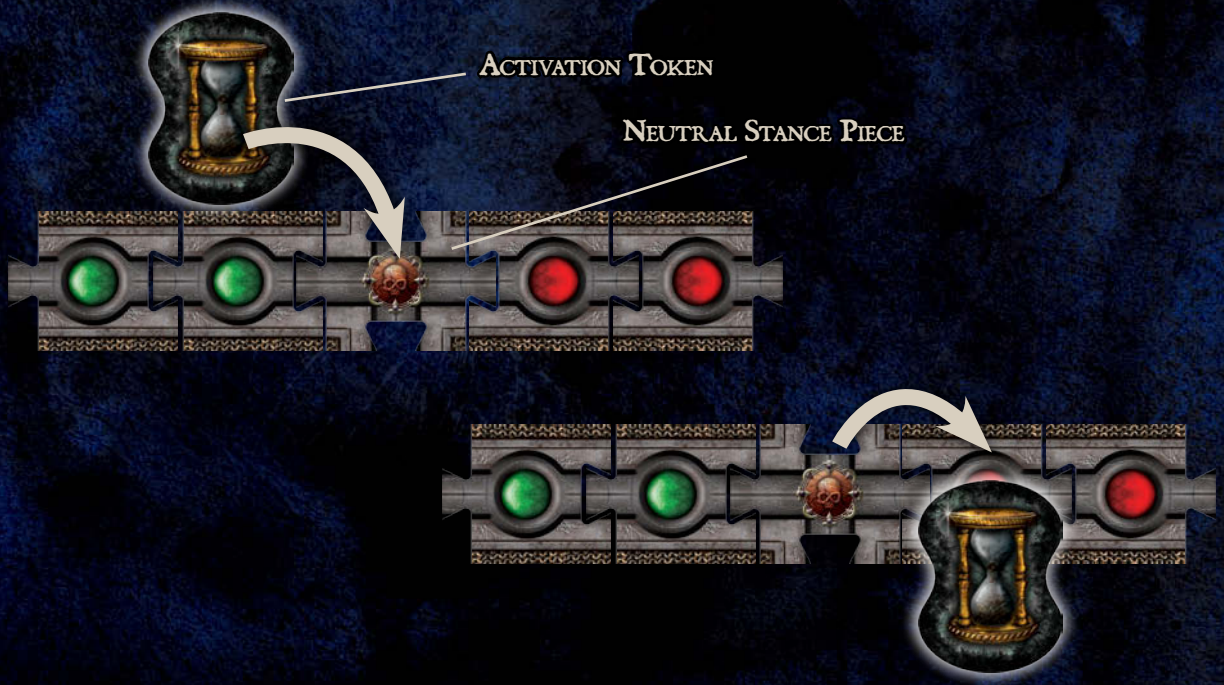
The Reckless Stance

The reckless stance is a more mercurial, all-or-nothing approach, willing to take great risks for the potential to achieve extreme results (often either extremely good—or bad!). The reckless stance is a high-risk, high-reward stance. It reflects a brash, daemon-may-care approach in an attempt to get the best of both worlds—success and critical effects—with the understanding that it could backfire. The reckless stance is represented by red dice and components.

The Neutral Stance

When a character is not in either of these two stances, he is considered to be in a neutral stance. A neutral stance carries no specific benefits, but features none of the potential drawbacks from either a conservative or reckless approach. While in a neutral stance, a character cannot convert characteristic dice into stance dice.

Managing Stances



The activation token begins play on the neutral stance piece between the character's conservative and reckless stance pieces. When a player adjusts his character's stance, he moves the activation left or right along the stance meter. In the example above, the player is adjusting his character one space to the right, along the reckless side of the stance meter. This character would be considered one step deep in the reckless stance, and when making skill checks, will convert one blue characteristic die into a red reckless die.

Effects of Stances

Stances are a way to distinguish both play style and character makeup. A priestess of Shallya may be more conservative by nature, and when forced to act in a reckless manner, she may not perform quite as well. A hot-blooded dwarf Troll Slayer, on the other hand, may be far more reckless by nature, and when his player chooses to push that to extremes, he has the potential to mete out serious damage in combat, but might find it difficult to remain composed during a sensitive meeting with the local magistrate.

From a mechanical standpoint, stances allow players to convert blue characteristic dice in their dice pool into the appropriate stance dice. Each player character has his own custom stance meter indicating his ability to manage the different stances. The stance meters comprise a series of interlocking, puzzle-fit pieces, allowing players to easily personalise them for their characters.

Career, experience, and other factors influence how many pieces a character has in each stance. The more pieces of a certain colour attached to the chart, the more fully vested in that stance a character can become. When performing a check, a character converts a number of characteristic dice into stance dice based on how far along the stance chart he has progressed. The number of spaces along the stance meter is called the depth of the stance. For example, a character two spaces deep on the conservative side of his stance meter converts two characteristic dice into green conservative dice. For more information on adopting a stance, see pages 71 (Story Mode) and 72 (Encounter Mode).

Some actions are better suited to certain stances, while others may require the character to be in a particular stance to even attempt. A dwarf Troll Slayer's Troll-Feller Strike, for example, is far more devastating when performed in a reckless stance.

Adjusting the Stance Meter

The active player can adjust his character's stance at the beginning of his turn in Encounter Mode, allowing him to adapt to changing situations (see page 72 for more details). A number of talents, abilities, actions, and task resolutions are influenced by a character's stance. Most movement on the stance meter is by character choice, but some effects may force stance changes, such as a spell that might force a target to move toward the neutral stance.

As part of the character generation process, a player constructs a stance meter based on his character's stance profile. He should also take one of the double-sided activation tokens to use on the meter to track his character's stance. One side of the activation token

indicates the character has not taken an action during the current round, and the other side of the activation token is marked to indicate the character has already acted.

Narrative Control & Player Intent

The dice mechanic is a flexible tool to both spark creativity and to resolve a wide variety of tasks. In fact, practically anything anyone could do in the real world (and quite a few things that are flatly impossible in the real world!) can be resolved with a roll of the dice.

By the use of stances and the use of fortune and misfortune dice to represent advantages and disadvantages, the dice mechanic gives players a considerable degree of narrative control. Depending on the group, fortune and misfortune dice could even be awards or penalties based on the established personality of the character, without requiring a talent, action, or special game rule.

Furthermore, the flexibility of the challenge, misfortune, and fortune dice allows the GM and the hero players to easily negotiate exciting and challenging actions. By clearly establishing player intent—such as *"I want to pull Gurni to safety atop the wall"* or *"I want to knock the Chaos Warrior off the cliff"* or *"I want to convince the guard I work for the baron"*—the GM can outline some possible consequences of failure and determine the total challenge and misfortune involved in the task. The active player can then accept the risks and make the check, or come up with a less risky idea.

For more information on negotiation, player intent, and narrative control, see Chapter 3 of the *Game Master's Guide*.

Putting it All Together

The nature of the *Warhammer Fantasy Roleplay* system is such that its parts are best understood when presented in context. What follows are several examples to illustrate the guidelines and rules presented in this chapter.

Climbing the Wall

Birgitta, played by Beth, is attempting to climb over a wall into the estate of a noble she secretly suspects of Chaos worship. The GM rules that this particular wall is of average difficulty to climb. Birgitta has a Strength of 4 and is not trained in Athletics. She does, however, have a climbing kit, which the GM rules is perfect for the job and worth a fortune die to her check.

When climbing in to the manor grounds, Birgitta waits for a night with good weather and chooses the most approachable face of the wall. The GM adds a single misfortune die to the pool due to the darkness, and Birgitta is ready to go. This is what she rolls:



Birgitta has failed to climb the wall, but she did roll 3 boons. The GM narrates that Birgitta made it most of the way up the wall, but then heard some guards talking on the far side. She did hear one of the guards call the other by name, which the GM rules is enough to give her two fortune dice on an attempt to bluff or charm her way past the guard at the gate.

... Sometime later that night, Birgitta has made her way inside, thanks to charming the gate guard. However, the weather has taken a turn for the worse and now Birgitta must flee the corrupt nobleman's manor in a hurry! She's lost her rope and climbing gear and is now pursued by a pack of mutated warhounds while rain pounds down all around her and thunder and lightning split the sky.

The wall is still an average difficulty wall, and Birgitta still has a Strength of 4. In addition to the misfortune die for darkness, the GM adds an additional misfortune die for the rain and one more to reflect the added pressure of the pursuing warhounds. This time, Birgitta opts to adopt a reckless stance, swapping out one of her blue characteristic dice for a red reckless stance die. It's imperative that she get over that wall in a hurry! This is what she rolls:



It's a good thing Birgitta was reckless, because otherwise she wouldn't have made it. The net result is a single success, so Birgitta makes it over the wall. She also has a single boon, which isn't enough to trigger the universal boon effect and allow her to regain fatigue. The GM instead narrates that she clears the wall with room to spare and gains a free manoeuvre on the far side. However, Birgitta also has a Chaos Star; the GM describes one of the warhounds getting a piece of her leg as she goes over and hands Beth a single wound card.

Are you sure you're not willing to let me search the manor grounds for suspicious activities? Certainly only someone trying to hide suspicious activities would prevent a duly appointed officer of Imperial law from investigating. Someone like, say... a Cultists.

– Birgitta Tageslicht, Roadwarden

Swinging From the Chandelier

Ethan's character Johann is standing on the balcony of a ballroom while skaven assassins rush to the attack. Ethan wants Johann to leap from the balcony, swing from the chandelier, over the heads of the skaven assassins, and tackle the corrupt Lord von Wolfenjager before he gets away.

The GM rules that this is a Coordination check (which Johann is trained in) opposed by Lord von Wolfenjager's Athletics (which Lord von Wolfenjager is not trained in), and adds an extra challenge die to the pool for sheer lunacy and because Johann is really stretching the limits of how much he can accomplish with a single action.

Johann spends a fortune point, and all the players at the table agree that it's a really awesome move and totally in-character for Johann, so the GM adds another fortune die for his character's bravado. Finally, the GM rules that this is an inherently reckless move, so Johann converts one of his blue characteristic dice to a red reckless stance die. He rolls the dice:



When all the successes and challenges cancel, this is a failed test with a single Chaos Star and a single Sigmar's Comet (a rare event, indeed!). Because he failed, Johann does not tackle Lord von Wolfenjager. Because of his Chaos Star, the GM rules that he falls from the chandelier, landing prone and suffering 1 fatigue as the wind is knocked out of him.

However, Ethan also rolled a single Sigmar's Comet. Converting it to a success isn't enough to turn the roll from a failure to a success, but something good should come of it. The GM describes the chandelier, weakened by Johann's acrobatic feat, crashing to the ground right in the middle of the skaven assassins, sending them scampering for cover and squashing one outright!



The Celestial College and the Doomsayers of Morr represent the only widely-sanctioned purveyors of prophecy throughout the Empire, but fortune-tellers are common in every village and traveling Strigany caravan. Some read the future in the flight of birds; others in the lines on a person's hand. Many look to the heavens, looking to see an omen such as the great twin-tailed comet that heralded Sigmar's birth, or reading dire portents in the face of Morrslieb, the Chaos Moon. Many fortune-tellers rely on props such as cards or knucklebones, engraved with arcane sigils that have meaning only to one privy to their mysteries. Of course, Sigmar-fearing Empire citizens know that dice, however mystically-adorned, have no control over our destiny!



Chapter Six
Actions & Manoeuvres

Many of the actions a character will want to attempt are represented by the action cards. Action cards feature a lot of important information, such as which characteristic or skill the action is based on, any special requirements that must be fulfilled in order to attempt the action, the potential effects if the task succeeds, and possible bane or boon effects associated with the action.

Every character has access to a number of basic actions, representing the most common and routine actions a character might want to perform—such as a **Melee Strike**, or taking a moment to **Assess the Situation**. These basic actions can be performed in any stance, and have consistent results.

In addition to these basic actions, the adventurers have access to specialised actions used to produce a specific effect. Some of these are advanced options of basic actions—such as a melee attack that inflicts extra damage, or may knock a foe back—while others are interesting ways to apply skills and talents. Over the course of his career, an adventurer learns more actions, and starts to build a wide range of options.

Action Card Design

The action card design helps players quickly identify their cards, allowing them to organise their cards based on the general type of action represented—whether it is a combat action, social action, magic spell, divine blessing, or a special type of stunt.

The action cards are also double-sided. Some actions have identical effects on either side, indicating they perform the same way regardless of the character's stance. Most cards have unique effects whether the action is being performed in a conservative or reckless stance.

When a player organises his cards, he can arrange them so they are displayed the same way, with the conservative sides facing up. This allows him to quickly sort through his cards when choosing an action while in a conservative stance. When he moves into a reckless stance, he simply flips his action deck over, and can evaluate his reckless options.

Anatomy of an Action Card



Action Type Icons

- Melee
- Ranged
- Spell
- Blessing
- Support
- Defence

1 **Action Type.** The icon in the upper left indicates what the basic type of action is. The type of action is also one of the card's traits. If the icon appears in a shield, that action is also a *Defence* action.

2 **Title.** The name of the action.

3 **Traits.** Many actions will list one or more identifying traits. Some cards or game effects may interact with these traits in different ways. Keep in mind that the card's action type is also considered a trait.

4 **Recharge Rating.** This number indicates how long it takes for this action to recharge before it can be used again.

5 **Difficulty Modifier.** Some actions are inherently more complex than others. If any dice are shown here, these dice are added to the dice pool in addition to any other modifiers.

6 **Action Check.** To perform this action, a character must attempt the check shown here. This indicates if the check is a standard or opposed check.

7 **Art.** Many of the cards feature exciting art to help you visualise the action.

8 **Requirements.** If a card has any restrictions to use, such as requiring a certain type of weapon, or a certain distance to the target, it is listed here.

9 **Special Guidelines.** Some actions have special rules or guidelines governing their use. If the action card has such guidelines, they are listed here.

10 **Success Lines.** These lines indicate what effect the action has when the action check is successful. Every action has at least one success line, indicating an effect when one or more successes are generated.

11 **Side Effects.** If there are any possible side effects to trigger based on boons, banes, Sigmar's Comet, or Chaos Star results in the dice pool, they are listed here.

12 **Set Icon.** Each card is marked with a set icon to quickly identify which product the card is from.

Action Card Elements

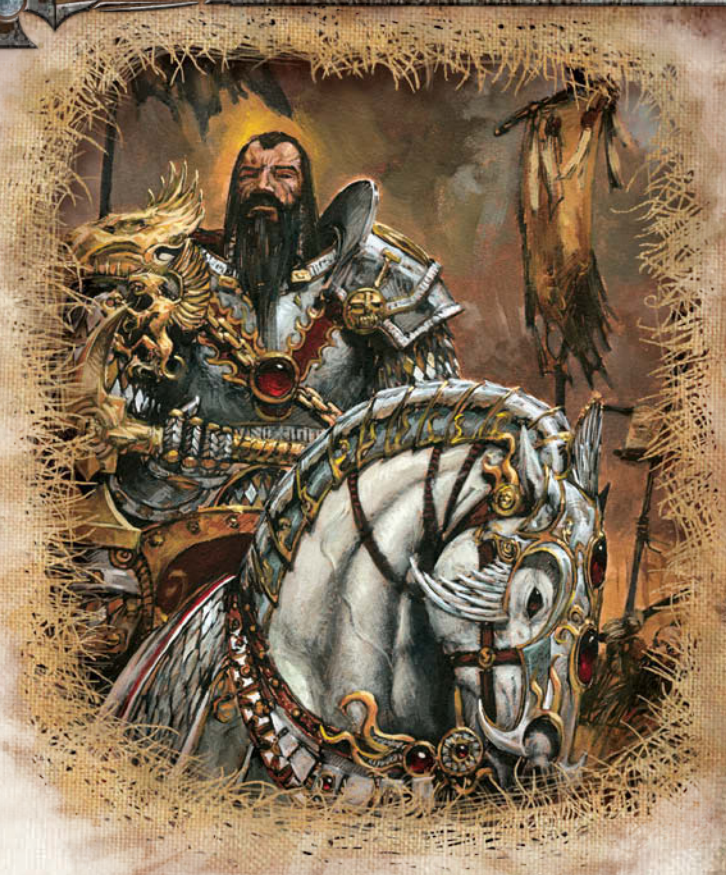
Card Name: The name of the card appears in large, bold letters across the top for easy identification. The name is usually identical on both sides of a card.

Traits: Card traits appear in italics below the card name. Traits help identify what kind of action a card represents. By itself, an individual trait does not perform a function. However, other cards and effects can interact with a trait. For example, one action may state it allows a character to perform a *Basic Melee Attack* after performing the action. This refers to traits on other cards, and a card with matching traits would be eligible for the effect.

Requirements: The requirements for performing the action. If the character does not fulfil all of the listed requirements, the action cannot be performed. Some requirements indicate a range or relative position to the target, the need to have a certain type of weapon equipped, or an amount of power needed to fuel a spell effect.

Action Check: This line indicates the type of skill or characteristic check used to determine whether or not the action succeeds. If the check is opposed, it will also list that here, explaining which of the target's skills or characteristics are opposing the check.

Recharge Rating: Some action cards require more effort or energy than others, and are not easy to perform over and over again. These action cards have a recharge rating listed. After an action with a recharge rating has been successfully performed, the active player places a number of tracking tokens onto the card equal to the card's recharge rating. If a card has a ! listed as its recharge rating, the exact number of recharge tokens to place on the card may vary based on a special condition for the card. The card is unavailable while there are any tracking tokens on it.



Note that action cards do not acquire any recharge tokens if the check to perform the action failed—recharge tokens are only placed on the card after it is successfully used.

During the End of Turn phase of the active player's turn, he removes one tracking token from every card currently recharging—action cards, talent cards, or any other cards he controls. When the last tracking token has been removed from a card, it is available for use again.

Several different abilities, talents, or special situations may adjust the recharge rate of cards. Fortune points are one method available to the players to speed up the rate at which their cards recharge. A player may spend one fortune point to remove a tracking token from any of his recharging cards. This card can be spent from his personal supply, or spent from the party sheet when a fortune refresh is triggered. Multiple fortune points may be spent at the same time, allowing cards to recharge much faster.

Difficulty Modifier: Any modifiers to the action's difficulty are shown here. Some actions are inherently more difficult than others, represented here by a number of additional misfortune or challenge dice added to the dice pool when attempting the action.

Special Restrictions or Conditions: Some actions list additional special conditions or have certain effects that may come into play. For example, several combat actions include a special clause that increases the difficulty if the character attempting the action is engaged with enemies. For some actions, a special line will help describe what happens when the action is being performed, or how it's perceived by other people in the encounter.

Traits As Restrictions

While most traits in *Warhammer Fantasy Roleplay* are simply "hooks" for game mechanics to refer to, there are a small number of traits that are actually restrictions in selection and play.

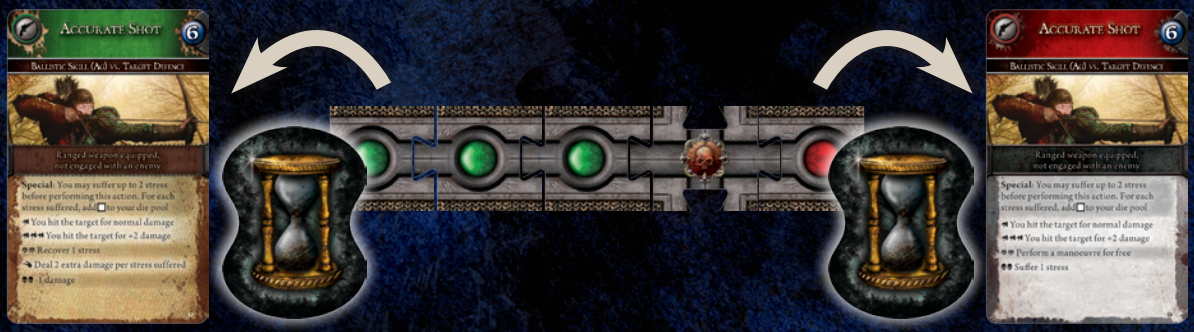
The first and foremost are the Order and Faith restrictions common to spell and blessing cards. Each spell and blessing has a trait such as *Bright Order* or *Shallya*. Wizards and priests may only learn spells or blessings with the *Basic* trait or with the trait that matches their chosen Order or Faith.

The rank traits (*Rank 1*, *Rank 2*, etc.) are also restrictions. It is more difficult to learn actions whose rank is higher than your character rank, as discussed in Chapter 3.

Finally, the *Pet* trait indicates that the action requires an active pet (such as the ratcatcher's Small But Vicious Dog) to use.

Additional traits such as *Slayer*, *Way of the Sword*, or *Ritual Dance* serve both as thematic descriptors and mechanical hooks for interactions. While they are not restrictions as written, the GM is free to rule that such actions are the purview of the careers that are the best thematic fit for them (Slayer, Swordmaster, and Wardancer, in this case).

Stance & Action Cards



A character's current stance, as indicated by the position of his activation token, determines which side of an action card is used when attempting that action. If the activation token is on one of the green, conservative spaces, the conservative side of the action card is used. If the activation token is on one of the red, reckless spaces, the reckless side of the action card is used. If the activation token is on the central neutral space, the player uses whichever side his character has more stance pieces for—his character's dominant stance. If the character relies on both stances evenly, the player uses the dominant stance chosen during character creation.

Success Lines: These lines indicate what effect the action has when the action check is successful. Every action has at least one success line, indicating an effect when one or more successes are generated. Some actions have additional success lines, which indicate an alternate success effect when a certain number of successes are achieved in the action's dice pool.

For cards with multiple success lines, the success lines are not cumulative. The active player selects from among the eligible success lines, based on the number of successes generated by the dice pool.

Side Effect Triggers: On the bottom half of each action card are a variety of possible side effects that can be triggered based on the symbols appearing in the dice pool results. Most cards have at least one possible boon effect and one possible bane effect. Some cards feature multiple boon or bane effects. Sigmar's Comet and the Chaos Star appear less frequently, but tend to have significant effects associated with them.

Each individual effect can only be triggered once during any given action. And since boon and bane symbols cancel each other out, only one of those two effects can occur during any given action.

Series Identification: The small icon in the bottom corner of the card is used to help identify which product the card is from. This helps players quickly identify and organise cards to make sure they have all the cards from a set.

Valid Selections

If a character does not currently meet the requirements for an action card, it is not a valid selection. This means the player cannot choose to use such a card as an action on his character's turn, or target such a card with an effect produced by another action. For example, if a character does not have a shield equipped, he cannot use the Block action. Further, if that character generates an effect that states "Add two recharge tokens to one of your eligible action cards" the player cannot select the **Block** action for that effect.

Action Cards and Stances

Since the action cards are double-sided, it is easy for a player to arrange his cards and flip his entire action deck over when he changes stance. This allows the player to view his cards from the appropriate stance side when making his decisions.

It is important to note that only cards in the player's action deck are affected by a change in stance. If a player uses an action card with a Recharge Rating, the card is placed face up on the table based on the stance in which that action was performed. If his character later changes stances while that action is still recharging, the recharging card is not flipped over—it is still recharging, and only returns to the player's action deck when there are no more recharge tokens on the card.

Defence & Reaction Actions

There are a variety of action cards—such as the basic defence actions **Block**, **Dodge**, and **Parry**—that are played out-of-turn. These action cards are marked with the shield icon and usually bear either the *Active Defence* or *Reaction* trait.

These actions list the circumstances under which they can be played on the card itself, along with instructions for using them. For example, the **Parry** action card reads "After you have been declared the target of a *Melee Attack*, add two recharge tokens to this card to add ■ to the action's dice pool." Many (but not all) such

actions require no check, and these actions cannot be used except as indicated on the card. They don't count as using your action for your turn.

Success & Failure

When attempting to use an action card, the task succeeds if one or more success symbols remain after challenge symbols have cancelled out an equal number of success symbols. If more than one success symbol remains, the player may be able to select from among several different options. If an action card has more than one success line, the player may choose to trigger any one success line requiring a number of success symbols equal to or less than the number generated by the dice pool.

Manoeuvres

The action cards provide a lot of exciting options for the characters, but there are a lot of things characters can do that are not governed by an action card. Many of these undertakings do not even require a check. Collectively, the minor things a character accomplishes on his turn that are not defined by an action card are called manoeuvres.

Manoeuvres cover a broad range of minor, incidental, and often automatic achievements. During Story Mode, manoeuvres can usually be performed as often as required, and are generally assumed to occur as needed to advance the plot. During Encounter Mode, when timing and the order in which things occur can become more important, characters are limited in the number of manoeuvres they can perform within a given amount of time.

A character can perform one free manoeuvre during his turn. This manoeuvre can be performed before or after an action card task, but not during the resolution of an action. Characters also have the option to perform additional manoeuvres on their turn. Each additional manoeuvre costs one fatigue—the character suffers one fatigue first, then may perform the additional manoeuvre.

There are a number of pre-defined manoeuvres to choose from, but GMs should encourage their players' creativity if they propose manoeuvres not found in the official list. Some special talents or abilities allow for manoeuvres to be used in even more ways.

Standard Manoeuvres

Assist. Performing the assist manoeuvre allows an ally engaged with the assisting character to add a bonus fortune die to his next check. Several characters can use the assist manoeuvre to add more bonus fortune dice to the engaged ally's next check. All awarded bonus dice must be used on the assisted character's next turn, otherwise, they are discarded. You cannot assist yourself.

Exchange a talent. As a manoeuvre, a character can replace one of his talents from his character sheet, a follower sheet, or from the party sheet with a different talent of the same category from his supply.

Interact with the Environment. Often a single manoeuvre is enough to interact with the environment around a character. This is a broad category of possible interactions, such as opening a door, climbing into a wagon, knocking over a table, ducking behind a counter, grabbing a torch from a nearby sconce, and so on.

Manage Equipment. Managing items and equipment is accomplished by performing manoeuvres, and covers the following different functions.

- **Draw, sheathe, ready, or load a weapon.** This manoeuvre covers the basic manipulations of most weapons, such as drawing a sword from its scabbard, stringing and preparing a longbow, or pulling the lever on a crossbow and loading a new bolt. Some weapons have a special quality requiring a manoeuvre to ready it before it can be used in combat.
- **Draw something from your pack.** A character can perform a manoeuvre to retrieve an item from a pouch, backpack, satchel, belt, or some other accessible container. This can also be used to stow items in a similar fashion
- **Sling or unsling a shield.** In order to use the Block defence action, a character must have a shield equipped. A character can perform a manoeuvre to ready a shield that is currently slung or strapped, or to stow a shield that was in use.

Action Card Language

Due to space restrictions, action cards have a few specific uses of language that occur repeatedly and have a somewhat unique meaning in the context of an action card, as opposed to general use.

Characteristics are frequently abbreviated on action cards. Strength becomes "St," Agility becomes "Ag," Toughness becomes "To," Intelligence becomes "Int," Willpower becomes "WP," and Fellowship becomes "Fel." A result on a card reading "Int + 3 damage" indicates that the action in question deals damage equal to the active character's Intelligence, plus 3.

The word "**influence**" occurs on many support actions, especially those with the *Social* trait, as in "influence the target." The exact definition of "influence" in these cases is situational and determined by your GM and the declared intent of the action. In essence, "influence" is a shorthand for "cause the target to behave in the desired fashion, as determined by your GM" which may include advancing a progress token, or other effects. If you had been using your **Steely Gaze** action to attempt to convince a guard to let you in, for example, successfully influencing the target would either cause him to let you in, or make progress in the context of a formal social encounter.

"**Normal damage**" is defined as the sum of the key characteristic for the attack (Strength for melee attacks, Agility for ranged attacks) plus the Damage Rating of the weapon used. "**Critical damage**" is calculated the same way, but one of the wounds suffered is critical. "**Damage**" is reduced by Toughness and soak value, but if an effect causes a character to suffer "**wounds**" directly, then Toughness and soak are of no benefit. For more information on damage, wounds, and critical wounds, see page 86.

Mount or dismount from a horse. A character trained in Ride can perform a manoeuvre to mount or dismount from a horse without a check. A character not trained in Ride can perform a manoeuvre to attempt to mount a horse by making an **Easy (1d) Ride** check.

Movement. Movement is accomplished by performing one of several different, but related types of manoeuvres. If an ability or effect prohibits movement, that means none of these movement-based manoeuvres can be performed.

- **Change range increment.** Performing this manoeuvre allows a character to move between close and medium range relative to another person or object. This also allows characters to move between medium and long range by performing two manoeuvres, or between long and extreme range by performing three manoeuvres. When covering long distances, multiple manoeuvres do not have to be performed on the same turn, but the character is not considered to be in the new range increment until all required manoeuvres have been performed.

- **Engage or Disengage from an opponent.** If a target is already within close range of a character or engagement, the character can perform a manoeuvre to engage that target. Once engaged with one or more opponents, a character must perform a manoeuvre to safely disengage. Characters do not need to perform this manoeuvre to leave an engagement consisting only of friendly characters or allies.

- **Move within Close range.** Performing this manoeuvre allows an unengaged character to move to another position that is currently within close range to him. This also allows a prone character to stand up.

Preparation. Some actions require additional preparation to perform safely. The preparation manoeuvre is generally performed in conjunction with another ability to confer a bonus, off-set a penalty, or fulfil a requirement. The individual cards or abilities that utilise the preparation manoeuvre define its specific effect. It is sometimes abbreviated under the requirements as "prepare."

Use a skill. As a manoeuvre, a character can use a skill to perform its normal function. Examples would be using Athletics to climb a tree, Coordination to balance on a ledge, Education to recall a fact about dwarf customs, or Observation to see if you can spot the heraldic device on someone's shield.

NPC Manoeuvres & Aggression

NPCs have access to a special resource, known as Aggression. In addition to suffering fatigue to perform additional manoeuvres (which is ordinarily converted into a wound for non player characters), NPCs may spend one of their Aggression dice to do the same. More information on Aggression, Cunning, and Expertise can be found in the *Game Master's Guide*.

Abstract Measurements

One thing players will notice quickly about *Warhammer Fantasy Roleplay* is the lack of battlegrids or maps with squares. The game instead relies on broad terms used to describe ranges and distances. Rather than have a player's attention focused on a grid, counting squares, *Warhammer Fantasy Roleplay* uses more abstract means to represent position, distances, and ranges—letting the players focus on the action and the adventure.

Action vs. Manoeuvre

The "use a skill" manoeuvre is not intended to be a substitute for the **Perform a Stunt** action card, nor is it possible to duplicate the effects of other actions using a single manoeuvre. It can sometimes be difficult to tell what uses of a skill constitute a manoeuvre and what would require the use of an action.

Broadly speaking, skill use that manipulates the game world or influences non-player characters are best characterised as actions. This includes most uses of social skills such as Charm and Intimidate, the First Aid skill, and activities such as opening a lock with Skulduggery. Skill uses that affect only the active character, or interact passively with the environment, are best considered manoeuvres. All the examples noted under the "Use a skill" manoeuvre description are examples of this type.

A good rule of thumb is that if the check is an opposed check (such as using Intimidate against a goblin's Discipline to scare it away), it's probably a **Perform a Stunt** action rather than a manoeuvre. If the skill use simply allows you to mimic another maneouvre (such as a Coordination check to move through treacherous terrain), it's probably a Use a skill manoeuvre. Your GM is the final arbiter.

The distance between two points—people, objects, or monsters—is defined in broad range categories. These range categories are used to determine how far a ranged attack can reach, how far apart two people are from each other, how much effort is needed to move between two places, and so on. The most common ranges are close, medium, long, and extreme range.

- **Close**: Generally a matter of several paces between points. Many thrown weapons and firearms are most accurate at close range. Two people in close range can talk comfortably without raising their voice. Moving to another spot within close range is usually very easy to do—often requiring one manoeuvre.

- **Medium**: Medium range is generally several dozen paces away. More reliable firearms can reach to medium range, as can crossbows. Two people in medium range of each other need to talk loudly to hear each other. Moving from close to medium range requires a bit more exertion, but can usually be done with just one manoeuvre.

- **Long**: Long range is further than a few dozen paces. Longbows, Hochland long rifles and some spells can reach this far without too much trouble. Two people in long range of each other need to yell loudly to hear each other. Moving from medium to long range requires two manoeuvres, as it is more time consuming than moving between medium and close range.

- **Extreme**: Extreme range is the farthest range at which two targets can interact. Two people at extreme range may not be able to hear each other even if they shout. Moving between long and extreme range can be time consuming and exerting, requiring three manoeuvres. Some ranged weapons can fire at targets at extreme range, but usually with a penalty.

Engaged

To reflect two or more targets close enough to interact directly with each other, there is a special status called engaged. Two characters engaged with each other are in very close proximity. A soldier needs to be engaged with a target to hit him with his sword. A barber surgeon needs to be engaged with his patient to tend to a wound. A group of people engaged with each other is called an engagement.

Engaged is also used to indicate that a person is close enough to an item to use it. A thief needs to be engaged with a locked chest to attempt to pick the lock. A coachman needs to be engaged with the carriage to climb aboard. A hunter needs to be engaged with the tree if he wants to hide behind it for cover while firing his bow. The engaged status simply indicates that two things are close enough to each other to directly interact.

All characters in an engagement are considered to be engaged with all other characters in that engagement. If an engagement becomes very large (beyond six to eight characters, depending on the situation), the GM may want to break it down into separate engagements at his discretion.

With the engaged status and the range bands, the GM is free to describe things dynamically and set scenes without having to worry about exact distances. The goblins can start out within close range of the party—he doesn't need to worry about positioning each goblin 10 squares from a character, or 6 inches from the cavern mouth.

Moving Between Range Bands

The higher manouevre costs to move between the farthest range bands are intended to make long and extreme ranges feel appropriately long and extreme. A character who wishes to reduce the range to a given point from one of these range bands is not obligated to perform all the required manouevres at once—he may spread them out across multiple turns (if deemed necessary, the players can use tracking tokens to indicate their progress).

Also, keep in mind that points of reference can move. For example, if an elf and a goblin begin at long range from each other and perform a maneouvre to move towards each other, they would be within medium range of each other after they both have acted. Keep in mind that range is relative and can change on a turn-by-turn basis if the participants in the scene are moving.

Ultimately, the free-form and flexible nature of the ranges and movement manoeuvres encourage the GM and players to resolve movement and relative distances based on common sense and the needs of the story.

Abstract Distances & Movement

The standups can quickly represent the participant's position during an encounter. Standups in contact with each other are considered engaged. To represent a standup, location, or element further away, tracking tokens can be placed between two points to represent their relative distance from another element. One token between elements indicates close range. Two tokens represents medium range. Use three tokens for long range, and four tokens for extreme range.



In the example above, the Troll Slayer, Bright Wizard, and Beastman are in an engagement. The Waywatcher is placed slightly further away, but is within close range of the engagement (represented by one tracking token between the Waywatcher and the engagement). The Initiate of Shallya is even further away—she is medium range from the engagement.

The Initiate of Shallya's distance from the Waywatcher in this example isn't relevant. If it becomes important during the course of the encounter, the GM can determine their initial starting range from each other, if necessary.

Perform a Stunt

It would be impossible to design enough actions and cards to accomodate every potential action a character might want to attempt during a session of *Warhammer Fantasy Roleplay*, because the game strives to be as flexible and open to possibility as the real world. That's why the Perform a Stunt action exists, to remind players that they can go outside the scope of their action cards and do anything they like within the framework of the rules.



Use of Perform a Stunt often requires some improvisation and judgement on the part of the GM and players. How difficult is it to swing from a chandelier? What's the best skill to use when tackling the assassin off the balcony, or grabbing the bandit leader's reins? Is that check opposed? Competitive? What happens if a ☼ Chaos Star is rolled? Ultimately, those decisions are in the hands of the GM.

The first step to determining how to intepret a use of Perform a Stunt is to decide what, precisely, the active player is trying to accomplish. If he's swinging from a chandelier, is his goal to evade the guards? Or is his goal to land squarely atop one of them, kicking him in the chest and knocking him down? Once the GM and the active player are able to agree on the effect if the task is successful, then the GM can set the difficulty and decide which factors, if any, may influence the check.

Remember that if a task is so simple or mundane as to require no challenge or misfortune dice at all, then there is no need to roll for the check. This is especially true if using Perform a Stunt to duplicate the effects of a manoeuvre - walking over level ground or drawing a sword are certainly simple things to accomplish, and if a player wishes to use his action to perform a manoeuvre, he can do so.

The details and adventure come first, creating a vivid picture for the players, while allowing the GM to quickly provide the mechanical information players need to use their actions and build strategies.

Resolving Movement & Positioning

The manoeuvre system and abstract ranges and movement work together to help create dynamic scenes and allow the GM to resolve action quickly. By using the colour standups and plastic bases, the players can each have a unique standup to represent their characters, and the GM can build standups for various NPCs, enemies, or monsters to build a scene and manage encounters.

Positioning these on the table creates a quick, visual reference on where things are in relation to each other. Standups or figures in base contact with each other are engaged. The further apart the standups are, the greater the range between them. The GM can place tracking tokens between individual standups or engagements to indicate how far apart from each other those two elements are.

The location cards provide more context for the environment in which an encounter takes place. The location can be placed on the table to indicate roughly where that feature or element is positioned. Standups placed on or touching the card are engaged with that location or terrain feature.

The cards and counters are meant to be used as tools. If the GM and players prefer, they can forego the use of visual aids and immerse themselves in encounters brought to life through their own imaginations.





Chapter Seven

Modes of Play

Gameplay in *Warhammer Fantasy Roleplay* is broadly divided into two modes: story mode and encounter mode. This chapter details the two modes of play as well as the steps of the player turn and other details of structured time.

Game Modes

As mentions, the two primary modes of play in *Warhammer Fantasy Roleplay* are referred to as story mode and encounter mode. In story mode, the order in which characters act is not terribly important and the flow of gameplay is not highly structured. In encounter mode, the order in which characters act is important and is governed by an initiative system and the flow of gameplay is more structured. The GM will oversee the transition between story and encounter mode, and an average play session will generally move back and forth between both modes.

Story Mode

During story mode, the story advances organically as the GM describes the circumstances and the players describe their actions and reactions in those circumstances. The story may or may not be divided into a series of scenes, but there is little formal timekeeping during story mode. In particular, concepts such as "round" or "turn" are of little value, because there is no formal initiative structure to regulate them. More common increments of time might be "about ten minutes" or "the rest of the afternoon."

This is not to imply that the actions undertaken during story mode have little consequence or that there is not plenty of peril and adventure to be had in story mode—nothing could be further from the truth! While combat is generally better suited to encounter mode, there are any number of ways PCs could be placed in danger during story mode.

A harrowing escape from a collapsing mine or fleeing from a burning building might be played out during story mode, as might a difficult climb to a mountain top or a protracted negotiation with a political enemy. GMs are encouraged to make use of a progress tracker during story mode to give certain threats, challenges, and story events some additional structure and a means of measurement without having to rely on defined turns or rounds.

There are some mechanical considerations to keep in mind during story mode and ways in which certain game effects differ between story and encounter mode.

Get On With It!

For some actions, particularly healing blessings, players may wish to use the action as often as possible and just wait around until it recharges. This sort of behaviour is, of course, completely against the spirit of grim and perilous adventure, and players who engage in it should fully expect orcs to kick in the door. But if no orcs do kick in the door, every few minutes of mucking about should be enough to remove a recharge token from each recharging action.

Stance in Story Mode

By default, characters tend to act in the neutral stance and do not convert stance dice. In story mode, most characters will act in neutral stance most of the time. Strictly speaking, they will not make use of their stance meter, but that is not to say that they cannot make use of stance dice or the variable effects of different stances on their action cards.

At the GM's discretion, any action can be attempted in any stance, provided a sufficient story-based justification is offered and the risks inherent in adopting a stance are accepted. In most cases, only a single die would be converted to a stance die in story mode, but for exceptional circumstances GMs may allow additional dice.

In general, the adoption of a stance is an indication that the action in question has dramatic weight, which can also be a cue to initiate encounter mode. If such a check does result in the beginning of an encounter, the active player may (at the GM's discretion) begin the encounter one step deep into his declared stance.

Recharge in Story Mode

Without discrete turns or rounds to govern the recharge mechanic, actions with a recharge value behave differently in story mode as compared to encounter mode. This is relevant particularly for actions with the Ongoing trait that have a continuous effect once they are performed.

As a rule of thumb, each time the scene shifts or an event occurs in story mode, each player should remove one recharge token from each of his recharging actions, talents, conditions, or other recharging cards. Within a given scene or challenge, one "round" can roughly equate to enough time for each player to have a chance to act or respond, after which each player may remove one recharge token from each of his recharging cards.

Note that there are no firm time units in story mode, so "each time each player has had a chance to act" could be as little as five minutes of game-time, or could reflect hours or days passing!

More information on playing the game in story mode can be found in the *Game Master's Guide* beginning on page 14.

Equilibrium in Story Mode

Priest and wizard characters use different types of power to fuel their blessings and spells. A priest or wizard's internal supply of this power tries settle at an equilibrium point, usually equal to the character's Willpower. The default assumption is that during story mode, a priest or wizard is at equilibrium. Equilibrium is discussed in more detail in Chapter 11 and Chapter 12.

Story Mode Example of Play

Adam (the GM), **Beth** (Birgitta), **Chris** (Gurni), and **Ethan** (Johann) are mid-session. They are in the town of Ubersreik attempting to learn more about Graf von Wolfenjager's mysterious connections in the city's underworld. All three hero characters are in the Red Moon Inn, and the game is currently in story mode.

Adam (GM): You've arrived at the Red Moon Inn, where you believe you can find someone with some information about von Wolfenjager and the robed figure. The place is packed with patrons—largely dockhands and boatmen, all human—and alive with the hubbub of people drinking away their troubles. No one even looks up as you enter.

Ethan (Johann): Well, that won't do. We want to be noticed! I swagger up to the bar and drop a gold crown on it. *"Barkeep! A round for the house."* I want to use my **Big City Bravado** action.

Adam (GM): Go ahead and roll. And take a fortune die for the round of ale.

Ethan rolls and succeeds with several boons. He places six recharge tokens on the card.

Chris (Gurni): Well, if Johann is buying, Gurni'll have an ale!

Beth (Birgitta): I'll watch the crowd. I'm interested to see if anyone's response to Johann's generosity is unusual.

Adam does not call for an Observation check from Birgitta at this time, as there's nothing for her to see at the moment, but he makes a mental note of how her character is behaving in the scene.

Adam (GM): The crowd seems impressed by your generosity, Johann. You and your friends will receive the full benefits of your **Big City Bravado** action. The bartender snatches up your coin with a friendly leer. He is missing several teeth. *"What brings a big spender like you here?"*

Ethan (Johann): *"I heard this was the finest drinking hole in Ubersreik and had to see it for myself."* I'll use Charm on the bartender to butter him up. He's as good a place to start asking questions as any.

Adam (GM): (*Adam compares Johann's Fellowship, which Charm is keyed to, against the bartender's Willpower, the key characteristic for Discipline.*) That will be an **Easy (1d)** check.

Ethan (Johann): And I get a fortune die for **Big City Bravado**. (*Ethan collects his dice and rolls. Success!*) It appears to be working.

Adam (GM): That it does. What do the rest of you do?

Beth (Birgitta): I keep watching the room.

Chris (Gurni): I drink!

Adam (GM): (*Laughing.*) Chris, you recover one stress—it's not good ale, but it's ale. Ethan, enough time has passed, so remove one recharge token from **Big City Bravado**. (*This is the only card that's currently recharging, but if there were others they would also recharge at this time.*)

Ethan (Johann): I think it's time to drop the name von Wolfenjager and see how the bartender takes it.

Adam (GM): (*Adam knows that one of the men near the back of the bar, Heiko, is an agent of von Wolfenjager, and is surely going to prick his ears at the mention of his employer.*) Birgitta was watching the room carefully. Beth, why don't you go ahead and make a **Hard (3d) Observation check**.

Beth (Birgitta): (*Gathering dice.*) Why?

Adam (GM): I'll tell you if you succeed!

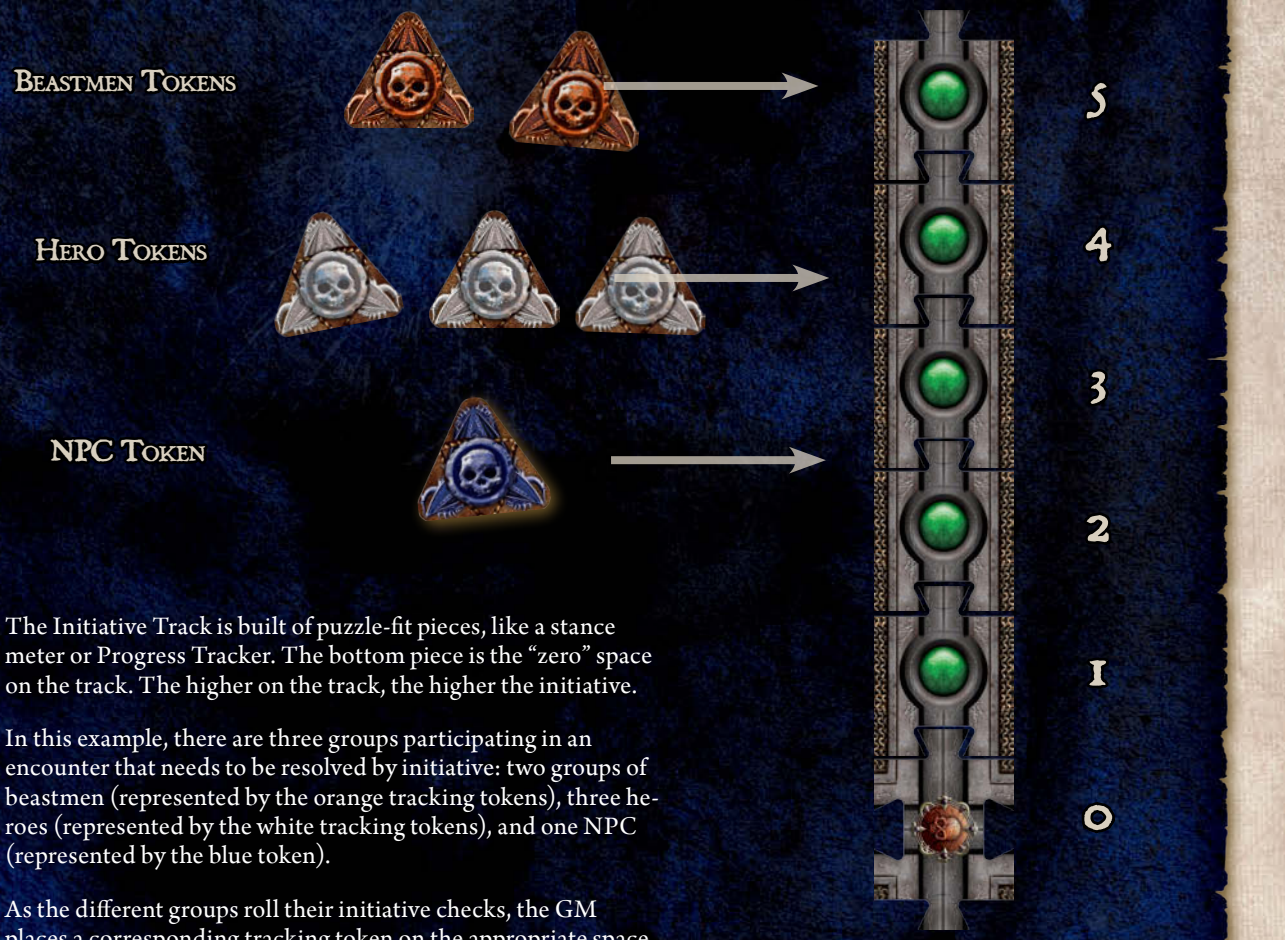
Play in story mode continues in this manner for a short while longer, until Heiko finally panics and bolts for the back entrance. At that point, Adam calls for Initiative checks (and gives Chris some misfortune dice for his insistence on drinking at the bar) and transitions to encounter mode.

Encounter Mode

During encounter mode, game time is divided into rounds comprising individual player turns. An encounter usually features a defined goal (defeat the goblins, escape the prison, be found "not guilty" in the court case), although particularly in three act encounters this goal may change at some point. In general, each encounter or each act of an encounter is its own "scene."

Encounters begin with an initiative check and then are resolved in a series of rounds. During each round, each participant in an encounter receives a turn, a chance to act. At the end of each round, there may be some final bookkeeping (such as flipping your activation marker back to its ready side), and then a new round begins.

The Initiative Track



The Initiative Track is built of puzzle-fit pieces, like a stance meter or Progress Tracker. The bottom piece is the "zero" space on the track. The higher on the track, the higher the initiative.

In this example, there are three groups participating in an encounter that needs to be resolved by initiative: two groups of beastmen (represented by the orange tracking tokens), three heroes (represented by the white tracking tokens), and one NPC (represented by the blue token).

As the different groups roll their initiative checks, the GM places a corresponding tracking token on the appropriate space of the track. Once all the tokens have been placed, initiative has been set and the first round of action is ready!

Initiative & Turn Order

For a variety of tasks the order in which participants act or react may not matter. When two characters haggle over the price of a sword in the market, it does not matter who makes the first offer or counter-offer; this can be resolved in story mode. In other situations, the specific order in which characters act is far more important. During combat, for example, knowing who acts first, or whether your character acts before the mutated Chaos troll can have a significant impact on the encounter! These sorts of actions are easier to resolve in encounter mode using these initiative rules.

The order in which participants act during a round in encounter mode is called initiative, or the initiative order. In one round, each of the participants has the opportunity to act. These actions occur in initiative order. When a character acts, his player becomes the active player and takes his turn. An individual turn may go through several phases to resolve. Once all the participants have taken their turns and acted, the round is over. The participants continue to act round by round until the encounter is resolved.

Tracking Initiative

Initiative in *Warhammer Fantasy Roleplay* is managed using a progress track, one of the tools GMs use to manage information during a session. More information about progress tracks can be found in the *Game Master's Guide*, on page 28. For initiative, the GM should prepare a progress track with at least six spaces and orient it vertically. More puzzle-fit pieces can be added, if necessary. He should also set aside several of the tracking markers, selecting one colour to represent the player characters. He should also include a few markers of at least one other colour for NPCs or creatures.

At the beginning of an encounter, each participant makes an initiative check. The characteristic used to make the initiative check depends on the type of encounter. For combat encounters, Agility is used for initiative checks. For social encounters, Fellowship is used for initiative checks. In most cases, these checks will be **Simple (0d)**, unless the GM rules otherwise.

The GM places a marker on the tracking meter based on the number of successes rolled. Hero tokens break all ties for any markers occupying the same space on the initiative track. The markers can all be placed from the highest to lowest initiative, arranging them from top to bottom in a single column. After all participants have made initiative checks and had a marker placed on the initiative tracker based on the number of successes generated, the initiative order is set and a round of actions can begin.

Starting at the top of the tracking meter, initiative markers are resolved one at a time. If the top-most marker is a hero marker, one of the adventurers gets to act. If the top-most marker is an NPC or creature marker, one of the corresponding participants gets to act. After that turn is resolved, the next marker on the initiative tracking meter is resolved, and so on, until all the markers on the tracking meter have been used.

Stance for Initiative Checks

Unless a PC has already adopted a stance narratively, or triggered encounter mode by escalating the action to the point that an initiative check is required (in which case, as he acts, he may have had the opportunity to adjust his stance during the PC's Beginning of Turn Phase), most PCs perform their initiative check in a neutral stance. NPCs are always considered to be in the stance indicated in their stat block, and convert characteristic dice into stance dice as with any other check they perform.

Boons & Banes on Initiative Checks

Boons and banes are as relevant on Initiative checks as they are on other checks, although they do not contribute directly to acting before another character. They might represent momentary distractions or an advantageous position, carrying forward benefits or penalties into the first round of an encounter. Or they could reflect surprise or adrenaline, causing characters to suffer or recover stress or fatigue.

In general, any boon or bane effect can apply to an Initiative check as circumstances warrant. One good effect to fall back on is to allow boons or banes to add fortune ☐ or misfortune ■ dice to the character's first action in the encounter.

Based on the situation, the GM may allow a player to convert one of their characteristic dice into a stance die for initiative checks, based on their PC's dominant stance.

Managing Larger Groups

Large groups of similar creatures or NPCs—especially weaker henchmen—make initiative checks as a group. Especially large groups are broken up into smaller groups equal to the size of the player party.

A small war party of six beastmen, for example, would not roll six initiative checks. With four adventurers in the player party, the beastmen roll two separate initiative checks. One representing a group of four beastmen (equal to the number of PCs in the party), the other representing the remaining two beastmen.

Likewise, when activated, large groups of similar creatures or NPCs act during the same initiative. When activated, a number of similar creatures equal to the number of PCs in the party get to act. In the above example, if there are six beastmen in the encounter when the GM first has the opportunity to activate them in initiative order, four of the six beastmen can act. No single participant can act more than once during a round, so the next time the GM activates the beastmen in the initiative order, only two more beastmen can act—assuming the adventurers haven't defeated them by then!

How Long Is A Round?

There are no fixed answers for how long a round, encounter, episode, act, adventure, or campaign might be. For one scene, an encounter may be played out as a week-long chase through the wilderness, with a rally step reflecting a few hours of rest at the top of a mountain. For another, a vicious duel that's over in mere seconds of real time may take several rounds to complete.

A round is enough time for each character to act once. By extension, this means that a single mechanical action can reflect a series of interconnected narrative actions. For example, a single *Melee Strike* action might consist of many parries, thrusts, and sword blows, or a single *Ranged Attack* may cover launching several arrows at the target. The use of a support action card may play out as an extended conversation. The answer to the question "how long is a round?" is simply this: As long as it needs to be.

Example Initiative Track

Here is a look at the Initiative Track as explained in the example on this page.



An Example of Initiative

Four adventurers are travelling together when they encounter a black orc and a group of four goblin minions. Neither side has the element of surprise. The GM asks the players to make initiative checks to determine initiative order. Here is how initiative resolves.

Andy and Brad each generate 2 successes on their initiative checks. Charlie ends up with 0 successes, while Diane generates 4 successes. The GM takes the coloured markers he set aside for the PCs and places one marker on the 0 space, two markers on the 2 space, and one marker on the 4 space.

The GM then makes initiative checks for the enemies. The black orc rolls its initiative check and generates 3 successes. Large numbers of NPCs grouped together use the same initiative check, so the entire group of four goblin minions rolls together. The goblins generate 1 success on their initiative check. The GM takes the coloured markers he set aside for monsters and places one marker on the 1 space and one marker on the 3 space to reflect that those are the monsters' initiatives.

Turn order starts at the topmost marker. At the top of the track, there is a hero marker on the Initiative 4 space. This means one of the heroes gets to go first during the current round. The fact that Diane rolled 4 successes does not necessarily mean it is Diane's turn to activate her character—it is a group decision to determine which character acts, based on the needs of the situation. The fact that Diane's character generated 4 successes and lets another character act first can reflect Diane's character reacting quickly enough to warn Charlie's character, or her adventurer providing leadership to the group, allowing Charlie's character to go first.

After one of the heroes is activated and takes his turn during Initiative 4, then one of the NPCs is activated at Initiative 3. The GM can choose to activate either the black orc or the four goblin minions. Once the NPC on Initiative 3 has acted, two heroes activate and resolve their turns during Initiative 2. The remaining NPC group activates during Initiative 1, and finally the last hero activates during Initiative 0.

The Active Player

When a player has been chosen to take initiative, he becomes the active player. His character goes through the entire turn sequence (which is covered in more detail on page 75), then that player's turn is over and the next initiative is resolved. After the active player completes his turn, he turns the activation token on his character's stance meter face down to indicate his character has already acted.

Once the active player has been determined, the other players should allow the active player to complete his turn without distractions. While offering advice or making suggestions is generally encouraged at the outset of the encounter or between rounds, taking too much time discussing all the options available slows the game down.

If for some reason the group cannot decide who gets to act, the GM should prompt his players. If the discussion continues for more than a few moments, the GM advances the party tension meter one space. If the group continues to struggle or delay, the GM issues a final warning. After that, the party's tension meter advances one more space, and that spot in Initiative is passed over during the current round.

Continuing the Encounter

After the last participant in initiative order acts, the current round ends. If the encounter continues, a new round begins, going back to the top of the initiative order. At the beginning of a new round, all characters turn their activation tokens back over to the active side.

Once the initiative order is set at the beginning of the encounter, the order remains the same for the remainder of the encounter unless changed by a specific effect, such as a Delay result on a conservative die. However, which hero or NPC is activated during a particular initiative can change from round to round. This provides players with flexibility to react to changing situations.

Additional Considerations for Initiative

When determining the initial order for initiative, the difficulty of the initiative check can be modified based on the situation. If the party is ambushed, for example, the characters may need to roll a challenge die as part of their initiative check.

When hero markers and NPC or creature markers appear on the same initiative order, heroes act first, then NPCs and creatures.

During the Rally Step of an episode, a character can choose to roll a new initiative check. The GM removes the lowest hero initiative marker from the track, and places it on a new space, based on the number of successes generated by the new initiative check (regardless of whether the new result is higher or lower). A character choosing to roll a new initiative check during a Rally Step may not take any other actions during that Rally Step.

When characters enter or leave an encounter (such as the arrival of reinforcements or the elimination of an enemy), hero, monster, or NPC tokens may be added or removed from the initiative track at the GM's discretion. In general, it is not necessary to remove tokens from the track when a character leaves an encounter—there is no requirement that each token be used each round. If the arrival of a new character means that his faction in an encounter no longer has enough initiative tokens on the track to activate everyone each round, a new token should be added. The newcomer should make an Initiative check to determine where on the track to add his initiative token.

Taking Your Turn

Over the course of a round, each character will get a turn and a chance to act. Once all characters have had a turn, the round is over and a new round begins.

Overview

Each character's turn comprises the following phases.

- During the **Beginning of Turn Phase**, a character's turn begins and he may adjust his stance.
- During the **Action Phase**, a character may perform manoeuvres and a single action.
- During the **End of Turn Phase**, the active player manages his recharging cards and performs other bookkeeping steps.

Note that for simplicity many NPCs use a streamlined version of this turn structure. They do not adjust their stance, and the bookkeeping normally performed during the End of Turn Phase is usually delayed until the end of the round.

Beginning & End of Turn Phases

A lot goes on in the middle of the active player's turn—he may play action cards, roll dice, and perform manoeuvres. The beginning and end of the active player's turn are also very important to help manage information and the character's status.

Beginning of Turn Phase

At the beginning of a player's turn, the active player may adjust his character's stance one space in any direction, for free. The active player then has the option to adjust his character's stance additional spaces. For each additional space moved, the character suffers one stress. Other effects may occur during the Beginning of Turn Phase, based on card effects or special abilities. If there are multiple effects that would resolve simultaneously during the active player's Beginning of Turn Phase, the active player may choose in which order they are resolved.



End of Turn Phase

During the End of Turn Phase, the active player removes one tracking token from every brief condition currently affecting the character, and from each of his currently recharging action cards. Once the last tracking token has been removed from a brief condition, the effect expires and the card is returned to the supply. Action cards that have their last tracking token removed have fully recharged, and are returned to the active player's action deck. The active player also checks to see if any dependent conditions no longer apply. If the requirements for a dependent condition no longer exist, the effect expires and the card is returned to the supply.

Finally, during the End of Turn Phase, the active player flips the initiative marker on his character's stance meter over, to indicate the character has completed his turn. Once this has been done, the next initiative token is resolved. Other effects may occur during the End of Turn Phase, based on card effects or special abilities. If there are multiple effects that would resolve simultaneously during the active player's End of Turn Phase, the active player may choose in which order they are resolved.

The Action Phase

The bulk of the active player's turn consists of his Action Phase. During the Action Phase, the character may perform a single manoeuvre for free, and may also perform a single action chosen from amongst his available action cards.

The active character may perform any number of additional manoeuvres during his action phase as well, provided he is willing to exert himself. He suffers 1 fatigue for each additional manoeuvre he performs. If suffering that 1 fatigue is enough to knock the active character unconscious, then he may not perform that manoeuvre.The character can perform his action and manoeuvre(s) in any order.

Action Sequence Summary

1. Active player selects an action card
2. Active player announces his target
3. Active player generates starting dice pool
4. GM assigns challenge or misfortune dice
5. Dice pool is rolled and evaluated
6. Resolve Effects of the action

The Action Sequence

The action sequence occurs as part of the active player's turn, in a specific order. Each step in the sequence has a specific purpose. The entire action sequence is shown in the sidebar above, and each step in the process is discussed in greater detail. A character can perform manoeuvres before or after this sequence, but not in the middle of this sequence unless a specific effect says otherwise.

In the steps below, the term active player refers to the player currently taking the turn for his character. The GM is the active player when he is performing the actions for NPCs or monsters.

1. Active player selects an action card

If the active player wants his character to perform an attack of some sort, generate a spell effect, or perform some other specific activity, the first step is to select the corresponding action card. The player's character must be able to fulfil all the requirements listed on the card. The player announces which action card he is using, and places it in front of his character, face up based on the character's current stance.

2. Active player announces his target

Once the player has announced which action his character is performing, he announces the action's target, if any. In many cases, this is who is being attacked or affected by the card. When there are multiple available targets, clearly announcing the target of the action is very important. The characteristics, abilities, or equipment of the target may influence the action's challenge level.

Some actions target multiple enemies or allies, and all such targets should be chosen at this step. Some actions target a single character, but may affect additional targets due to boons or other effects. Those additional targets may be declared when the relevant effects are triggered.

3. Active player generates starting dice pool

The action card indicates the type of check required to perform the action. The active player assembles his dice pool based on the related characteristic, and any applicable skills, specialisations, talents, or other abilities. Certain conditions, such as the effect of a critical wound or an environmental effect, may also contribute dice to the dice pool.

If the character wishes to add bonus fortune dice to his dice pool, he may spend fortune points to do so. Each fortune point spent adds one fortune die to the pool. Spent fortune points are returned to the general supply.

During this step, a player converts characteristic dice into stance dice. The player converts a number of characteristic dice into stance dice equal to the number of spaces deep into a stance his character is. Converting characteristic dice into stance dice is not optional. Depending on his character's related characteristic rating and stance, a player may not be able to convert all available dice, or may run out of dice to convert.

For more information on generating a dice pool, see page 49.

4. GM assigns challenge or misfortune dice

Next the GM assigns any relevant challenge or misfortune dice to the pool. If the action is a *Melee Attack* or *Ranged Attack* (or otherwise opposed by the target's Defence), its default difficulty is Easy (1d), but may be modified by a variety of factors. The GM may decide the action in question is better served as an unopposed or opposed check.

If the action is "vs. Target Defence" then the target's defence value is added to the dice pool. One misfortune die is added for every point of the target's defence rating.

In an unopposed check, the challenge dice assigned are based on the difficulty of the task, and the misfortune dice are based on special conditions or effects that would undermine success. For most action cards, the difficulty modifier on the card itself sets the challenge level of the task.

In an opposed check, the challenge dice assigned are based on the target's opposing characteristic, and the misfortune dice are based on the target's skills and specialisations, as well as any special conditions or effects that would undermine success.

After seeing how many challenge dice or misfortune dice the GM adds to the dice pool, the player has one more opportunity to spend fortune points to add fortune dice to the pool. Each fortune point spent adds one fortune die to the pool. Spent fortune points are returned to the general supply.

Common-sense Restrictions on Targeting

The requirements of a given action card will frequently list some specific requirements for a target, such as the maximum allowable range at which the action may be attempted.

There are also a host of common-sense restrictions not explicitly stated on most action cards. For example, having a clear line of sight is required for most ranged attacks or to target many spells. At minimum, the active character must be aware of a character in order to selectively target him.

The GM is free to exempt certain targets from these requirements if it makes sense in the context of the story, although he may impose penalties in the form of misfortune or even challenge dice.

The Challenge Levels

Simple: 0 challenge dice

Easy: 1 challenge die ♦

Average: 2 challenge dice ♦♦

Hard: 3 challenge dice ♦♦♦

Daunting: 4 challenge dice ♦♦♦♦

Opposed Check Difficulty

If the Opposing Characteristic is:

Less than half the acting characteristic:
add 0 challenge dice

Less than the acting characteristic:
+1 challenge die

Equal to the acting characteristic:
+2 challenge dice

Greater than the acting characteristic:
+3 challenge dice

Twice as great as the acting characteristic:
+4 challenge dice

Other Opposed Check modifiers:

Opposition has a Relevant Skill:
+1 misfortune die

Opposition has a Relevant Specialisation:
+1 misfortune die

GM Spends Aggression or Cunning:
+1 misfortune die

5. Dice pool is rolled and evaluated

The active player takes all the dice in the dice pool and rolls them. The symbols showing on the top-most face of each die are collectively referred to as the results of the check. The results are evaluated to determine if the task succeeds or fails, whether any bane or boon effects are triggered, and if any other special effects are generated.

In order for the task to succeed, at least one success symbol must remain after challenge symbols cancel an equal number of success symbols. The active player then finds the success line matching the number of successes generated to see how the action is resolved.

Bane symbols cancel out an equal number of boon symbols. If there are any bane or boon symbols remaining, some additional effects may be triggered.

For more information on evaluating a dice pool, see page 54.

6. Resolve effects of the action

After the dice pool is evaluated, the various effects generated by the action must be resolved. In general, these effects can be resolved in order from the top of the action card to the bottom of the card.

First, add recharge tokens to the card equal to the card's recharge value if the action was successful.

Then, resolve the success line chosen during step 5, and any other effect lines triggered by banes, boons, or other resulting effects. Also resolve the effects of exertion or delay.

There may also be other effects, such as effects from a location card or a weapon's properties, that should be resolved at this time.

If the action is an attack or a spell or blessing that deals damage, there may be a variety of other considerations to consider such as dealing damage or critical damage effects. For more information on these considerations, see Chapter 8: Combat beginning on page 80.

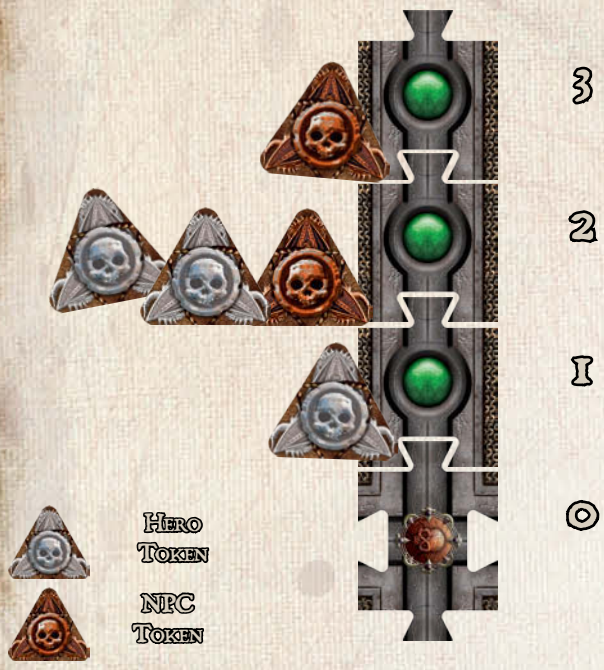
The End of the Round

After all participants in an encounter have had a chance to act, the round is over. All players flip their initiative tokens over to the unactivated side and a new round begins, returning to the top of the initiative order.

There are a number of effects that may occur at the end of a round. For example, NPC actions and effects recharge at the end of each round (rather than their individual turns). Depending on the nature of the scene, there may be a progress tracker token that advances at the end of each round or some other effect that must be resolved or referenced at this time. When there are several effects that all trigger at the end of the round, the GM decides in which order to resolve them.

Encounter Mode Example of Play

Continuing the example from page 71, von Wolfenjager's man Heiko has panicked and fled the tavern. Adam the GM asks for initiative checks, and after rolling, the initiative tracker looks like this:



Adam begins by activating Heiko using the first NPC token.

Adam (GM): The weasel-faced man rushes for the rear exit, knocking chairs down across the floor behind him. The crowd mutters angrily and you hear chairs being shoved back. He reaches the exit with his free manoeuvre, then goes through the door by suffering 1 fatigue to take an extra manoeuvre. (*Since Heiko is an NPC, the fatigue is immediately converted into a wound, instead.*) If he does anything else after that, you don't see what. Now it's time for a hero action.

Even though there's another NPC token on the 2 space, the heroes win ties for initiative.

Beth (Birgitta): I'll go after him! (*She looks around the table to see if another hero player would prefer to use this initiative token; no one objects and she proceeds with her turn.*) I'll shift one step towards the Reckless stance, then use **Perform a Stunt** to leap over the chairs he's strewn in the way and catch up to him. (*Beth adjusts her activation token on her stance meter, then places the* **Perform a Stunt** *action card on the table in front of her.* **Perform a Stunt** *is a special action card that lets a character attempt something not expressly covered by the rules, such as leaping over chairs during a chase.*)

Adam (GM): That sounds like an **Average (2d) Coordination check** to clear the chairs. If you succeed, you'll be up to the door the weasel-faced man vanished through and you'll still have your free manoeuvre left.

Beth (Birgitta): I'll spend a fortune point. (*She does so, adds a fortune die to her pool, and rolls.*) Success—uh oh, with two banes. I guess I suffer a fatigue on my way over?

Adam (GM): Correct; you bark your shin on one of the chairs. But you make it!

Beth (Birgitta): I dash through the door with my free manoeuvre.

Adam (GM): You see your quarry at the far side of the kitchen. He's at close range from you.

Beth (Birgitta): I just suffered some fatigue getting through those chairs, so I think I'm done for the turn. (*Beth returns her* **Perform a Stunt** *card to her hand, as it has a recharge of 0. If she had any recharging cards, she would remove one token from each of them now. She also flips the activation token on her stance meter to the activated side.*)

Ethan (Johann): I'll go next. (*Ethan adjusts his stance meter one space towards the Conservative side.*) I leap up on a barstool with my free manoeuvre and address the crowd. *"Friends! Please remain calm! We mean you no harm, we just want to ask a few questions."* I'll use Charm to calm the crowd down before things get any worse. (*Ethan also places his* **Perform a Stunt** *card in front of him, as he doesn't have an action card that precisely matches this situation.*)

Adam (GM): This crowd? In this bar? That's a **Hard (3d) check**, my fancily-dressed friend.

Ethan (Johann): Fortunately I'm trained in Charm and still have **Big City Bravado** up! (*Ethan collects his dice and rolls. He does not roll well.*) That's a failure with three banes. No Chaos Stars, though!

Adam (GM): The crowd boos and hisses at you. Someone throws something you'd rather not think about, which splatters across your boots and trousers. Suffer 1 stress. (*Ethan ends his turn and removes a recharge token from* **Big City Bravado**.) Who's next?

Chris (Gurni): It's an NPC action next.

Adam (GM): Ah, that's right. Two thick-looking men stand up and start advancing on Johann menacingly. Whether they're annoyed at your speech or friends of the weasel-faced man is hard to tell. They're pulling cudgels from their belts and tapping them against the palms of their hands.

Ethan (Johann): Uh, Gurni? A little help? I'll buy you some Thunderwater Ale later!

Chris (Gurni): Well, I'm next anyway! I'll stand up, take a moment to belch, and pick up my massive, rune-covered axe. *"You got a problem, manlings?"* I'll be shifting one step towards Reckless, of course.

Adam (GM): Intimidate check?

Chris (Gurni): I stick with what I know. Easy?

Adam (GM): Maybe ordinarily, but they do outnumber you. And they're on their home turf. **Average (2d)**, with a misfortune die for the home turf. (*Adam has compared Gurni's Strength, which Intimidate is based on, with the ruffians' Willpower, which is used for Discipline.*)

Ethan (Johann): But we still have **Big City Bravado** for one more turn, so you get a fortune die from that.

Chris collects his dice and rolls a success with several surplus success symbols.

Adam (GM): It looks like they're re-thinking the idea of attacking you, Johann, now that there's a Troll Slayer standing at your side.

Chris (Gurni): Smarter than they look, these manlings!

The end of Chris's turn is the end of the round. Adam performs a few final bits of bookkeeping as everyone flips their activation tokens back to the ready side, then a new round begins with the first NPC action.

With the new round. Adam can decide that the two thugs act with the first NPC token, rather than the weasel-faced man who acted first in the previous round—any of the GM's available NPCs are free to use one of those NPC initiative spots.

Three-Act Structure and Rally Steps

Many pre-published adventures for *Warhammer Fantasy Roleplay* make use of episodes typically broken into three acts, which either serve as three distinct scenes or as dramatic shifts in a single extended scene. The uses of three-act structure for storytelling and for building exciting encounters are covered in more detail in the *Game Master's Guide*. However, there is one important mechanical element integral to three-act structure that is used during encounter mode: the rally step.

The rally step is a momentary lull in the action that serves to bridge two acts of an encounter. It's a pause in a story, a moment for everyone to catch their breath and re-evaluate the situation before diving back in. If you think of your game of *Warhammer Fantasy Roleplay* as a TV show, the rally step might be those moments where you insert the commercial break.

For example, if after doing battle with goblins for several rounds your party is surprised by the sudden arrival of a gang of orcs, there will be brief pause as everyone takes in this new information and decides what to do. If the Chaos ritual you're struggling to prevent is completed, summoning a daemon, the rally step is that few seconds where the daemon appears in the world and everyone else is frozen in awe and horror.

Rally Steps

Although they are primarily dramatic devices, rally steps also carry with them some mechanical implications.

When a Rally Step occurs, all the participants in the encounter immediately make these adjustments:

- Move their stance marker one step towards a neutral stance
- Remove one recharge token from each of their currently recharging cards
- Recover 1 stress and 1 fatigue
- Adjust power or favour as if it were the character's End of Turn Phase



During a Rally Step, each character also has the opportunity to perform one rally action. These actions can be performed in any order, or the GM may simply ask the players in turn which action they will perform. Characters can generally choose from the following options:

- Perform one manoeuvre
- Attempt a First Aid check on himself or another engaged target
- Attempt an **Easy (1d) Resilience check** to recover fatigue equal to the number of successes generated
- Attempt an **Easy (1d) Discipline check** to recover stress equal to the number of successes generated
- Re-roll initiative for the party's lowest initiative token
- Perform an action with the *Rally* trait

Henchmen do not get to perform any of these Rally Step actions, but the GM may allow important NPCs, creatures, and enemies to each perform one manoeuvre or action with the *Rally* trait.

Finally, during the Rally Step, the NPCs, creatures, and enemies refresh their Aggression, Cunning, and Expertise dice. Information on Aggression, Cunning, and Expertise can be found in Chapter 6 of the *Game Master's Guide*.



Chapter Eight

Combat, Damage & Healing

The Empire is a dangerous place to live, and death can lurk in many places. Sometimes, despite their best efforts, characters find themselves locked in combat with terrible foes. Combat in Warhammer Fantasy Roleplay is fast-paced and presents the players with a lot of tactical and strategic options.

Combat poses several risks to the characters. Aside from the story-related consequences for their actions, the characters may suffer wounds, fatigue, or stress. Death is a risk, as are the severe effects of critical wounds or insanity. Players who resort to solving every problem with swords and axes may find themselves creating new characters on a regular basis.

Combat generally takes place in Encounter Mode, since the order of activation tends to be important. Each round, the players decide what order their characters will act in, based on their initiative for the encounter. The GM performs actions for NPCs and monsters. After all participants have had a chance to act, a new round begins. Combat generally ends when one side has been defeated, offers surrender, attempts to escape, or some other event resolves the encounter. For more information on Encounter Mode and the Initiative system, see page 72.

To understand combat and how it is mechanically resolved, players must understand *Warhammer Fantasy Roleplay*'s dice mechanic (covered in Chapter 5), action system (covered in Chapter 6), and the rules for encounter mode and character turns (covered in Chapter 7). This chapter details the combat sequence and how it differs from a typical action sequence, and how damage to characters is represented. This chapter also covers healing and recovery from wounds.

The Combat Sequence

The combat sequence occurs as part of the active player's turn, in a specific order. Each step in the sequence has a specific purpose. The entire combat sequence is shown here, then each step in the process is discussed in greater detail. A character can perform manoeuvres before or after this sequence, but not in the middle of this sequence unless a specific effect says otherwise. This sequence is very similar to the general action sequence presented in Chapter 7, and differs primarily in step 6.

In the steps below, the term active player refers to the player currently taking the turn for his character. The GM is the active player when he is performing the actions for NPCs or monsters.

1. Active player selects an action card

If the active player wants his character to perform an attack of some sort, generate a spell effect that attacks or impairs a target, or perform a specific activity, the first step is to select the corresponding action card. The player's character must be able to fulfil all the requirements listed on the card. The player announces which action card he is using, and places it in front of his character, face up based on the character's current stance.

2. Active player announces his target

Once the player has announced which action his character is performing, he announces the action's target. In many cases, this is who is being attacked or affected by the card. When there are multiple available targets, clearly announcing the target of the action is very important. The characteristics, abilities, or equipment of the target may influence the action's challenge level.

3. Active player generates starting dice pool

The action card indicates the type of check required to perform the action. The active player assembles his dice pool based on the related characteristic, and any applicable skills, specialisations, talents, or other abilities. Certain conditions, such as the effect of a critical wound or an environmental effect, may also contribute dice to the dice pool.

If the character wishes to add bonus fortune dice to his dice pool, he may spend fortune points to do so. Each fortune point spent adds one fortune die to the pool. Spent fortune points are returned to the general supply.

During this step, a player converts characteristic dice into stance dice. The player converts a number of characteristic dice into stance dice equal to the number of spaces deep into a stance his character is. Converting characteristic dice into stance dice is not optional. Depending on his character's related characteristic rating and stance, a player may not be able to convert all available dice, or may run out of dice to convert.

4. GM assigns challenge or misfortune dice

Next the GM assigns any relevant challenge or misfortune dice to the pool. The default difficulty for *Melee Attack* and *Ranged Attack* actions is **Easy (1d)**, but may be modified by a variety of factors. The GM may decide the action in question is better served as an unopposed or opposed check.

This is where the target's defence value is added to the dice pool. One misfortune die is added for every point of the target's Defence.

Note that action cards whose check is noted as "vs. Target Defence" are by default **Easy (1d)** checks and suffer misfortune dice to the pool equal to the target's Defence, just like any other attack. This is true even if the action card in question is not a Melee or Ranged Attack card.

Combat Sequence Summary

1. Active player selects an action card
2. Active player announces his target
3. Active player generates starting dice pool
4. GM assigns challenge or misfortune dice
5. Dice pool is rolled and evaluated
6. If the action is an attack, attacker calculates damage
7. Resolve all remaining effects of the combat action

In an unopposed check, the challenge dice assigned are based on the difficulty of the task, and the misfortune dice are based on special conditions or effects that would undermine success.

In an opposed check, the challenge dice assigned are based on the target's opposing characteristic, and the misfortune dice are based on the target's skills and specialisations, as well as any special conditions or effects that would undermine success.

A variety of *Active Defence* or other reactions such as Dodge or Parry may be played as a reaction to an attack. These abilities commonly add misfortune dice to the dice pool, making the attack less likely to succeed or, if it succeeds, reducing the quality of the success. If the target of the attack has access to such abilities, he should trigger them at this point, before the dice pool is rolled. There is no limit to the number of reactions that can be played in response to a given attack, except that each effect can only be triggered once.

After seeing how many challenge dice or misfortune dice the GM adds to the dice pool, the player has one more opportunity to spend fortune points to add fortune dice to the pool. Each fortune point spent adds one fortune die to the pool. Spent fortune points are returned to the general supply.

5. Dice pool is rolled and evaluated

The active player takes all the dice in the dice pool and rolls them. The symbols showing on the top-most face of each die are collectively referred to as the results of the check. The results are evaluated to determine if the task succeeds or fails, whether any bane or boon effects are triggered, and if any other special effects are generated.

In order for the task to succeed, at least one success symbol must remain after challenge symbols cancel an equal number of success symbols. The active player then finds the success line matching the number of successes generated to see how the action is resolved.

Bane symbols cancel out an equal number of boon symbols. If there are any bane or boon symbols remaining, some additional effects may be triggered.

If a Sigmar's Comet has been rolled, the active player may choose to use it as a success, a boon, or to trigger a Sigmar's Comet effect. All attacks have a universal Sigmar's Comet effect of +1 critical - a Sigmar's Comet may be used to cause any attack to deal critical damage. If multiple Sigmar's Comets are rolled, each may be used for a different effect. Note that spells and blessings that cause

damage are not attacks, and as such do not benefit from this universal effect. Also note that any effect that does not deal damage or inflict wounds receives no benefit from this universal effect.

6. Calculate damage, if applicable

Assuming the action succeeds, attacks generally inflict normal damage. This is based on the weapon's inherent damage value and the attacker's Strength (for melee attacks) or Agility (for ranged attacks). Some specific action cards may also indicate modifiers to the normal damage. Spells or other abilities that inflict damage generally have the damage listed on the individual action card, which may be modified by the active player's characteristics.

The total value of the attacker's key characteristic (Strength for melee attacks, for example), the damage rating of the weapon, and any extra damage added by the action card or other special effects are combined to achieve the attack's damage potential.

Gurni Thorgrimson, with a Strength of 5 and a great weapon equipped, strikes an orc with a basic Melee Strike action. His total damage potential is 12. This is based on Gurni's Strength 5 plus his great weapon's DR (Damage Rating) of 7.

The target's damage reduction is subtracted from the attack's damage potential. The damage reduction is calculated by adding the target's Toughness and his soak value.

Combat Values

There are a number of important values beyond a character's characteristics that are relevant in a combat situation. For player characters, these values are commonly derived from a combination of equipment and special abilities. Most NPCs use default values as noted in their description, but the GM may overwrite these defaults with the same equipment and special ability rules that PCs use.

For the attacker, the relevant values are damage rating (DR) and critical rating (CR). A weapon's DR is added to the key characteristic for the attack to determine the overall damage potential of the attack. A weapon's CR is the number of boons required to trigger that weapon's inherent critical damage effect. A weapon with a CR of 3 can be considered to have the effect "✵✵✵ This attack deals critical damage." (Note that most NPCs do not have a CR unless the GM chooses to give them special equipment.)

For the defender, the relevant values are defence value and soak value. The defence value indicates how many misfortune dice ■ are added to any attack targeting that character. The soak value is added to toughness to find the total damage reduction against each attack. Sometimes characters have defence or soak value from multiple sources, such as armour, shields, and special abilities. These values are cumulative. If an effect ignores a character's soak value, then the entire soak value is ignored. If an effect ignores only a character's soak value from armour (often written as "armour soak value" to conserve space), then only that portion of his soak value is ignored.

More information on weapons, armour, and their various traits can be found in Chaper 10.

If the difference is a positive number, that number indicates how many normal wounds are inflicted. For each critical damage effect triggered during the attack, one of the inflicted normal wounds is placed face up as a critical wound.

Gurni has struck an orc with his axe for 12 damage. The orc has a Toughness of 5 and a soak value of 2, for a total damage reduction of 7. The orc suffers 5 wounds. If Gurni had triggered a critical damage effect, one of those wound cards would be turned face up as a critical wound.

Minimum Wound Result

If the difference is zero or a negative number, the attack still inflicts one normal wound—the minimum result for a successful attack. If one or more critical damage effects are triggered when the difference is zero or a negative number, then the attack inflicts a number of normal wounds equal to the total number of critical damage effects generated.

Even if an effect is triggered that would convert normal damage into critical damage, if the only wounds inflicted are due to the minimum wound result, the wounds are all normal wounds.

Johann hits the same orc with a basic melee attack. Johann has a Strength of 3 and is armed with a dagger, which has a DR of 4. He has a total damage potential of 7, and the orc still has a total damage reduction of 7. Johann's damage potential is reduced to 0, but he still inflicts 1 wound on the orc due to the minimum wound result rule. If Johann had triggered a critical damage effect, the 1 wound would still be a normal wound. If Johann had triggered 2 critical effects, the orc would suffer 2 normal wounds.

Damage & Critical Damage

Many attacks have the potential to inflict damage to the target. Damage is a representation of the potential wounds the target may suffer from. When an effect lists a result such as +1 damage, that modifies the attack's damage potential. Different sources of damage are cumulative. +1 damage from one effect and +2 damage from a second effect would have a final result of +3 damage.

When an effect lists a result such as critical damage or +1 critical damage, that does not modify the attack's damage potential. Rather, it influences how many of the normal wounds inflicted are turned face up as critical wounds. Therefore, a result of +1 critical damage means one additional wound among those inflicted becomes a critical wound, cumulative with any other critical effects. If an effect that reads "the attack deals critical damage" is triggered along with a second effect that reads "+1 critical," the cumulative effect is that 2 of the normal wounds inflicted by the attack are turned face up and become critical wounds.

Johann is attacking a goblin with his rapier, and he rolls well on his attack, dealing +2 damage according to his action card. He also rolls enough boons to trigger his rapier's CR and a ➔ Sigmar's Comet. His chosen action card has an effect line that reads "➔ +1 damage, +1 critical," which Johann chooses to trigger with his ➔ result. All told, Johann has a cumulative +3 damage and 2 critical wounds.

Johann's Strength is 3 and his rapier has a DR of 5. His overall damage potential is 11. The goblin has a Toughness of 3 and a soak value of 1; he reduces incoming damage by 4. The goblin suffers 7 wounds, 2 of which are flipped face up to become critical wounds.

Tactics & Combat Modifiers

There are numerous opportunities for players to employ tactics during combat, looking for important advantages against their foes, even without a grid or measuring tape. The encounter's specific conditions and circumstances can also make combat more challenging.

Rather than provide exhaustive lists of conditions that provide specific, numeric modifiers, *Warhammer Fantasy Roleplay* encourages the GM and players to visualise the action and think about the story. As players describe what is going on and the environment in which the action is taking place, some advantages or disadvantages naturally reveal themselves.

The GM should be willing to add fortune dice to actions that benefit from advantages, and likewise impose misfortune dice to actions suffering from disadvantages. The more significant a particular advantage or disadvantage, the more dice the condition can add to the action. There are a number of possible conditions and situations that could warrant modifiers.

Advantages

- Superior terrain
- Outnumbering the opponent
- Strong tactics and strategy
- Sneaking up on an opponent
- Ambush or surprise
- Creating a distraction
- Opponent prone or incapacitated
- Clever, creative use of the scenery
- Great roleplaying or dialogue

Disadvantages

- Outnumbered by opponents
- Poor footing
- Inclement weather (heavy rain, strong winds)
- Bright, dazzling light
- Utter darkness
- Target hidden, behind cover, or obscured
- Inebriation
- Intimidated or frightened
- Groggy, exhausted, lack of sleep
- Significant movement or imbalance before action

7. Resolve all remaining effects of the combat action

Some combat actions have additional effects, as listed on the card. Certain actions may allow the active player to perform an additional manoeuvre after the action is resolved. Some actions may have boon or bane effects that still need to be resolved, such as causing the attacker to fall prone, or disengaging from the target.

Any remaining effects from the combat action are resolved now, before the active player's turn continues. Once all outstanding effects have been resolved, the active player may resume his turn.

Combat Example

Now that all the individual elements of combat task resolution have been discussed in detail, it is time to look at an example that incorporates all of the information. This example walks through an entire character turn for Mellerion, a wood elf hunter who has stumbled across a foul beastman trespassing in his sacred forest home. The two stare at each other for a moment, surprised to find the other in this part of the forest.

The order in which the participants act is important to a combat situation, so the GM asks Mellerion's player to make an initiative check for the wood elf while the GM rolls for the beastman. Mellerion generates 4 successes, while the beastman manages only 1 success. The GM sets up the initiative track with a hero token on the top space, followed by the beastman token.

Since a hero marker is the top-most token on the initiative track, Mellerion gets to act first. Mellerion's player becomes the active player and starts his turn.

Beginning of Turn Phase

During the Beginning of Turn Phase, Mellerion's player decides to move Mellerion toward a conservative stance, to take best advantage of his Accurate Shot *Ranged Attack* action card. He moves Mellerion's stance tracking token from the neutral space (where it began the encounter) to the first space on the conservative side of the track.

To get the most out of the action, the active player has Mellerion suffer one stress to move another space along the conservative track. To reflect this, the active player places a stress token next to Mellerion's character sheet.

Character Turn

Mellerion is now ready to act. Caught unprepared, however, he does not have his longbow in hand. He performs a manoeuvre to ready his longbow.

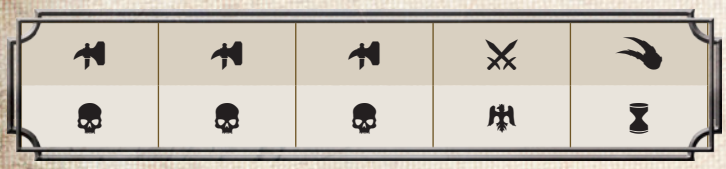
Mellerion is now ready to attack the beastman. The active player places the Accurate Shot action card next to Mellerion's character sheet, with the conservative side face up. Based on the card's special rules, he decides to have Mellerion suffer 2 stress to add 2 ☐☐ to the attack's dice pool. He assembles the dice pool for the action. Accurate Shot requires a Ballistics Skill check, which is based on Agility. Mellerion has Agility 5 and Ballistic Skill trained. He converts 2 of his 5 characteristic dice into conservative stance dice.

The GM indicates that the beastman is in close range, and determines that this will be an easy check, which adds one challenge die to the dice pool. This particular beastman has a Defence of 1 for its thick, leathery hide, which adds one ■ misfortune die to the pool. The GM is aware that **Accurate Shot** is a dangerous attack, so he spends 1 of the beastman's Aggression dice to represent the beastman's canniness and evasiveness in battle. This adds one ■ misfortune die to the pool.

There are no other environmental or situational modifiers to the task, so the current dice pool is comprises:

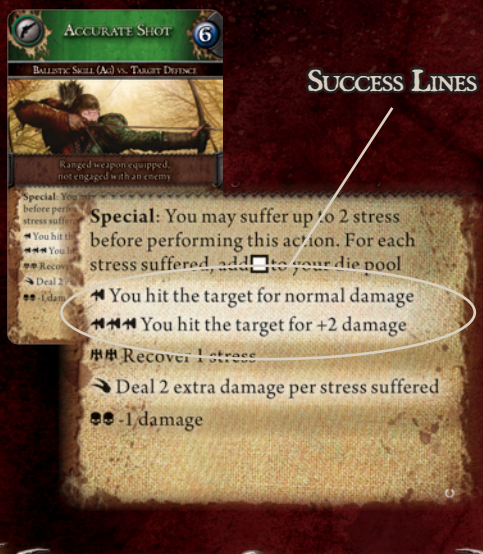
3 ♦♦♦ characteristic dice
2 ●● conservative dice
1 ■ expertise dice
2 ☐☐ fortune dice
1 ♦ challenge die
2 ■■ misfortune dice

The active player rolls the entire dice pool, generating the following results:



Accurate Shot

A closeup look at the **Accurate Shot** action Mellerion is using in the combat example shows he would need to generate one more ✦ to use the ✦✦✦ line. However, since he was willing to suffer 2 stress before taking this shot, not only did he get to add ■■ to the dice pool, he gets to inflict extra damage with the ➰ Sigmar's Comet result!



The pool generates three successes and one challenge, which is a net result of two successes – the attack succeeds! This is enough to generate the ✦ success line on the **Accurate Shot** action card. If Mellerion had rolled one more success, he could use the ✦✦✦ success line on the action card

Looking at the other symbols, the dice pool generated one boon and three banes, for a final result of two banes. The Accurate Shot card lists a penalty for two banes: the attack will inflict one less point of damage.

Two other symbols have an effect on the action. The delay symbol allows the GM to move the hero marker on the initiative track down a space or place 2 recharge tokens on one of Mellerion's action cards. The GM adds two recharge tokens to Mellerion's Dodge action card, explaining that focusing on his attack so much has distracted him from his own defence – the wood elf won't be dodging any time soon.

Luckily, the other symbol, Sigmar's Comet, is a good omen. It allows Mellerion to trigger a specific effect from either the action card, or the universal Sigmar's Comet effect. The **Accurate Shot** has a Sigmar's Comet effect allowing Mellerion to inflict 2 extra damage for each stress he suffered before taking the shot. Since Mellerion suffered 2 stress, that grants 4 extra damage!

Mellerion could also choose to trigger the longbow's critical effect, and inflict critical damage. Finally, he has the option to use the Sigmar's Comet as a success, which would let him trigger the ✦✦✦

success line on the card. Weighing his options, he chooses to trigger the Sigmar's Comet effect from the Accurate Shot card to inflict +4 damage.

Since the attack was successful, damage is calculated to see if the beastman suffers any wounds. The ↞ success line of the Accurate Shot action card indicates the attack inflicts normal damage.

Mellerion's damage potential is 13 (his Agility 5 + the longbow's Damage Rating of 5 + 4 bonus damage from the Sigmar's Comet effect - 1 damage from the bane result). This beastman's total damage reduction is 7 (his Toughness 5 + Soak Value of 2 from his monster entry). The attack inflicts six wounds!

The active player now places six recharge tokens on the Accurate Shot card, since the action was successful and its recharge value is 6. He will be unable to use the action again for quite some time.

Since Mellerion knows he won't be able to dodge for a while, he suffers one fatigue to perform a final manoeuvre, drawing his longsword so he can at least attempt to parry. The active player places a fatigue token next to Mellerion's character sheet.

The active player decides he has no further actions and does not want to perform any additional manoeuvres. He proceeds to the End of Turn Phase.

End of Turn Phase

Mellerion is not under the effect of any brief or dependent conditions, so the active player does not need to manage any condition cards. Mellerion does have two action cards currently recharging. He removes one recharge token from his Dodge card and another from his Accurate Shot card.

Now that Mellerion is done with his turn, the active player flips the activation token on his stance meter to indicate Mellerion has acted this round.

It is now time for the next initiative to resolve. In this situation, it would become the beastman's turn, with the GM as the active player performing the beastman's actions.

Fatigue & Stress in Story Mode

Characters may often suffer small amounts of fatigue and stress while playing the game in story mode, sometimes from poor dice rolls and often from environmental effects. For example, the GM may inform the group that after a long hike up the slope to the abandoned mine, all the heroes have suffered 1 fatigue. Fatigue and stress suffered in this way is intended primarily to serve as a dramatic device, as a way to model things that are exhausting to real people within the framework of the game's mechanics. As such, while fatigue and stress generally come and go quickly in encounter mode, GMs are encouraged to limit the recovery of fatigue and stress in story mode. If nothing else, when an encounter does start, it's best if all that hiking about has consequences for the heroes at least for the duration of that encounter!



Impairment, Wounds & Healing

A character is subjected to numerous rigours and threats over the course of his adventures. In addition to serious injury posed by damage and wounds, characters will also suffer from fatigue and stress, two temporary impairments to the body and mind.

Fatigue & Stress

Fatigue and stress are short term impairments. They accumulate quickly during an encounter, as adrenaline fades and tensions wear away at the characters. Thankfully, fatigue and stress both fade quickly outside of an encounter.

At the end of an episode or encounter, characters immediately recover from some of their fatigue and stress. A character recovers from a number of fatigue tokens equal to his Toughness, and recovers from a number of stress tokens equal to his Willpower.

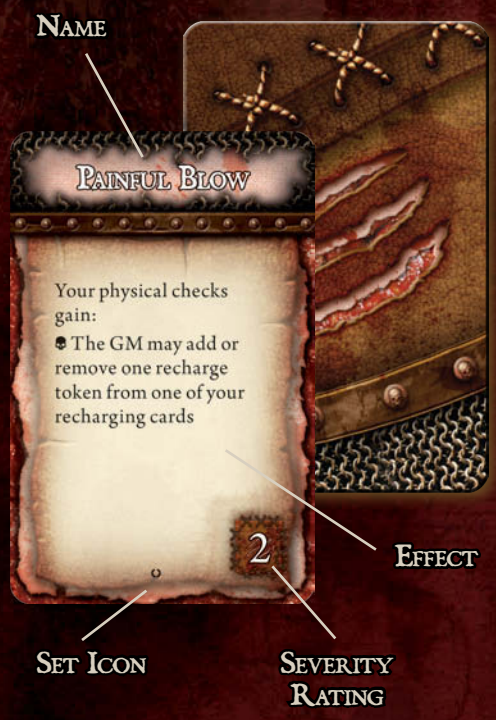
Also, after a full night's rest, a character recovers from a number of fatigue tokens equal to his Toughness, and recovers from a number of stress tokens equal to his Willpower.

If after recovery, a character still has fatigue or stress tokens, they remain with the character until recovery after a new encounter, or more rest. Recovered tokens are placed back in the general supply.

The Effects of Fatigue & Stress

A character taxed with mental exertion runs the risk of suffering stress. When a character triggers bane effects for a task based on a mental attribute (Intelligence, Willpower, or Fellowship), one

Wound Cards



The wound deck comprises double-sided wound cards. When a wound card is placed face down, it represents a normal wound. When a wound card is placed face up, it represents a critical wound and the effects listed come into play.

Name. The name of the critical wound, providing some flavour and context for the impairment listed.

Effect. The game effect of the critical wound is listed here.

Set Icon. Each card is marked with a set icon to quickly identify which product the card is from.

Severity Rating. This number indicates how severe the critical wound is. The higher this number, the more difficult the critical wound is to treat or overcome.

common side effect is suffering stress. Some special abilities, spells, or environmental effects might also generate stress, such as an encounter with a frightening daemon.

Likewise, a character pushed to extremes from physical exertion runs the risk of suffering fatigue. When a character triggers bane effects for a task based on a physical attribute (Strength, Toughness, or Agility), one common side effect is suffering fatigue. Some special abilities, spells, or environmental effects might also generate fatigue, such as fighting in extreme heat.

Each time a player's character suffers fatigue or stress, he takes the appropriate number of fatigue or stress tokens and places them on the corresponding section of his character sheet.

When a character has suffered stress greater than one of his mental characteristics, that characteristic is considered to be distressed. A check using a distressed characteristic adds extra misfortune dice to the pool. For each stress token greater than the mental characteristic, one misfortune die is added to the pool.

Fatigue affects physical characteristics in the same manner. When a character has suffered fatigue greater than one of his physical characteristics, that characteristic is considered to be fatigued. A check using a fatigued characteristic adds extra misfortune dice to the pool. For each fatigue token greater than the physical characteristic, one misfortune die is added to the pool.

Passing Out & Strain

If a character is unfortunate enough to suffer from so much stress that he has suffered more stress tokens than twice his Willpower rating, he passes out from exhaustion. Likewise, if a character suffers more fatigue tokens than twice his Toughness rating, he falls unconscious. In either case, the character remains unconscious until they recover from enough stress or fatigue to bring them below these thresholds.

Fortunately, unconsciousness can offer the character a reprieve. Characters do not suffer stress or fatigue while they are sleeping or unconscious – the mind and body are no longer subjected to the same rigours as when the character is active and awake.

> *Suriel the high elf dilettante has Int 4, WP 5, Fel 3. Over the course of an encounter, she suffers four stress. Her Fellowship is now distressed, and all Fellowship checks gain 1 misfortune die. Intelligence and Willpower remain unaffected. If she later suffers a fifth point of stress, both Fellowship and Intelligence become distressed, and only Willpower would be unaffected. At this point, Fellowship checks would gain 2 misfortune dice, while Intelligence checks would only gain 1 misfortune die. If Suriel were to suffer 11 points of stress, she would pass out from the strain, since this would be more stress than twice her Willpower rating of 5.*

When any of a character's mental characteristics are distressed at the same time that any of his physical characteristics are fatigued, he is considered strained. Some effects trigger off of this vulnerable state, and while strained, a character is even more susceptible to the ravages of insanity – it is a very precarious, dangerous state to be in. More details about strain and insanity can be found on page 91.

Wounds & Critical Wounds

Some damage is far more severe than fatigue or stress. Characters can be injured in a variety of ways – they may fall off a cliff, get zapped by a wizard's spell, or smashed by a black orc's choppa. Physical injuries in Warhammer Fantasy Roleplay are represented with wound cards.

Normal wounds are the general cuts, abrasions, burns, and the effects of the harsh environment. Critical wounds are more severe, representing significant injuries and debilitations – a smashed knee, a vicious cut, a deafening blow to the head.

Both normal wounds and critical wounds are represented by cards. When a card from the wound deck is face down, so the red side with the blood spatter is showing, it represents a normal wound. When a card from the wound deck is face up, so the name and effect of a specific injury are showing, it is a critical wound. In both cases, a single card represents one wound – a critical wound is simply a more serious version of a normal wound.

Damage & Critical Damage

Many attacks have the potential to inflict damage to the target. Damage is a representation of the potential wounds the target may suffer from. When an effect lists a result such as +1 damage, that modifies the attack's damage potential. Such effects are cumulative, so if one effect providing +1 damage and a second effect providing +2 damage are applied to the same attack, the attack receives a total of +3 damage.

When an effect lists a result such as critical damage or +1 critical damage, that does not modify the attack's damage potential – rather, it influences how many of the final wounds inflicted become critical wounds. Therefore, a result of +1 critical damage means one additional wound among those inflicted becomes a critical wound, cumulative with any other critical effects. Note that effects that read "inflicts critical damage" and effects that read "+1 critical" are mechanically identical.

Critical Wounds

A character can suffer a critical wound in several ways. It is usually the result of a wound inflicted in combat, but a character who is knocked unconscious by suffering too many wounds ends up critically wounded, as well.

Weapons inflict critical wounds with a Sigmar's Comet result on an attack, or if enough boons are generated to trigger the weapon's critical rating. Some specific actions also have other ways to trigger critical wounds.

It is important to note that when an action or effect states that it inflicts critical damage, this means that one or more of the normal wound cards are placed face up to indicate a critical wound. An effect that said +1 critical, for example, would result in one extra critical wound in addition to any other critical wounds inflicted.

Levels of Injury

A character's health is not just binary. The more wound cards a character suffers, the greater the impact to his overall health. Depending on the number and type of wound cards a character is currently suffering from, he is considered either uninjured, lightly wounded, or critically wounded. The number of individual wounds a character can sustain can vary from character to character, or creature to creature.

The maximum number of wounds a player character can withstand is influenced strongly by his race and Toughness. Over time an adventurer may be able to improve his survivability by increasing his wound threshold. The starting wound threshold for the four player races in the Empire can be found in Chapter 2: Player Character Races starting on page 28. The wound threshold for a creature is listed in the individual creature's description.

Levels of Injury

An **uninjured character** has no wound cards.

A character is **lightly wounded** when he has suffered any number of normal wounds up to his maximum wound threshold. Providing care to a lightly wounded target is an Easy (1d) task.

A character is **critically wounded** if he has suffered at least one face up critical wound. Providing care to a critically wounded target is an Average (2d) task.

A character is **knocked unconscious** (sometimes referred to as KO'd, such as on action cards) once he has suffered a number of wounds greater than his wound threshold. As soon as a character is knocked unconscious in this manner, his player randomly selects one of the character's normal wounds and turns it face up, converting it into a critical wound.

Character Death

Critical wounds and exceeding a player character's maximum wound threshold can put the character in great peril. After a character is knocked unconscious and one of his normal wounds has been converted into a critical wound, compare the total number of critical wounds to the character's Toughness. If the character has more critical wound cards than his Toughness rating, he succumbs to his wounds, and the player character is killed.

Note that a character who passes out from fatigue or stress or who is knocked out by some effect other than damage or wounds is in no danger due to this rule, even if he has more critical wounds than his Toughness score.

Healing & Recuperation

Thankfully, characters have several options available to deal with injury and wounds. The two most common options are general rest and extended, long-term care.

Rest & Recovery

For every full night's rest a character receives, he recovers a number of normal wounds equal to his Toughness rating.

The character may also attempt a Resilience check. The difficulty for the check is based on the character's injury level. The GM may modify the difficulty based on the conditions and surroundings – recovery in the posh hostels of Altdorf's Upper Districts is far easier than resting in a damp cave on lice-infested, mouldering straw.

Lightly Wounded: Easy (1d)

Critically Wounded: Average (2d)

Banes on Healing & Recovery Checks

While it may be tempting, in general banes on such checks shouldn't cause wounds or worsen the character's condition (but see the rules for First Aid). If they do, then players will be strongly discouraged from making such checks in the first place for fear of making the situation worse! Suffering fatigue, social stigma, or other ways to reinforce that being injured is painful and dangerous is just fine, of course.

In extreme cases featuring multiple Chaos Stars, it might be appropriate to have a fumbling doctor convert a normal wound into a critical wound. But only if you're feeling vindictive, or if it would be funny.

If the Resilience check is successful, the character may recover from one critical wound with a severity less than or equal to the number of successes generated. If a critical wound is healed in this manner, the critical wound is turned face down and converted into a normal wound. He also recovers an additional number of normal wounds equal to any boons generated.

One character can provide assistance to another character's Resilience check by attempting a First Aid check. The First Aid check's difficulty is based on the wounded character's injury level. Again, the GM may modify the difficulty based on the conditions and surroundings. If the First Aid check succeeds, the target gains one fortune die to his Resilience check for every success generated, plus an additional fortune die if the check generated 2 or more boons.

A character skilled in Medicine can provide assistance to a recovering patient, as well. If the Medicine check succeeds, the target gains one expertise die to his Resilience check, plus an additional expertise die if the check generated 2 or more boons.



It is far more difficult for a character to provide First Aid or perform a Medicine check on himself. Such attempts add one additional challenge die to the check's dice pool.

Long-Term Care

Another option is long-term care overseen by a skilled caregiver. When a character is comfortably resting in the proper environment, and has access to the skilled ministrations of another – such as being tended by a priestess of Shallya in a Shallyan ward – a character recovers much more quickly.

For each day of care a character receives under such conditions, the character may attempt a Resilience check, with the difficulty treated as one level less than the character's current injury level would indicate. If tended by someone with Medicine trained, the recovering character may add an expertise die to his Resilience check.

In addition to standard healing, under these conditions a character may choose to recover one additional normal wound for each success generated with the Resilience check, or recover from a critical wound with a severity rating equal to or less than the number of successes generated.

First Aid & Immediate Care

Long-term care may be the best option, but sometimes more immediate attention is required, such as tending to a bleeding wound in the middle of combat, or setting a broken arm after a nasty fall. Immediate care relies on the First Aid skill.

To tend to someone's wounds using First Aid, the character providing first aid must be engaged with his patient. The character then attempts a First Aid check. The difficulty for the check is based on the character's injury level. If the First Aid check is successful, the target character recovers from a number of normal wounds equal to the number of successes generated (after accounting for challenge symbols), up to the target's Toughness rating.

First Aid can also be used to temporarily ignore the effects of a critical wound. In this case, the First Aid check must generate a number of successes (after accounting for challenge symbols) equal to the critical wound's severity rating. If the check succeeds, the listed status effect on the critical wound is ignored for the remainder of the day. Place a tracking token over the critical wound text to indicate it has been tended to by first aid. If the character has not recovered from that critical wound after a night's rest, the token is removed and the effect is active once more.

First Aid is not without its risks, however. When a First Aid check fails and generates 2 or more banes, the attempt makes matters worse. The target immediately suffers 1 stress and 1 fatigue. If this attempt was to tend to a critical wound, the target immediately suffers 1 normal wound in addition to the stress and fatigue.

Each character can only benefit from one successful First Aid check per Act during an encounter. Outside of a structured encounter, a character can benefit from one successful First Aid check per scene, or per the GM's discretion. A good rule of thumb is that each time your character is injured, a single First Aid check can be made to attempt to fix it.

Medicine checks cannot be performed in the middle of combat, as they require more time and attention to detail than combat generally affords. However, using the Medicine skill carries fewer risks. A

Medicine check only makes matters worse if the check fails and generates 3 or more banes. If this occurs, the target immediately suffers 1 stress and 1 fatigue. If this attempt was to tend to a critical wound, the target immediately suffers 1 normal wound in addition to the stress and fatigue.

Other Sources of Healing

In addition to the First Aid and Medicine skills, other types of healing exist. A rare few arcane spells and a variety of divine blessings can heal wounds and help a character recover from stress or fatigue. The specific effects of each spell or blessing is detailed on the corresponding action cards.

Healing Draughts

Characters can also purchase healing draughts, poultices, and other items that can assist the healing process. Relying on healing draughts can be an expensive proposition, and even the most well-brewed potions and philtres have inconsistent and varied results.

A healing draught costs 20 silver coins. When consumed, a healing draught heals the drinker of a number of normal wounds equal to successes rolled on 4 ☐☐☐☐ fortune dice. If the roll generates boons, the character may convert a single critical wound with a severity equal to or less than the number of boons generated into a normal wound.

Poorer quality healing draughts roll 1 fewer ☐ fortune die; superior quality healing draughts roll 1 additional ☐ fortune die. Each character may only benefit from 1 healing draught per day.

Healing Limitations

When characters get bloodied during combat, they may quickly start carrying around a number of wounds and critical wounds. When this happens, the players will likely look for the most effective means to heal their characters.

In a group with access to reliable healing resources—particularly a priest's healing blessings—players may find themselves wishing to linger about repeatedly "spamming" a given action card every time it recharges until everyone in the party is fully healed, or to merely state that while in story mode, the priest prays until everyone is back to full health.

This behavior is strongly discouraged. Not only is it a frivolous waste of the divine gifts Shallya and the other gods have to offer (by healing those who are in no immediate danger), it also undermines the very real threat of injury and removes some of the grittiness of the setting. Don't forget that the GM is the arbiter of when action cards recharge during story mode; refer to the rules for Encounter and Story modes on page 70 for more information.

To discourage this behavior and highlight the dangers of combat in your game, players should be mindful of the following general guideline for healing: *each character may benefit from each specific source of healing once per day*. Healing has its limits.

For example, a character who is healed by a Shallyan priest's **Soothing Touch** blessing cannot benefit from a second **Soothing Touch** blessing until the following day—though a different blessing such as **Cure Wounds** could still be applied. Likewise, only one application of the **Splints & Bandages** action, one successful First Aid check, one healing draught, and one good night's rest can be applied toward an individual character's recovery each day.



Benefiting from Healing

A key part of the healing limitation guideline is "*benefit from*." This means that an unsuccessful attempt to use a resource can be re-attempted.

If a character drinks a healing draught and gains no benefit (he does not recover any normal or critical wonds), he could drink a second healing draught and try again—and so on until he receives a benefit and at least one wound or critical wound is recovered.

Likewise, a failed First Aid attempt to heal a character, one that results in no wounds being recovered, does not prevent someone from attempting another First Aid check on th wounded character. However, once a First Aid check succeeds and has any positive benefit (such as the recovery of normal wounds or critical wounds) that character can no longer receive treatment from First Aid checks for the rest of the day.

If there are ever any questions about whether a benefit was received from a particular source, the GM makes the final ruling.



Chapter Nine

Conditions & Effects

In addition to the threat of wounds and physical damage, characters in the Old World risk a variety of other conditions and effects. From the mind-blasting terrors of foulsome Chaos daemons to the debilitating effects of an oppressive, relentless environment, characters are subjected to many dangers.

Fear & Terror

The Old World can be a frightening place, fraught with hideous monsters, diabolic enemies, and relentless pressures. Just as a character's body can only withstand so much fatigue, stress, or injury, so too a character's mind is a fragile thing.

Fear and terror are two ways the horrors of the Old World can wear away at a character's mind. If a character is pushed beyond his limits for what his mind and body can safely endure, he may slowly go mad and gain insanity.

Fear

A creature or encounter with a Fear rating is unnerving and worries at the mind and senses. The Fear rating is a measure of how difficult it is to remain disciplined, as well as how much stress the character risks suffering.

When a character first confronts a creature or situation with a Fear rating, he must attempt a Discipline check. The difficulty of the Discipline check is equal to the creature's Fear rating. A character failing this Discipline check suffers stress equal to the creature's Fear rating. If he generates 2 or more banes on the Discipline check, he also gains the Frightened condition.

For example, Johann encounters a daemon with Fear 1. Johann must attempt an **Easy (1d) Discipline check**. *If he fails the Discipline check, Johann will gain 1 stress.*

Later, Johann stumbles across the horrific remains of a Chaos cult sacrifice. This jarring encounter has a Fear rating of 2. Johann now must attempt an **Average (2d) Discipline check**. *If he fails the Discipline check, Johann will gain 2 stress.*

Terror

A creature or encounter with a Terror rating eats away at a character's mental and physical well-being. The Terror rating is a measure of how difficult it is to remain disciplined, as well as how much fatigue and stress the character risks suffering.

When a character first confronts a creature or situation with a Terror rating, he must attempt a Discipline check. The difficulty of the Discipline check is equal to the creature's Terror rating. A character

failing this Discipline check suffers stress and fatigue equal to the creature's Terror rating. If he generates 2 or more banes on the Discipline check, he also gains the Frightened condition.

For example, Albrecht the Ratcatcher encounters a mutated putrescent rat ogre with Terror 2. Poor Albrecht must attempt an **Average (2d) Discipline** *check. If he fails the Discipline check, Albrecht suffers 2 fatigue and 2 stress.*

Insanity

The body and mind can only absorb so much shock and anxiety before succumbing to more serious, often debilitating effects. When a character suffers from too much fatigue and stress at once, dementia and insanity can result.

When a character's Willpower is distressed (his current stress level is greater than his Willpower), he is susceptible to the ravages of insanity. While his Willpower is distressed, any time the character suffers a level of stress, that character may become temporarily insane.

If the character has not already acquired a temporary insanity during the current encounter, the player immediately draws one card from the insanity deck and looks at the traits listed on the card. Each insanity card lists traits indicating the sort of triggering effect most likely to impart that kind of insanity. If any of the insanity's traits match the situation forcing him to draw the card (as determined by the GM), he places it face up in front of his character (see page 92 for a discussion of traits). The character now suffers the effects listed on the card until the end of the current act.

If none of the traits on the insanity card match the situation, the character has kept his unravelling wits about him a bit longer and staves off the effects of temporary insanity – for the time being.

If the character has already acquired a temporary insanity during the current encounter, then he must add a tracking token to the most recently acquired insanity card from this encounter.

Strain & Insanity

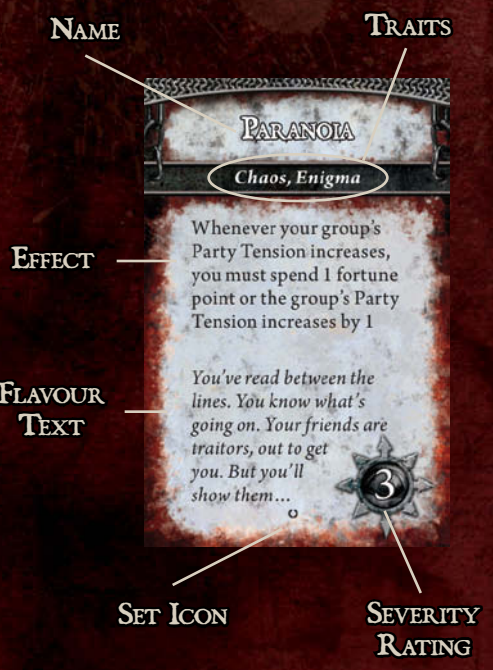
When any of a character's mental characteristics are distressed at the same time that any of his physical characteristics are fatigued, he is in dire straits. This precarious state – being both distressed and fatigued at the same time – is referred to as being **strained**.

While in this fragile state, each time the character suffers any amount of stress or fatigue, that character automatically becomes temporarily insane. Even if the character had already acquired a temporary insanity during the current encounter, the player immediately draws a new card from the insanity deck until he has drawn one with a trait matching the triggering effect. The insanity card is placed face up by his character, and a number of tracking tokens are placed on that card equal to the total of fatigue and stress generated by the effect that caused the insanity.

While strained, Gurni is exposed to the grim droning of a Chaos cultist, which inflicts 1 stress. He draws an insanity and places 1 tracking token on it.

Later, Gurni (still strained) fails a Discipline check against a creature with Terror 2, and so suffers 2 stress and 2 fatigue. Gurni draws a new insanity and places a whopping 4 tracking tokens on it!

Insanity Cards



Name. The name of the insanity, providing some flavour and context for the impairment listed.

Traits. Each insanity card has several identifying traits. These are compared to the triggering effect to see what sort of insanity a horrific event causes.

Effect. The game effect of the insanity is listed here.

Flavour Text. A brief description of the insanity provides a chilling insight into how the symptoms manifest.

Set Icon. Each card is marked with a set icon to quickly identify which product the card is from.

Severity Rating. This number indicates how severe the insanity is. The higher this number, the more difficult the insanity is to treat or overcome.

Permanent Insanity

When a character gains a temporary insanity, there is a chance it may become permanent. At the end of the current Act, the character must attempt a **Simple (0d) Willpower check** for each temporary insanity he acquired during that Act.

If he fails to generate a number of successes equal to the number of tokens on an insanity card, that insanity becomes permanent. If the Willpower check generates a number of successes equal to or greater than the number of markers on the card, or, if the card has no markers, at least one success, the character shakes the effects off, and the insanity card is shuffled back into the insanity deck.



You have the luxury to condemn me from a distance. You have not lived through what I have. You have not suffered what I have. You spit my name, and curse me. But it pales in comparison to how I curse myself.

Every day I curse my pride. I curse my thirst for knowledge. I curse my insatiable, damnable curiosity. But most of all, I curse my eyes.

Aye, for what they have read cannot be unread. For what they have seen forever haunts me every moment they remain open – or closed.

– Preface from the Daemonia Six scrolls

Insanity Traits

Each insanity card lists several traits that indicate the circumstances under which that insanity may be acquired. The insanity card traits in the core game are *Chaos*, *Enigma*, *Supernatural*, *Trauma*, and *Violence*.

- **Chaos:** Brushes with the Ruinous Powers, daemonic forces, Chaos cults, or contact with the warping, corruptive powers of the Realm of Chaos.
- **Enigma:** Baffling, stupefying encounters that defy logic, the inability of the mind to fully comprehend what it witnesses, or events that confound and confuse.
- **Supernatural:** Mystical, magic events beyond the normal, ordinary nature of the world, the realm of the paranormal, spiritual, or unnatural.
- **Trauma:** An experience that shocks the system, overloads the senses, overwhelms the body and mind or its ability to rationalise, internalise or deal with the event.
- **Violence:** A bloody, ferocious, or cruel encounter, an event with bloodshed, gruesome carnage, or atrocities to the flesh and body.

It is not uncommon that more than one trait applies to a specific situation. These traits are guidelines and suggestions to the GM. If the GM feels that the randomly drawn insanity is inappropriate given the triggering effect, the player either draws new insanity cards until a card is drawn with a trait that matches the triggering effect, or has gained a temporary reprieve. Unused insanity cards are shuffled back into the insanity deck.

The Risks of Madness

To keep from accumulating insanities rapidly, or turning temporary insanity into permanent insanity, characters should monitor their stress and fatigue. Recovering some fatigue or stress at the right time can help keep a character from going mad.

Madness is a serious risk in the Old World. If a character ever accumulates more permanent insanities than his Willpower rating, the character devolves into madness; his mind has been irrevocably shattered by insanity and he is no longer a playable character – a new character will need to be created to replace the poor, insane wretch.

Recovering from Insanity

Insanities impart conditional modifiers that impact the character's abilities. The process for removing insanity is a long-term commitment.

A character can remove an insanity by succeeding at a number of Discipline checks equal to the intensity of the insanity, as shown on the individual insanity card. One such Discipline check can be attempted per month of game time. A character with an appropriate special ability or a priest with access to the proper blessings can increase the chances of success on the Discipline check – but such assistance is quite rare.

On these Discipline checks, critical failure indicates not only a lack of progress, but a slow immersion into the madness. If the Discipline check fails and generates 2 or more banes, remove 1 success from the character's attempts towards recovery.

As an option, a GM may allow his players "buy off" insanities by spending advances equal to the intensity of the insanity. This method is always considered a non-career expenditure.

In the short term, a character can temporarily shake off the effects of a single insanity card by investing fortune points into the insanity over time. Once a number of fortune points have been invested into the insanity card equal to the insanity card's severity rating, the card is flipped face down and remains inactive for the remainder of the current encounter. At the end of the encounter, the invested fortune points are returned to the general supply and the insanity card is flipped face up and its effects are active once more.

Conditions & Temporary Effects

Over the course of their adventures, characters may encounter a wide variety of foes and be subjected to a number of different effects that modify their abilities or characteristics. In general, these sorts of effects are called conditions. Most conditions are temporary effects, and the impact they have will fade over time.

Conditions are represented by small cards. When a character is under the effects of a condition, the corresponding condition card is placed face up next to the character. When the condition expires, the card is returned to the appropriate deck.

Many conditions impair or debilitate a character. Examples of debilitating conditions include being blinded, frightened, or demoralised. But not all conditions are harmful. Some conditions impart beneficial effects, such as being inspired, energised, or warded.

The specific effects of each condition are listed on its card. Along with the condition's name and effect, conditions also list a duration to indicate how long the effect lasts. The three basic durations for a condition are brief, dependent, and lingering.

Brief: A brief effect usually only lasts for a few turns. To represent the number of turns, tracking tokens are placed on the effect. During the End of Turn Phase, a character removes one token from each brief condition affecting him. When there are no more tokens, the brief effect expires and the card is removed.

Brief effects with the same name do not stack. If a character is already subject to a condition with a brief duration and would be subjected to the same condition again, the status with the longer duration applies. Most brief effects enter play with three tracking tokens, but this may be modified based on special abilities or action card results.

Dependent: A dependent effect lasts as long as the circumstance mandating the effect exists. For example, the Damaged status modifier found in the *Adventurer's Toolkit*—it lasts until the modified item has been repaired. During the End of Turn phase, the circumstances for each dependent effect are checked. If the proper circumstances cease to exist, the dependent condition no longer applies and the card is returned to the proper deck.

Condition Cards



Name. The name of the condition. When another card or effect refers to a specific condition, it uses this name.

Duration. The duration for the condition is listed here. The durations are brief, dependent, and lingering. If an effect triggering a brief condition does not indicate a specific number of rounds, the brief condition enters play with three tracking tokens.

Effect. The effect of the condition is listed here. For as long as the condition remains active, the character suffers (or possibly benefits) from the effects listed.

Set Icon. Each card is marked with a set icon to quickly identify which product the card is from.

Lingering: Lingering effects last until the next extended pause in the action. This means that lingering effects last until the end of the current encounter, for the duration of the current act, or until the next Rally Step occurs, whichever occurs first. Lingering effects with the same name do not stack. If a character is already subject to a condition with a lingering effect and would be subjected to the same condition again, it has no further effect.



Chapter Ten

Economy & Equipment

Getting the proper gear means having money – or wits enough to know what is worth stealing. The economy in *Warhammer Fantasy Roleplay* is based on gold, silver, and brass coins. With so many people from different races and from different parts of the Old World trading and working together, there are numerous regional differences in coinage and exchange rates.

The basic exchange rate for *Warhammer Fantasy Roleplay* provides an easy way to conduct commerce across the setting. GMs might adjust the exchange rate in certain areas, to reflect provincial distinctions or the state of the local economy.

1 gold coin (g) is worth **100 silver coins** (s)
is worth **2500 brass coins** (b)

1 silver coin (s) is worth **25 brass coins** (b)

Gold is pressed into heavy coins, lustrous and well-formed, at home in the vaults of kings and monster hoards. Most commoners live their entire lives without seeing a gold coin and even hinting that a gold coin hides in your purse at the rougher dockside taverns is cause enough for a scrap. Silver is more common, the life-blood of commerce. Stamped silver shillings bearing the Imperial laurel wreath flow freely through the streets of Altdorf, Nuln, and the other cities of the Empire amongst the artisans and city tradesmen. Brass pennies tend to be crude affairs, little more than small pieces of beaten metal, often bearing no mark at all. Rattling in beggars' bowls and traded for watered-down beer along docks, brass is the coin of the common clay.

The Economy of the Old World

In the Old World, trade is everywhere. On the streets of Altdorf, the sound of haggling and commerce is inescapable as pedlars boisterously push their wares along the marketstrasse and fishmongers cry out the catch of the day down at the docks. In Nuln, the forges are never quiet – smiths' hammers ringing out their call of craftsmanship. In Bögenhafen, the local farmers count the days until the next festival when they can once more trade the sweat of their toil.

The Three Economies

The Old World is home to jarring social inequality. In many ways, there exists not one economy but three. These three tiers exist side by side in nearly every city and township throughout the Empire. First, there are the nobles and wealthy merchants trading their gold for power and pleasure. Second, the tradesmen and the burghers

haggle with silver, eager to turn a profit and work their way into the upper tier. Third, the peasants and the labourers scrape by with brass when they can and barter when they must.

The Tier of Gold – The Wealthy and the Noble

Once, long ago, the Empire was commanded by chieftains and warlords – the savage battle lords that eventually became the refined and cultured noble houses of today. Those days of unfettered power are long past – though the nobility still retain their titles and privileges, the halls of power are now shared with the rich. The nobility have no one to blame but themselves. They invited the merchant-princes into their midst, trading gold and property for the exotic pleasures they offered.

Today, rich merchants and noble houses share this upper tier. The tier of gold is concerned far more with status and appearance than function. A merchant catering to the noble class might not even talk to someone ill-dressed or low-born for fear that wagging tongues in the Elector Count's court would gossip about him associating with commoners.

Reputation appears to be everything, and this can be frustrating to practical men. The merchant-prince has fine swords for sale, yes, crafted from strong Estalian steel by the hand of Master Rudolpho. In a fight, there is simply no deadlier weapon, but the merchant-prince does not want to sell these prized and distinctive blades to any wandering rapscallion who happens to have scraped together enough gold to afford it. The merchant wants that blade in the hands of a gentleman of high breeding so that reputations are protected and future business is assured. To trade within the tier of gold, you must look and act as if you belong.

The Tier of Silver – The Tradesman and the Burgher

If the gold tier is about access and prestige, the silver tier is about practicality and profit. The tradesman cares not who you are or where you came from. All he wants to see is your silver. Where the noble simply pays for his luxuries with an upturned nose and a regal sneer, haggling and hard bargaining are the norm amongst the newly emergent middle class. Only a fool with more money than sense takes the first offer.

In the Empire today, the silver tier is on the march. As towns and cities grow and prosper, trade is ever expanding. The middle class, no longer so concerned with merely keeping stew in their bellies, has gained ambition. Agitators and would-be revolutionaries have long known what the upper class has begun to fear and suspect – silver is the coin of social change. While the nobility argue over whether buttons on doublets are a fashion misstep, the middle class uses silver to innovate and strive ever onward.

The Tier of Brass – The Labourer and the Serf

The lowest tier is one of sustenance and survival. Peasants, labourers, and bone pickers have little time for noble pleasantries or incessant haggling. The coins they see are few and dear. Still, their life is not entirely bleak hardship. The upper crust must constantly prove they belong. The merchant must guard against thieves and confidence men eager to pilfer his profits. But when a man owns nothing, nothing is at risk, and these hard-working people are often thankful for what little they do have.

Under the guidance of Emperor Karl Franz, the Empire has its own well-established currency. The large gold coins are called crowns and bear his profile. The further from Altdorf one travels, the more likely he is to encounter coins of varying sizes and weights, with values based on local custom or tradition.

The dwarfs' fondness for gold is well known, so dwarfs tend to prefer coins minted in gold, even for smaller denominations. In fact, gold is so important to dwarf culture that Khazalid, the dwarf tongue, has a variety of terms to describe specific types of gold, based on its lustre, weight, and colour.

Wood elves deep in the forests of Athel Loren often find no use for coins, since nature provides for most of their needs – they are more likely to barter or trade services than pay a fellow wood elf in actual currency.

Far from their native Ulthuan, high elves operating in the Empire see the human currency as crude and simplistic, but have adopted its use – a necessary inconvenience to fulfil their obligations and perform their duties in a foreign land.

The lower working classes are often tight-knit communities, an almost extended family where everyone knows everyone's name. Starvation is less common than it would seem, as it is a good practice to help out a neighbour in tough times. After all, doubtless someday someone scraping along the bottom tier will need that favour returned. A few brass coins may afford little but cheap beer and hard bread at a local tavern that is little more than a barn – but it is coin well spent and spent in good company.

The Adventuring Life

Some people simply do not fit into one specific tier, in particular the men and women of fortune – mercenaries, adventurers, thieves, and heroes. In a day, they can rise from desperate poverty where even the next meal is uncertain, to rich grandeur plundered from some ancient tomb. But this freedom comes at a cost. The nobles and the wealthy often see them as troublemakers, disruptive to the natural order and of questionable reputation. The tradesmen see them as ne'er-do-wells too lazy to do an honest day's work. The peasants can only envy their social mobility and freedom from toil.

Despite other people's perceptions or concerns, ultimately, an adventurer's money spends the same. They may not fit into a specific social tier, but it is a rare merchant who turns down an adventurer's gold. The deal may be done discreetly at off-hours, but the deal will get done. An adventurer can potentially go anywhere, accomplish

anything and gain riches enough to buy all he ever desired – but forever remain an outsider to the social orders firmly rooted in the Empire. Most consider this a fair trade.

Table 10-1: Approximate Incomes in the Reikland

Career	A day's work	A month's take	A year's income
Peasant worker	12b	12s	1g, 25s
Labourer	1s	24s	3g
Innkeeper	4s	1g	12g
Skilled Artisan	5s	1g, 25s	15g
Mercenary	10s	2g, 50s	30g
Successful Merchant	1g	25g	300g
Landed Noble	4g	100g	1200g

The Wrong Tool For the Job

Like anything else in *Warhammer Fantasy Roleplay*, equipment and items can serve a bewildering array of possible uses within the context of the story. A barrel of water might become a step on the way to the baroness's window. The orc's choppa might be pressed into service as a woodsman's axe. Clever PCs might use a curtain as the basis of a disguise. Less-clever PCs could attempt to fit a cart into the sewers so they can stay out of the muck.

There's no way to predict what bizarre circumstances will come up concerning items and equipment in your game, so the best thing to do is to use common sense when adjudicating such situations. GMs are well within their rights to add challenge or misfortune dice to anyone who tries to swim wearing heavy armour, sneak with a lit lantern, or fight with a two-handed axe in a low, narrow tunnel. Conversely, clever ideas can be rewarded with fortune dice.

Equipment and Gear

A hunter deep in the Reikwald Forest stalks greenskin raiders and takes careful aim with her bow from a well chosen blind. An apprentice wizard at last deciphers an ancient riddle and hastily scribbles a letter of direst need. A Troll Slayer hefts his axe and bellows at a monster twice his size. What do these scenes have in common? They each rely on having the proper gear. Adventures are about solving problems and that means having the right tool for the right job – whether it's a dagger tucked in your boot or a fine steed to saddle and gallop off on. The Old World is far too dangerous to be caught ill-prepared and ill-equipped.

The Right Tool for the Job

The equipment presented in *Warhammer Fantasy Roleplay* is not meant to be exhaustive, merely a set of guidelines. The descriptions are brief and open-ended. What is more important than having dozens of charts and lists is having the right tool for the job at hand.

If a character can demonstrate he has access to the proper tools and resources for his current task, the GM should award him with a fortune die or two for a related skill check. If a character has poor tools or lacks any reliable resources for the situation (such as trying to pick a lock bare-handed) the GM can modify the difficulty by adding misfortune dice to the pool, or adding another challenge die if the lack of suitable tools is a significant disadvantage.

In either situation, common sense and storytelling should direct the decisions more than a long list of equipment options.

Craftsmanship

Not every weapon or tool is created equally. Some are the shoddy work of peasant labour while others are the beloved fruits of a master artisan. Items can be rated as poor, average or superior.

Poor Items

Poor items have a problem. Perhaps they are overly fragile or prone to backfire. Whatever the specific problem, using a poor item adds one misfortune die to all related dice pools. Poor items cost half the price of an average item.

Average Items

Average items are the default, and all items listed below are assumed to be typical items of their kind. Average does not mean an item is quickly or cheaply made. An average Hochland rifle is still the product of hours of painstaking work by a master craftsman. The average rating simply means that the rifle is not the best of its class. It may be a magnificent weapon, but there are better available – for the right price.

Superior Items

Superior items are sterling examples of their craft. They are more than likely the work of a master craftsman expressing the pinnacle of his art. While wielding a superior craftsmanship item, a character receives a bonus fortune die to related dice pools. It is left to the GM's discretion exactly when a superior item imparts this bonus. For example, a superior set of noble's garb may grant a fortune die in certain social circumstances. Superior items cost ten times as much as an average item of the same type. This cost sometimes does not reflect materials, but may simply be a result of the prestige of the maker.

Table 10-2: Craftsmanship Modifiers

Craftsmanship	Cost	Rarity Modifier
Superior	x10	+1 level
Average	x1	as item
Poor	x1/2	-1 level

Rarity

Sometimes money is not enough. A noble may possess so much gold that he needs servants to carry it, but still he will not be able to find rare silks in a poor farming town. Every item has an availability based on one of five levels of rarity: abundant, plentiful, common, rare, and exotic.

Abundant items can be found virtually anywhere, and very little effort is required to track them down. Plentiful items are easily found even in the smallest town. Generally these are the items that any peasant might need to get along, or they are readily available in most stores catering to the type of goods in question. Common rarity means there is nothing unusual about the item, but it is possible that a given shop or village may have a shortage. Rare indicates that the item can be genuinely hard to find, especially outside of major cities. Exotic is even more extreme, possibly meaning that the item may have only one source, requires extraordinary craftsmanship, or comes from a faraway land. Finding an exotic item is often an entire adventure all by itself.

Knowing where to look for an item generally requires a Folklore check modified by the rarity of the item. The GM is free to change the difficulty based on the circumstances, or can allow the character to use Charm or Guile based on who he asks or interacts with. For example, perhaps in the grand bazaars of Altdorf, finding an exotic item may only be a Hard task, and requires Charm to get the merchants to talk. The rarity of an item is modified by its craftsmanship, as mentioned earlier. Locating a superior version of an item increases the difficulty by one level, while settling for a poor version of an item decreases the difficulty by one level.

Table 10-3: Rarity Modifiers

Rarity	Difficulty
Exotic	Daunting (4d)
Rare	Hard (3d)
Common	Average (2d)
Plentiful	Easy (1d)
Abundant	Simple (0d)

Haggling

It is not uncommon for merchants and tradesmen of the Old World to haggle over every transaction and business deal. In game play, though, this can prove tedious. Instead of tracking each and every transaction, haggling can be resolved with either a Charm or Guile skill check. If the player uses Charm, it is opposed by the merchant's Charm. If the player uses Guile, it is opposed by the merchant's Intuition.

The skill check is almost always optional and usually only appropriate to important purchases. It is fine to haggle over a superior great weapon destined to be a character's primary weapon. Haggling over a torch is generally a waste of time.

In small towns and isolated parts of the Empire, travellers and outsiders are often regarded with suspicion and receive by default an 'outsider tax' – an automatic twenty-five percent mark up. Elven and dwarf communities often also apply this penalty to any visitors who are not there by express summons of the local authority. Anyone failing a haggling check receives this mark up as well. In this case, the unfortunate haggler is just an easy mark.

The party must have done something to either insult or harm the merchant to earn the disliked customer rating. Alas, this can also be a matter of prejudice. For example, a high elf Sword Master may discover at the worst possible moment that a small town's blacksmith dislikes all elves because of some ancient grudge.

Table 10-4: Customer Rating

Customer Rating	Cost	Achieved With
Favoured	50%	4+ successes
Friendly	75%	2-3 successes
Normal	Normal	1 success
Outsider	125%	0 successes, no banes
Disliked	150%	0 successes, banes

The Golden Rule of Haggling

If haggling and micro-managing transactions do not appeal to your group, don't forget the golden rule of haggling:

In most situations the buyer can forego making a haggle check and simply purchase the item for its normal price.

Weapon Characteristics

DR/Damage Rating: A weapon's damage rating shows the weapon's default damage output. The DR is added to the Strength (for melee attacks) or Agility (for ranged attacks) to determine normal damage for the attack.

CR/Critical Rating: A weapon's critical rating indicates the number of boons required to convert a wound inflicted by this weapon into a critical wound. A weapon with a CR of 3, for example, is considered to have the following effect on all attacks made wielding it: "*⁂⁂⁂* +1 critical".

Group: The Weapon Skill specialisation that applies to the weapon. A character with this Weapon Skill specialisation gains an additional fortune die when wielding weapons from this group.

Qualities: The specific qualities of the weapon, if applicable. Some weapons have the "special" quality listed, which is explained in the weapon's description.

Cost: How much the weapon costs in gold coins (g), silver coins (s), or brass coins (b).

Range: Shows the range that the weapon may fire without penalty. Weapons are ineffective beyond this range unless a special action or ability indicates otherwise.

Encumbrance: The encumbrance value of the weapon.

Rarity: How difficult it is to find this item within the Empire.

Item Qualities

Some items have special qualities that distinguish them from otherwise mundane items. The "special" quality is explained in the individual item descriptions.

Attuned X: An attuned item has a special connection to one of the eight Winds of Magic. When an arcane spellcaster is holding an item attuned to his proficient Wind of Magic, he adds one fortune die to Channelling checks for each level of attunement.

Blast: This weapon is not so much aimed as simply pointed towards a group of enemies and unleashed. A weapon with the blast quality targets one engagement up to the weapon's range. Everyone in the targeted engagement is subject to the effects of the attack.

Blast attacks cannot be parried or blocked, but targets may choose to dodge. Rather than the normal dodge effect, each die an individual defender would normally contribute to the pool for dodging increases his soak value by 1 against the blast attack.

Defensive: When wielded in the off-hand, these weapons assist in parrying incoming blows. A defensive weapon adds an additional misfortune die to an incoming melee attack when the wielding character parries.

Entangling: A successful hit removes the target's free manoeuvre on its next action. The target may still perform manoeuvres by suffering fatigue.

Fast: These weapons are generally easy to wield and agile. Attacks made with weapons with the fast quality gain: "*✱* Place one fewer recharge token on this action"

Pierce X: Weapons with this quality are designed to punch through the target's protection. When struck by a piercing weapon, the target's soak value is reduced by the weapon's pierce rating, to a minimum soak value of zero.

Table 10-5: Melee Weapons

Weapon	DR	CR	Group	Qualities	Cost	Encumbrance	Rarity
Dagger	4	3	Ordinary	Fast	10s	2	Plentiful
Flail	7	3	Flail	Slow, Vicious, Two- Handed	90s	6	Rare
Gauntlet	4	4	Unarmed	—	as armour	as armour	as armour
Great Weapon	7	2	Great Weapon	Two-Handed	1g	6	Rare
Halberd	6	2	Polearm	Special, Two-Handed	75s	5	Common
Hand Weapon	5	3	Ordinary	—	25s	3	Plentiful
Improvised	3	3	—	—	—	2	Abundant
Lance	6	2	Cavalry	Pierce 1, Special	75s	4	Common
Main Gauche	4	4	Fencing	Fast, Defensive	35s	2	Rare
Morning Star	6	3	Flail	Slow, Special	60s	4	Rare
Quarter Staff	4	4	Staff	Defensive	10b	3	Abundant
Rapier	5	3	Fencing	Fast	90s	3	Rare
Spear	5	3	Spear	Fast, Unreliable 2	20s	4	Plentiful
Unarmed	3	4	Unarmed	—	—	—	—
Sabre	5	3	Cavalry	Special	40s	3	Rare

Reload: A weapon with the reload quality requires extra time to load and fire. The character must perform a special reload manoeuvre with this weapon before using it for an action or else the action check suffers an additional ♦ challenge die.

Slow: These weapons are generally bulky and unwieldy. When an attack action with a slow weapon hits, one additional recharge token is placed on the action card.

Thrown: When used to make a ranged attack, these weapons may have fortune dice associated with the attacker's Strength added to the action pool instead of fortune dice associated with the attacker's Agility. The attacker may also choose to use his Strength instead of Agility when determining damage with a thrown weapon.

Two-Handed: These weapons need to be wielded with two hands to be effective. A character attempting to use a two-handed weapon with just one hand suffers an additional ♦ challenge die on all actions using that weapon, inflicts two fewer points of damage, and adds one additional recharge token to any related actions performed.

Unreliable X: These weapons are often experimental or otherwise not to be trusted. If the weapon is a blackpowder weapon, it backfires or explodes if at least as many ✡ Chaos Star symbols are rolled equal to the item's Unreliable rating. When this is triggered, the item inflicts wounds equal to its Unreliable rating to the wielder, bypassing the wielder's soak value and Toughness. The weapon is unusable until repaired. If the weapon is not a blackpowder weapon, when a number of ✡ Chaos Stars equal to its Unreliable rating are generated, it breaks or jams and is rendered unusable until it can be repaired. This is in addition to any other effects.

Poor-quality weapons that are also unreliable are even more dangerous! Whenever a ✡ Chaos Star is rolled on an attack with a poor-quality Unreliable weapon, add ✡ to the results pool before checking for failure. (So an Unreliable 2 weapon would malfunction on a roll of a single ✡ Chaos Star.)

Vicious: These weapons leave particularly grisly wounds. For each critical wound this weapon inflicts, draw two critical wound cards and select the one with the higher severity rating. If both cards have the same severity rating, the attacker chooses which critical wound to apply.

Melee Weapon Descriptions

Dagger: A short stabbing knife or poniard, these weapons are ubiquitous throughout the Old World. They can be thrown (see throwing dagger below) but unless balanced, incur a misfortune die.

Flail: A zealot's weapon sometimes used for self flagellation, a long wooden handle supports a tangled mass of heavy chain, spiked iron spheres, and wicked hooks. It is an awkward weapon that must be wielded two-handed, but when it lands a blow it inflicts horrendous wounds.

Gauntlets: Anyone wearing brigandine, chain, scale, or plate armour is assumed to be wearing gauntlets. These metal handcoverings do slightly more damage than a bare fist. If gauntlets are ever worn by themselves, they count as a light item.



Great Weapon: Whether the long two-handed swords of the Imperial heavy infantry or the heavy axes of the elite dwarf warriors, the term great weapon refers to a broad class of armaments. Devastating when they hit and well-balanced for fighting, few wish to face an enemy wielding these large and terrifying killers.

Halberd: A heavy axe mounted at the end of the long haft, the halberd is a versatile weapon often used by militias and the town watch. Its default use is as a polearm, with the stats as shown. The wielder can perform a manoeuvre to change his grip and use the halberd as a spear, gaining the statistics for a standard spear, although it cannot be thrown.

Hand Weapon: This broad class encompasses swords, axes, picks, clubs, hammers, maces – in short, any weapon effectively wielded one-handed. From the elegant long swords of the elven infantry to the crude spiked clubs of dockside brawlers, all are encompassed in this class of weaponry. The mainstay of any fighting force, there is simply no more common weapon.

Improvised: Sometimes a weapon simply is not at hand. This category includes anything that the GM rules is large enough to cause damage but is not designed to be a weapon. Chairs, candle sticks, tankards full of ale, or even a hat rack all count as improvised weapons in combat.

Lance: A long, stout spear designed to be used by cavalry. It often has a flared cup near the handle for better control while mounted. If a mounted character armed with a lance is trained in Ride, add □ to his attack rolls. Awkward to use when not mounted, a lance loses all of its special qualities if wielded in such a manner, and performs as an improvised weapon.

Main Gauche: A slightly longer dagger designed to be used in the off hand to aid in parrying. It can be treated as an ordinary weapon rather than a fencing weapon, but loses its defensive quality as a consequence.

Table 10-6: Ranged Weapons

Weapon	DR	CR	Range	Qualities	Group	Cost	Enc	Rarity
Blunderbuss	5	2	Close	Blast, Reload, Two-Handed, Unreliable 2	Blackpowder	2g	4	Rare
Crossbow	6	3	Long	Two-Handed, Reload	Crossbow	60s	4	Common
Crossbow Pistol	4	3	Close	Reload	Crossbow	80s	2	Rare
Handgun	6	2	Medium	Pierce 1, Reload, Two-Handed, Unreliable 2	Blackpowder	8g	4	Rare
Hochland Long Rifle	6	2	Long	Pierce 1, Reload, Two-Handed, Special, Unreliable 2	Blackpowder	15g	5	Exotic
Improvised	3	4	Close	Thrown	Thrown	–	Varies	–
Javelin	5	3	Close	Thrown	Thrown	1s	1	Common
Lasso	–	–	Close	Entangling	Thrown	1s	2	Plentiful
Longbow	5	3	Long	Pierce 1, Two-Handed, Special	Bow	40s	4	Rare
Net	–	–	Close	Entangling	Thrown	3s	3	Common
Pistol	6	2	Close	Pierce 1, Reload, Unreliable 2	Blackpowder	5g	2	Rare
Repeater Crossbow	4	3	Medium	Special, Two-Handed	Crossbow	3g	4	Exotic
Repeater Handgun	6	2	Medium	Pierce 1, Special, Unreliable 1	Blackpowder	16g	5	Exotic
Repeater Pistol	6	2	Close	Pierce 1, Special, Unreliable 1	Blackpowder	12g	3	Exotic
Shortbow	5	3	Medium	Two-Handed	Bow	20s	3	Common
Sling	4	3	Medium	Special	Sling	3b	–	Plentiful
Spear	5	3	Close	Thrown, Unreliable 2	Thrown	20s	4	Plentiful
Staff Sling	5	3	Medium	Two-Handed	Sling	1s	4	Rare
Throwing Axe/Hammer	5	3	Close	Thrown	Thrown	10s	3	Common
Throwing Dagger/Star	4	4	Close	Thrown	Thrown	10s	1	Common
Whip	3	5	Close	Entangling	Thrown	10s	3	Plentiful

Table 10-7: Ammunition

Item	Cost	Encumbrance	Rarity
Arrows (12)	1s	2	Common
Ball shot and powder (12 shots)	12s	1	Rare
Bolts (12)	2s	2	Common
Sling Bullets (12)	1s	1	Common

Morning Star: A flail with one chain and ball making it far easier to control though less damaging. A morning star is difficult to block because it can wrap around shields. When using the **Block** or **Parry** action against a morning star, place one additional recharge counter on the *Active Defence* card used.

Quarter Staff: Little more than a long length of wood, this weapon can still be deadly in the hands of a trained specialist. When mastered, the quarter staff is capable of parrying and riposting almost faster than the eye can follow.

Rapier: The rapier is an elegant noble's weapon. Fast and effective, it allows for dazzling displays of swordsmanship. The downside is that its reputation as a weapon of the upper class means it is often wildly overpriced.

Sabre: The long, curved blade of a sabre is favoured among cavalry units, allowing their mount's momentum to lend strength and power to the weapon's slashes. If a mounted character armed with a sabre is trained in Ride, add □ to his attack rolls. A sabre functions as a hand weapon in the hands of a character on foot.

Spear: A long wooden haft with a pointed metal head, the spear is an ancient and versatile weapon. It can be wielded one-handed with a shield. It may also be wielded two-handed, increasing its damage rating by 1. It may also be effectively thrown up to close range.

Ranged Weapon Descriptions

Blunderbuss: The blunderbuss is a primitive, wide-barrelled version of the handgun. Firing a hail of shrapnel and shot, this is no marksman's weapon. It can cut through large swathes of enemies if the blast is properly placed, but it is time-consuming to reload.

Crossbow: Easier to use than the bow and more deadly, this weapon has the disadvantage of being slow to reload.

Crossbow Pistol: This is a smaller, more compact version of the crossbow often used by assassins and tunnel fighters.

Handgun: Sometimes called the harquebus, this is the standard blackpowder weapon of the Empire. It takes two hands to wield. Every handgun is handmade by a gunsmith and no two are exactly alike. The firing systems in use include matchlock, wheellock, and flintlock types, with flintlock weapons being considered the superior examples.

Hochland Long Rifle: These magnificent pieces of craftsmanship are little seen outside of the armies of Hochland. The Hochland long rifle is a formidable long-ranged weapon with excellent accuracy. A superior craftsmanship Hochland long rifle loses the Unreliable quality. This weapon can fire at a target at extreme range by adding ♦ to the dice pool.

Improvised Missile Weapon: Anything heavy enough to do damage but not designed to be aerodynamic uses these characteristics.

Javelin: The javelin is a short spear designed for throwing. Too flimsy to be used properly in melee combat, it counts as an improvised weapon when used in such a manner.

Lasso: A lasso is simply a length of rope employed to snare an opponent. The wielder may force an enemy ensnared by his lasso to be dragged into engagement with him by performing the **Perform a Stunt** action and passing an opposed Strength check versus the target. A character ensnared by a lasso can escape if he spends a manoeuvre and passes an **Average (2d) Agility check**.

Longbow: A large and powerful version of the bow renowned both for its ability to pierce armour and the difficulty of mastering it. It is the main weapon of choice for the wood elves, but little used by the people of the Empire. This weapon can fire at a target at extreme range by adding ♦ to the dice pool.

Net: A net designed to entangle, confuse and delay an enemy. This also includes similar weapons such as bolas. While ensnared by a net, the only manoeuvre a subject can take is to remove the net, which does not require a check.

Pistol: The pistol is a smaller one-handed version of the handgun.

Repeater Crossbow: A standard crossbow with a complex firing mechanism and a gravity fed magazine that holds ten bolts. While the magazine is loaded, it is a free action to cock another bolt into place. Once the magazine is empty, it takes four manoeuvres to reload this complex device.

Repeater Handgun: A complex clockwork firearm with six barrels. The cutting edge of Imperial military technology, these devices are heavy, expensive, and notoriously unreliable. Once all six barrels are expended, it takes six manoeuvres to reload this weapon.

Repeater Pistol: The pistol version of the Repeater Handgun.

Shortbow: A smaller, cheaper, shorter ranged version of the bow intended for combat while mounted.

Sling: A simple yet deadly weapon, the sling is a strip of leather for hurling crafted bullets, rocks, or stones. Slings gain no benefit from being of superior craftsmanship. The sling's values are based on using crafted bullets as ammunition, but stones can also be used. If normal stones are used, add ■ to the attack roll.

Staff Sling: This is a short sling attached to a long pole, designed to hurl its projectiles at a greater range and with more power than a normal sling. This weapon can fire sling bullets at a target at long range by adding ♦ to the dice pool. It gains no benefit from being of superior craftsmanship. It can be used as a quarter staff in melee combat. The sling's values are based on using crafted bullets as ammunition, but stones can also be used. If normal stones are used, add ■ to the attack roll.

Throwing axe/hammer: Axes or hammers balanced for throwing.

Throwing dagger/star: This includes any knife, dagger, shuriken, or dart specifically balanced to be thrown. In general, these count as improvised weapons if used in melee.

Whip: The whip is a cord of leather or braided rope sometimes tipped with a barb or hook. Though painful, the whip does little real damage but can entangle an opponent.

Ammunition Descriptions

Arrows/Bolts: Arrows are for bows and bolts are for crossbows. If a character wants to retrieve a fired arrow or bolt at the end of a battle, roll □ for each projectile fired. On a ↞ the ammunition is recovered intact and still usable.

Wizards & Armour

Wizards trained at the Colleges of Magic in Altdorf find that armour – especially metal armour – interferes with their ability to channel and manipulate the Winds of Magic.

Whenever making a Channelling (WP) or Spellcraft (Int) check, an arcane caster must add one misfortune die to his dice pool for each point of soak value provided by any armour and shield he has equipped. Soak values from other sources, such as magic spells, do not impede spellcasting.

This penalty applies to arcane magic users only; priests and divine characters who invoke blessings are not affected.

Ball/shot and powder: This is the ammunition for blackpowder weaponry. This is not actually one item but several, comprising lead balls, wadding, and horns of black powder. It is often kept together in a small pouch or on a bandoleer.

Sling Bullets: Instead of using smooth river stones that can often have eccentric flight characteristics, sling bullets are small ellipsoids of lead, often grooved or decorated with lightning bolts or scorpions or even a phrase such as 'catch'.

Armour & Shields

The Old World is a dangerous place and armour is often all that stands between a warrior and quick death. Armour and shields aid you in two ways – making it harder to land an effective blow (adding to your defence value) and absorbing the damage when they do (adding to soak value). The benefits from armour and shields stack. This means that wearing full plate armour and carrying a round shield provides a defence value of 2 and a soak value of 6. A character can only benefit from one suit of armour at a time.

A character's defence value adds misfortune to attacks that target him. When that character is targeted by an attack or an action that is noted as "vs. Target Defence," the action suffers 1 ■ misfortune die per point of defence value. A character with a defence score of 2, for example, would add 2 ■■ misfortune dice to the incoming attack's dice pool. These misfortune dice make such attacks less likely to land or, if they do hit, often reduce the quality of the attack, reducing damage or avoiding critical effects. Defence value from multiple sources, such as armour, shields, and special abilities, is cumulative.

Soak value directly reduces the damage from most incoming attacks. Soak value is added to a character's Toughness score to determine total damage reduction, and then that number is subtracted from a given attack's total damage potential to determine the actual wounds suffered. Toughness and soak value together can reduce an attack's damage to 1, but not below 1. Soak value from multiple sources, such as armour, shields, and special abilities, is cumulative.

For more on how defence and soak affect a character in combat, see pages 81-82.

Table 10-8: Armour & Shields

Armour	Defence	Soak	Cost	Encumbrance	Rarity
Cloth	0	1	12b	1	Plentiful
Robes	1	0	5s	2	Rare
Leather	0	2	5s	3	Plentiful
Brigandine	1	1	20s	5	Common
Mail Shirt	1	2	50s	4	Common
Chainmail	0	3	1g	6	Common
Scale	0	4	3g	7	Rare
Ulthuan Scale	1	3	6g	5	Exotic
Breastplate & Chain	1	4	5g	6	Rare
Full Plate	1	5	20g	8	Rare
Shield	**Defence**	**Soak**	**Cost**	**Encumbrance**	**Rarity**
Buckler	1	0	20s	2	Common
Buckler, Spiked	1	0	25s	3	Common
Round/Kite	1	1	25s	4	Common
Tower	2	1	1g	5	Rare

Armour Descriptions

Breastplate & Chain: Instead of wearing a full of suit of plate, this is a less costly, lighter but more awkward compromise. A solid metal breast plate is worn over a suit of chainmail armour. A chain coif and mail gauntlets complete the suit. Wearing this armour is sometimes taken as a sign that you are a poor knight unable to afford proper plate.

Brigandine: A suit of heavy cloth sewn with metal plates, this type of armour has become largely obsolete in the Empire's armies, but still sees some use outside the military. It includes a metal helm often in an outdated style, and has metal gauntlets.

Chainmail: Chainmail armour provides substantial protection, covering the wearer in interlocking mail links. It often features thick padding or light leather underneath for greater comfort and slightly more protection. A mail coif protects the head, and mail gauntlets are worn.

Cloth: This is not armour per se but the benefit of wearing durable, practical clothing.

Full Plate: The ultimate in protection, full plate encases the warrior in steel. Expensive and heavy, this armour is usually only worn by knights, nobles, and warriors of high station. Merely owning a suit of plate armour is a sign of great prestige. These suits are often ornate, decorated with a family crest or other symbols of personal allegiance.

Leather: A full suit of leather armour provides some protection but is really little more than wearing yet more durable clothing. Still, leather is cheap and light and therefore it sees much use amongst archers, watchmen, and bandits. Leather includes a cap but does not have gauntlets.

Mail Shirt: Sometimes called a hauberk, this shirt of woven metal links offers some protection while not being particularly constricting. It includes neither a helm nor gauntlets.

Robes: The voluminous robes of wizards and the garb of priests make landing a solid blow slightly more difficult. Still, counting on their protection in a fight is probably a dubious stratagem.

Scale: This type of armour dates from the days before plate armour was practical. Heavy metal scales are sewn onto a leather backing. This armour provides substantial protection versus the strongest of blows, but is very heavy and tiring to wear. It includes a metal skull cap and heavy scale-covered gauntlets.

Scale, Ulthuan: This is more refined, elegantly crafted, and sturdier than the style of scale armour generally found in the Empire. Ulthuan scale armour is custom crafted for the high elf physique, offering the wearer greater flexibility, and the armour is much lighter than one would expect. Ulthuan scale armour has an encumbrance of 7 if worn by someone other than a high elf.

Shield Descriptions

Buckler: A buckler is a small shield, often used for fencing. A spiked buckler can also be used as a gauntlet in melee.

Round/Kite Shield: A common warrior's shield that comes in a variety of shapes and may be constructed of metal or wood. It may be used as an improvised weapon in extreme circumstances.

Tower Shield: A large defensive shield usually used in siege warfare to give cover to advancing troops. For some, it is considered too heavy or cumbersome to be wielded in long drawn out fights.

Adventuring Tools and Miscellaneous Items

To create a comprehensive list of every type of goods or services available in the Old World is both impractical and unnecessary. This section provides broad guidelines by which a GM or player can quickly arrive at a fair price for virtually any item a character might wish to purchase.

The ultimate arbiter of what goods are or are not available is the GM. Furthermore, the ultimate purpose for any given item is to enhance or further the story. Players and GMs alike are encouraged to focus their energies on the story, not necessarily on shopping.

Table 10-9: Miscellaneous Items lists a broad class of items and then gives prices at various rarities. These serve as the guidelines for the prices of items that fall into that class. For example, the GM can decide that a coil of rope suitable for climbing is plentiful. Therefore it costs 10 brass coins. He might rule that a grapnel or a set of pitons are only common, so these will cost 2 silver pieces instead.

Characters of the gold tier commonly pay twice the list price or more for their items. Sometimes this represents their insistence on purchasing only items of superior craftsmanship, but more often than not, items belonging to the very rich are simply conspicuously ornate. A rich noble's lantern might be made of silver, hanging from a velvet rope, and be studded with precious gems, but it gives the same light as the battered tin version used by the ratcatcher in his sewers.



Table 10-9: Miscellaneous Items

Item Type	Cost By Rarity				
	Abundant	Plentiful	Common	Rare	Exotic
Academic & Writing Tools	5b	5s	10s-20s	1g – 10g	10g – 100g
Bindings	2b	10b	10s	1g	N/A
Camping / Survival	3b	2s	1g	3g or more	N/A
Climbing Tools	N/A	10b	2s	8s	N/A
Food	Special	Special	Special	Special	Special
Hand Tools	1s	3s	N/A	N/A	N/A
Illumination	1b	5b	2s	N/A	N/A
Lodging	Special	Special	Special	Special	Special
Medical Supplies	2b	5b	10s	1g	N/A
Services	4b /day	10b /day	2s /day	15s /day	2g /day or more
Trade Tools	N/A	4s	10s	2g	15g
Transporation	N/A	5s	30s-1g	5g-50g	100g or more

Miscellaneous Items & Encumbrance

For simplicity, no encumbrance value is given for the items presented in this section. Where encumbrance is relevant (which it often won't be), use the following guidelines:

A small item such as a book, wineskin, or lantern has an encumbrance value of 1 or 2. A medium item such as a saw, coil of rope, or cold-weather bedroll has an encumbrance value of 3 or 4. A large item such as a tent, chest, or bulky musical instrument has an encumbrance value of 5 or 6.

Items smaller than those listed may be considered incidental, and the encumbrance values irrelevant unless carried in bulk. Items larger than those listed may be impractical to carry by hand.

As always, the GM and common sense are your guides.

Tool & Item Descriptions

Academic and Writing Tools: Abundant writing tools would be simple chalk boards, chalk, and charcoal sticks. Plentiful writing tools include sheets of paper or parchment and quill pens. Common academic and writing tools include vials of ink and ink brushes. Rare academic and writing tools include items such as the abacus, printed books (almost always full of the latest and most modern enlightened thinking), blank books, and the most modest handwritten examples of the most widely-spread religious texts. Exotic books are either lavishly decorated or contain content that is extremely desirable and rare, or both. Telescopes and other such scientific appliances are also exotic.

Bindings: Short lengths of rope or twine suitable for tying things (or people) together count as abundant. Plentiful examples include longer ropes and short lengths of chain, as well as locks. Manacles and iron collars are common items. Bindings strong enough to hold powerful creatures, like giants or even dragons, are rare.

Camping / Survival: Thick woollen blankets, the basics that most peasants get by with, are abundant. Comfortable sleeping mats, often made of straw, and cold-weather blankets are plentiful. Common items include single-or-double occupancy tents that are mostly waterproof. Rare camping and survival gear include grand pavilions and sophisticated cold-weather gear.

Climbing Tools: Plentiful climbing tools include lengths of hempen rope of 20' or more, short ladders, and the like. Common climbing tools include pitons, grapnels, and mountaineering picks, as well as silken ropes that are lighter than the hemp variety. Rare climbing tools are more esoteric items such as climbing harnesses or climbing claws.

Food & Drink: Food is abundant in most places in the Old World – and when it is not available, this fact can form the thrust of an entire story, rather than being abstracted away as a few coins here or there. An average, active adventurer must spend 5 brass coins per day on food to remain fit and vigorous - this represents hearty stews, fresh or day-old bread, and other peasant fare. He must spend at least 3 brass coins per day to survive; any less and he begins to starve. Living below these thresholds imposes a one or two misfortune die penalty to all checks, respectively.

Those with refined tastes, such as the merchant and noble classes, can easily spend much, much more. In general, a meal fit to impress a well-off merchant costs 10 silver coins per plate. For a noble character, no less than 1 gold coin per plate will do for a banquet or other important meal. Much of the expense of these meals will go towards suitably impressive wines and spirits, which range in price from 1 brass coin (for a mug of common ale) to hundreds of gold coins (for rare or exotic vintages of wine or spirits).

Preserved food suitable to provision a ship or expedition for a long journey costs twice as much as normal.

"Greetings, lad," said the gruff old Dwarf. "Hargrin Magnarrson at your service. Word about town is that you've accepted the sheriff's bounty against the bandits holed up in the Reikwald. Don't look surprised, my boy. Our fair township is full of sharp ears and eager tongues. I doubt you'll be doing any proper heroics with that pitiful repurposed ploughshare you call a sword.

"The truth is, son, we get a lot of would be heroes through these parts. You'll not be the first to try and unseat that waste of skin, that so-called 'bandit king' from his throne. The work needs doing, there's no doubt there. Just last week, he led the raid against my cousin's caravan from Karak Azgaraz. A bloody business to be sure."

The Dwarf paused taking a long draw from his pipe. "Still, you look a little more likely than most. So let this old smith and merchant grant ya' a rarity – free advice. Coinage and gear do not make a hero. A sword at the dilettante's belt does not mean he knows how to use it. A cloak carefully sewn to resemble the forest cover does not keep a kinband warrior quiet as the enemy passes by. A book of forgotten lore cannot give an apprentice Grey Wizard wits enough to understand its secrets. But it does give them all a fighting chance, lad. What more could a would-be hero ask for?"

The Dwarf smiled as silver was produced. "That's the spirit, lad. Now, let me show you the stock…"

Hand Tools: Abundant hand tools include almost anything made of wood or fibre used in farming or peasant life – hand-threshers, buckets, pitchforks, and the like. Plentiful tools are those created in a blacksmith's forge, such as hammers and saws, hoes, and scythes. Anything too large to be considered a hand tool, such as a plough, will at the very least be a common item, and will cost at least ten times the price of a smaller tool.

Illumination: Abundant sources of illumination include torches and the dominant local fuel source - wood in most of the Empire, but occasionally coal, peat or even animal dung, depending on the location. Plentiful types of illumination includes candles, tinder-boxes, lamp oil, oil lamps, and portable lanterns. Common types of illumination includes glass-paned storm lanterns, scented beeswax candles, and other fine examples of the type.

Lodging: Like food and drink, lodging is usually easy to come by in the Old World if you look like you belong, even if it's just a spot in the local farmer's hayloft. For suspicious and insular villages, strangers might be unable to buy lodging for love or money, even if that money is gold. But the towns and cities of the Reikland are bustling, cosmopolitan places and even elves and wizards usually only pay double or triple the going rate. Like most things, lodging can be as cheap or as expensive as a person's tastes require. Brass tier lodgings might be a pile of straw in the stables for two or three brass pennies, or a flea-infested straw tick in the common room for a handful more. Silver tier establishments are usually (but not always) free of vermin and can ask as little as a shilling for a place in the common room, or as much as twenty for a private room. Most nobles can't bring themselves to spend less than a gold coin per night, but for that price they get private rooms with feather mattresses and free hot water.

Medical Supplies: Abundant medical supplies include scraps of fabric suitable to serve as bandages (Old World standards and knowledge of sanitation are primitive, so "scraps of fabric" are not necessarily clean). Plentiful items include poultices, splints, and the sorts of foul-smelling ointments available to a village wise woman. Common items are by and large the tools of the barber-surgeon's trade, including scalpel blades, bonesaws, bandages, rudimentary painkillers, healing draughts, and so on. Rare items are reserved for the use of highly-trained physicians and most common folk don't even have names for these devices! They may also feature antidotes for certain toxins, exotic drugs, and the like.

Included in this category are healing draughts, which are rare and cost 20 silver coins. When consumed, a healing draught heals the drinker of a number of normal wounds equal to the number of successes rolled on ☐☐☐☐. The character can convert one critical wound into a normal wound if the number of boons he scores is equal to or greater than that critical's severity rating. Roll 1 less ☐ if the healing draught is of poor craftsmanship, but roll 1 more ☐ if it is of superior craftsmanship. Each character may only benefit from 1 healing draught per day.

Services: Most services in the Old World can be hired at a daily rate. If a given service is only required for a few hours, the GM can declare that the service costs only half or quarter that daily rate, as appropriate. The better and more advanced the skills required, the higher the rarity and the more the individual in question can charge for his services - a smith might provide a common service, but a master swordsmith capable of making a superior greatsword is at least rare. The GM is the final arbiter on such matters.

Unskilled labour is abundant. Most crafts and trades found in rural or small village environments are plentiful, including skilled farm labourers, seafarers (where appropriate), thatchers, seamstresses, cobblers, chandlers, cooks, hostlers, and similar trades. Com-

Equipment vs. "Loot"

The Warhammer world is a violent place, and at some point in their careers it is entirely likely that the PCs will find themselves standing atop a pile of bodies of people (or people-like creatures) who have just tried to kill them. In such circumstances, they may decide to do what victors in war have done since time immemorial: loot the bodies.

Often, especially if the corpses in question are human, this will net a few handfuls of brass and silver coins and a collection of weapons and blood-stained armour. Sometimes these pieces of equipment can be resold in the nearest town for a modest profit, although it is entirely possible that anyone attempting to do so will have to answer some awkward questions (where did you get a selection of halberds of the style issued to the graf's personal guard, anyway?).

It's just as likely, however, that the corpses in question are not human at all, and what equipment they are carrying is likely to be of very little value. While orc choppas, for instance, are fearsomely effective in the hands of an orc, most humans, dwarfs, and elves find them unwieldy in practice. Weapons commonly wielded by marauders, and other servants of Chaos are sometimes of top quality, but they are so profane and tainted that no right-thinking Empire citizen would touch one, let alone pay good money for it.

The same goes for coinage. Orcs appear to use a unit of currency known as the "toof," which is utterly worthless in human lands. Servants of Chaos know well the value of money, but beastmen despise all things civilized and are as likely to leave coins trampled in the filth as they are to daub them with blood and muck and nail them to their armour (either way, they're not carrying money about with them!).

Sometimes the PCs get lucky, and there are some pieces of genuine treasure in the spoils of war. Other times, they're lucky to find a bottle of rotgut to help ease the pain of their wounds. That's Warhammer!

Encumbrance & Common Sense

If in the GM's judgement a character is carrying sufficient incidental items that their encumbrance value is no longer a trivial concern, the following guidelines can be used.

In general, 10 loosely carried incidental items have an encumbrance value of one. If they are stored in an effective manner (such as scrolls in a scroll case, arrows in a quiver, or gems in a coin purse), then 20 incidental items have an encumbrance value of one.

These encumbrance rules assume that the character is using suitable bags, packs, sacks, straps, and other carrying devices to effectively store and manage his gear.

If for some reason the character is unable to manage his gear in such a way, the GM may increase his overall encumbrance value by several points to reflect the difficulty in managing and carrying items by less efficient means.

mon services include trades or skills likely to be possessed only by one or two people in a given village, such as blacksmith, barber-surgeon, farrier, herbalist, brewer, miller, manservant, and others. Rare availability services include those found almost exclusively in larger cities, such as engineers, scribes, butlers, artists, performers, physicians, alchemists, lens-grinders, and the like. Exotic services are vanishingly rare and extremely difficult to obtain - griffin-trainers, wizards, runesmiths, master engineers, and once-in-a-lifetime artistic geniuses.

Trade Tools: Trade tools are distinct from hand tools in that they are generally required for the practice of an urban trade, such as blacksmithing, boot-making, gemcutting, pottery, or the like. As a general rule, the more widespread and portable the trade in question is, the lower the rarity of its associated tools. Plentiful trade tools include needle and thread, household cooking implements, and the like. Common trade tools include looms, spinning wheels, razors, smith's tongs and hammers, lockpicks, musical instruments, mortars and pestles and other items either less portable or less broadly available. Rare trade tools are reserved for trades practised only in large towns and cities, such as gemcutters' or glassblowers' tools. Engineers and advanced alchemists may find themselves in need of exotic trade tools.

Priests and wizards who need special implements or tools for their rites and rituals follow these guidelines, as well, with most items being at least rare.

Transportation: Hired transportation can vary wildly in cost, from a few pennies to hitch a ride in a farmer's haycart to a handful of silver for a regular coaching route…or much, much more for grander things like chartering a ship. In general, the faster, safer, and more reliable the transportation, the more it costs. Those in the tier of brass make do with their feet, or share a nag-driven cart on its way to market. The tier of silver make use of riverboats and public coaches that follow regular, predictable schedules along major trade routes. Those with gold to spend can charter private boats or carriages, making use of the swiftest available transportation.

Purchasing your own transportation allows you to set your schedule and might be cheaper in the long run. Plentiful forms of transportation include simple carts pulled by hand or draft animal. Draft animals such as donkeys, mules, and oxen are commonly available in most rural parts of the Empire, as are caravans and wagons. On the waterways, small rowing boats and ponderous barges are also common (although barges are more expensive). Riding horses are usually twice to three times the cost of draft animals, but are also common in availability. Rare transportation includes carriages and riverboats (which are obviously only available on the river). Those with staggering wealth and myriad options can afford exotic forms of transportation, such as mighty ocean-going vessels, strange tusked Arabyan behemoths, or flying mounts such as griffons or pegasi.

Encumbrance

An adventurer's capacity to haul gear is not limitless. This capacity is represented by encumbrance. Encumbrance is not just matter of weight but how much an item interferes with an adventurer's ability to move freely and fight. Sturdy armour may be the heaviest item a fighting man carries, but properly fitted and worn, it may not encumber him as much as if it is slung over a shoulder. On the other hand, a ladder may way weigh very little but is awkward to carry, and can be very encumbering.

Individual items are given an encumbrance value to provide a rough estimate of their weight, bulk, and awkwardness. A character can comfortably carry only so much, represented by his encumbrance limit.

A character's encumbrance limit is equal to his Strength x5, plus 1 additional point for each fortune die associated with his Strength. Dwarfs are especially sturdy and powerfully built. When calculating his encumbrance limit, a dwarf adds 5 to his encumbrance limit.

There are also a variety of incidental items characters regularly carry with them. These incidental items are those of such minor weight or size that their impact on encumbrance can usually be ignored when properly stored or carried. Examples of incidental items include a lucky charm worn around the neck, a sewing needle, a coin purse, a signet ring, a hat, or a single arrow.



Being Encumbered

When a character carries more than his strength can bear, he is encumbered. The penalties for encumbrance depend on how much extra weight is being carried. When a character is carrying more encumbrance points than his limit, he is encumbered.

Effects of Encumbrance

While encumbered, a character gains 1 misfortune die to all Strength, Toughness, and Agility checks for every point of encumbrance over his limit. This is cumulative with any misfortune dice suffered for fatigue. If a character is encumbered by an amount equal to or greater than his Strength rating, he no longer earns a free manoeuvre each turn. The character can still perform manoeuvres, but each manoeuvre costs one fatigue.

If the GM deems it realistic to allow a character to exert himself beyond such an encumbered limit, the character may do nothing but move slowly and concentrate on his burden, suffering one fatigue each round he is under such duress.

Encumbrance Limit Example

Maximillian, a Reiklander Watchman, has Strength 4 with 1 fortune die. Maximillian's encumbrance limit is 21 encumbrance points – 5 times his Strength 4 plus 1 for the fortune die. Maximillian will be encumbered while carrying 22 or more encumbrance points, and will lose his free manoeuvre if he is carrying 25 or more encumbrance points.

Feats of Strength

Situations may occur where encumbrance and carrying capacity aren't sufficient to address how a character is exerting his strength on the environment – such as pushing a heavy stone or pulling an ally up from a ledge. When a character is attempting to lift, move, or manipulate a single heavy object or perform other feats of strength, the GM should call for a Strength check, adjusting the difficulty to suit the circumstances.

Item Cards



There are many item cards like this one (found in the *Adventurer's Toolkit*) throughout the *Warhammer Fantasy Roleplay* line. Each item card is clearly labeled with the name of the item, and bears an illustration on one side and a description and any special rules for the item on the other.

These item cards are used both to provide easy-to-refer-to rules for special equipment such as the Greatsword of Hoeth and are also excellent game aids. If the witch hunter comes sniffing around, it's helpful to know exactly who is carrying that nugget of warpstone or forbidden book…

Item cards such as these can also serve as inspiration to design your own!

Special & Exotic Items

The Ironbreaker and Swordmaster careers represent elite soldiers of the dwarf and high elf cultures, respectively. Each of these unique warriors makes extensive use of a signature piece of equipment, the rules for which can be found below. Neither of these special or exotic items can be bought or sold; they are far too precious for any elf or dwarf to part with them.

Greatsword of Hoeth

This mighty sword is seven feet long from pommel to razor-sharp tip, and of inhumanly elegant manufacture

Damage Rating: 6
Critical Rating: 2
Group: Great Weapon
Qualities: Two-Handed
Encumbrance: 7

The Greatsword of Hoeth is a superior elf-crafted weapon; it grants □ to the dice pool of all attacks made while a Sword Master is wielding it.

When the Greatsword of Hoeth deals critical damage, reveal two critical wounds (from amongst the total wounds inflicted) per critical inflicted and choose one to apply as a critical. Turn the other back facedown as a normal wound.

If fewer wounds are inflicted than necessary to allow the player to reveal enough critical wounds, then the player may draw additional wounds from the wound deck and discard the cards not chosen. This ability does not increase total wounds inflicted; it merely allows the Sword Master greater choice when inflicting criticals.



Gromril Armour

Variously called silverstone, meteoric iron, or hammernaught, gromril is a rare metal much valued by dwarfs. Suits of gromril plate are prized possessions, reserved for the finest warriors of a karak

Defence Rating: 2
Soak Value: 5
Encumbrance: 7

When worn by anyone but an Ironbreaker, this Gromril Armour's encumbrance is doubled and it offers no other benefit.

Once per session, when you would suffer a critical wound you may instead suffer fatigue equal to that wound's severity rating to convert the critical wound into a normal wound



Preceptors orders to the valiant Franz's Hand Reiksguard regiment

It has come to my attention that several of the newer recruits in our esteemed company have chosen to disregard the standing orders to keep kit and gear clean and in excellent condition at all times.

From this point forward, inspections shall increase to twice weekly. I expect all rust to be removed from all equipment. Dents in armour and helmets should be repaired immediately. All blades shall be sharpened and oiled to a fine edge.

Should weapons and equipment fail to pass inspection twice within a two week period, the offender shall be docked one week's pay and shall have latrine duty until such a time as I see fit to change his orders.



Chapter Eleven
Magic Rules

Arcane Magic & Casting Spells

Magic is a powerful force in the Old World. Those who seek to control the Winds of Magic and fashion them into arcane spells are viewed with both awe and fear by many. Manipulating the Winds and casting spells carries risks – spells may backfire, or a spellcaster may lose control of the power he has channelled, and suffer strain, injury, or worse!

Arcane spells in *Warhammer Fantasy Roleplay* are fuelled by power. Spellcasters generate power by channelling the Winds of Magic, and then they spend that power to cast spells. The more potent the spell, the more power required to cast it.

With proper training, wizards from the Colleges of Magic learn safer ways to channel power and cast spells – but it is never a foolproof, risk-free endeavour. Spell casters without special training – such as hedge wizards or witches – may be able to channel a great deal of power, but run even greater risks of miscasting or having their spells backfire.

Channelling Power

An individual spellcaster can be viewed as a rechargeable power battery, of sorts. A spellcaster slowly absorbs and draws the Winds of Magic to him over time. The spellcaster's Willpower rating indicates his power equilibrium. When a spellcaster is currently holding power equal to his Willpower rating, he is at equilibrium.

When his power level is below his Willpower rating, his power slowly recharges, until it eventually reaches his Willpower rating. When his power level is higher than his Willpower rating, power slowly dissipates unless the spellcaster can exert control over the extra power coursing through his body and mind. If the amount of power currently channelled by a spellcaster is far more than his Willpower, he risks backlash as the excess power violently vents from his body. This backlash can potentially cause fatigue or inflict wounds on the spellcaster.

To generate power, the spellcaster selects the **Channel Power** action. The **Channel Power** action is resolved by making a Channelling check, which is based on the character's Willpower. The action card details how much power is generated based on the results of the Channelling check. When a spellcaster channels power, he draws upon the Winds of Magic, which blow across the world from the Realm of Chaos in the north. In some places and at some times,

the Winds of Magic may blow fiercely or quiet to almost nothing. The GM may modify the dice pool for a channel power action accordingly.

The player takes one tracking token from the supply for each power generated, and places them next to his character's College of Magic talent card to represent his character's current available power.

Excess Power

Spellcasters can safely store power up to twice their Willpower, but they need to concentrate a small amount of energy to keep power from dissipating as it tries to reach equilibrium based on their Willpower. To reflect this, a spellcaster must spend a manoeuvre on his turn to control this extra power. If the spellcaster cannot or chooses not to spend a manoeuvre to control the extra power, he loses one power.

Spellcasters can attempt to store even more power, but at greater risks. When a spellcaster's current power level is more than twice his Willpower, he is flirting with disaster. The spellcaster must spend a manoeuvre *and* suffer one stress, to maintain this much extra power.

Venting Power

If a spellcaster's current power level is more than twice his Willpower, and he cannot or chooses not to spend the manoeuvre and suffer one stress to maintain it, all the excess power immediately vents. The spellcaster's power immediately returns to his point of equilibrium. The spellcaster immediately suffers one fatigue for each point of power vented.

In addition, the spellcaster must roll one ■ misfortune die for each power vented above his safety threshold, which is twice his Willpower rating. For every ⚔ challenge symbol generated, the caster suffers one wound. For every ☠ bane generated, the caster suffers one stress.

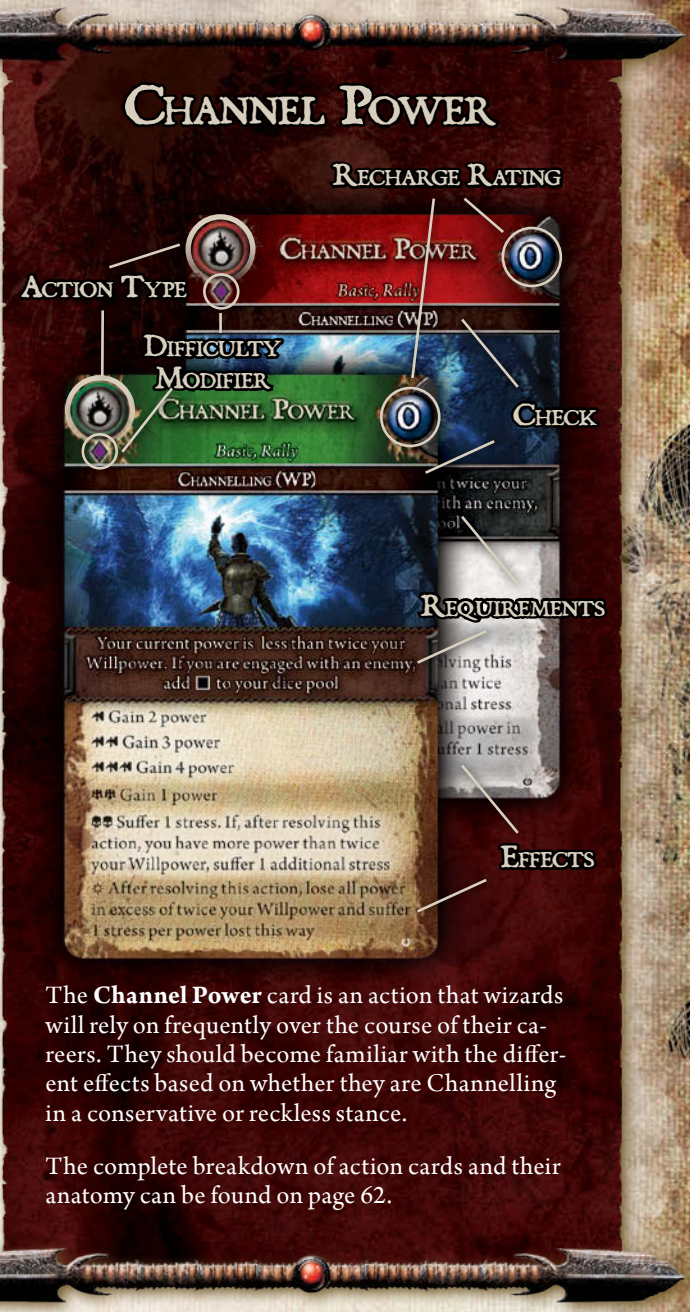
Equilibrium

A spellcaster who has as much power as his Willpower score is said to be at equilibrium. It is the default, natural "rest" state for all wizards. All spellcasters trend towards equilibrium, and they are assumed to be at equilibrium anytime their current power is not defined, such as during story mode (in most cases), or at the beginning of an encounter.

During the end of turn phase, a character whose current power is less than his equilibrium gains one power. A character whose current power is greater than his equilibrium loses one power, unless he spends a manoeuvre to control the excess, as noted under Excess Power above. Characters also trend towards equilibrium in this way during a Rally Step, gaining or losing power as if it were an end of turn phase.

Note that priestly favour behaves in exactly the same fashion as a wizard's power, in regards to equilibrium.

Hilde, a Celestial Wizard with a Willpower of 4, has 4 power. She is at equilibrium, and doesn't need to do anything special to maintain this level of power.



The **Channel Power** card is an action that wizards will rely on frequently over the course of their careers. They should become familiar with the different effects based on whether they are Channelling in a conservative or reckless stance.

The complete breakdown of action cards and their anatomy can be found on page 62.

Later, she uses her **Channel Power** *action and gains 2 power. She now has 6 power, and is above her equilibrium. If she doesn't spend some of her power in a spell or use a manoeuvre to keep it under control, Hilde will lose 1 power during her end of turn phase, bringing her down to 5 power and closer to equilibrium.*

Hilde then casts a spell that costs 3 power, which reduces her to 2 power. She is now below equilibrium, and during her end of turn phase she gains 1 power, bringing her up to 3 power and closer to equilibrium.

Casting Spells

Channelling is just one step of the spellcasting process. Once a spellcaster has channelled the amount of power he requires, he must focus that power, expelling it from his body into the form of a spell.

Casting a Spell



To cast a spell, the spellcaster chooses a *Spell* action card and refers to the side based on his current stance. He must select a spell he meets the requirements for – specifically, he must have sufficient power to fuel the spell. In this example, an Apprentice Bright Wizard wishes to cast **Flameblast**, one of his *Bright Order Spell* action cards. Since he's in a reckless stance, he refers to the reckless side of the spell card.

Flameblast requires 6 power. Luckily, our Apprentice Bright Wizard channelled power earlier, and has 6 power available, which is enough power to fuel the spell. He takes 6 power from his personal supply and returns it to the general supply. He then assembles his dice pool to cast the spell as with a normal action check.

If his Spellcraft check generates enough successes, the **Flameblast** is successfully cast, and its effects are resolved like any other action. However, the power is consumed first, regardless of success or failure.

To cast a spell, the character selects the appropriate action card from his collection. The character must be able to fulfil all the requirements listed on the card, such as the amount of power needed to fuel the spell. For most spells, the caster makes a Spellcraft check, which is based on his Intelligence. The spell results are listed on the action card, and are based on the outcome of the Spellcraft check. Some spells use other abilities, or are automatic. Refer to the individual spell cards for details.

Arcane spellcasters channel power first, then choose a spell to cast. By channelling first, spellcasters have a great amount of flexibility – they can draw in as much power as they wish (or are willing to risk), and then choose how to direct that power into a spell. The spellcaster does not need to decide what spell he wishes to cast when he starts channelling.

This means practitioners of magic can better push their limits and safety zones, reflecting both the dangers of the Winds of Magic and the flexibility to adjust and tailor things to circumstances. But this flexibility has its own risks. Since a caster can channel for as long as he desires – or for as long as he can control the amount of power coursing through his body – spellcasting has inherent push-your-luck and risk management elements.

When the wizard casts his spell, the power spent to fuel the spell is returned to the supply. The power is consumed whether or not the spell is successfully cast.

Losing Power

Some effects can force a character to lose power apart from the power willingly spent to fuel spells. Also, the bane or Chaos Star effects of some spells may force a character to lose power in addition to any power spent to cast the spell. If this happens, the power used to cast the spell is consumed first, before these effects are resolved.

When a character is forced to lose power, that power is immediately removed from his current supply. If the character does not have enough power in his supply to satisfy the required losses, he is reduced to zero power and immediately suffers one stress.

No Power to Lose...

If a character is already at zero power when an effect forces him to lose power, the situation grows more dire. The character must immediately attempt a Discipline check, with a number of challenge dice equal to the amount of power he is unable to lose.

If the Discipline check succeeds, the character suffers 1 stress with no further effects. If the Discipline check fails, the character suffers 1 stress and immediately gains a temporary insanity with the *Chaos* or *Trauma* trait. The player then places a number of tracking tokens on the insanity card equal to the difficulty of the check.

Quickcasting

Normally, a character can only perform the action listed on one action card during his turn. However, spellcasters can attempt to both channel power and cast a spell on the same turn, if they are willing to accept more risk. For a character to cast a spell during the same turn the character channels, the player must add an extra ♦challenge die to the Spellcraft check.

Miscasting Arcane Spells

Arcane spellcasters take great risks when harnessing the energies needed to fuel their spells. By channelling the Winds of Magic, a wizard is attempting to exert control over the raw Winds of Magic, the very stuff of Chaos. Tampering with such forces sometimes attracts unwanted attention from the Ruinous Powers or rippling energies of Chaos. Most commonly this attention may come from Tzeentch, the capricious Dark God of change and magic.

When an arcane spellcaster generates one or more ✡ Chaos Stars on a Spellcraft check to cast a spell, he risks a severe miscast. If any Chaos Star effects can be triggered based on the spell attempted, those effects are resolved as with any other type of action.

Next, if there are any unassigned Chaos Star results in the dice pool after resolving any effects listed on the spell, the player must draw a Miscast card. Each card in the Miscast deck lists one or more possible consequences. The player finds the line matching the number of unresolved Chaos Star symbols from his Spellcraft check and suffers the effect listed there, until all Chaos Star symbols have been satisfied. Note that success or failure on the check is irrelevant: any Chaos Star result may trigger a miscast.

Chaos Stars that fuel miscast results remain available to trigger environmental or other Chaos Star effects - in effect, a Chaos Star that is used to fuel a Miscast is not "spent" and may still be applied to other effects.

After resolving its effects, the card is returned to the Miscast deck and the deck is shuffled, waiting for the next spellcaster to fall prey to the swirling winds.

Magical Sight

A character with access to magical sight can, through a focused act of will, see the Winds of Magic as they blow across the sky and permeate the world around him. With more advanced training, these characters can identify the various Winds, pinpoint the sources of magical auras, make educated guesses as to the properties of an enchantment or magical item, or identify a spell as it is cast.

A character's magical sight is not an ability that is always "on" – for if he could not close off these visions, he would swiftly go mad from the constant assault of the unfiltered magic on his reason and senses. To open himself to the presence of magic, a character must perform a manoeuvre to do so.

Detecting the presence or absence of magic in his immediate vicinity or seeing major magical effects within his line of sight is a trivial task for any magically-attuned character. As such, it rarely even requires a skill check – the player simply announces that his character is using his magical sight skill and the GM tells him what his character sees. If a character wishes to discern more information – the exact source of a magic aura, the colour of the magic wind involved, or a weak aura at a distance, for example – then the task is more challenging and requires a skill check.

Easy (1d) Magical Sight checks include determining the colour of a magical aura or locating the only magical aura in a room.

Average (2d) tasks include determining the colour of a magical aura with more than one colour incorporated into it, distinguishing between different auras in locations where there are multiple

Miscast Cards



Each Miscast card has two key features. Across the top is the name of the card. The descriptive title can help the GM and players visualise how the miscast affects the game.

Below the title are the miscast lines. These are similar to the success lines on action cards. After a miscast has been triggered by rolling ✡ Chaos Star results during a *Spell* action check, find the miscast line matching the number of ✡ generated by the check. If the number of generated ✡ falls between two miscast lines, use the line with fewer symbols.

If there are any left over ✡ after resolving the miscast card, draw another miscast card and repeat the process until all ✡ generated by the check have been used.

Miscast cards are found in the *Game Master's Vault*.

auras close together, determining the strength of a magical effect or aura, or identifying a spell being cast that your character already knows.

Difficult (3d) tasks include determining the purpose or nature of an enchantment or magic item, locating a particular magical aura in an area crowded with magic (such as picking out the only Chaos sorcerer in a room crowded with college wizards), identifying a spell being cast that the character does not personally know, or gauging how much power a spellcaster is currently maintaining.

Daunting (4d) tasks include detecting the presence of magic through a physical obstruction such as a wall or door, tracing a spell or effect back to its source after it's been cast, or detecting the remnants of an aura that is no longer present.

In all cases, a weaker aura is more difficult to detect than a stronger one. For example, while all wizards possess a magical aura, the aura of an apprentice wizard might only be detectable if one is close enough to be considered engaged. A Wizard Lord, however, may be surrounded by a nimbus of light from his Wind of Magic, detectable from a distance of several streets.

Obstructions that block vision also obstruct magical sight. For example, a magical aura would be more difficult to discern in the fog, just as an object is visually obscured by the fog. In general, anything that would impair an Observation skill check has a similar impact on Magical Sight checks. The exception to this is darkness. Since auras are visible as a glow of light, magical sight is actually more effective in darkness and less effective in especially bright daylight.

An individual with the Magical Sight skill can specialise in it, as with any other skill. *Possible specialisations include*: By Wind, Identify Spell, Locate Aura, Dark Magic, Gauge Strength

Stance & Spellcasters

"This Shadowmancer from the Grey College joined the patrol once, to help us break up a dockside smuggling gang. Now these magical fellows don't get many visitors in their Colleges, I reckon, not civilised ones anyway. This one had no social graces. To tell the truth, he smelt like a derelict. Anyway, I can't deny the help he gave us. This gang had been one step ahead of the watch for months, and he tracked them down within a week.

During the bust, this eerie thing happened though: one of the crooks lamped the wizard with a cosh. The wizard was in a rage about it for sure, and all of a sudden that warehouse was a very frightening place to be. The hairs on the back of my arms stood on end and my teeth ached something fierce. Some of the smugglers began yelling. They dropped their weapons and started clawing at the air as if it were water. Well, they didn't put up much of a fight after that. We took down the gang without losing a man, but ever since that day I've had terrible dreams. Dreams about drowning."

– Horatio Grunner, Watch Captain, Merchant Quarter, Altdorf

To generate the power needed for a spell, a wizard must have the necessary energy available, referred to as power. If he does not currently have sufficient power to fuel the spell he wishes to cast, he can draw more power into himself by using the **Channel Power** action. This action calls for a Willpower check. A successful check allows the wizard to generate power that can be used to cast spells or stored for later use.

There're longbeards within our holds who know how to deal with that 'magic' safely – they're called runesmiths. They bind them Winds of Magic within those lovely runes, and they forget all that dangerous business of using magic.

Two millennia, the men of the Empire understood this, and did without all that sorcery and witchcraft stuff. That they've seen fit to practise spellcrafting under the distrustful elf mages these past two hundred years is sure sign, I tell you, to the sadness and desperation of these modern times. By Grungni, it didn't happen in my day.

– Hargrin Magnarrson, Dwarf Merchant

Using stance dice instead of characteristic dice while channelling can greatly alter the amount of power a wizard generates.

The Conservative Stance

A wizard using conservative stance dice typically generates more successes than one relying on only characteristic dice. Wizards are less likely to suffer negative side effects from casting while in a conservative stance, although power generally accumulates more slowly.

Because it reliably generates a small amount of power, the conservative stance is good to adopt if the wizard plans to cast spells that need very little power, or spells that have potentially harmful side effects should something go awry. It is also useful if he is reaching the upper limits of the power he can safely store. Certain spells also trigger additional beneficial effects if the caster is conservative.

The Reckless Stance

The reckless stance has the potential to generate large amounts of power, allowing wizards to fuel high-power spells or replenish depleted stores of power quickly. However, adopting the reckless stance can be an enormous strain on a wizard, subjecting him to greater risks and negative side effects.

The reckless stance is the best stance to adopt if a large amount of power needs to be generated quickly. Furthermore, many spells that inflict damage on opponents benefit from being cast whilst in a reckless stance, as indicated on the individual spell cards.

Cantrips

As part of their magical training, wizards of the Colleges of Magic learn a wide variety of formalised spells. Many of these effects are represented in *Warhammer Fantasy Roleplay* by action cards – every Bright Wizard, for example, can eventually learn how to cast a **Flameblast** or how to invoke the **Shielding Winds of Aqshy**.

However, not every spell a wizard learns is quite as flashy and exciting as these powerful effects. Indeed, apprentices usually start with something much simpler and smaller. For wizards of the Bright Order, it might be a spell to light a candle flame. Celestial Order apprentices often learn a simple spell to polish their master's telescope lens. Many younger students teach apprentices a "sure fire" cantrip to predict the result of a roll of the dice, thereby earning a steady income off naïve new Celestial Order apprentices, who turn around and do the same to the next generation! Students of the Grey Order often amuse themselves by making subtle changes to their appearance, such as eye or hair colour, and seeing how long it takes their masters or fellow students to notice or care.

As wizards progress from true novices to full-fledged apprentices, they learn a host of more useful and powerful spells. However, they also develop an even more important skill: the ability to devise their own magical effects.

To cover the myriad useful, minor spells that creative wizards employ, players and GMs have been provided with the **Cantrip** action card. Like **Perform a Stunt**, the scope of effects that a cantrip can produce is deliberately open-ended. Common sense (inasmuch as common sense can be said to apply to magic), the needs of the story, and the decision of the GM will define what is and isn't possible with a cantrip effect.

A variety of possible cantrip effects are provided. It is important to keep in mind the philosophies and abilities of each order of magic when deciding what a cantrip should or should not accomplish.

Trivial effects (no dice roll required)

Lighting a candle within arms reach, making a coin-sized object vanish into a hand, changing the colour of the wizard's hair or eyes, conjuring a light, sweet-smelling breeze, pouring a glass of wine without touching either the glass or the bottle, opening a book to precisely the desired page.

Easy (1d) Spellcraft check effects

Lighting every candle in the room at once in order to frighten or surprise someone, making an object the size of a book vanish while being observed, conjuring a wind sufficient to blow papers off a desk and around the room, shattering a bottle of poisoned wine before anyone can drink it, causing someone else to "just happen" to open a book to the page containing a vital clue, predicting the outcome of a coin flip or other random event just before it happens.

Average (2d) Spellcraft check effects

Lighting and maintaining a fire to keep from freezing to death, pulling a rabbit from a hat, conjuring enough of a wind to move a small boat with every scrap of canvas spread, pulling a small object into your hand from across the room before your rival can get it, predicting the weather.

Attuned Items

During his training, an apprentice wizard is often given the task of creating his own, personal attuned item. Attuned items are arcane talismans that assist the wizard in channelling. A character who is attempting a Channelling check while holding an item attuned to his Wind of Magic adds bonus fortune dice to his pool equal to its Attuned rating.

In order to gain this benefit, the character must be holding the attuned item in one or both of his hands. He does not gain any benefit if it is simply stored in his backpack, for example.

Because attuned items must be held in a hand to work, they are often crafted to serve a dual purpose as a weapon. Many attuned items are staffs, though some wizards and orders prefer to wield attuned swords.

Should the attuned item be lost or damaged, another one can be made, though the crafting process is quite particular. Attuned items are made with their particular bearer in mind, so an attuned item cannot be easily replaced by taking an attuned item from another wizard. An apprentice wizard generally must journey back to his College and find a senior wizard to help him create or refine a new attuned item if he loses or breaks one he already possesses.

Note that as both the magnitude of the effect and the consequences of failure increase, so too does the difficulty. There's often no need to roll when there are no consequences for failing, but when lives are on the line, the GM may set the difficulty as appropriate to the drama of the situation!

Furthermore, consider whether or not the task is opposed. For example, an attempt to magically make an item vanish might have its difficulty set by the Observation score of the guard watching. Using Bright Magic to make a disliked courtier so sweaty and uncomfortable that he leaves the room might be opposed by the courtier's Resilience or Discipline, at the GM's discretion.

Reckless Casting & Party Tension

Wizards in a reckless stance typically generate power very quickly, but they also put themselves under enormous mental strain as they strive to harness the arcane energies they are channelling. The sight of a wizard recklessly gathering magical power can be unsettling for those nearby.

Friends of the wizard worry for his sanity and may even be adversely affected by the disturbances to currents in the Winds of Magic. Whenever a wizard in a reckless stance generates a Chaos Star ✲ result on a Spellcraft check while casting a spell, increase the Party Tension meter by one, in addition to any other effects.

Magic Items

In the tales and legends of mighty heroes, wondrous and enchanted items feature prominently. The most famous example is, of course, Sigmar's mighty hammer, Ghal Maraz. However, magical swords, rings, books, boots, and even magical boats abound in popular myth.

Powerful magic items are quite rare. Common folk may believe that the amulet they bought for a penny from a travelling merchant will ward off the effects of the plague, but the vast majority of such things are hoaxes. The magical efficacy of even genuine relics, such as the legitimate fingerbones of saints or dragon's teeth, is difficult to evaluate.

However, such items do exist. Among the most common magic items in the Empire are those of dwarf manufacture, crafted by their expert runesmiths. A smaller number of items are created by human wizards, but these are less reliable and durable than those of dwarf make. In any case, genuine magic items are often far too rare and valuable to be sold. It is generally more appropriate to have magic items found, gifted, or stolen over the course of an adventure.

Magic items in *Warhammer Fantasy Roleplay* are, by and large, unique. You might be lucky enough to come across one or two in official *Warhammer Fantasy Roleplay* adventures and campaigns, and GMs are encouraged to create their own items as appropriate to their own stories.

Playing a Wizard

There are a number of special rules that apply to creating a wizard character or moving into a wizard career that are not necessarily directly related to magic or spellcasting.

The Order Talent

All wizards have access to an Order talent slot, which is determined by the wind of magic they channel and control and the college to which they belong. All wizard characters, whether beginning play as a wizard or entering into the Apprentice Wizard career later in life, automatically receive any one Order talent of their choice for free. This talent gives the wizard a special ability and determines which spells he can learn and cast.

The eight orders and their lores are:

- The **Amber Order**, who use *Ghur*, the Lore of Beasts.
- The **Amethyst Order**, who use *Shyish*, the Lore of Death.
- The **Bright Order**, who use *Aqshy*, the Lore of Fire.
- The **Celestial Order**, who use *Azyr*, the Lore of the Heavens.
- The **Gold Order**, who use *Chamon*, the Lore of Metal.
- The **Grey Order**, who use *Ulgu*, the Lore of Shadows.
- The **Jade Order**, who use *Ghyran*, the Lore of Life.
- The **Light Order**, who use *Hysh*, the Lore of Light.

Wizards can never acquire a second Order card, and learning magic from outside a wizard's college is strictly forbidden and grounds for execution by a Witch Hunter.

Learning Spells

The eight Colleges of Magic learn to draw upon and manipulate only one of the eight Winds of Magic, as this is the only safe way for the human mind to approach magical thought. As such, each wizard may only learn spells that rely upon his wind.

A wizard may only ordinarily learn and cast spells with either the *Basic* trait (which represents petty magics available to all wizards) or with the trait of the order matching his Order talent card. Non-wizards may not learn any magic spells at all.

Hilde is a Celestial Wizard, and has access to the Azyr, the Lore of the Heavens talent. She may learn any Basic magic spell, as well as any spell with the Celestial Order trait. She may not learn **Flamebolt**, *as it is a Bright Order spell.*

Creating a Wizard

A starting Apprentice Wizard character begins the game with Channelling and Spellcraft acquired, and may train these skills with his initial skill training from the investment of creation points. He also begins the game with access to the Cantrip, Channel Power, Counterspell, and Magic Dart actions. These skills and action cards are free and do not cost creation points.

A character who becomes a wizard after character creation gains none of these benefits. He must acquire and learn these skills and actions the hard way.



WANTED

For Witchcraft, Treason, Heresy, & Crimes Against the Glorious Empire

Gavius Klugge

Wizard of the Grey Order of the Colleges of Magic

Be it known to all good citizens and faithful servants of Sigmar that the accused, Gavius Klugge, lately of Altdorf, is a traitor, witch, and fraud. He stands accused of the following crimes:

Firstly, that he did knowingly and with malice aforethought spread heresy and rebellion against the cult of Sigmar and the Empire

Secondly, that he is guilty of Inveiglement and Obfuscation

Thirdly, that he did publicly defy the authority of the Cult of Sigmar and the Order of the Templars of Sigmar

Fourthly, that he does practice Magicks most dire and unsanctioned by the Colleges of Magic, including but not limited to illusions, glamours, and spells of deceit, which are anathema to Sigmar

Herr Klugge is extremely deceitful and is not to be trusted. Gavius Klugge is a man of advanced age and a master of disguise.

DO NOT APPROACH or attempt to Apprehend the suspect yourself. The suspect is an extremely powerful Grey Wizard.

Wilhelm Leopold, Captain of the Order of the Templars of Sigmar



Chapter Twelve
Divine Rules

Divine Prayers & Invoking Blessings

Religion and the power of prayer are undeniably present in the Old World. Those who have curried the favour of their chosen gods can perform great deeds in their names. Calling upon one's patron deity is not without its own risks, however. Should a faithful servant beseech his god at the wrong time, or without due case, he may lose what favour he has gained, and suffer strain, injury, or worse!

Divine prayers and blessings in *Warhammer Fantasy Roleplay* are fuelled by favour. Divine characters invoke their god for aid, asking to be blessed, then pray to generate the favour necessary to fulfil their request. The more significant the blessing, the more favour required before it is fulfilled.

Invocation

Before generating favour, a divine character must ask his deity for a specific blessing. This is called invocation, or invoking a blessing. If the deity responds to the request and deems the character worthy, the character then prays to curry favour and fulfil the blessing.

To invoke a blessing, the character selects the appropriate action card from his collection. The character must be able to fulfil all the requirements listed on the card. Most blessings require the character to attempt an Invocation check, which is based on his Fellowship. The blessing results are listed on the action card, based

Invoking Blessings

There are two steps a priest character must perform in order to successfully invoke a blessing.

First, the priest chooses which blessing he wishes to invoke, and performs the appropriate action associated with that blessing. Usually, this is an Invocation check.

Next, after successfully invoking the blessing, the character must provide enough favour to fuel the blessing's effect.

Once the blessing has been invoked and sufficient favour generated, the blessing resolves.

Invoking a Blessing



To invoke a blessing, the divine character chooses a *Blessing* action card and refers to the side based on his current stance. He must meet the requirements before he can attempt to invoke the blessing. In this example, an Initiate of Sigmar wishes to invoke **Divine Perseverance**, one of his *Sigmar Blessing* action cards. Since he's in a conservative stance, he refers to the conservative side of the blessing card.

Divine Perseverance requires an Invocation check, based on the Sigmarite's Fellowship. He assembles and rolls his dice pool as with a normal action check. If his Invocation check suceeds, the **Divine Perseverance** blessing is successfully invoked. It immediately draws in as much favour as it can, trying to meet the favour requirement to activate the blessing's effects. Since the Sigmarite had 4 favour available, all 4 favour is consumed, and the blessing's effects are triggered.

If the Initiate of Sigmar had only 3 favour available, all 3 favour would be placed on the **Divine Perseverance** card to show it was in the process of being invoked. As soon as a 4th favour was available, it would be claimed by **Divine Perseverance** and the blessing would resolve.

If the Invocation check fails, the blessing is not invoked, and only one favour is consumed.

on the outcome of the Invocation check. Some blessings use other abilities, or are automatic. Refer to the individual blessing cards for details.

Invoking divine blessings is inherently safer than casting arcane spells. Since the specific blessing is selected first, it is far less likely for a divine character to "overchannel" in the same way an arcane caster might – a blessing resolves as soon as it has accumulated the required amount of favour.

If the Invocation check fails, the blessing is not successfully invoked. The character loses one favour, regardless of the listed favour required for the blessing. The character may try again on another turn.

Once a blessing is successfully invoked, it automatically draws favour from the character in an attempt to fulfil the requirements. If the character has enough favour to fuel the blessing, the favour is immediately consumed and the blessing's effect goes off. If the character does not have enough favour to immediately activate the blessing, all of the character's favour is drawn out and placed on the blessing card to indicate how much favour has already been accumulated.

Thereafter, the character continues to funnel favour to the blessing until either the blessing is invoked or he chooses to abort the blessing. All available favour is funnelled in this way during a character's Beginning of Turn and Action phases. Any favour generated during a character's End of Turn Phase or during another player's turn is stored by the character, and only applied to the blessing during his next Beginning of Turn Phase.

As a consequence, a blessing's results can only be resolved during its invoker's turn (unless that blessing is a *Defence* action). If a character acquires enough favour to fuel his blessing during his End of Turn Phase or during another player's turn, he still must wait until his next turn for the blessing to be resolved.

Aborting a Blessing

If a character aborts a blessing that is currently holding favour, all favour is lost and returned to the supply. If the amount of favour lost is equal to or less than the character's Willpower, he suffers one stress. If the amount of favour lost is greater than the character's Willpower, he suffers one stress and one fatigue.

Gaining Favour

Invoking a blessing is just one part of the process to create miraculous effects. Once the character succeeds at invoking a blessing, he must gain enough favour with his deity to fuel the effect.

An individual divine character can be viewed as a rechargeable favour battery, of sorts. A divine character slowly earns favour with his god over time, by remaining faithful to his god's tenets and teachings. The divine character's Willpower rating indicates his favour equilibrium. When a divine character is currently holding favour equal to his Willpower rating, he is at equilibrium.

When his favour level is below his Willpower rating, his favour slowly recharges, until it eventually reaches his Willpower rating. When his favour level is higher than his Willpower rating, he slowly loses favour unless the character can show his god that he deserves the extra favour coursing through his body and soul. If the amount of favour currently held by a divine character is far more than his Willpower, he risks angering his god by showing too much pride and arrogance, and the excess favour will be violently purged from his body. This purge can potentially cause fatigue or inflict wounds to the character.

To generate favour, the divine character selects the **Curry Favour** action. The **Curry Favour** action is resolved by making a Piety check, which is based on the character's Willpower. The action card details how much favour is generated based on the results of the Piety check

Divine characters can safely hold favour up to twice their Willpower, though they still need to expend a small amount of energy to keep from purging favour as it tries to reach equilibrium based on their Willpower. To reflect this, a divine character must spend a manoeuvre on his turn to control this extra favour. If the character cannot or chooses not to spend a manoeuvre to control the extra favour, he loses one favour.



The **Curry Favour** card is an action that priests will rely on frequently over the course of their careers. They should become familiar with the different effects based on whether they are currying favour in a conservative or reckless stance.

The complete breakdown of action cards and their anatomy can be found on page 62.

Excess Favour

Divine characters can attempt to hold even more favour, but at greater risks. When a character's current favour is more than twice his Willpower, he risks angering his god. The character must spend a manoeuvre, as well as suffer one stress to maintain this much extra favour.

If he cannot or chooses not to spend the manoeuvre and suffer one stress, all the excess favour is immediately purged, returning to the divine character's point of equilibrium. The character immediately suffers one fatigue for each point of favour vented. In addition, the character must roll one ■ misfortune die for each favour vented above his safety threshold. For every ⚔ challenge symbol generated, the caster suffers one wound. For every ☠ bane generated, the caster suffers one stress.

Losing Favour

Some effects can force a character to lose favour apart from the favour used to fuel divine blessings. Also, the bane or Chaos Star effects of some blessings may force a character to lose favour in addition to any favour consumed by the invocation of the blessing.

When a character is forced to lose favour, that favour is immediately removed from his current supply. If the character does not have enough favour in his supply to satisfy the required losses, he is reduced to zero favour and immediately suffers one stress.

No Favour to Lose...

If a character is already at zero favour when an effect forces him to lose favour, the situation grows more dire. The character must immediately attempt a Discipline check, with a number of challenge dice equal to the amount of favour he is unable to lose.

And lo, before me, a raven of blackest night flew, circling above the marketstrasse. As if in a dream, I followed the bird, heeding this harbinger of my lord, Morr. The raven took me past merchants and stalls, where men hawked their wares. Then, with a loud caw, the bird landed on the cart of a barrel maker.

The barrel maker looked up at me, uncertainty on his face. The raven was gone. But drifting down from above was a single, black feather. The feather landed on the barrel maker's hand, and he trembled.

"I am so very sorry," I told the man, then began the rites and preparations.

If the Discipline check succeeds, the character suffers 1 stress with no further effects. If the Discipline check fails, the character suffers 1 stress and immediately gains a temporary insanity with the *Enigma* or *Trauma* trait. The player then places a number of tracking tokens on the insanity card equal to the difficulty of the check.

Equilibrium

A priest who has as much favour as his Willpower score is said to be at equilibrium. It is the default, natural "rest" state for all priests. All divine characters trend towards equilibrium, and they are assumed to be at equilibrium anytime their current favour is not defined, such as during story mode (in most cases), or at the beginning of an encounter.

During the end of turn phase, a character whose current favour is less than his equilibrium gains one favour. A character whose current favour is greater than his equilibrium loses one favour, unless he spends a manoeuvre to control the excess, as noted under Excess Favour above. Characters also trend towards equilibrium in this way during a Rally Step, gaining or losing favour as if it were an end of turn phase.

Note that priestly favour behaves in exactly the same fashion as a wizard's power, in regards to equilibrium.

Erich, a Priest of Sigmar with a Willpower of 4, has 4 favour. He is at equilibrium, and doesn't need to do anything special to maintain this level of favour.

Later, Erich invokes a blessing that requires 6 favour. All his available favour is immediately moved into the blessing to fuel its effect, and Erich's player places 4 tokens on it. He still needs to generate 2 more favour to complete the blessing. Erich now has 0 favour, and during his end of turn phase he gains 1 favour, bringing him to 1 favour and closer to equilibrium. This favour is also immediately applied to the blessing, so Erich is back to 0 favour.

Erich then uses Curry Favour, generating 8 favour! One of the 8 favour is applied to the blessing, which finally has all the favour it needs. The remaining 7 favour go to Erich, who now has 7 favour. During his end of turn phase, Erich loses 1 favour, reducing him to 6 favour and bringing him closer to equilibrium.

Resolving a Blessing

Once a blessing has been invoked and enough favour generated to fuel it, it can finally be resolved. Each of its effects as determined when the blessing was invoked are triggered, and the appropriate number of recharge tokens are placed on the card.

There is no need to check requirements a second time, nor to roll a second check when the blessing is resolved. Note that some effects (particularly bane and boon effects) may be resolved when the blessing is first invoked. These effects are identifiable due to their use of the word "immediately," as in "immediately gain 2 favour."

In Great Need

Normally, a character can only perform the action listed on one action card on his turn. However, divine characters can attempt to both invoke a blessing and generate favour on the same turn, if they are willing to accept more risk. To generate favour during the same turn his character invokes a blessing, the player adds an extra ♦ challenge die to his **Curry Favour** check.

Stances & Divine Blessings

Managing stances is one of the critical decisions a player makes when establishing how his character interacts with others and solves problems. This is no less true for initiates and disciples. A





reckless Sigmarite has little choice but to act aggressively when a challenge arises. A conservative Shallyan is far more diplomatic but less prepared when negotiations fail and matters devolve into violence.

The Conservative Stance – Caution and Diplomacy

Invoking blessings while in a conservative stance is as close to reliable that the unpredictable whims of dealing with the gods gets. Alas, it can also be unbelievably slow and potentially less effective in combat. Divine favour accrues steadily but slowly as the priest patiently and carefully beseeches his god for aid.

Playing a priest in a conservative stance means being contemplative about action. Blessings invoked while in a conservative stance are often prayers of defence and recovery, of information and negotiation. The priest does not rush headlong into unknown situations, and is not overly eager for a fight. Often, the priest is trying to save life, protect others, and minimise violence.

The Reckless Stance – Fury of the Righteous

The reckless stance is often seen as the purview of the zealous and fanatic. Tactics and strategies are very direct: to crush the unbelievers headlong. Divine favour accrues more quickly, and critical effects (both good and bad) are frequent and often intense.

Playing a reckless priest means throwing caution to the wind and putting yourself into the hands of fate and your deity. If it is the priest's time to meet his maker, so be it. These fanatic servants of the gods are certain that a place of honour is prepared at their god's side. Reckless priests can invoke powerful and dramatic blessings that can turn the tide of battle. They want to show the unbelievers the unleashed fury of their patron deity.

Omens and Portents

The fact that some priests perform miraculous feats and blessings is evidence enough for most that the gods of the Old World exist and take an active hand in events. However, to the truly faithful, this is not the only way that the gods make their presence felt.

The people of the Old World are a superstitious lot and they see omens and portents in everything. A raven flying overhead may mean a family member will soon die (usually true enough – the Old World is a dangerous place!), a broken mirror is seen as bad luck, and fortunes can change often as the day's events unfold. The truly faithful, however, may find themselves presented with a far more immediate and potent form of communication from the gods.

A priest of Morr might smell the stench of rotting flesh in the presence of a secret necromancer, or see flowers in a garden turn into black roses outside the house of a man about to die. A priestess of Shallya might see a radiant dove landing at the feet of a woman who is sick and needs healing. A Sigmarite may be woken from his sleep by a vision of a twin-tailed comet, just in time to hear intruders creeping into his home. These sorts of things happen constantly throughout the Old World, if the stories are to be believed.

Unlike a wizard's magical sight, a priest's ability to see these omens and receive these visions is entirely in the hands of the gods. Your character may live his entire life and never receive a single vision, or he may be plagued by constant dreams and a cavalcade of phantasms only he can see. GMs are encouraged to make liberal use of omens and portents in their stories to help make the Old World come alive for his players.

The omens and portents that appear to a priest are likely to vary depending on his patron deity.

Omens of Morr

As Morr is the god of dreams, he often chooses to communicate with his priests in dreams or dreamlike visions. These visions are often highly symbolic, with the iconography of death being prevalent. Ravens, skulls and skeletons, graveyards, and black roses are common in both dreams and waking visions.

In addition to his role as god of the dead, Morr is also the god of prophecy. While many of his omens are exactly what one might expect – a raven circling a house where someone is about to die, for instance – he may also grant more far-ranging visions of the future to his priests.

Omens of Shallya

Shallya is unrelentingly merciful and sympathetic. As her priests and priestesses are devoted to easing the pain and suffering of others, her omens and portents usually serve to highlight that suffering.

Sometimes the suffering Shallya's omens portend is not obvious. There's no need to bring a priest's attention to a man with a broken leg, after all – both the injury and the treatment are clear. However, a woman whose broken heart may soon drive her to murder might be a more subtle injury, more difficult to treat, but in Shallya's eyes her suffering is no less worthy of care.

Radiant doves, tears, and blood drops are some of the symbols that Shallya favours.

Omens of Sigmar

Sigmar is not especially renowned as a god of prophecy or omen. On the other hand, his mortal birth over 2500 years ago was heralded by the passage of a twin-tailed comet through the heavens.

The real problem with omens of Sigmar is not that Sigmar does not send omens, but that the common people of the Empire are inclined to see them everywhere. In the absence of anything as obvious as a twin-tailed comet in the sky, Sigmar's faithful must set their sights rather lower. The superstitious common folk will find Sigmar's favour or displeasure virtually anywhere. Some see an overcast sky or a nagging injury as a sure sign of his displeasure, while others see his hand in the sound of a hammer striking an anvil, or other commonplace events.

Playing a Priest

There are a number of special rules that apply to creating a priest character or moving into a priest career.

The Faith Talent

All priests have access to a Faith talent slot, which is determined by the god they worship and the cult to which they belong. All priest characters, whether beginning play as a priest or entering into the Initiate career later in life, automatically receive any one Faith talent of their choice for free. This talent gives the priest a special ability and determines which blessings he can learn and invoke.

The nine gods and their domains are:

- **Manann**, God of the Seas.
- **Morr**, the God of Dreams & Death.
- **Myrmidia**, Goddess of Warfare.
- **Ranald**, God of Luck & Trickery.
- **Shallya**, Goddess of Healing & Mercy.
- **Sigmar**, God of the Empire.
- **Taal**, God of Nature & Wild Places.
- **Ulric**, God of Battle, Wolves, & Winter.
- **Verena**, Goddess of Learning & Justice.

Priests can never acquire a second Faith card, and learning blessings from outside a priest's faith is impossible…unless, of course, it is the will of the gods.

Learning Blessings

The blessings invoked by priests come directly from their gods and their faith. While the Empire is a polytheistic society, the strictures of priesthood require commitment to the tenets of a single god, and so priests may never learn the blessings of one of the other major deities of the Old World.

A priest may only ordinarily learn and invoke blessings with either the Basic trait (which represents simple prayers said to all gods) or with the trait of the god matching his Faith talent card. Non-priests may not learn any divine blessings at all.

Erich is a priest of Sigmar. He may learn any Basic blessings or any blessing with the Sigmar trait. He may not learn **Soothing Touch**, *as it is a Shallya blessing.*

Creating a Priest

A starting Initiate character who begins the game with Invocation and Piety acquired by investing creation points will receive certain action cards for free. If he begins the game with Piety acquired, he gains the Curry Favour action for free. If he begins the game with Invocation acquired, he gains the Blessing of Health, Minor Blessing, and Minor Ward action cards for free.

A character who becomes an Initiate after character creation gains none of these benefits. He must acquire and learn these skills and actions the hard way.



Chapter Thirteen

The Empire

"Our world is an enlightening place, but in all my travels, no land intrigues me more than the Empire. A realm of teeming cities and wild forests, of civilisation and brutality, of science and superstition."

– Suriel Lianllach, High Elf envoy

The nations bounded to the west by the Great Ocean and to the east by the World's Edge Mountains are the centre of civilisation in the Old World. Only travellers' tales illuminate a little more of what exists beyond these borders. The view of the Old World to a typical Reiklander, the men and women who live in the very heart of the Empire, is a colourful picture, indeed.

The Old World and the New

The mountains wall the western nations, protecting them from badlands infested with orcs and goblins –murderous green-skinned fiends. In the frozen north, magical corruption bleeds from the icy wastes, malforming all it touches. This is the realm of Chaos, where insanity reigns and the doom of the world waits. The south is swallowed by scorching sands – fragrant Araby, land of silks and spices, borders a dead land whose embalmed kings rest uneasy in crumbling tombs. Even further south is a lost world of unexplored jungle. Far to the east, across highlands ruled by ravenous brutes, across impenetrable deserts of salt, lie rumours of the legendary civilisations of Cathay, Nippon, and Ind.

Over the Great Ocean, far beyond the mysterious isle of Albion, the New World awaits discovery. Explorers brave the steaming jungles of Lustria, seeking temple-cities of gold guarded by lizards who walk and fight like men. Naggaroth, the northern continent, is by contrast an expanse of needle-like peaks and gloomy fir forests. Rum-addled seafarers claim that devils cloaked in black sail Naggaroth's coasts in fortresses borne by great seawyrms.

Surrounded by the ocean, like an ivory torc on a bed of glass, lies Ulthuan, island home of the high elves. Few men have seen its elegant white towers, for the high elves guard their realm jealously.

Friends & Foes

The greatest realm of the Old World is the Empire, a land of courageous men ruled by a wise Emperor. Neighbouring nations pale in comparison. To the west live arrogant Bretonnians, obsessed with outdated codes of chivalry while treading their serfs into the mud. Preening southerners, Estalians and Tileans, are useful as mercenaries, but are generally no better than the robber barons who vie



for petty power in the Border Princes. Strutting Kislevites neighbour the northern border, but their icy homeland does nothing to cool their hot tempers. However, they are civilised compared to the Norscans, who ply their dragonships across the freezing Sea of Claws, ravaging settlements to honour their unspeakable gods with carnage and fire. Beyond them, tribes of savage men and demented horrors war in the Chaos Wastes where the laws of nature cease to exist.

Empire folk have a greater respect for the mountain-dwelling dwarfs, whose struggle against orcs and goblins has long protected the Empire's borders. Silence echoes in many a fallen dwarf hall, but the surviving holds resist like rocks against a relentless torrent of green savagery.

Less trustworthy are the wood elves. Their forest realm, Athel Loren, nestling between the Empire and Bretonnia, is haunted with maleficent tree spirits. Some elves dwell in the deepest forests of the Empire. Flights of arrows often greet trespassers.

The high elves of distant Ulthuan are even more enigmatic. They revealed the lores of magic to the Empire during the Great War Against Chaos. Wizards are a necessary evil to help defend the Empire, but elves flaunt their power. Ulthuan traders and envoys are no longer a rare sight in the Empire's cities, although most sensible folk avoid them.

The Glorious Empire

Elves consider their homeland superior to the Empire – a preposterous notion! True, many of the Empire's provinces are swathed in dark forest, home only to renegades and man-beasts. But like jewels on a cloth of verdant silk, the great cities of the Empire shine. Northwards lies Middenheim, unconquerable atop a fang of white rock. The eastern forest cradles Talabheim, its massive gateway a symbol of impregnability. The foundries of Nuln roar ceaselessly, forging the cannons that ensure Imperial victories.

The pride of the Empire is Altdorf, chief city of that prince among provinces, the Reikland. Who has not marvelled at Altdorf's towering spires? Gasped at the grandeur of the Emperor's Palace? Or wept with awe before the temple of divine Sigmar? Who has not been inspired by the vast libraries of the University and the inventions of the College of Engineers, foremost in the arts of science? Who does not desire the briefest glimpse into the wondrous Colleges of Magic, shrouded by illusion?

A Land Under Siege

"The Emperor's generals boast that their gunpowder and steel defend the Empire. However, the enemy not only surrounds us without, but tempts us from within. Only faith in Sigmar ensures that our walls will never crumble."

– Erich Keller, Warrior Priest of Sigmar

Since the time of Sigmar, who forged the Empire two and a half millennia ago, not a decade has passed when conflict has not reddened Imperial soil. Empire folk are fated to beat ploughshares into swords in defence of their realm; the doom of many is to die weapon in hand.

Ancient Foes

The Empire is a fortress ringed by foes. Orcs and goblins swarm from mountain lairs to loot and burn. The surviving dwarf holds bear the brunt of greenskin attacks, but sometimes a massive horde floods into the Empire in an orgy of destruction. The Sea of Claws is likewise little defence. The spring thaw brings longships of marauding reavers, cunning as wolves. Imperial patrols cannot protect all the coastal settlements, and the raiders yearly reap a harvest of slaves to sacrifice to their bloodthirsty gods.

More dangerous still are the marauder tribes which inhabit the Chaos Wastes. Worshippers of the Chaos gods, they hone their battle prowess through endless conflict in the howling tundra. Corruption warps their flesh; many are more monster than man. Tribe fights against tribe until a ruthless champion unites them and leads them southwards on an unholy crusade, accompanied by deformed monsters and daemons summoned from an insane otherworld. Ever vigilant Kislev absorbs many attacks, but the armies of Chaos are legion, and sometimes sweep aside resistance and march into the Empire, carving a crimson furrow in their wake. Each time, Imperial forces have withstood invasion, but the devastation weakens the Empire.

Lurking Threats

Much of the Empire is wild, unsettled territory. Greenskins pervade remote hills and riddle the mountains that rise in the northern provinces, or lurk in the forests that claim much of the land. Woodsmen are reluctant to tread in such ancient woods, which also harbour much worse perils.

The tendrils of Chaos can reach deep into a woman's womb to kiss her unborn child. Imperial law dictates that the resulting horrors should be strangled at birth, but motherly love often compels a woman to abandon her mewling spawn at the forest's edge, a gift to the motley collection of mutants exiled in the woods who will claim the child as their own.

In the darkest groves gather the children of Chaos, half-men with the fur, hoofs and horns of beasts. They dance around blood-smeared menhirs before slinking through the night to ravage farms and villages. Imperial authorities battle in vain to purge these abominations. Wood elves wage a secret war against them, cleansing the forests of their taint.

Empire folk never sleep easy, for even their own dead claw restlessly in their graves. Malign necromancers usurp the law of Morr, god of death, and become puppeteers of the dead. The blood-drinking counts of Sylvania in the east of the Empire provide more horrors of undeath. In the past they have raised armies of corpses to conquer and destroy. The forces of the Empire sent such nightmare hosts back to their graves, but what is already dead cannot truly be killed.

Rumours of hidden threats abound. Madmen gibber of ratmen which scurry below the cities' sewers, plotting to undermine the Empire from below. Such ravings are scorned by sane people.

The Enemy Within

The backbone of the Empire is not simply its military might. It is the courage that beats in the breasts of its defenders, and the faith that inspires them. When Sigmar's glorious reign ended, his duty did not end with death. He ascended to the heavens as a god, and since then has inspired his people in the fight against their enemies.

But a whisper in the shadows can ensnare a man's soul. The gods of Chaos can caress a person's mind, turning his resolve away from what is right. Organised cults infiltrate society, manipulating and murdering to further their ruinous masters' plans. Warlocks pervert the Winds of Magic to serve Chaos, and daemonology offers the temptations of power. Chaos worship blasphemes against Sigmar's ideals and weakens the Empire – an oak with a rotten trunk will not withstand the next storm.

The Empire replies to the sin of Chaos worship with ruthless determination. Priests rail against heresy, and witch hunters roam the provinces, persecuting anyone suspected of dabbling with dark powers or Chaos.

Adventurers in the Old World

"All sorts pass through here. It's them who calls themselves adventurers I like the most. Strut in here gabbing about saving Altdorf from giant rats or even, Sigmar's breath, daemons. Always a good tale to tell. I admire folk with imagination. Plenty of coin on 'em too, that is until I get 'em under the table with a pint or three of Lector's Toe."

– Klara Vogel, barmaid and cutpurse

Most people of the Empire resign themselves to the fate the gods have assigned them, but some strike out to forge their own destiny. These individuals follow the path of the adventurer. Fame and fortune beckon, but also horror, violence, and death.

A Dangerous Vocation

Those who serve the Empire strive to defend it against many enemies. The Imperial armies guard the borders against invaders. Witch hunters scour the land for witches, Chaos cults and mutants. Roadwardens and shipswords protect the Empire's highways and riverways from bandits and beastmen. However, the Empire is a vast place, and the Emperor's servants cannot be everywhere.

There is always work for adventurers. Perhaps a lonely settlement needs defending against raiders, or a renegade wizard holds a village to ransom. Perhaps an honest burgher discovers that the entire town council has been infiltrated by a Chaos cult, or farmers learn that their lord is a vampire. A trader might need caravan guards. A scholar may seek volunteers for a treasure hunt on ghost-haunted moors. Opportunities abound.

Adventurers court danger. They survive by their wits and their blades. A few may gradually amass fortunes and rise to positions of influence in society. Many live hand to mouth, wandering the Empire in search of glory and fortune. Others die unspeakable deaths, their deeds unsung. However, for some adventurers, wealth is of little importance. The fact that they foil the machinations of Chaos or protect the innocent from evil is reward enough. Others simply cherish the freedom they have from the tedium and toil that most common folk endure.

A Chequered Past

Why do people become adventurers? Each individual has his own reason. Perhaps they want to escape a dreary existence. A noble might be jaded by his easy lifestyle and decide to pursue danger for thrills. A peasant, tired of the daily grind, has nothing to lose by hitting the road. Perhaps money is a motive. A demobilised soldier finds that his sword-arm provides his only source of coin. A dilettante impoverished by gambling may seek his fortune by using his pistol.

A sense of duty influences some. An initiate of Sigmar might feel inspired to wander the Empire battling his god's enemies. Others desire knowledge. The Colleges of Magic often expect apprentice wizards to experience the real world before continuing their stud-





ies. A few seek penance, notably dwarf Troll Slayers, who are driven to restore their lost honour by dying in combat against a monstrous foe.

Many people become adventurers by chance. A hunter, whose family is slaughtered by beastmen, may vow revenge against Chaos wherever it rears its mutated head. A ratcatcher, content with his grimy existence, finds his life turned upside down when he witnesses a fearsome man-rat and becomes embroiled in a mission to save his city from a secret terror. Nobody can truly predict the whims of fate.

In This Together

Few adventurers survive alone. Danger lurks everywhere, and it is wise to have someone you can trust to watch your back. Also, it is a rare individual who possesses all the skills needed to bring down a nefarious cult or explore uncharted territory alone. As a consequence, most adventurers band into small groups – there is safety in numbers.

Some groups actively recruit new members. Taverns are a common place for adventurers seeking work. Sometimes events conspire to throw individuals together – strangers ally to thwart the plots of a necromancer or to defend a town attacked by goblins. They find it useful to remain with their new companions for subsequent adventures, and groups may form a lasting bond as friendship and respect grows. Sometimes the relationships within the group are purely professional – individuals admire each other's talents even if their personalities clash. It is not unknown for dwarfs and elves to adventure together, though they sometimes find it impossible to put aside their prejudices.

Many adventuring bands become a family of sorts – they spend weeks, if not months, in each other's company, and become dependent on each other for survival. Their life-or-death experiences often bond them into a kinship as thick as blood.

The Empire

"I'm proud to wear the Imperial eagle on my armour. We're the greatest nation in the Old World! If he's an Empire man born and bred, even the most stinking thief in my cells is twice the man of a perfumed Bretonnian or wheedling Tilean."

– Johan Strauss, Altdorf Harbour Watchman

The Empire stretches from the Sea of Claws and snow-swept Kislev to the southern peaks of the Black Mountains. Its western frontier is guarded by the Grey Mountains, while the World's Edge Mountains mark its eastern reaches. For twenty-five centuries these natural defences have ensured the Empire's survival.

The Provinces

The Empire's ten provinces, each governed by an Elector Count, are united under the Emperor's rule. Middenland and its capital Middenheim dominate the north, with Nordland and Hochland. In winter, Ulric, divine protector of the north, breathes ice over these lands. Settlements are scattered among the sea of trees known as the Drakwald Forest, where beastmen thrive in the tangled dark. Towering above the green canopy are the Middle Mountains. The Brass Keep, perched among these forbidding peaks, is rumoured to be the secret camp for the vanguard of a massing Chaos army.

To the east, the Forest of Shadows covers Ostland. Its people live in fear of goblins which stalk their prey on giant spiders. Ostermark is a land of bleak moors and marshes, yet also of rolling plains where herdsman raise swift horses. Both provinces border Kislev and share that country's bitter winters.

Talabecland lies at the centre of the Empire. The Great Forest surrounds its capital, Talabheim. Forest homesteads brave the threat of the wild denizens of that ancient wood. Across the River Stir, Stirland's hills hide a vanished culture, whose tombs attract doomed

treasure hunters. Neighbouring Sylvania is a damned land. Its nobles have foregone their humanity for the eternal unlife of the vampire. They reign over a province of perpetual night, where wolves howl in the dark and the dead shamble.

The River Aver protects Averland from the encroachment of the undead. Its wide, sun-soaked plains make ideal pasture for its famous longhorn cattle and the strong destriers ridden by the Emperor's knights. Averland wines are appreciated throughout the Old World. Centuries ago, Emperor Ludwig the Fat granted the area now known as the Moot to the diminutive halflings for services rendered to the royal kitchens.

South of the Upper Reik is Wissenland, which subsumed the province of Solland, destroyed seven centuries ago by invading orcs. Wissenland is often isolated by the snows of midwinter, when greenskins raid from the mountains. The great city of Nuln is situated in the north of this province, where the Aver meets the Upper Reik. It is home to the Imperial Gunnery School, which manufacturers the Emperor's fearsome cannons.

Reikland

Foremost of the provinces is Reikland, sheltered by the Grey Mountains and carpeted by the Reikwald Forest. The wide River Reik is the province's lifeblood, and a constant traffic of barges carry goods and people to and from every corner of the Empire. The Imperial capital, Altdorf, greatest city in the Old World, sits where the Talabec converges with the Reik. The Emperor, Karl Franz, Elector Count of Reikland, rules from here, a champion of Sigmar and embodiment of the Empire's might.

Altdorf's coffers bulge from the passing trade, and many of the Reikland's towns and villages thrive. Trade flourishes with neighbouring Bretonnia and wealthy Marienburg, a city-port beyond the edge of the Empire where the Reik meets the sea. Nobles and merchants bask in their riches, and hardworking folk scratch a comfortable living, but the poorest Reiklanders teeter at the brink of the gutter. As a result, crime prospers – city gangs intimidate and steal, and rural brigands lurk in the forests. Roadwarden patrols offer some protection to travellers terrified of ambush on lonely roads.



Danger is ever present. Although the province is far from the threat of the northern Chaos hordes, the depths of the Reikwald are home to beastmen warherds, the terror of forest settlements. Those farms in the shadow of the mountains endure greenskin attacks, while isolated communities fear undead horrors that roam the night. In the cities, lost among the crowds, cultists plot and whisper. Altdorf is a hotbed of intrigue, and the servants of Chaos have infiltrated every niche of society, from disaffected slum dwellers to courtiers in the Imperial palace. The Emperor's agents struggle to maintain law and order against overwhelming odds.

The Great Cities

"I'll never tire of these streets: the market scrum; jugglers and fire-eaters; soldiers in red and blue snaking through the crush; a coachman cursing his horses through the crowd. Hubbub and hawkers' cries. The gutter stink; the warm smell of the victuallers' foods; the sweet perfumes of gentleladies and alley-girls. Let's drink to the health of Altdorf!"

– Johan Strauss, Altdorf Harbour Watchman

The greatest cities of the Empire – Altdorf, Nuln, Middenheim, and Talabheim – are renowned throughout the Old World, as is Marienburg which lies just beyond the Empire.

City of Spires

Altdorf is the Empire's largest city. Its riverdocks and markets bustle with commerce, its streets are a riot of noise and colour. Elves, dwarfs and men of every nation mix with the lively inhabitants. Altdorfers strut with confidence, derided as arrogance by their provincial cousins. The city's architecture reflects their pride: ornate bridges span the waterways and a forest of spires jut into the sky. The Emperor's Palace overshadows all (but the Celestial college), a granite edifice of buttresses, arches and crenellations. The Temple of Sigmar matches the palace's magnificence – pillars of dark marble support its soaring vaulted roof and the steeples that stretch to the heavens.

Altdorf is a cultured city. Scholars travel from afar to wander among the University's vast libraries, the College of Engineers is at the forefront of military science, and the nobility patronise the arts to adorn their mansions and honour temples. The Colleges of Magic, cloaked with illusion to protect them from prying eyes, tutor wizards in the control of magic for the defence of the Empire. Since their founding, Altdorf's streets have become strangely unmappable. Many Altdorfers scoff at the superstitions that provincials cling to concerning magical lore.

However, Altdorf's streets are not paved with gold. All manner flock to the city. Some prosper, but others find refuge only in the gutters. The watch maintain a constant vigil – criminals leech wealth from the rich, and malcontents plot insurrection. A throng of festival-goers can erupt into a violent mob at the instigation of a cunning agitator. Witch hunters scour the city's underbelly for darker conspiracies – cultists gather in abandoned tenements or at the decadent masques of corrupt nobility to worship depraved gods. The city teeters a knife's edge away from anarchy.

City of Cannons

Nuln is famous for its forges, which glow day and night, and echo to the hammering of gunsmiths as they craft black-powder weapons to equip the Emperor's armies. Smoke from the city's many tall chimneys obscures the sun, and soot coats every wall.

Nulners resent Altdorf for stealing their city's prestige as a former Imperial capital and eclipsing its status as the Empire's foremost city of learning. However, they take solace that the Great Bridge of Nuln, long enough to span the wide Reik, is one of the true wonders of the Old World.

City of the White Wolf

The northern city of Middenheim sits atop a sheer rock known as the Ulricsberg that juts fanglike from the Drakwald Forest. Though Sigmar is revered here, the prominent deity is Ulric, the winter god of battle known as the White Wolf. The two faiths have not always seen eye to eye.

Middenheimers are famous for their stoic endurance and ferocity in battle. They have a stern, fatalistic outlook to life, for even Ulricsberg, their haven, is riddled with tunnels and tombs that hide strange mutated things.

Eye of the Forest

Talabheim, surrounded by the Great Forest, is built within a massive crater many miles across. Gun towers along the crater's rocky lip form an impregnable defence. The River Talabec flows around the outside of the crater, creating a deep harbour where merchant vessels can dock. Here, the fortress of Talagaad guards the narrow road to the city. Travellers must proceed through a long tunnel carved from the rock of the crater, and are dwarfed by the awesome gateway blocking the tunnel's end. Talabheim has never succumbed to enemy attack, though it has recently suffered from a terrible plague of rats.

City of Gold

Marienburg bought its independence long ago from the corrupt Emperor Dieter IV, later deposed for his greed. Its location as a seaport at the mouth of the Reik and its freedom from Imperial taxes has made it an extremely wealthy city. Its markets are a melting pot of nations, where goods from the New World, Ulthuan and even the mythical east are bought and sold. It is rumoured that anything can be purchased in Marienburg – intoxicants, exotic beasts, slaves... the buyer is limited only by his imagination and his purse. Money is the only law in Marienburg, so crime and corruption are rife.

People of the Empire

"On my first visit to Altdorf, I was surprised by the number of races rubbing shoulders with each other in the narrow streets: men of every nation, intractable dwarfs and portly halflings. I even met a few of my own kind, as well as a curious representative of those elves who remained in these parts after the exodus. What surprised me more was how they all seemed to get along... well, most of the time."

– Suriel Lianllach, High Elf envoy

Although men, dwarfs, high elves, and wood elves have a common hatred of greenskins, the undead and creatures of Chaos, their relationships are not always harmonious.

Men of the Empire

The old rivalries between the Empire's provinces simmer on the surface. The antagonism between Middenland and Reikland is particularly infamous. Middenlanders scorn the 'decadent' southerners, and claim they prefer carousing while the north sheds blood defending the realm. Reiklanders consider northerners self-righteous boors, and enjoy reminding them that it was a Reikland army that saved the north in the most recent war. The Emperor's diplomacy unites the provinces, along with a common hatred of Chaos and a sense of superiority in relation to the foreign nations of men.

Empire folk consider dwarfs dependable and courageous, though infuriatingly stubborn. They are amused by dwarfs' rigid adherence to tradition, and their protestations that Imperial inventions are 'worthless' compared to dwarf craftsmanship.

Even in Altdorf, high elves are regarded with superstitious awe, seen as otherworldly beings who wield dangerous forces. Humans often mistake their aloofness for hostility, and find their flawless beauty unsettling. Most Reiklanders avoid contact with elves.

To many Empire folk, wood elves exist only in stories – forest ghosts who murder those invading their haunts. Upon meeting a wood elf, a Reiklander would most likely stare in fascination and mutter prayers of protection to Taal, god of nature.

Dwarfs

Dwarfs remember the many times that the Empire has helped them during their long struggle against the greenskins. Although dwarfs regard human workmanship as shamefully shoddy, there is regular contact between the two races. Some dwarfs settle in the Empire – a dwarf smith considered mediocre among his peers finds high demand for his work among humans, and dwarf engineers exiled for tinkering with tradition may be welcomed by the Imperial College of Engineers, though they are ashamed that their work goes unrecognised among their own kind.



In contrast, dwarfs consider elves pompous and soft, and rarely distinguish high elf from wood elf. Folk who fight with deception and cunning rather than honour. Dwarfs remember the War of Vengeance, fought four thousand years ago, initiated by elf treachery. These days, friction rarely erupts into violence, but a meeting between a dwarf and elf is one of barely disguised contempt.

High Elves

Friendship between the Empire and Ulthuan was cemented when Teclis aided Magnus the Pious in founding the Colleges of Magic. High elves tend to consider humans a primitive race groping for civilisation. They are terrified of the consequences should Chaos overwhelm the Old World – for Ulthuan would be next. For this reason, Ulthuan sent troops to aid the Emperor in his recent war.

High elves never forget the War of the Beard. The stubbornness of the dwarfs started the conflict, forcing the high elves to abandon their Old World colonies. They consider dwarfs a race of uncouth troglodytes whose love of gold dazzles their wits.

When it comes to their cousins, the wood elves, the people of Ulthuan are perplexed. Why did they decide to remain in the Old World after the exodus? Athel Loren, the enchanted forest home of the wood elves, has changed them irrevocably, and they have renounced civilised refinement for barbarism.

Wood Elves

Deeply secretive, wood elves shun strangers, and have little interest in the world beyond their forest home. They are vigilant protectors of the trees, killing hostile intruders such as orcs or the creatures of Chaos who revel in destruction. Wood elves sometimes guide trespassers with no malicious intent out of their forests. However, they are as capricious as the natural world they guard, and may equally decide to kill them.

Apart from the evil races and creatures of Chaos that revel in destruction, men and dwarfs are the worst culprits. Men seek to tame the natural world with fire and axe. Dwarfs have no understanding of the world above their stony tunnels. They see trees merely as fuel for their forges.

Wood elves scorn high elves for their cowardice in abandoning the Old World after the war with the dwarfs. Also, rather than living in harmony with the world, the arrogant high elves seek to control it with magic.

Halflings

Mention must be made of the halflings. Those living outside the Moot are mainly employed for their expertise in cookery. Although affable companions, their coarse humour and practical jokes quickly wear thin. Among men, they have a reputation for thievery. Dwarfs admire their tenacity. Wood elves respect them for their love of growing things, but high elves ignore them.

A Brief History of the Empire

"Save for us dwarfs, there's none as proud of their past as them Empire men. They should be proud, by Grungni. It was us dwarfs who gave 'em a history to be proud about."

– Hargrin Magnarrson, Dwarf smith and merchant

Two thousand years ago, the Old World was a battleground for the disparate tribes of mankind. It took a hero to unite them and forge an empire.

Sigmar

In his youth, Sigmar was a prince of the Unberogen tribe. He saved the dwarf King Kurgan Ironbeard of Karaz-a-Karak from orc ambushers. Ironbeard rewarded Sigmar with Ghal Maraz – the legendary warhammer known as Skull Splitter. When Sigmar became chief of the Unberogens, he knew that mankind could not survive divided against the greenskins, so he united twelve of the tribes, some with rhetoric, others by force of arms. Sigmar's ultimate triumph was alongside King Kurgan at Black Fire Pass, where howling orcs shattered against the iron of men and dwarfs. The tribes proclaimed Sigmar their Emperor, and Kurgan gave him a magnificent crown and ordered the forging of the famed runefang swords, which the Elector Counts still wield today. The Imperial calendar dates from Sigmar's crowning.

In old age, Sigmar travelled east and vanished from history. Legends sprang that the gods had claimed him as their own, and veneration of the first Emperor became a powerful faith. Sigmar left Ghal Maraz as a sacred heirloom, and the twelve tribal leaders elected one of their number to wield it. To this day, a new Emperor is chosen by the Imperial Electors.

A Time of Crisis

The Empire's early history is sketchy, but by the first millennium, corruption tarnished the realm. In the reign of Boris Goldgather, thousands died of the black plague of 1115, the result of years of neglect. Legends tell of Mandred the Ratslayer's destruction of an army of diseased ratmen, no doubt a fanciful analogy for his success at stemming the plague. Mandred was elected Emperor in 1124, but his assassination plunged the Empire into civil war. By 1547, three rival Emperors vied for power.

A moment of glory during these bitter years was the emancipation of Estalia from Sultan Jaffar of Araby by Imperial knights in the 1450s. Less laudable were Marienburg's pretentions towards democratic government in 1604. After centuries of virtual self-rule, Marienburg's burgomeisters bought the city's freedom from the incompetent Dieter IV in 2429. Today, the Old World's richest city remains defiantly independent.

Torn by crises, the Empire weakened. In 1707, the orc Gorbad Ironclaw plundered the south. Although his orc army was eventually routed by the defenders of Altdorf, the province of Solland never recovered from his bloody depredations. The Imperial system hobbled on until 1979, when the High Priest of Sigmar refused to acknowledge Magritta of Marienburg as Empress. When the Ulthuan envoy Finubar visited the Empire two decades later, he encountered a land of rival provinces. Anarchy bred more strife. Count Vlad of Sylvania, stormed Ostermark in 2010 with an army of undead. Unholy power sustained him – he was slain many times, yet rose to fight again. Vlad was finally killed besieging Altdorf in 2051, and his undead legions crumbled. Yet Vlad's successors harrassed the Empire until vanquished at the Battle of Hel Fenn in 2145.

The Great War Against Chaos

The provinces continued to bicker, ignorant of the rise of a malignant power in the north. The Chaos Wastes are a damned realm, where mindless monsters gibber and thrash, and barbarians worship the Chaos gods– bloodthirsty Khorne, Nurgle, the lord of decay, seductive Slaanesh, and Tzeentch, lord of change. Chaos is at its strongest when the tides of magic flow freely from the north, spawning mutant births and bizarre omens in southern lands.

In 2301, the tide of Chaos washed over the south. The warlord Asavar Kul, a massive army of Chaos behind him, vowed to sacrifice the civilised realms to his gods. The ensuing struggle became known as the Great War Against Chaos, initiated when Kul invaded Kislev. His hordes massacred an army of Kislevites and Ostlanders north of Praag and overran the city. Daemons stalked streets of blood, and Praag's inhabitants fused with the city's walls – even today the stones are said to wail with twisted faces.

The city of Kislev was next to face Kul's wrath. Had that bastion fallen, the Empire would have toppled. The Elector Counts were paralysed by rivalry, and the Imperial throne had been empty for four centuries. In the face of utter disaster, one man rose to save the Empire.

Heroes of the Empire

"There are some who consider the reign of our present Emperor the apogee of Imperial history. I disconcur. Magnus the Pious was, is and always will be the greatest statesman our Empire has ever produced. Has Karl Franz – with all due respect to his majesty – created any institution comparable to the Colleges of Magic? I fear not!"

– Gavius Klugge, Grey Wizard

The Empire's current prosperity owes a great debt to the efforts of two of its most courageous personalities: Magnus the Pious and Emperor Karl Franz.

Magnus the Pious

The greatest hero of the Empire since the time of Sigmar was a minor nobleman from Nuln, Magnus the Pious. Alone, he rallied a divided Empire to action during the darkest days of the Great War Against Chaos. A devout follower of Sigmar, who he claimed inspired his deeds, Magnus roused the common folk to arms with stirring oratory, and gathered a force of many thousands. The Elector Counts, shrewd politicians, judging to gain by Magnus's leadership and popularity, joined his banner as his armies marched north.

Before the walls of Kislev, Magnus's troops were beset by a multitude of Chaos warriors, daemons and twisted monsters. Outnumbered, all seemed lost, but the men of the Empire never faltered, dying weapon in hand, wounds to the front. Swamped by the screaming hordes, Magnus prayed to Sigmar. On a ridge behind Kul's force appeared contingents of Kislevite lancers and Imperial knights. Sent by Magnus to investigate Praag, they returned horrified by what they had witnessed, and were determined to avenge the atrocity. Their charge broke the Chaos army, and Magnus's men butchered the fleeing horde.

The jubilant people of the Empire elevated Magnus as Emperor. He brought order to the realm, cleansing the forests of Chaos and resettling land abandoned long ago to wilderness. His most famous legacy was the foundation of the Colleges of Magic. The infernal enchantments of Kul's sorcerers would have decimated Magnus's force had it not been for the wards of Teclis, a powerful high elf mage who travelled from Ulthuan to aid mankind. Teclis taught the first Masters, who were originally lowly hedge wizards, training them to regulate their magical talents and use them for the good of the Empire. Before this, the Empire had persecuted all spellcasters.

Magnus the Pious is still honoured as a hero. In temples throughout the land, candles are lit and prayers uttered in remembrance of his name. Since his time, the Empire has enjoyed growing stability.

Karl Franz

Under the current Emperor, Karl Franz of Altdorf, elected in 2502, the Empire enjoys a renaissance of strength and prosperity. Karl Franz realised that the Empire could not stand alone against its many enemies. His ambassadors have secured alliances with the other nations of men, and rejuvenated the ancient friendship with the dwarf holds. Envoys sail between the Empire and Ulthuan, and high elf merchants are no longer an unusual sight in the markets of Altdorf or Nuln. The Emperor also strives to maintain the Empire's unity. Relationships between provinces have always been fractious, but the Emperor rewards those Elector Counts who display loyalty. Those who do not receive a visit from his stern champion, Ludwig Schwarzhelm. They never stray again.

Trade flourishes, overflowing the Imperial coffers, and the arts and sciences blossom under Karl Franz's generous patronage. Altdorf is a centre of learning, and its Colleges of Magic are held in high esteem, if still feared by the commonfolk. The explosive inventions of the Imperial engineers ensure the Empire's military dominance, for war is a constant threat.

When Karl Franz goes to war, he rides at the vanguard of his army on his griffon Deathclaw, a ferocious monster with the hindquarters of a great tiger and the head, forelegs and wings of an eagle. The Emperor is not afraid to bloody his warhammer Skull-splitter in battle, and his victories have won him renown. He routed the Norscans raiding Nordland, smashed the ogre reavers of Gutlord Breaskus and crimsoned the Field of Blood with greenskin gore. He sent the mutants of the Howling Hills scurrying back to their holes, and twice stemmed a tide of orcs invading Averland. When uncountable Chaos hordes devastated the north, the Emperor led his troops to a victory not seen since the Great War Against Chaos. His diplomacy also bore fruit, as dwarfs, elves, Kislevites and Bretonnians all contributed to the triumph. Though the northern lands are still recovering, the Empire remains secure. Karl Franz attributes all his successes to his faith in Sigmar. He enriches Sigmar's temples, honours his priests above all others and vigorously persecutes heretics who serve the dark gods.

The Land of the Reik

"Why did I settle in Reikland? Stupid question! One reason only, lad – the River Reik. I get in silver from the northern provinces, gemstones from the east, and the river merchants sell my finished masterpieces all over the Empire. I make a damn sight more profit than I ever did in Karaz-a-Karak, by Grungni!"

– Hargrin Magnarrson, Dwarf smith and merchant



Karl Franz's powerbase is the Reikland, the Empire's wealthiest province. People from all over the Old World and beyond are drawn to the Reikland. Some seek fortune in its bustling towns and cities, others find work in its prosperous farms. A few dream of winning riches with their swords or wits, for behind the facade of peace, danger lurks.

Economy

The Reikland's abundant resources include timber from the forests, ore from the mountains, and livestock, crops, and wine from its foothill country. The busy River Reik is the main trade route, but the Emperor has ensured that Reikland's highways are in better repair than the muddy tracks encountered elsewhere in the Empire. Coaching inns dot the roads, and stagecoach services link Reikland towns with the other provinces. Long stretches of road penetrate the wilderness haunts of bandits, and there is constant peril from beastmen and greenskins. Fortunately, mounted patrols of armed roadwardens protect the highways.

The largest city in the Reikland is, of course, Altdorf, with more than one hundred thousand people. Other towns are much smaller, and Altdorfers mock the slower pace of life in 'backwaters' such as Bogenhafen, Schilderheim and Dunkelburg. However, the citizens of these towns consider themselves far more sophisticated than those who live outside the province.

The River Reik

Stretching from the World's Edge Mountains to the Sea of Claws, the Reik is the Old World's longest river. Flowing through the Reikland, the river is deep enough to accommodate galleons from Marienberg and Ulthuan, and is so wide that virtually no bridge can span it, save the wondrous Great Bridge at Nuln. Boatmen ferry goods and people from bank to distant bank. The Reik is the Empire's principal trade route, and travel by riverboat is often faster and less dangerous than on roads. However, piracy is common enough to warrant shipsword patrols, and sometimes dangerous creatures swim downriver from the far-off sea.

The river defines Reikland's eastern border. Middenland, Talabecland and Stirland control most settlements on the eastern bank, such as Carroburg, chief town of western Middenland. There are two exceptions: Kemperbad, a wealthy friedstadt at the confluence of the Reik and Stir, and Castle Reikguard are both considered part of the Reikland. The castle's dominating turrets are emblematic of Reikland's power and a reminder of the borderland's turbulent history.

The Reikwald Forest

Most of Reikland is covered by the Reikwald Forest. Tamed areas provide timber for the province's boat builders, but most of the forest is tangled underwood, a haven for outlaws. Reiklanders rejoice when the Emperor declares war, because these brigands leave their haunts to march with his armies as mercenaries.

Intrepid Reiklanders have hacked out living space from the forest. Settlements huddle behind palisades shielding them from the horrors that stalk the woods. A man might leave his village and return a few weeks later to find it razed, its inhabitants missing.

Deep within the Reikwald, like grey islands in a sea of green, are the flinty Hagercrybs and Skaag Hills, home only to a few shepherds and their fierce dogs. The Hagercrybs are notable for their ancient tombs, remnants of a forgotten age when Unberogen tribesmen laid their chiefs to rest under mounds protected by guardian spirits. The lure of treasure tempts many would-be tomb robbers, but very few return.

The Grey Mountains

Reikland's border with Bretonnia is blocked by the Grey Mountains. Only a few defiles allow passage through. The Axe Bite Pass is the widest gap, flanked by vertiginous bulwarks of rock. Castle Montfort safeguards the Bretonnian side, and its eastern mouth is overlooked by Helmgart, an unyielding mountain fastness. In winter, snow forces travellers to take the Gisoreaux Gap to the north, a journey of many weeks.

The mountains provide Reikland with many resources. Caravans of Bretonnian wine and cloth regularly traverse the mountains, which are rich with deposits of gold, gems, iron, and marble. Miners risk their lives from goblin raids, for greenskin warrens honeycomb the mountains. A few dwarf holds, such as Karak Norn and the minor Karak Azgaraz, are scattered among the peaks, providing Reikland with lucrative dwarf craftsmanship.

The mountains have an ominous reputation – their jagged summits, storytellers whisper, hide the ruins of Castle Drachenfels, a necromancer's lair, and parents frighten children with tales of Blood Keep and the evil knights who will drink them dry of life.

Foes & Threats

"So I got tired of killing mountain goblins. Too easy. Wandered north to seek doom in the Reikwald. Now there's a challenge. Plenty of monsters in them woods, big ones too. And ones that've never met a dwarf, so they don't run away when they see me."

– Gurni Thorgrimson, Dwarf Troll Slayer

Even the bravest inhabitants of the Empire dread the creatures that lurk in forests, stalk the lonely moors, or skulk below city streets.

Orcs & Goblins

Taller than a man, despite an ape-like stoop, an orc's green muscle-bound bulk is covered in scars and primitive tattoos. Fangs jut from a prominent jaw, and tiny eyes, set deep in a pug-nosed face, blaze with ferocity. Clad in furs and rusty armour, orcs wield heavy, unsubtle weapons. They lack intelligence, but compensate with incredible, savage strength. They sometimes ride huge boars whose evil temperament matches their own. Orcs treat their smaller goblin cousins as slaves, and sometimes as food.

Goblins are small, green and gangly, with large ears and bulbous noses. Their leering eyes gleam with deviousness. They prefer to kill from a distance with arrows, though a large mob with spears and daggers can overwhelm even a strong foe. Alone they tend to flee. Goblins overrun everywhere. Night goblins dwell in caves far from the sun, shrouded in black hoods. They breed vicious squigs, essentially a maw of fangs on legs, and farm toxic fungi. They co-exist with brainless trolls that can grow back lopped-off limbs. Goblins living in forests tame giant spiders as steeds. Those from the highlands are feared for their swift wolfriders, and sometimes bored giants from the mountain peaks join their warbands.

The Empire is under constant attack from these greenskins. Even the Reikland is not safe from them. Although forts guard the passes through the Grey Mountains, greenskins know many hidden ways through the range. They emerge to burn farms and fields, seizing humans for food or sport – torturing captives is a favourite amusement. However, it is rare for them to attack in force. Rivalry between and within greenskin tribes is bitter, and in the absence of anyone else to fight, they turn on each other at the slightest provocation.

Beasts of Chaos

On moonless nights, when wild howls echo in the forests, folk beseech Sigmar for deliverance – beastmen are on the prowl. These children of Chaos parody the human form, with hooves, goat-like legs, fur-matted bodies and horned, bestial heads. They possess an animal cunning and are expert ambushers. Beastmen fight with primitive weapons, but are quick to flee from determined opponents.

Beastmen roam the forests of the Empire in nomadic herds. The largest are the gor, fierce brutes whose long horns display their vitality. They claim the choicest slabs of meat around the campfire. The weakling ungor are runts with stunted horns, who skirt the edges of the camp. Minotaurs, with bull-heads and bull-strength, rule over all. Centigor are monstrous hybrids of horse and beastman, even wilder than their two-legged kin.

After a successful raid, beastmen return to their camp to glut on stolen wine and gorge on the flesh of captured villagers. Villagers for miles cringe to the screams of the captives mixed with the lustful braying of the beastmen. On unholy days, herds gather around monoliths dedicated to the Chaos gods. There they offer bloody sacrifices and cheer their champions as they duel for the right to lead their herds, feasting on those combatants who fall.

The Undead

Superstition is rife in the Empire. Burial customs include staking the corpse through its heart, or decapitating the body and placing its head between its knees. Sometimes, such precautions are necessary in a land where the dead stir in their graves.



Too many dead rest uneasily. Wraiths, envious of life, haunt the living. In ancient tombs, skeletal wights cling to life, animated by greed for the treasures buried with them. Clad in antique armour, the touch of a wight's blade freezes the soul. Ghouls, wretched, grisly things, quarrel over mouldering bones. Consumed by their taste for human flesh, they resemble the corpses they consume. Necromancers, blasphemers against Morr, twist their magical powers to raise skeletons and rotting corpses as mindless slaves. They dream of bringing the Empire to its knees with vast armies of the walking dead.

Perhaps most frightening of all are the vampires. These immortal aristocrats of undeath have an unquenchable thirst for blood, and scour the night for humans. Vampires must disguise their presence, for a few brave and powerful mortals are dedicated to their destruction. Except in Sylvania, that is, a land entirely under vampiric thrall.

Warriors of Chaos

The most deadly of the Empire's enemies are the merciless tribes of Chaos. The northern provinces are still reeling from the last Chaos invasion, while the coasts are harried by the fierce marauder clans of Norsca. Typical marauders are tall and muscular, with long, knotted hair and beards, and wild eyes. Blasphemous sigils are tattooed on their flesh, and they heft cruel weapons. Some wear heavy furs, some go into battle naked. Others wear armour, heavily spiked and decorated with skulls. The most powerful Chaos warriors wear baroque plate armour, carved with eldritch runes and sometimes fused to their flesh as a second skin. Many proudly bear horrific mutations – for some, all semblance of humanity has disappeared beneath a writhing mass of talons, tentacles, and warped flesh.

Although the south has yet to experience the fury of a marauder horde, the taint of the Chaos Wastes is far-reaching. Even in the Reikland, folk are born with the mark of Chaos corruption, or develop such mutations in later life. Whether they have two heads or a hidden tail, mutants are an affront to Sigmar, and Imperial law requires communities to kill these cursed individuals. However, many escape into the forests where they form robber bands, attacking travellers and coaching inns. Spurned by society, they turn to the Chaos gods for succour.

Chaos Cultists

The priests of Sigmar warn their flocks to avoid the temptations of Chaos. The dark gods might appear to a person in dreams, whispering promises in return for worship. Lust, vengeance, power, or the promise of immortality might corrupt the weak of soul.

Chaos cults honour the dark gods and secretly proselytise their damned faith. They eagerly welcome new devotees, especially those 'favoured' with mutation. Cultists seek to corrupt the Empire's moral strength and ensure its collapse from within when the final Chaos invasion comes. They infect every level of Imperial society. In the cities, highly organised cults infiltrate the aristocracy, control politicians, and win over commoners in the guise of agitating for freedom. In the countryside, covens of witches and warlocks meet to worship the dark gods, sacrificing innocents in return for the power to wither crops and hex enemies. Cultists are secretive and paranoid, for the price of discovery is execution on a witch hunter's pyre.

In the naïve belief that they can use them as powerful servants, cultists sometimes summon daemons, hellish incarnations of raw Chaos. Daemons invariably slaughter their summoners and escape to cause untold havoc and suffering.

The Skaven Myth

A few years ago, Professor Andreas Cameras of Altdorf penned a controversial treatise on the mythical skaven, his once-great mind undoubtedly poisoned by the yellow-skull fever he subsequently succumbed to. According to the professor, these man-sized, bipedal rats infest what he termed an "Under-empire" beneath the Old World. With unnatural cunning, their Grey Seers, prophet-sorcerers of a horned rat-god, plan to dominate the world. Cameras believed that skaven infect cities with pestilence, assassinate Imperial officials, breed monstrous rat-ogre hybrids and create infernal machines that can kill with lightning blasts or flesh-melting flame.

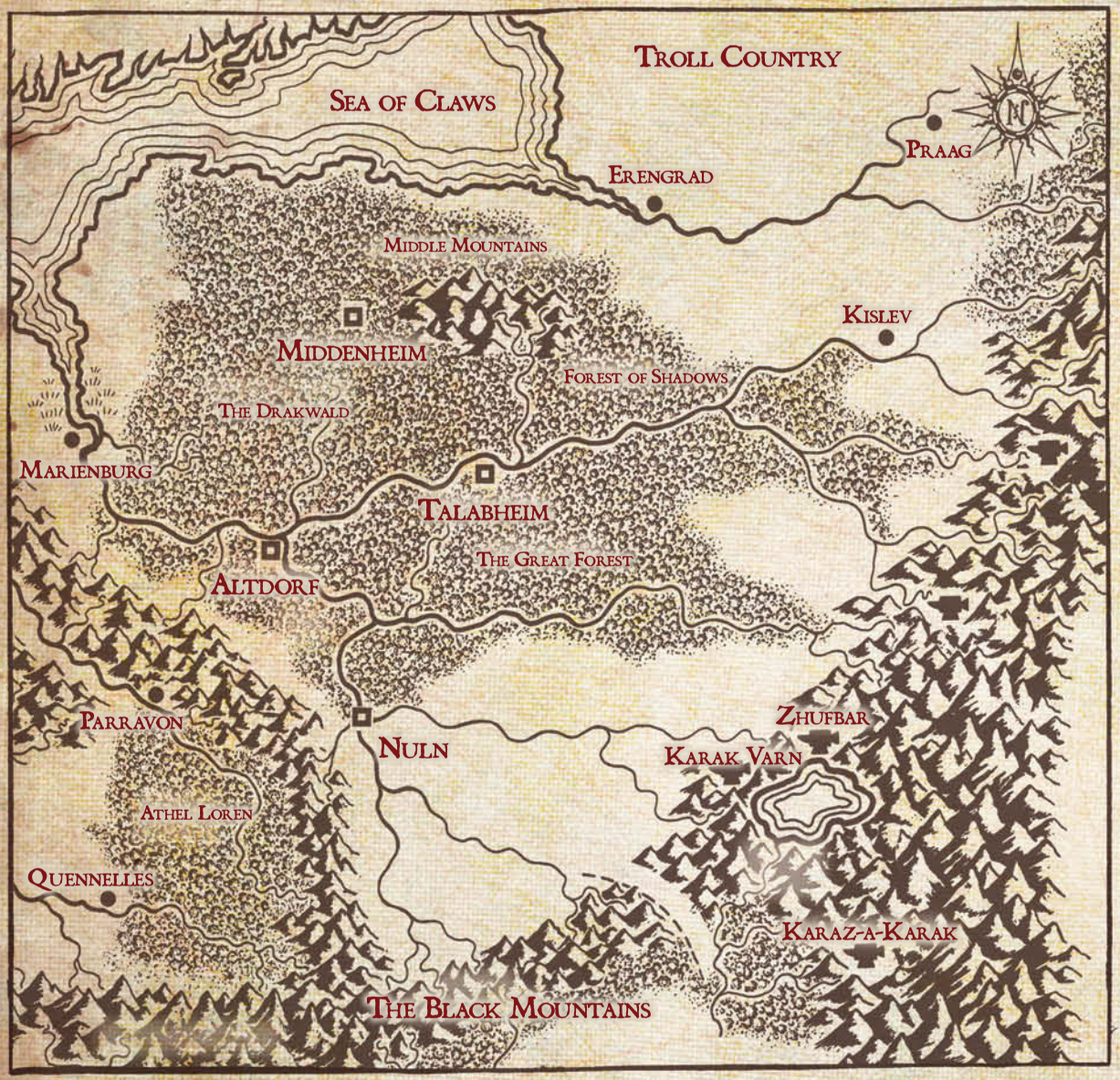
Other lunatic scholars maintain that Mandred Ratslayer fought an army of skaven near the Howling Hills in 1124. They point to Mandred's helm, displayed in the Imperial Armoury, purportedly fashioned from a skaven skull - in truth, an oversized rat's skull.

Even some common folk claim to have encountered skaven. These are often sewer-workers, their minds, no doubt, befuddled by underground gasses. Other sightings can be explained away as the effects of alcohol. Tileans are firm believers in the myth. A folk tale, the Doom of Kasvar, preserves the legend of an ancient Tilean city destroyed by ratmen, who they also blame for the recent destruction of the city of Miragliano. However, right-minded Reiklanders are justifiably suspicious of these Tilean legends.

This delusion is not confined to excitable foreigners or maddened professors. The inhabitants of Talabheim insist ratmen terrorised the streets during the city's recent rat plague. Fortunately, most Empire folk scoff at such tall tales. Rats that walk like men is one thing – Chaos spawns many strange hybrids – but granting these creatures with intelligence is the utmost flight of fantasy.



The Old World and its Environs









The Political Borders of the Empire, Circa 2521 I.C.



The Glorious Province of the Reikland





Chapter Fourteen
WFRP Lite

For those who don't have the components on hand or would prefer to play using a more traditional approach, it is still entirely possible to play *Warhammer Fantasy Roleplay*. On the following pages, you will find guidelines on how to adapt the existing game rules and language to your use, and several character sheets and game aids to enable you to play "WFRP Lite."

Warhammer Fantasy Roleplay is a revolutionary new way to play roleplaying games. For the best possible play experience, and the one that best reflects the intention of the game designers, the use of the cards, components, and tokens included in the *Player's Vault* and *Game Master's Vault* component kits is strongly recommended.

Throughout this rulebook, you will find references to game rules and concepts that assume you are using the cards and other components for which the game was designed. For example, the actions presented in the appendices are often referred to (and even refer to themselves) as "action cards." However, *Warhammer Fantasy Roleplay* can be quite easily enjoyed without the addition of these supporting components.

The Bare Essentials

It's possible to play "WFRP Lite" in a number of different ways, from the use of your own home-made components to very "lite" indeed! The absolute minimum required to play is:

- This book
- The ***Game Master's Guide***
- ***Warhammer Fantasy Roleplay*** custom dice, available either as part of the ***Game Master's Vault*** or sold separately
- Pencil & paper

You will also find the following items very useful, depending on availability, table space, and other concerns:

- Tokens, stand-ups, miniatures, action figures, or other markers to represent the characters in the story
- A wet-erase map, large whiteboard, draft paper, model terrain, or any suitable proxies to represent the environment the characters are adventuring in
- A variety of tokens to use as recharge and tracking tokens. Anything about the size of a penny will do the trick, and the more the better
- Common ten-sided dice, to roll for random outcomes on various charts and tables—such as the starting career table found on page 143 of this book, or tables for critical wounds, miscasts, and other effects as found in the *Game Master's Guide*.

Of course, you can also mix in as many official *Warhammer Fantasy Roleplay* components as you have available.

Character Sheets & Worksheets

At the end of this book you will find an expanded character sheet and an action card worksheet. By photocopying these pages (or downloading them in PDF format from the www.FantasyFlightGames.com website), you can track the various element of the game with pencil and paper.

The Character Sheet

The character sheet features a field for every element of your character that is determined during character creation, as well as workspaces to track game elements that change frequently, such as fatigue, stress, or current wounds. The information you'll need to reference often during play, such as your characteristics, skills, and talents, is located on the front of the sheet. The back of the sheet focuses on information you should need to reference only infrequently, such as a space for your career advancement. It also summarizes the information found on the group party sheet for your convenience.

The Action Worksheet

The action worksheet is laid out to closely mirror the action cards available in the *Player's Vault* and other products. Refer to the action card diagram on page 62 and you should see the similarities! The sheet allows you to copy down both the conservative and reckless side or all your actions and keep them side-by-side for easy reference. You can also track the current recharge value of each card in the recharge workspace.

Note that the nine basic actions don't have both conservative and reckless sides printed in the basic action appendix or summary sheet. This is because all the basic actions are identical on both their conservative and reckless sides, so it's unnecessary. When copying out one of the relatively few non-basic actions that are identical on both sides, you can feel free to write "see conservative" on the reckless effects field to save you some ink! You can also write a page number on the worksheet rather than copy out the full action effect, to quickly and easily look the action up in this book.

Once filled out, the sheets are ready for play, and game elements like wounds, fatigue, fortune, or recharge can be tracked, either with hashmarks and notes in the relevant workspace, or by placing tokens directly on the sheet.

Special Considerations

You may still have to make some special allowances for certain actions. For example, some *Ritual Dance* actions ask you to look for the number of *Ritual Dance* actions currently recharging with a given stance face up. That's not as easy to do with worksheets as it is with cards, but it's still possible with a little creativity.

If you find a particular action, ability, or effect that is problematic to use without the official components, you can either avoid using that ability or make a house rule so that it works more easily with your group's solution.

The Appendices

Following this chapter are several appendices featuring information from hundreds of actions, talents, and careers from previously released products, such as the *Warhammer Fantasy Roleplay Core Set*, the *Adventurer's Toolkit*, *Winds of Magic*, *Signs of Faith*, and the hero-focused elements of the adventures *the Gathering Storm* and *the Edge of Night*.

Even if you are not playing "WFRP Lite," these appendices can serve as a valuable player-centric resource when creating new characters or planning your character advancement.





Appendix One
Careers

The information contained in this appendix duplicates information found on the career sheets and career ability cards found in a variety of *Warhammer Fantasy Roleplay* products. Each career is marked with a set icon indicating in which product its career sheet and career ability card may be found. The set icons are as follows:

- Adventurer's Toolkit
- Winds of Magic
- Signs of Faith
- Player's Vault

Note that material from the *Player's Vault* (marked with) was first presented in the *Warhammer Fantasy Roleplay Core Set* (marked with). If you already own that product, then you already have those components.

Advanced vs. Basic Careers

The careers herein are presented beginning with basic careers and proceeding to advanced careers on page 167. They are sorted alphabetically within those two categories.

Using the Charts & Tables

These pages can be used for a quick reference, or a GM may opt to use these tables to generate the game results. To do so, the GM will need two standard ten-sided dice and roll percentiles, then consult the corresponding table.



To roll percentiles—also referred to as 'd00'—the GM rolls two ten-sided dice and designates one as the "tens digit" and the other as the "ones digit." The two numbers are read consecutively, not added together. For example, if the GM rolls a 5 on the "tens digit" die and a 3 on the "ones digit" die, the final result is a 53.

In some cases, the GM may be asked to roll again or multiple times to resolve a lookup. Each section contains instructions on how to generate the results for that particular topic.

Starting Career Table

To determine a character's starting career, you may either draw a sheet from a basic career deck, or roll percentile dice (d00) and consult the following table. Cross reference your character's race with the d00 result to determine the character's starting career.

Career	Reiklander	Dwarf	High Elf	Wood Elf
Agent	01-03	01-03	—	—
Agitator	04-06	04-06	—	—
Apothecary	07-08	07-09	01-04	01-05
Apprentice Wizard	09-10	—	—	—
Bailiff	11-12	10-12	—	—
Barber-Surgeon	13-15	13-15	—	—
Boatman	16-17	16-18	05-08	—
Bounty Hunter	18-20	19-21	09-12	06-12
Burgher	21-22	22-24	13-16	—
Coachman	23-24	25-27	—	—
Commoner	25-27	—	—	—
Dilettante	28-30	28-30	17-20	—
Dockhand	31-32	31-33	—	—
Envoy	—	—	21-26	13-17
Forger	33-34	34-36	—	—
Gambler	35-36	37-39	27-30	—
Grave Robber	37-38	40-42	—	—
Hunter	39-41	43-45	31-34	18-24
Initiate	42-43	—	—	—
Ironbreaker	—	46-48	—	—
Mercenary	44-46	49-51	35-40	25-31
Messenger	47-49	52-54	41-46	32-36
Mystic	50-51	—	47-50	37-41
Navigator	52-53	55-57	51-54	42-46
Pedlar	54-55	58-60	—	—
Performer	56-57	61-63	55-58	47-51
Pit Fighter	58-59	64-66	—	52-56
Ratcatcher	60-61	67-69	—	—
Roadwarden	62-64	—	—	—
Scout	65-67	—	59-62	—
Scribe	68-69	70-72	63-68	57-61
Servant	70-71	73-75	69-72	62-66
Smuggler	72-73	76-78	—	—
Soldier	74-76	79-81	73-76	67-71
Student	77-78	82-84	77-82	—
Sword Master	—	—	83-86	—
Thief	79-81	85-87	87-90	72-78
Thug	82-84	88-90	—	—
Troll Slayer	—	91-93	—	—
Wardancer	—	—	—	79-83
Watchman	85-87	94-96	—	—
Waywatcher	—	—	—	84-90
Zealot	88-90	—	—	—
Roll twice and choose one career	91-99	97-99	91-99	91-99
Choose any career you are eligible for	00	00	00	00

Agent

Basic, Bureaucrat, Social, Urban

Basic Career: Human or Dwarf



Primary Characteristics: Intelligence, Fellowship

Career Skills: Charm, Education, Folklore, Guile, Intuition

Talent Slots: Focus x1, Repuation x1

Resourceful and slightly dangerous, he excels at getting jobs done

ADVANCES	
Action	Talent
2	2
Skill	Fortune
3	1
Conservative	Reckless
1	1
Wound	
0	

There are so many demands on the time of powerful people and organisations that they struggle to look after all their interests, especially those that may be in geographically remote places, politically sensitive, or strictly confidential. As a consequence, many powerful people and organisations make use of agents: skilled individuals who act on behalf of their employer.

Most agents work exclusively for a single employer over the long term. Their day-to-day responsibilities may change, but their loyalty remains fixed. These agents proudly wear the badge of the noble house, Imperial cult, or guild that employs them, and use it as a means of getting ahead in the world.

Agents are tasked with a broad variety of assignments. Whether negotiating a new trade agreement, evaluating prospective members of a guild, or recovering missing relics, the agent is trusted to oversee his employer's interests… sometimes by any means necessary. A smaller number of agents, particularly in cosmopolitan places such as Altdorf, perform a more restricted set of tasks on a contracted basis for whoever hires them. They may act as go-betweens for ship captains and merchant houses, or specialise in finding missing people, or acquiring rare works of art.

For every type of agent, the line between adventuring and discharging their normal duties may become blurred. Some set off on an adventure on behalf of their patron, whereas others grow tired of their responsibilities and put their skills to use for their own ends after becoming disillusioned with a patron or getting a taste for the adventuring life.

Typical Trappings: An agent travels with two sets of clothing, one formal and one nondescript for travelling incognito. He often bears a badge, seal, or letter authorising him to act on his employer's behalf (though an agent employed in clandestine work will forego this item). He carries an easily concealed weapon such as a dagger, and perhaps a less subtle weapon, such as a blackpowder pistol.

Career Ability: Once per session, you may suffer one stress and one fatigue to add ☐ to any skill check

Agitator

Basic, Rogue, Social, Urban

Basic Career: Human or Dwarf



Primary Characteristics: Intelligence, Fellowship

Career Skills: Charm, Guile, Intuition, Leadership, Observation

Talent Slots: Reputation x2

A tough and wilful individual with streetwise social skills

ADVANCES	
Action	Talent
2	2
Skill	Fortune
3	1
Conservative	Reckless
1	1
Wound	
0	

The Empire has stood firm against its enemies for more than 2,500 years. It has prospered in that time to become the most powerful nation in the Old World. The noble and religious leaders are quick to take the credit for this.

There are those who feel that progress has not happened fast enough. They regard the nobility as parasites living in luxury off the labours of the poor. They declaim the priests as hypocrites who preach virtues they fail to practice. Whilst many people hold such views, usually they content themselves by grumbling over a pint of ale. However, some nurse such vehemence against the social order that they make a career out of calling for change. These agitators take to the streets of the Empire's cities, shouting their grievances in the hope of gathering an audience.

The issues they complain about are usually local concerns such as a new tax, a military draft, or the state of the drains. Some agitators deal with more controversial matters such as the dangers posed by Chaos. A few are lunatic conspiracists who rant about "ratmen" in the sewers plotting to topple the Empire. There is little money to be made from preaching change in this manner, though enterprising agitators produce scurrilous pamphlets that interested parties can purchase for a small amount.

The authorities do not take kindly to criticism, and agitators have to take care that their rabble-rousing does not end in the cells of the nearest watch station. The penalties for those found guilty of sedition can be harsh, and the heads of unlucky agitators adorn bridges and city gates throughout the Empire. For this reason, many agitators keep on the move. The pressing need to relocate, and the need to supplement their meagre income should an opportunity arise, means that agitators are often willing to take up a life of adventure.

Typical Trappings: An agitator usually wears a tough leather jacket to protect him in the streets. Many agitators carry bundles of printed pamphlets to help spread their message.

Career Ability: Your social initiative checks gain ☐☐

Apothecary

Academic, Basic, Menial, Specialist

Basic Career: Any Race



Primary Characteristics: Intelligence, Toughness

Career Skills: Folklore, First Aid, Intuition, Nature Lore, Observation

Talent Slots: Focus x2

A self-reliant dabbler of medicines and poultices

ADVANCES	
Action 2	Talent 2
Skill 2	Fortune 1
Conservative 2	Reckless 1
Wound 0	

Whilst physicians are experts in diagnosing maladies and deciding what sort of treatments they require to cure, they are not necessarily skilled in the preparation of medicine. Apothecaries prepare and supply the medicines prescribed by physicians. They master different areas of expertise, from the vanguard of alchemical research to folk remedies passed down generations by word of mouth. They deal mostly in mineral or chemical preparations, but may also stock herbs renowned for their healing properties, such as spiderleaf or gesundheit.

The Apothecaries' Guild is not as powerful as the Physicians' Guild, and often has to defer to it when there is a conflict of interest between members of the professions. Nevertheless, the Apothecaries' Guild does look out for the interests of its members. It can provide them with sources of reliable ingredients, customers in need of particular medicines and it prosecutes charlatans and other competitors. It is a profession that demands great skill, and many apothecaries become quite adept at diagnosing symptoms of common conditions themselves. Guild law allows them to prescribe for minor ailments, though few ever do so in order to avoid resentment from physicians.

Some unscrupulous apothecaries are not so interested in curing the ills of their customers as they are in hooking them onto addictive substances. They manufacture stimulant chemicals such as daemon dust and laughing powder, or they cultivate the hallucinogenic weirdroot and the soporific black lotus. Such apothecaries can make a lucrative trade by selling their wares to assassins and crime lords, or by distributing them themselves.

Typical Trappings: Apothecaries typically wear a tough leather jerkin to protect them from burns and splashing chemicals. They use a variety of tools for their trade, including measuring spoons, pestle and mortar, and various vials of liquid, bunches of herbs and jars of powder.

Career Ability: Add ☐ to determine the effects of any healing draught you imbibe or administer to another character

Apprentice Wizard

VARIES

Academic, Arcane, Basic, Wizard

Baisc Career: Human only



Primary Characteristics: Intelligence, Willpower

Career Skills: Channeling, Discipline, Education, Intuition, Magical Sight, Observation, Spellcraft

Talent Slots: Focus x1, Order x1

Intelligent and wilful, with burgeoning magical powers

ADVANCES	
Action 2	Talent 1
Skill 3	Fortune 2
Conservative 1	Reckless 1
Wound 0	

Those who can perceive and manipulate the Winds of Magic are treated with fear and suspicion by most folk, and wayward magic users are persecuted. Should a person develop some awareness of magical potential, they are required by Imperial law to apply to join one of the eight Colleges of Magic devoted to the study of arcane lore in Altdorf. The alternative for not doing so usually culminates in a fiery end at the hands of a witch hunter.

The life of an apprentice is one of hard work with a little learning thrown in. He spends most of his time serving his master – cleaning and preparing ingredients or ritual equipment. The remaining time is spent in lectures or solitary study in the College library.

Towards the end of this apprenticeship, an aspirant wizard may be allowed to leave the College for some time. After a long period of study closeted away from the world outside, the masters of the Colleges deem it wise to allow their apprentices to rediscover what life is like outside. However, the apprentice wizard is not free to do simply as he pleases during this time. His master will typically set him some sort of task, such as searching out arcane lore or finding a magical artefact. The apprentice will also be given a deadline, by which time he must return to the College and complete his training. Given the nature of these tasks, it is not uncommon for these apprentices to join parties of adventurers. Such companions usually tolerate arcane abilities, and sometimes even appreciate them.

Special: If you are playing an apprentice wizard, you must choose one College of Magic to belong to when starting this career.

Typical Trappings: An apprentice wizard is given a talismanic item by his master, usually a staff to help him attune to the Winds of Magic. He wears the robes of his College to identify him, and carries a letter from his master granting him permission to travel. An apprentice wizard will also carry a book filled with essays and study-notes on spell casting..

Career Ability: Spellcraft checks for Rank 1 or lower spells gain ☐

Bailiff

Basic, Bureaucrat, Social, Urban

Basic Career: Human or Dwarf



Primary Characteristics: Toughness, Fellowship

Career Skills: Charm, Folklore, Guile, Intimidate, Resilience

Talent Slots: Focus x1, Reputation x1

A strong, diligent, socially mobile individual

ADVANCES	
Action	Talent
2	2
Skill	Fortune
2	1
Conservative	Reckless
1	1
Wound	
1	

The noble rulers of the Empire literally own the land of the nation. The heads of the noble houses possess an estate consisting of their own manors and castles, and the villages and wild areas surrounding them. Commoners who live in the surrounding settlements pay rent to their noble lords. Even those few burghers who grow rich enough to afford their own plot of land must owe taxes to the local authorities to pay for the upkeep of public areas such as roads, wharfs, and places of worship.

Of course, the nobles and burgomeisters do not collect these taxes themselves. Instead they employ bailiffs to gather the tithes. Although they are members of noble households, or representatives of burgomeisters, bailiffs are often little more than bully boys who break into people's houses when they are unable or unwilling to pay. As well as their tax collecting duties, bailiffs attached to noble households are expected to manage the upkeep of the land and the resources of their master's manor. In towns and cities, their duties include making sure that measures and prices of goods, such as ale, cuts of meat, and loaves of bread, are correctly observed in all the shops and markets. Successful urban bailiffs can become very influential.

Bailiffs tread a fine line between the nobility and the peasantry. They are too lowly to be accepted as the peers of their employers. However, their duties make them unpopular with the common folk, and they are the first to suffer during peasant revolts. Bailiffs who fail to please their employers tend to move on rather than risk finding another role in a community that views them with contempt. Some of them take up a new life as adventurers, where their ability to work with people from different backgrounds and social standing can prove valuable.

Typical Trappings: Bailiffs are typically given a good set of quality clothing by their lords, though they also wear a leather jack and skullcap to protect themselves from irate peasants. Bailiffs have to travel, and often have access to a riding horse with a saddle and harness.

Career Ability: Add 1 fortune point to the party's fortune pool the first time you suffer stress during an encounter

Barber-Surgeon

Basic, Social, Specialist, Urban

Basic Career: Human or Dwarf



Primary Characteristics: Intelligence, Fellowship

Career Skills: Charm, Discipline, First Aid, Folklore, Leadership

Talent Slots: Focus x1, Reputation x1

A crafty, savvy individual, skilled in the healing arts and grooming

ADVANCES	
Action	Talent
2	1
Skill	Fortune
2	2
Conservative	Reckless
1	1
Wound	
1	

Followers of Shallya do what they can to assuage the ills and injuries of the people of the Empire, but they can only work so many miracles. Many towns in the Empire have no access to Shallyan temples, and temple hospices in the larger cities lack the facilities to deal with everyone who comes in need of healing. There are also those who are reluctant to deal with followers of Shallya for reasons of shame, or who wish to avoid the eyes of anyone in a position of authority. They prefer the anonymous ministrations of back-alley surgeons.

So despite the presence of miracle healers in the Empire, there is still a living to be made for those who take a down-to-earth approach to healing. Barber-surgeons typically have little to no formal training in medicine, but they know enough about first aid and simple remedies to treat common complaints. Barber-surgeons provide rough and ready healing to their patients, usually treating trivial complaints such as fevers, rotten teeth, cuts, and scrapes. In times of war or plague, barber-surgeons may be called upon to deal with mangled limbs or to restore unbalanced humours through bloodletting. When business is slow, they can still rely on a steady stream of customers in need of a shave and a haircut.

When times are hard, barber-surgeons often take up a travelling lifestyle. For example, ships' captains and the organisers of expeditions rarely command the resources to have a priestess of Shallya or a qualified physician as a part of their crew, and so offer contracts to barber-surgeons. Some barber-surgeons even get a taste for exploration and join parties of adventurers, who usually appreciate their medical talents.

Typical Trappings: A barber-surgeon will carry the tools of his trade, such as pliers, scalpels, scissors, jars containing medicinal leeches, a clyster syringe for administering enemas, a straight razor for removing beards, and a saw for removing limbs. Some considerate barber-surgeons might possess pain-killing drugs such as tincture of black lotus, but most forego the expense.

Career Ability: Once per session, you may add ☐ to any First Aid or Medicine check

Boatman

Basic, Menial, Rural, Urban



Basic Career: Human, Dwarf, or High Elf

Primary Characteristics: Strength, Agility

Career Skills: Athletics, Coordination, Nature Lore, Observation, Resilience

Talent Slots: Focus x1, Tactic x1

A rugged bloke, adept at handling boats and barges

Advances	
Action 2	Talent 1
Skill 2	Fortune 2
Conservative 2	Reckless 0
Wound 2	

A number of majestic rivers flow across the land of the Empire, fed by countless tributaries that raise from the mountain ranges that border the nation. In good weather it is generally considered easier, safer, and more picturesque to travel by river rather than road, and in the summertime busy stretches of river are crowded with vessels. Barges heavy with cargo, showboats carrying minstrels or mummers, pleasure boats providing entertainment for noble customers, peddlers in small brightly patterned boats, river patrolmen attempting to keep the peace, and, in remote areas, gangs of ruthless river pirates all traverse the rivers of the Empire.

All this activity means that there is always plenty of work available for boatmen. They mostly crew the trading barges of the Empire, helping to load and unload cargo, and protect it during the voyage. They are adept at boat handling, knowing how to set the sails and work the tiller. They are also strong enough to man the oars or to punt when the wind drops. Boatmen must always be alert for danger. River pirates prey on isolated vessels in order to steal their cargoes, and are willing to kill the crew in order to do so. Gangs of bandits sometimes waylay boats from the banks at narrow bottlenecks or locks. In the wilderness, raiding parties of greenskins or beastmen sometimes attack vessels. Wild tales abound of all manner of monstrous creatures that make their homes in the water, such as the rapacious stirpike, the aggressive Reik eel, the revolting bog octopus, or fearsome river troll.

Thanks to their travelling lifestyle and the need for a strong sword arm, most boatmen see little difference between their work and a life of adventure, and they often join bands of adventurers chasing after stories of gold or glory.

Typical Trappings: A boatman usually wears a a tough jacket of hardened leather to protect him from the elements and buffets and scrapes while on deck. While most boatmen form the crew of larger vessels, some may own a small rowboat themselves.

Career Ability: You may remove ■ from your dice pool when attempting Athletics, Coordination, Stealth, or Discipline checks while on a boat, ship, or unstable surface.

Bounty Hunter

Basic, Combat, Rural, Urban



Basic Career: Human, Dwarf, High Elf, or Wood Elf

Primary Characteristics: Agility, Intelligence

Career Skills: Ballistic Skill, Intuition, Observation, Ride, Stealth

Talent Slots: Reputation x1, Tactic x1

Determined, focused individual good at tracking down others

Advances	
Action 2	Talent 2
Skill 1	Fortune 1
Conservative 1	Reckless 1
Wound 2	

In the heart of the Empire, institutions such as the Cult of Verena, the watchmen, the fearsome judges, and the road wardens attempt to enforce the law and bring criminals to justice. Despite their efforts great stretches of the Empire remain largely lawless. Fugitives hide in the rookeries of poor quarters of cities, while gangs of outlaws and highway robbers operate with effective impunity in the vast tracts of wilderness. Often the most expedient way to see a fugitive brought in is to place a price on his head and hope someone else does the job. In areas of the Empire under threat from raiding greenskins or beastmen, rewards are also offered to anyone who provides evidence of a kill – goblin ears are accepted as proof, as are the hands of beastmen.

Some people become full-time bounty hunters, living by tracking down bandits, highwaymen, river pirates and other outlaws. The rewards can be good for bringing wanted men back dead, but greater remuneration is usually offered for living fugitives. This is because most noble rulers follow the maxim that justice must be seen in order to be done (unless the criminal is from the aristocracy), and the populace just love a good hanging. Unscrupulous bounty hunters exist, and they have even been known to kill innocent victims unlucky enough to resemble a genuine fugitive. As a result, the peasantry view a known bounty hunter with trepidation. Their employers see them as a necessary evil, treating them with a curious mixture of gratitude and disgust.

Bounty hunters live a life of adventure day to day. Sometimes they join parties of adventurers when work is short, or when having a little back-up might help in bringing in a particularly dangerous criminal.

Typical Trappings: Bounty hunters typically favour the crossbow and net to bring down their quarry. They carry a quiver with about a dozen bolts. They wear sturdy leather armour on their body and head. To restrain prisoners, bounty hunters make use of manacles and rope.

Career Ability: Once per session, you may name one adversary as your quarry. Add □ to all Observation, Intuition, Melee Attack and Ranged Attack checks targeting your quarry for the remainder of the encounter

Burgher

Basic, Bureaucrat, Social, Urban

Basic Career: Human, Dwarf, or High Elf



Primary Characteristics: Intelligence, Fellowship

Career Skills: Charm, Discipline, Education, Folklore, Tradecraft

Talent Slots: Reputation x2

An intelligent, industrious, and ambitious member of the citizenry

ADVANCES	
Action	Talent
1	3
Skill	Fortune
3	1
Conservative	Reckless
2	0
Wound	
0	

For most of the Empire's history, there has been a clear distinction between the noble rulers and pretty much everyone else. The aristocracy of the Empire has traditionally been a tiny minority of interrelated families who, for centuries, have enjoyed prestige and privilege. Until quite recently, few commoners could hope to attain the wealth, education, and freedoms enjoyed by the nobility.

However, over the last few centuries, the old traditions of distinction between noble and commoner have not been so stringently observed. Whilst the nobility still enjoy lives of hereditary privilege and authority, a new class of merchants and businessmen has emerged. These burghers command wealth, learning and political influence that many reactionary elements of the nobility would have rather kept for themselves. Unlike certain dissolute nobles, burghers have to work hard for their position. They must keep their labourers happy and well trained, and they have to provide detailed accounts to the bailiffs. Most of all, they have to please their customers. To support each other, burghers often form guilds or brotherhoods. These organisations protect their members, offering such perks as widows' pensions and support in times of crisis. The guilds also regulate their members by setting recognised standards of weights, measures, pay scales, and prices. Abiding by all these stringencies is difficult work, but the rewards for a successful burgher are fair pay and the chance to make a name for himself as a rich merchant or influential politician.

In times of unrest or plague, the burghers of a town can find themselves facing ruin. It is not unknown for such citizens to take up the adventuring life. Alternatively, a burgher might leave behind the tedium and toil of his old job in order to seek fame and fortune.

Typical Trappings: A burgher will dress well, and usually owns at least one set of good quality clothing. He might carry an abacus to help keep his accounts, and a lantern to inspect dark storerooms or light his premises after dark.

Career Ability: Once per session, you may add ☐ to any Charm or Leadership check

Coachman

Basic, Rural, Specialist, Urban

Basic Career: Human or Dwarf



Primary Characteristics: Toughness, Agility

Career Skills: Animal Handling, Ballistic Skill, Coordination, Resilience, Ride

Talent Slots: Reputation x1, Tactic x1

A rugged individual who can safely get cargo to its destination

ADVANCES	
Action	Talent
2	1
Skill	Fortune
2	2
Conservative	Reckless
1	1
Wound	
1	

The Empire is a populous nation, but it is also vast. Travelling between settlements involves long journeys along lonely roads that wend through miles of dangerous wilderness. The wilds of the Empire are home to bandit gangs, herds of beastmen, goblin raiders, and worse. Taking a trip by coach is, relatively speaking, one of the safer ways to travel, and a number of Imperial chartered coaching lines operate services. These are designed to get their customers from one destination to another securely and with some degree of comfort. The coaching lines own a fleet of coaches that travel to their destination in stages. Coaching inns dot strategic points along the roads of the Empire, providing a safe place for long-distance travellers to rest at night. In more remote parts, these inns are quite heavily fortified.

Coaches are well defended by a pair of coachmen, one of whom keeps a look out for trouble whilst the other drives the coach. Should a highwayman or outlaw band interrupt the journey, the coachmen will attempt to see off the threat with their intimidating blunderbusses. The coachmen are also tasked with looking after the packages of mail that the coaches carry from city to city. Diligent coachmen also learn a few jaunty tunes to play on their coach horn in order to keep their passengers entertained.

During the cold winter months, most of the coaching lines limit their services, and coachmen can find themselves at a loose end. Under such circumstances, a coachman might be tempted by the opportunity to join a party of adventurers. A coachman who wants to spend a long time chasing after adventure may have to come to some understanding with his bosses in the coaching line though, as they might want their expensive blunderbuss back.

Typical Trappings: The coaching lines provide their coachmen with adequate protection in the form of a mail coat and leather jack, as well as a blunderbuss and ammunition for a dozen shots. Coachmen often carry a coach horn for signalling to other road users.

Career Ability: Once per session, you may add ☐ to a Ride check or to a Ballistic Skill check made while mounted or while on a moving vehicle

Commoner

Basic, Menial, Rural, Social



Basic Career: Human or Dwarf

Primary Characteristics: Toughness, Willpower

Career Skills: Animal Handling, Athletics, Folklore, Nature Lore, Resilience

Talent Slots: Focus x1, Reputation x1

Self sufficient jack of all trades with an assortment of skills

ADVANCES	
Action	Talent
1	1
Skill	Fortune
1	3
Conservative	Reckless
2	1
Wound	
1	

The social structure of the Empire is strict and rigid. At the top of the social order are the nobles, families of aristocrats who can often trace their lineage back to the time of Sigmar and the founding of the nation. The priests of the Empire interpret the will of the gods, and the increasingly powerful burghers manage trade and wealth. Commoners tend to be the largest but least influential of the social groups. They are rustic farmers, labourers, and herdsmen in the main, though many commoners also take on other tasks if the opportunity presents itself. They may gather leeches for physicians or learn a skill such as thatching. What meagre money is made from their work is quickly used up to pay taxes, rent, and other expenses. In years when the harvest is good, commoners enjoy a small surplus, and life is bearable for a short while. When the harvest is poor, they face a long cold winter and the risk of starvation.

Whilst commoners generally receive no formal military training, at times a retired soldier will cover the most basic combat techniques. These drills are usually held at a weekly muster organised by local priests of Ulric, Myrmidia, or Sigmar. These practises are in order to help them form some kind of effective defence should their village or farmstead be attacked by raiding beastmen or goblins. In times of war, commoners are mustered into ragtag groups of militia who march alongside professional soldiers in order to bulk up the armies. Most commoners nurse a healthy aversion to violence, but some of them get a taste for fighting. The lot of a commoner is hard and unrewarding, and a few brave souls migh decide to leave their lives of drudgery for adventure, hoping to find fame and fortune.

Typical Trappings: A commoner will carry a stout quarterstaff for protection, or rely on a farming implement such as a pitchfork or rake (these count as improvised weapons). He might also have a sling with a dozens pieces of shot for keeping predators away from his animals. He will carry a leather flask to drink from whilst at work in the fields.

Career Ability: Whenever fortune refreshes, recover one fatigue

Dilettante

Academic, Basic, Social, Specialist



Basic Career: Human, Dwarf, or High Elf

Primary Characteristics: Intelligence, Fellowship

Career Skills: Charm, Education, Folklore, Guile, Ride

Talent Slots: Focus x1, Reputation x1

Socially mobile, with a variety of different skills and interests

ADVANCES	
Action	Talent
1	3
Skill	Fortune
3	1
Conservative	Reckless
1	1
Wound	
0	

Few people in the Empire benefit from a formal education. Those lucky enough to be able to study usually try diligently to become an expert in their chosen field, knowing the sacrifices their parents made in order to pay their fees. Some students, usually those from wealthy families, are not so disciplined. They flit from one area of study to another. They show an interest in sciences for a term or two, before becoming bored and taking up landscape painting, theology, acting, or some other vain pursuit.

These dilettantes like to think of themselves as cosmopolitan, flexible enough to take up any discipline they choose. They pride themselves on their broad set of skills and knowledge. However, to their exasperated tutors, dilettantes are undisciplined dabblers and irredeemable amateurs who would be thrown out of the halls of learning were it not for the handsome fees that they bring in. Dilettantes love to join various academic and professional institutions in order to justify their assortment of skills and gain a measure of prestige. Established members of such guilds and clubs tend to look down on dilettantes as mercurial time-wasters and bar their entry. The more wealthy and enthusiastic dilettantes do not let this stop them however. They simply set up their own clubs with impressive sounding titles.

Because of their insatiable curiosity and drive to find new experiences, dilettantes often take up a life of adventure. They do so in order to find some novel new discovery that they can share with their peers, or to practice skills and techniques they could not learn about in the dusty halls of academia. Some wealthier dilettantes even organise expeditions, hoping to uncover exciting archaeological or zoological finds, and become renowned and respected as a result.

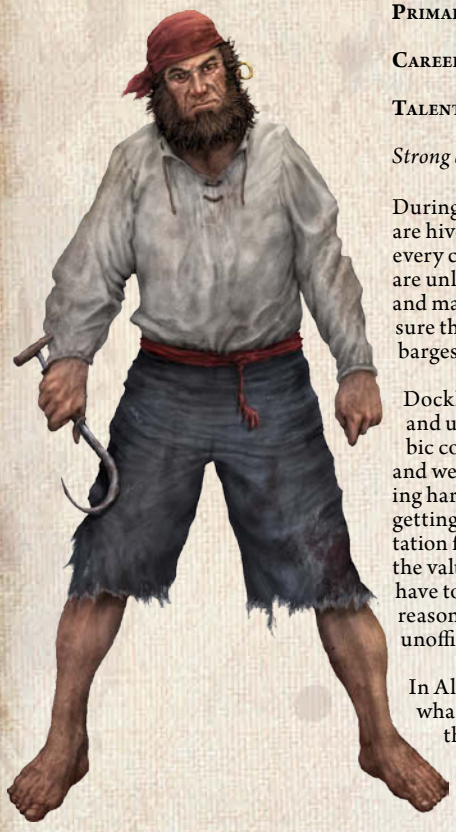
Typical Trappings: A dilettante might carry a few books on various subjects that interest him. He might also have a pen, ink, and sheaves of paper to take notes on. He will also carry whatever items he needs to pursue his latest hobby.

Career Ability: Once per session, you may treat any one untrained basic skill as if it were trained, or you may attempt one advanced skill as if you had acquired it

Dockhand

Basic, Menial, Rural, Urban

Basic Career: Human or Dwarf



Primary Characteristics: Strength, Toughness

Career Skills: Athletics, Coordination, Guile, Intimidate, Resilience

Talent Slots: Focus x1, Reputation x1

Strong arms, strong back, sturdy and reliable

ADVANCES	
Action 1	Talent 1
Skill 2	Fortune 2
Conservative 1	Reckless 1
Wound 2	

During the day, the docks of the cities of the Empire are hives of activity. The Empire thrives on trade. In every city it is a priority to make sure that imports are unloaded and distributed to warehouses, shops and market stalls. It is equally important to make sure that goods for export are loaded onto customers' barges in good time.

Dockhands are specially trained labourers who pack and unpack cargo holds. They work in claustrophobic conditions securing freight with knotted ropes and wedges of wood. Dockhands are known for working hard and playing hard. They can often be found getting drunk in waterfront taverns and have a reputation for violence. However, most dockhands know the value of working as members of a team – they have to cooperate in order to do their job. For this reason, most dockhands work as part of a gang, an unofficial union bound together by oaths of loyalty.

In Altdorf, of the many dock gangs who work the wharfs and warehouse district, it is the Hooks and the Fish who are the most prominent. The two gangs have a long history of rivalry which has often erupted into brutality. Every now and then a member of one of the gangs is found dead, as the result of a perceived slight towards their rivals. This is an ongoing circle of violence referred to by local watchmen as "the waterfront war." Members of gangs such as these often cultivate connections with crime lords and smugglers, looking to make a little extra on the side by dealing in contraband.

Dockhands sometimes seek to escape this life of hard labour, or they may move on to avoid becoming embroiled in the vicious enmity between gangs. They have even been known to join parties of adventurers, lending them a much needed strong arm.

Typical Trappings: Dockhands wear a leather jack to protect them during their work. Dockhands usually wear a gang symbol, such as an embroidered badge or watch cap in gang colours. To help them load and secure cargo, dockhands carry a length of rope and iron spikes.

Career Ability: Add 5 to your encumbrance limit

Envoy

Academic, Basic, Bureaucrat, Social

Advanced Career: High Elf or Wood Elf



Primary Characteristics: Intelligence, Fellowship

Career Skills: Charm, Folklore, Intuition, Leadership, Observation

Talent Slots: Reputation x2

A socially savvy, well-spoken representative of the elf people

ADVANCES	
Action 2	Talent 3
Skill 2	Fortune 1
Conservative 2	Reckless 0
Wound 0	

Relations between the elves and the men of the Empire are generally cordial. The two peoples face common enemies and have formed military alliances on many occasions. However, humans and elves do not always see eye to eye. Elves often dismiss men as a short-lived and reckless race, whereas humans tend to see elves as haughty and inscrutable whilst envying their longevity and grace.

Various elven kingdoms and institutions nurture diplomatic relations with noble courts and important businesses in the Empire. These envoys are usually young elves as they have an easier time relating to the race of men. Envoys from the high elf kingdoms usually act as the public face of great elven mercantile families. They negotiate contracts, make deals, and try to soothe areas of contention with the humans of trading hubs such as Altdorf or Bögenhafen.

Envoys from the wood elf realms are rare and their motivations are much harder to discern. There is little trade between the Empire and Athel Loren, and many humans feel there is something fey and unnerving about wood elves. Nevertheless, where there is a common interest, or a potential for conflict, wood elf envoys do sometimes approach human courts to state their case. These individuals are afforded a degree of respect, but generally mistrusted. They are commonly regarded as being little more than spies.

One thing that these elves and the men of the Empire stand firmly together on is thwarting the powers of Chaos, and should an elf hear rumours of the Ruinous Powers, he will usually wish to investigate. Elves can also find life amongst the humans rather claustrophobic and intellectually stifling. For such reasons, envoys who have no pressing matters to attend to may take up a life of adventure.

Typical Trappings: An envoy will be finely dressed in most circumstances, and will usually have two sets of good quality clothes. He will often carry a pen, ink, and parchment to note his observations and send messages to interested parties.

Career Ability: Once per session, you may treat your Fellowship characteristic as if it were one point higher

Forger

Basic, Rogue, Specialist, Urban

Basic Career: Human or Dwarf



Primary Characteristics: Agility, Intelligence

Career Skills: Coordination, Guile, Intuition, Observation, Skulduggery

Talent Slots: Focus x2

Criminal artist who excels at recreating falsehoods and fakes

ADVANCES	
Action	Talent
2	1
Skill	Fortune
2	1
Conservative	Reckless
2	1
Wound	
1	

In the underworld of the Empire there is never a shortage of people looking to acquire false identification, documents that might provide a handy alibi, or authentic looking fakes with which to dupe a buyer. Production of such items requires the talents of a practised forger. Forgers are the artists of the criminal world, but they imitate rather than create. They meticulously craft, refine, and finesse copies of legitimate documents or artworks and pass them off as originals.

A talented forger can copy handwriting with expert precision if provided with a sample beforehand, and are familiar with the heraldries of noble families and merchant houses. Good forgers have expert knowledge of documents, seals, writing materials, and professional jargon.

Depending on his skill and talent, a forger might be required to make such items as fake references from guilds, or seals bearing a noble's heraldry to be placed on letters. Some forgers melt down coins and then create new ones using dies they have carved or cast. Such coins will tend to be thinner than genuine currency, or use a cheap metal alloy in their composition. Successful forgers cultivate few contacts. They usually work with a trusted fence who acts as an agent for their talents. The fence will usually take the details of the job from the customer without letting them know who the forger is.

Forgers generally need to work in strictest anonymity as the punishment for forgery is harsh. The price of discovery is usually the mutilation of the forger's hands, and a period of torture as the authorities try to learn what jobs he performed in the past.

Typical Trappings: A forger often carries with him or has easy access to the tools needed in order to create fake documents, coins, and artwork. These include items such as quills, paper, pots of paint, sets of letters acquired from a print shop, coin dies, metal ingots, and a magnifying glass.

Career Ability: You may choose to socket one Reputation talent in one of your Focus talent slots

Gambler

Basic, Rogue, Social, Urban

Basic Career: Human, Dwarf, or High Elf



Primary Characteristics: Agility, Fellowship

Career Skills: Guile, Intuition, Observation, Skulduggery, Stealth

Talent Slots: Focus x1, Reputation x1

Resourceful person who always has a trick (or card) up his sleeve

ADVANCES	
Action	Talent
2	3
Skill	Fortune
2	2
Conservative	Reckless
0	1
Wound	
0	

Games of chance are a popular pastime in throughout the Empire. Some of these diversions are considered serious and tactical games, such as the tense play of Find the Empress or Five Knives, whilst others are merely knockabout fun, such as popular dice games like Daemon's Eyes and Cripple My Pig.

It is common for a small sum to be staked, even on quick informal games held in taverns. In larger towns and cities, there are always gambling dens where hardened gamblers pit their skills against each other and the house itself. Some gamblers become so adept at playing their favourite games that they do little else and are able to live off their winnings (most of the time).

A few of these gamblers are simply great players with mathematical intuitions, able to keep cool and play the probabilities to their advantage. Most gamblers adopt some degree of chicanery though. Some play a deliberately poor game for the first few hands in order to gull their opponents into raising the stakes. Other gamblers go so far as to employ loaded dice or spare aces in order to cheat.

Gamblers usually live an itinerant lifestyle. They move from place to place to avoid bad debts and sore losers. They may travel in order to take advantage of local events or festivals, such as jousting matches, or to take part in the dicing league held annually in Altdorf's Street of a Hundred Taverns.

A desperate gambler may need to find money, or escape from those he owes it to, at short notice. Such gamblers may take up the adventuring life, and can find that it offers them the same thrills, near misses, and rewards that they enjoy so much at the gaming table.

Typical Trappings: A gambler will always carry a pair of dice and a deck of cards. An unscrupulous gambler will also possess a weighted set of dice, or spare high value cards, such as emperors and aces.

Career Ability: Once per session, you may re-roll the entire dice pool for any single check. Dice cannot be changed or added to the pool. You must accept the new result

Grave Robber

Basic, Menial, Rogue, Specialist

Basic Career: Human or Dwarf



Primary Characteristics: Toughness, Willpower

Career Skills: Coordination, Discipline, Guile, Resilience, Stealth

Talent Slots: Focus x1, Reputation x1

A mistrustful soul who loots the dead and sells cadavers

ADVANCES	
Action 3	Talent 1
Skill 2	Fortune 1
Conservative 1	Reckless 1
Wound 1	

Empire folk regard the corpses of the dead as sacrosanct. Priests of Morr teach that honouring the bones of relatives comforts their spirits in the underworld, and they warn people that corpses which are not properly interred risk being made tools of sorcerers and necromancers. Suspicious folk keep remains of loved ones as treasured relics and tell cautionary tales of shades that haunt the old world due improper funeral rites.

Members of certain professions ignore the taboos involved in meddling with corpses. They require bodies to further their understanding of life and death. Physicians study books of anatomy to improve their surgical skills or recognise the symptoms of disease, but the best way to learn is hands on. Unsubstantiated rumours suggest that certain faculties of the Amethyst College pay good silver for bodies.

To satisfy this demand an underworld trade in cadavers has bloomed, and grave robbers provide the goods. They are usually rough folk, used to laborious digging and the occasional bouts of violence required to make a safe getaway. On the other hand they often mix with academics, and some adopt rather eccentric and pretentious airs. Grave robbers usually work in pairs, for bodies are heavy and a digging man cannot provide his own lookout. They have extensive underworld connections, and may well indulge in smuggling or other crimes as a sideline. Even grave robbers are not without ethics, and only the more immoral or desperate would willingly serve a necromancer. To the authorities grave robbers are amongst the lowest of the low, and the penalties for the crime are severe. Should an opportunity for adventure arise many grave robbers would willingly leave their reviled and illegal occupation behind.

Typical Trappings: Grave robbers require a lantern and spade to carry out nocturnal exhumations, along with various sacks or bags to carry their findings. They often disguise themselves by wearing dark cloaks and broad-brimmed hats.

Career Ability: Illegal activites you perform that require a skill check gain:

Recover 1 stress

Hunter

Basic, Menial, Rural, Specialist

Basic Career: Human, Dwarf, High Elf, or Wood Elf



Primary Characteristics: Toughness, Agility

Career Skills: Athletics, Ballistic Skill, Nature Lore, Observation, Stealth

Talent Slots: Focus x1, Tactic x1

Tough and instinctive, with a sense for the outdoors and archery

ADVANCES	
Action 2	Talent 2
Skill 2	Fortune 1
Conservative 1	Reckless 1
Wound 1	

In southern provinces of the Empire and parts of the Reikland, the fertile plains and gently rolling hills provide the perfect terrain on which to grow crops and raise animals. However, most areas of the Empire are inimical to the attempts of foresters and farmers to tame them, such as swamplands, mountainsides, and dark forbidding forests. The people who live in these areas have to supplement their diets with food found by foraging and hunting.

The hunter is a valuable member of such isolated rural communities. He knows about the habits of the animals in the wilderness around him, how to track them and snare them in traps or bring them down with an expertly aimed arrow.

Hunters mostly work to provide meat for the table, but they also learn how to skin an animal, and to preserve hides and pelts that they can later trade to tanners and furriers. Some exotic skins can fetch a very high price. Some hunters also provide effective militia for their province, acting as scouts during times of war. Some hunters even gain a measure of respectability by helping to organise hunting parties for nobles. Hunting is a very popular pastime for some members of the aristocracy, who view it more as a sport than a matter of gathering sustenance. Hunters who master the difficult art of falconry can even become cherished members of a noble household.

During times of plenty, hunters can find themselves sidelined. Should a village have a good harvest, they will have less need for the hunter's talents, and so he may take up a life of adventure. Parties of adventurers often appreciate the skills of a resourceful outdoorsman who knows how to fire a bow and where to find food if rations start to run low.

Typical Trappings: A hunter will carry a bow or crossbow (or longbow if he is an elf), and a dozen arrows, as well as a few snares or animal traps. He may also carry a variety of herbs and poultices to help deal with poisoned bites or infected wounds.

Career Ability: You gain ☐ to Nature Lore checks to track animals and beasts, Observation checks to notice animals and beasts, and Ballistic Skill checks to attack animals and beasts

Initiate

VARIES

Basic Career: Human Only

Academic, Basic, Priest, Religion



Primary Characteristics: Willpower, Fellowship

Career Skills: Charm, Education, First Aid, Intuition, Invocation, Piety

Talent Slots: Faith x1, Focus x1

The first step towards becoming a priest, learning to harness blessings

ADVANCES	
Action	Talent
2	2
Skill	Fortune
2	2
Conservative	Reckless
1	1
Wound	
0	

The people of the Empire acknowledge many deities. These gods and goddesses vary in importance from little-known deities of a particular landmark, to Sigmar, the patron deity of the Empire. To most people, the gods are somewhat distant and feckless forces of nature. They must be respected in order to stave off disaster, but money has taken the place of religion in many people's affections. However, there are still men and women who seek to devote their lives to the gods.

In order to become a priest, a devotee of a particular god must first become an initiate. An initiate has to learn literacy and calligraphy, needs to have a good memory for scripture, and must make a close study of the holy texts associated with each god. The initiate will have to understand the context of each parable and passage in order to explain them to the members of their congregation. The initiate will also have to learn the art of oratory, as they will often have to read to large congregations, or lead them in prayer or song. The gold and silver altar pieces and large illuminated books found in temples provide a tempting target for thieves and raiders, so initiates are often taught how to fight in close combat in order to repel plunderers. Even initiates of Shallya are taught a few (non-lethal) self-defence techniques, whilst followers of Sigmar consider it an act of faith to become experts in the art of fighting.

Initiates can grow weary of their rather strenuous and regimented lives, or they may be divinely inspired to leave their temples for a period of wandering. Such initiates may even join adventuring parties, where their skills in miracle working are welcomed. Sometimes their superiors order them to travel so that they can experience how their god interacts with the world beyond their cloisters.

Special: In order to play an initiate you must choose a patron god, such as Sigmar, Morr, or Shallya, into whose cult you have been inducted.

Typical Trappings: Initiates wear a religious symbol and robes appropriate to the god they worship.

Career Ability: Invocation checks for Rank 1 or lower blessings gain ☐

Ironbreaker

Basic Career: Dwarf Only

Basic, Combat, Ironbreaker, Specialist



Primary Characteristics: Toughness, Willpower

Career Skills: Athletics, Discipline, Leadership, Resilience, Weapon Skill

Talent Slots: Focus x1, Tactic x1

Sturdy dwarf warrior protected by strong gromril armour

ADVANCES	
Action	Talent
2	1
Skill	Fortune
1	1
Conservative	Reckless
1	1
Wound	
3	

The dwarf holds can be largely found in the great mountain ranges that border the Empire. They are vibrant underground cities housing thousands of dwarfs and what remains of dwarf culture – their temples, forges, and drinking halls. They are also mighty fortresses, protected by vast gatehouses, battlements, and trapped passageways. Unfortunately, their enemies have proved numerous and relentless; many of their holds have been overrun by hordes of orcs and goblins and some dwarfs stubbornly maintain that their cities have been infiltrated from below by ratmen.

In order to help protect their remaining holds, the dwarfs have trained regiments of elite warrior brotherhoods who are specially trained in tunnel fighting. These Ironbreakers patrol the passageways beneath their hold on the lookout for any enemies foolhardy enough to try and infiltrate its defences. Ironbreakers often swear oaths to protect their hold from underground attack and to stand fast alongside their brothers no matter the odds. For should the Ironbreakers fail in their duty, the defence of the entire Dwarf hold will be jeopardised from an unexpected quarter. Even when such an Ironbreaker is far from his hold, he still lives by his oath, fighting against impossible odds and protecting his fellow adventurers. Their duties often tie Ironbreakers to their hold. They very rarely travel the lands of the Empire, although sometimes an Ironbreaker is sent abroad by a thane to undertake a mission vital to the safekeeping of his hold. Occasionally, Ironbreakers whose holds have been overrun join bands of adventurers, seeking to secure aid in reclaiming their ancestral home.

Typical Trappings: Ironbreakers carry a stout hand weapon, often an axe or hammer, and most also bear a sturdy shield. Ironbreakers often have to traverse mountains and cavern complexes, so many carry a grappling hook and a length of rope, as well as a water skin (usually filled with something stronger than water). Every Ironbreaker's most prized posession, however, is his full suit of gromril armour.

Career Ability: You have a set of Gromril Plate Armour. Take the Gromil Plate Armour item card. You cannot give away, sell, lend, or trade this armour

Mercenary

Basic, Combat, Menial, Rogue



Basic Career: Human, Dwarf, High Elf or Wood Elf

Primary Characteristics: Strength, Willpower

Career Skills: Athletics, Ballistic Skill, Guile, Ride, Weapon Skill

Talent Slots: Focus x1, Tactic x1

A versatile, professional fighter who sells his skills

Advances	
Action	Talent
2	1
Skill	Fortune
1	2
Conservative	Reckless
1	1
Wound	
2	

The Empire has repelled invasions from foreign powers and has stood steadfast in the face of marauding greenskins or barbarians from the northlands. At other times, the Empire has been riven with internal divisions, such as the wars during the Time of Three Emperors or the bloody siege of 1865 prosecuted by the Count of Middenland against his rival in the city of Carroburg.

Even in periods of relative peace, or in areas that have not seen conflict for years, there is always a job available for a fighting man. Nobles often hire mercenaries to garrison their holdings, to provide muscle for expeditions, or to pursue a feud with a rival. Merchant houses employ mercenaries to guard caravans and warehouses, while priests hire them as bodyguards or to provide security for temples. Guild masters, wizards from the Colleges of Magic, organised criminals, and even the agents of Chaos have all commissioned sell-swords at times.

Most of the mercenaries in the Empire are men who once fought as militia alongside the Imperial army. Such men often find they develop a taste for conflict and bloodshed, and so join mercenary bands known as Free Companies.

Even in the heart of the Empire, mercenaries often originate from foreign lands. Tilean mercenaries have a reputation for professionalism that other sell-swords do not. Other foreign mercenaries, such as kossars from Kislev, the almost feral berserkers from Norsca, or the enormous ogres who ply their trade in the Empire are often viewed with distrust if not open hostility.

The life of a mercenary is not so different from that of an adventurer, and they often join adventuring parties in pursuit of rumours of riches.

Typical Trappings: Mercenaries use all sorts of armour and equipment, but most wear at least a mail shirt and leather jack for protection. Many mercenaries favour the crossbow and carry one of these weapons with a quiver of a dozen bolts. Mercenaries often carry a healing draught to fortify them on campaign.

Career Ability: Once per session, you may add ☐ to any single Weapon Skill check you make

DZ Messenger

Basic, Bureaucrat, Social, Urban



Basic Career: Human, Dwarf, High Elf, or Wood Elf

Primary Characteristics: Agility, Fellowship

Career Skills: Charm, Folklore, Intuition, Ride, Stealth

Talent Slots: Focus x1, Reputation x1

A resourceful and well-traveled courier, skilled at riding

Advances	
Action	Talent
1	3
Skill	Fortune
2	2
Conservative	Reckless
2	0
Wound	
0	

In the Empire, written correspondences and small parcels are usually carried from city to city by coach or barge. This method of delivery is neither particularly reliable nor is it expedient. It can take many weeks to receive a reply. The delivery of precious items or important missives is also best kept away from gossiping coachmen or light-fingered stevedores. For this reason, rich individuals and important institutions often employ expert messengers who are personally accountable for making safe and speedy deliveries.

The job of a messenger can be dangerous, as they often have to ride unaccompanied across tracts of wilderness. Bad weather and the often appalling condition of the Empire's roads mean that riding a horse at speed can lead to terrible accidents, and lone messengers make tempting targets for outlaw bands and goblin raiders. Messengers are sometimes given signs of authority by their clients to show to roadwardens in order to requisition them as temporary guards. That's the theory, but in practice roadwardens are reluctant to accompany messengers, particularly if their journey takes them outside the roadwardens' jurisdiction.

Even messengers who complete the journey are not always safe. Late messengers are rarely given a warm reception, recipients of bad news are sometimes known to take their frustrations out on the bearer, and woe betide the messenger who loses or damages his deliverables. Given the many perils of their task, it is not surprising that many messengers seek other forms of employment. Some even join parties of adventurers, where their skills in navigation and outdoor survival are often appreciated.

Typical Trappings: A messenger will be equipped with a hand weapon and leather armour for protection, and has a swift riding horse, saddled and harnessed. He might carry a variety of maps, marked with major roads and landmarks to a varying degree of accuracy. He will also carry the identifying seal of the noble family or merchant house he is working for.

Career Ability: Each time fortune refreshes, you may immediately perform a free manoeuvre.

Mystic

Arcane, Basic, Rural, Social

Basic Career: Human, Wood Elf, or High Elf



Primary Characteristics: Fellowship, Intelligence

Career Skills: Charm or Guile, Folklore, Intuition, Magical Sight, Observation

Talent Slots: Focus x2

A sociable individual with an eerie talent for premonition

ADVANCES	
Action 1	Talent 1
Skill 2	Fortune 3
Conservative 1	Reckless 1
Wound 1	

Many people in the Empire are superstitious and fatalistic, believing the future to be already determined by the will of the gods. Some seek easy answers to explain their purpose, and a gifted mystic can easily make a living catering to their hopes and fears.

Mystics tread a fine line. Some rashly claim to have a personal relationship with the gods, and if they aren't careful, those with a real knack for the art may be seen as witches. Many have been burned at the stake over the years having been declared heretics. Some mystics insist that they are able to read the future through studying the casting of runes, the turning of cards, or the appearance of an animal's spilt guts.

These fortune tellers insist that they take an academic approach to their work, though most are simple entertainers who are better at reading people than the future. They are nevertheless perceptive and intuitive, able to quickly gauge their patrons' feelings, fears, and desires. A few mystics may be genuinely touched with a gift for premonition. Such sensitive people may be the recipients of disturbing dreams, or are perhaps able to perceive shifts in the Winds of Magic in an unusual manner.

Elves are less credulous than humans, and more at home with the existence of magic. They still take premonitions and oracles seriously, however, so there is sometimes a place in their society for a true mystic, though they won't tolerate charlatans for long.

Typical trappings: Mystics typically cultivate a somewhat casual or rustic appearance and employ equipment such as a crystal ball, tarot cards, or a set of bones carved with runes.

Special: Upon entering this career, choose Charm or Guile. The chosen skill becomes a career skill; the other skill remains a non-career skill.

Career Ability: You may spend your fortune points to add ☐ to the dice pool of any ally within close range.

Navigator

Basic, Rural, Specialist, Urban

Basic Career: Any Race



Primary Characteristics: Toughness, Intelligence

Career Skills: Athletics, Intuition, Observation, Resilience, Ride

Talent Slots: Focus x2

An intrepid explorer well versed in the lay of the land

ADVANCES	
Action 2	Talent 1
Skill 2	Fortune 1
Conservative 2	Reckless 2
Wound 0	

The known world is a massive place, and much of it has yet to be properly charted or explored by the men of the Empire. Some of the more intrepid folk seek to explore the uncharted regions of the world.

Commonfolk cite stories of bold adventurers who have returned from far off lands with enough gold to keep them living in luxury for the rest of their lives. They down-play the fact that most such explorers vanish into the unknown, never to be seen again. Navigators are sought out to accompany expeditions. They are most commonly required by those who wish to journey by sea, as the sun and stars provide the only reliable landmarks in the middle of the ocean.

However, not all explorers take to the waves, some of them join merchant caravans tracking the endless miles of the Silk Road to far Cathay, or seeking to trade with dealers in the Southlands, rich in gold and ivory.Many navigators learn their craft through practical experience. They may have worked the trade routes in a more humble capacity, as bearers or muleskinners, and learned how to use navigational tools and methods from navigators in their company.

Other navigators are rich enough to avoid such a hard apprenticeship, and study the theory of charting a path by the stars at one of the Empire's universities.

Many navigators join the Guild of Explorers, a club based in the University of Altdorf. The guild keeps in touch with its members and informs them, for the price of an annual fee, of up and coming opportunities to join an expedition. While membership in the guild is not a requirement, it does have its benefits, such as access to research, maps, and tools of the trade.

Typical Trappings: Navigators usually carry a number of maps and charts of places they have visited or plan to go to. Navigators use a lot of precision instruments, such as portable telescopes, brass sextants, compasses and astrolabes.

Career Ability: You may spend one fortune point to get your bearings when lost, discern true north, or add ☐☐ to a check to navigate in foreign terrain

Pedlar

Basic, Menial, Social, Rural



Basic Career: Human or Dwarf

ADVANCES	
Action	Talent
1	3
Skill	Fortune
2	2
Conservative	Reckless
1	1
Wound	
0	

Primary Characteristics: Toughness, Fellowship

Career Skills: Charm, Folklore, Guile, Intuition, Stealth

Talent Slots: Reputation x2

A resourceful individual used to looking after himself

Many people in the Empire live in isolated settlements that have little contact with the larger towns and cities. Some smaller villages have no shoppes or regular trading markets of their own, depending on travelling tradesmen who make regular visits selling various goods.

Pedlars buy their wares from craftsmen and merchants at markets in cities and towns and then travel from village to village, selling their goods and carrying news and gossip from the towns. A pedlar's wares can be anything that is easily carried, such as pots, pans, knives, and so on. Some of them even operate a limited message delivery service, or hawk hot food in busy city streets. In more settled areas, some pedlars may even be licensed, or choose to form their own guild to protect their interests and discourage outsiders from poaching their trade.

For good or ill, pedlars are strongly associated with the Strigany, who traverse the Empire in colourful wagons or barges. The Strigany claim to be heirs of an ancient civilisation, but they are now a landless and nomadic people. Many folk in the Empire regard the Strigany as criminals and they are almost universally distrusted, especially by roadwardens and watchmen. This bad reputation and the persecutions that sometimes result from it are largely undeserved, though some Strigany purport to serve 'old masters' about whom stories of blood sacrifice are whispered. Some pedlars fall in with groups of adventurers. Their itinerant lifestyles have much in common, and pedlars are often poor folk who can be tempted away from their profession by talk of wealth and glory.

Typical trappings: Pedlars wear durable travelling gear and often carry stout walking sticks. Their kit might include a tent, tinderbox, and lantern, and they may transport their goods in a large backpack or on a horse-drawn wagon. The type of goods a pedlar sells includes pots, pins, pegs, cutlery, blankets, and lucky charms.

Career Ability: When haggling over Abundant goods, gain ☐☐ to your skill check

When haggling over Plentiful goods, gain ☐ to your skill check

Performer

Basic, Menial, Social, Urban



Basic Career: Any Race

ADVANCES	
Action	Talent
2	2
Skill	Fortune
2	1
Conservative	Reckless
1	1
Wound	
1	

Primary Characteristics: Agility, Fellowship

Career Skills: Charm, Coordination, Discipline, Folklore, Intuition

Talent Slots: Focus x1, Reputation x1

A professional entertainer who knows how to please a crowd

The Empire is considered a most cultured nation, at least by those who live within its borders. Citizens of the Empire lead hard lives, and diversions such as a good play, energetic dance, or rousing concert are welcome. Performers seek to earn a living entertaining the public.

Theatre-going is quite popular at all social tiers, whether it is a mummers' show depicting legends of gods and heroes, or sophisticated tragedies performed in sumptuous theatres. Most actors eke out a meagre living on the wages they earn, but they live in hope of winning a starring role to bring them fame and fortune. Playwrights like Detlef Sierck and Jacopo Tarradasch are infamous, and good actors are able to quote their most moving monologues from memory.

Other performers are buskers, who sit in the streets or taverns of the Empire's towns playing music. Loud, shrill instruments, such as the shawm and hurdy-gurdy, are popular because the raucous noise they produce cuts easily through the hubbub in market squares and tavern rooms. Successful musicians learn a number of well-known songs, such as "The Drakwald Lament" or "Sigmar's Silver Hammer", and can improvise a quick jig if people are in the mood to dance.

However, only the luckiest and most talented of performers strike it rich. Performers have even been known to join adventuring parties to make ends meet, or to have unusual experiences that may help them hone their art.

Typical trappings: A performer requires little in the way of equipment outside a costume. Most theatres supply their own costumes and make-up, but an actor is well advised to keep a good set of old fashioned clothing and some make-up at the ready to wear for auditions. A musician just needs an instrument and useful accessories such as spare strings, reeds, or rosin.

Career Ability: When spending fortune points on an Intuition or Observation check, add ☐ instead of ☐ for each fortune point spent

Pit Fighter

Basic, Combat, Menial, Specialist

Basic Career: Human, Dwarf, or Wood Elf

Primary Characteristics: Strength, Toughness

Career Skills: Athletics, Guile, Intimidate, Resilience, Weapon Skill

Talent Slots: Reputation x1, Tactic x1

A stoic fighter who excels in the chaos of combat

Advances	
Action 1	Talent 2
Skill 1	Fortune 2
Conservative 1	Reckless 1
Wound 2	



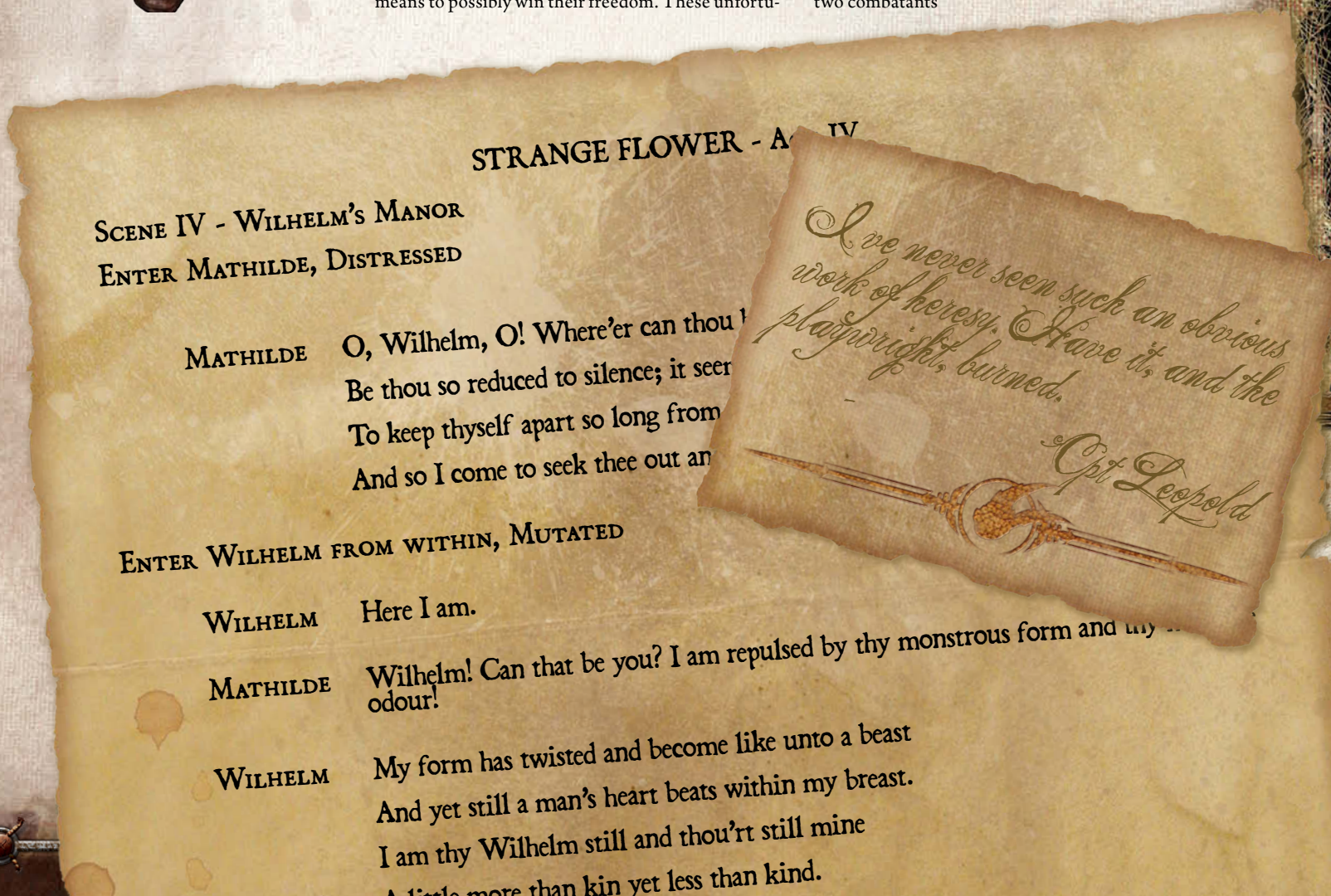
The Old World is a violent place, to the extent that many of its inhabitants see armed combat as a legitimate form of entertainment. Popular attractions include animal baits, public executions and duels, but for the hardened fan of blood sports there is nothing to beat the visceral thrill of pit fights.

In the Empire, pit fighting remains a popular attraction, even though many devotees of Shallya and Verena continually call for it to be abolished. Fights take place in a small arena (hardly ever a literal pit), typically between two contestants armed in a similar fashion. Some pit fights are arranged with novelty in mind, and such contests may see a lightly armoured athletic pit fighter armed with net and spear pitched against a hulking brute in full plate swinging a massive two-handed sword, or three men fighting to survive the onslaught of a raging ogre.

Some pit fighters are professionals, men mad enough to actually indulge in the sport for fun and profit. However, just as many are criminals forced to fight each other as punishment for their crimes, or as a means to possibly win their freedom. These unfortunates are thrown into the arena with poor weapons and little or no armour. Many fights are won by drawing first blood or inflicting honourable wounds, but some are lethal conflicts where only the winner leaves alive. Professional pit fighters may travel to earn money or test their prowess against fighters from different areas. Some condemned pit fighters manage to escape their captors, or possibly win their freedom after fighting a certain number of bouts or winning enough prize money. Pit fighters who win their liberty one way or another can find it hard to fit in with society, and often take up a life of adventure where their martial prowess is appreciated.

Typical Trappings: Most pit fighters wear a mail shirt and leather jack for protection and carry a shield or buckler. The sort of arms they bear varies, but many wear knuckledusters and carry a large showy weapon such as a flail or great weapon.

Career Ability: Add ☐ to your Melee Attacks whenever you are in an engagement with more than two combatants



STRANGE FLOWER - A… IV

Scene IV - Wilhelm's Manor

Enter Mathilde, Distressed

Mathilde O, Wilhelm, O! Where'er can thou
Be thou so reduced to silence; it seer
To keep thyself apart so long from
And so I come to seek thee out an

Enter Wilhelm from within, Mutated

Wilhelm Here I am.

Mathilde Wilhelm! Can that be you? I am repulsed by thy monstrous form and thy …
odour!

Wilhelm My form has twisted and become like unto a beast
And yet still a man's heart beats within my breast.
I am thy Wilhelm still and thou'rt still mine
A little more than kin yet less than kind.

I've never seen such an obvious work of heresy. Have it, and the playwright, burned.

Opt Leopold

Ratcatcher

Basic, Menial, Rural, Urban

Basic Career: Human or Dwarf



Primary Characteristics: Toughness, Agility

Career Skills: Animal Handling, Folklore, Observation, Resilience, Stealth

Talent Slots: Focus x1, Reputation x1

Willing to do the dirty work others won't, with a faithful follower

Advances	
Action	Talent
2	2
Skill	Fortune
3	2
Conservative	Reckless
1	0
Wound	
0	

Rats are widely viewed with loathing by people in the Empire. To the farmer and merchant they are rapacious pests that eat or spoil goods. To the physician they are a harbinger of disease, linked to epidemics such as the Black Plague of 1111. To the common folk they are a source of superstition. Rumours suggest that rats are the familiars of witches and wild stories abound of villages said to have been entirely overrun with vermin. The most persistent of these rumours is the belief that rats are the spies of a secret and hostile subterranean empire hidden beneath the Old World.

In order to control the numbers of rats in the houses, granaries, and sewers of the Empire, rat catchers are employed. They know about the habits of vermin, how they get in and out of buildings, and how they breed. They know about the best way to trap and kill rats, as well as how to secure a building or ship in order to make sure that new rats don't get in. A small bounty is sometimes levied by local burgomeisters for every rat tail brought in, and rat catchers can be found patrolling the sewers with their small but vicious dogs to find as many rats as possible. The rat catcher's income is not great, but he can find ways to supplement it. Some scholars and wizards pay for live specimens, and there is a fashion amongst some noblewomen to make a pet of sleek white rats. Rats can also be sold to the owners of certain taverns and clubs who like to entertain their customers with bouts of animal baiting.

Nevertheless, the pay is usually meagre and times are often hard for rat catchers. As a result they sometimes take up a life of adventure, joining parties of adventurers who often appreciate their experience of dark, subterranean places.

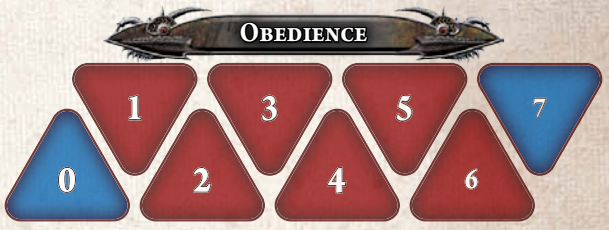
Typical Trappings: Rat catchers use long ratting poles to crush their prey as well as advertise their services. They often use slings and small animal traps. Rat catchers are usually accompanied by small but vicious dogs.

Career Ability: You have a small but vicious dog. Take the small but vicious dog follower sheet. You can teach your dog Trick talents and attach them to its sheet

Small But Vicious Dog

Ratcatcher Only - *Follower, Pet*





Talent Slots: Trick x 2 (initially; may acquire 3rd Trick slot)

It's small, but it's vicious – what else do you need to know?

Keep this Follower sheet in your play area near your character sheet. It functions in many ways like a character sheet, representing your Small But Vicious Dog, however, your pet does not have stats or abilities in its own right. Your Small But Vicious Dog begins with 6 maximum Obedience and 2 Trick talent slots, but can gain more with advances.

Any time the Small But Vicious Dog would suffer fatigue, stress, or damage, it loses 1 Obedience instead. Enemies may attack it as an action, automatically causing it to lose 1 Obedience, with no check needed. When the Small But Vicious Dog runs out of Obedience, it runs off and hides until it recovers at least 1 Obedience.

Your Small But Vicious Dog may learn Tricks talents that socket into this Follower sheet. You acquire Tricks just like any other Talent cards. Your Small But Vicious Dog also gives you access to *Pet* action cards, which you purchase with advances.

The Small But Vicious Dog may perform 1 free manouevre per turn. You may encourage it to make additional manouevres by spending 1 Obedience and making an **Easy (1d) Animal Handling check**. If you don't otherwise specify, the Small But Vicious Dog follows you around barking enthusiastically – the dog remains engaged with you until you instruct it to do otherwise.

The Small But Vicious Dog recovers Obedience in the same way characters recover fatigue and stress, using the owner's Animal Handling instead of Discipline or Resilience.

Open Advances: A Ratcatcher may purchase a permanent +1 maximum Obedience for his Small But Vicious Dog once during his career for 1 advance. A Ratcatcher may purchase an extra Trick Talent slot for his Small But Vicious Dog, to a maximum of three Trick talent slots, once during his career for 1 advance. These advances count as Ratcatcher career advances.

Roadwarden

Basic, Rural, Social, Specialist

Basic Career: Human Only



Primary Characteristics: Toughness, Intelligence

Career Skills: Folklore, Intuition, Observation, Ride, Weapon Skill

Talent Slots: Reputation x1, Tactic x1

Tough and resolute, enforcing the Empire's laws

ADVANCES	
Action 2	Talent 2
Skill 2	Fortune 1
Conservative 1	Reckless 1
Wound 1	

It is dangerous to travel the roads of the Empire. The highways between cities wind through tracts of wilderness where greenskins and beastmen hunt travellers, and voracious monsters search for easy pickings. Nearer civilisation, highwaymen hold up coaches and outlaws rob travelling parties. Criminals use the roads as secluded places to do business, smugglers intercept cargoes far from the eyes of the bailiffs, and thieves with hot property meet fences at coaching inns.

Nobles and burgomeisters raise patrols of roadwardens to protect travellers and prosecute those who use the roads for illegal purposes. These lawmen ride in groups along the roads of their jurisdiction, which tend to be all the roads in an area ruled by a particular noble, or along a particular trade route. If they come across criminals or bandits they will fight them, and may try to take prisoners. Should they confront an enemy that proves too strong for them, they attempt to ride to the nearest settlement and organise a militia to meet the threat. Roadwardens are required to operate within the bounds of their jurisdiction, which can limit their effectiveness. Those who stray into another jurisdiction are likely to be treated as reavers and may find themselves faced down by another roadwarden patrol in their turn.

Some roadwardens tire of this life and seek to escape their dangerous and thankless tasks. They can even go so far as to take up a life of adventure. Those that do so will be wise to escape the notice of their former employers, who may take umbrage at resources such as pistols and horses being used in the pursuit of private profiteering.

Typical Trappings: A roadwarden will be armed with a hand weapon, and will usually wear leather armour. His employers provide him with a pistol and ammunition for a dozen shots, or he might carry a crossbow with a dozen quarrels. They also provide him with a sturdy horse, saddled and harnessed. He will carry a rope or manacles to restrain any prisoners he arrests.

Career Ability: Once per session, you may add ☐ to any Intimidate or Ride check

Scout

Basic, Menial, Rogue, Rural

Basic Career: Human, High Elf, or Wood Elf



Primary Characteristics: Agility, Intelligence

Career Skills: Ballistic Skill, Nature Lore, Observation, Ride, Stealth

Talent Slots: Focus x1, Tactic x1

An observant, resourceful outdoorsman with keen senses

ADVANCES	
Action 2	Talent 2
Skill 3	Fortune 2
Conservative 1	Reckless 0
Wound 0	

The Empire is a hazardous place. Travelling parties and merchant caravans who venture into the wilds can meet with all manner of accidents. Many lose their way on unmarked paths or have to turn back after encountering an impassable object or bad weather. Other parties become the victims of bandits or ravening beasts. Even armies on the march can find themselves lost or at risk of ambush if they do not take pains to reconnoitre their surroundings.

Those who organise any sort of overland expedition have these risks in mind and hire scouts to help explore the paths ahead. Many scouts are expert horsemen with skills in living outdoors and following trails. Most of them work within an area that they are familiar with, but some scouts specialise in exploration. They ride into dangerous and unknown territory, a risky task for which they receive a handsome wage.

The task of a scout is to report back about any dangers ahead rather than tackle them himself. However, all scouts learn to become good shots and develop combat skills to deal with ambushes or enemy scouts. They also become experts in judging the lay of the land, navigating around ravines or swollen rivers. Scouts also become highly adept at finding farmsteads and isolated villages which can provide a convenient source of provisions.

In several regards, the life of a scout is not very different to the life of an adventurer. When they cannot find work with a merchant caravan or an army on the march, scouts sometimes join parties of adventurers, where their self-sufficiency and familiarity with the outdoors often prove useful.

Typical Trappings: A scout will arm himself with a hand weapon and a bow or crossbow, with ammunition for a dozen shots. He will wear leather armour for protection. Some scouts have a riding horse, saddled and harnessed, others prefer to scout on foot.

Career Ability: Once per session, you may add ☐ to any Observation or Stealth check

Scribe

Academic, Basic, Social, Specialist

Advanced Career: Human, Dwarf, or High Elf



Primary Characteristics: Intelligence, Willpower

Career Skills: Discipline, Education, Folklore, Intuition, Observation

Talent Slots: Focus x2

Hard working and reliable, with dreams of a better life

ADVANCES	
Action	Talent
1	2
Skill	Fortune
4	1
Conservative	Reckless
2	0
Wound	
0	

Most people in the Empire are illiterate; the peasantry and even a great number of the nobility do not know their letters. However, it is sometimes necessary for an unlettered individual to understand or write documents, perhaps to stay in touch with distant friends or to keep on the right side of the law. For this reason, the services of scribes are often sought.

Some scribes work in the streets and market squares. They sit at small portable desks, taking down letters dictated by their clients. They draft correspondences, legal documents (such as wills and contracts), and even diaries. They also provide a reading service, letting customers know about local announcements, bye-laws, bill posters, and other notices. The services of a scribe are not cheap – they often charge by the word, and writing materials such as parchment and ink are costly. The better scribes in the larger towns of the Empire are often employed by scriptoriums. These writing houses employ ranks of scribes to work on illuminated manuscripts, official documents and important letters. Work in a scriptorium is hard and dull, but the pay is regular and generous. Scribes can also find employment with merchant houses, noble courts, temples, and even with organised criminals.

Despite the service they perform, the livelihood of scribes is under threat. Printing presses in many towns offer similar services for competitive prices. An appetite for learning amongst the growing middle class means there are more literate individuals about than in years gone by. Faced with hard times, a scribe sometimes joins parties of adventurers, where they are often appreciated for their advice in tight spots of the law or when looking for job opportunities in scurrilous news-sheets and pamphlets. Some adventurers actually employ scribes to accompany them and record their exploits, so that their heroic deeds will be immortalised in thrilling chapbooks.

Typical Trappings: A scribe typically carries a number of feather quills, a bottle of ink, an inkhorn and a leather folder containing a dozen pieces of parchment.

Career Ability: Your Education checks gain: Add 1 fortune to the party fortune pool

Servant

Basic, Menial, Rural, Urban

Advanced Career: Any Race



Primary Characteristics: Toughness, Willpower

Career Skills: Athletics, Coordination, Folklore, Intuition, Resilience

Talent Slots: Focus x1, Reputation x1

Hard working and reliable, with dreams of a better life

ADVANCES	
Action	Talent
2	2
Skill	Fortune
1	2
Conservative	Reckless
1	1
Wound	
1	

Running a great house, or a business, or a university is no easy task. Whilst the Empire is a centre for innovations both magical and mechanical, menial chores are performed largely by hand.

Every institution of any size therefore employs a cadre of servants to cook food, clean rooms and attend to the wishes of their masters. Servants perform a seemingly unending number of laborious tasks for their employers, whether they be nobles, innkeepers or merchants. In the universities servants clean the corridors and lecture rooms.

Some servants work closely with particular scholars, and can become learned in a particular subject. They help set up equipment and demonstrate the more straightforward theories, techniques or experiments.

In the Colleges of Magic many of the tasks normally performed by servants are undertaken by apprentice wizards, though some roles in the colleges require more permanent staff. Likewise, the great temples and facilities of the Empire's Cult's also require tending, maintenance, and care. Areas such as the kitchens and the purser's office employ servants of their own.

Unlike an apprentice a servant is considered to have no valuable skills. Servants receive very little in the way of payment, and whilst most are treated decently by their employers they occupy a social rank little better than that of a slave. If a servant performs years of loyal service, and works hard and well, they may be promoted to the position of valet, or even steward.

However, to the scullion, serving wench or stable boy a life of adventure might seem like the only dream they can hope to fulfil, and many of them leave their master's service and seek out more exciting lives.

Typical Trappings: Servants have few possessions, though those with a rich employer may wear a good set of clothing decorated with the livery of the noble family or merchant house they work for.

Career Ability: You may choose to socket a Focus talent in your Reputation slot

Smuggler

Basic, Rogue, Specialist, Urban

Basic Career: Human or Dwarf



Primary Characteristics: Toughness, Fellowship

Career Skills: Guile, Intimidate, Ride, Skullduggery, Stealth

Talent Slots: Reputation x2

Crafty and conniving with ties to commerce and crime

ADVANCES	
Action 2	Talent 2
Skill 2	Fortune 1
Conservative 0	Reckless 2
Wound 1	

The Empire is the wealthiest nation in the Old World. All manner of trade is done in the cities of the Empire, and businesses thrive – from pedlars hawking their wares to conglomerates who enjoy a complete monopoly in their town or city. The Imperial authorities and heads of the Empire's guilds keep a close eye on such commercial activity. They impose taxes on cargos that move through their warehouses and restrict or ban imports and exports of certain goods.

Many people in the Empire resent the imposition of having to pay taxes or being told that they cannot buy a bottle of Bretonnian brandy whenever they feel like it. Such people may well deal in smuggled goods. Smugglers are thieves with some knowledge of legitimate commercial practices and how to get around them. Many smugglers simply steal from cargo-laden barges and carts, then sell to a likely customer or fence in the nearest town. Other smugglers act more like genuine traders, picking up a cargo legitimately in one town and then sneaking it past the bailiffs at the other end of their journey.

To guilds, local authorities, and legitimate traders, smugglers are notorious criminals whose activities jeopardise profits. Smugglers face harsh punishments such as incarceration, branding or execution if caught. Most smugglers are hardened criminals who are not above acts of violence or even murder to avoid being caught. Many smugglers deal in highly illegal cargos, such as those containing addictive drugs, body parts or even darker, more nefarious goods. Smugglers keep on the move to find new opportunities and to avoid the attention of the authorities. They sometimes join bands of adventurers where their combined skills of commercial acumen and underworld savvy often come in useful.

Typical Trappings: A smuggler usually wears a leather jack to keep off the weather and help protect him should a scuffle break out. Most smugglers have access to a small rowboat or a horse and cart. Smugglers work mainly at night, so they often carry some form of illumination, such as a lantern or some torches.

Career Ability: Your Skulduggery checks gain: Add 1 fortune to the party fortune pool

Soldier

Basic, Combat, Military, Specialist

Basic Career: Human, Dwarf, High Elf, or Wood Elf



Primary Characteristics: Toughness, Willpower

Career Skills: Ballistic Skill, Discipline, Leadership, Ride, Weapon Skill

Talent Slots: Reputation x1, Tactic x1

A warrior with special training and well-practised discipline

ADVANCES	
Action 2	Talent 1
Skill 2	Fortune 1
Conservative 1	Reckless 1
Wound 2	

A multitude of enemies threaten to conquer or despoil the lands of the Empire, and the nation has gone to war many times in its long and glorious history. Every city state and province in the Empire equips and trains its own regiments of soldiers. Together, these forces make up the Imperial army. Such soldiers are armed in a variety of ways as regiments are raised to fight with handguns, crossbows, halberds, spears, or swords. Uniforms differ from province to province. For example, state troops from Reikland wear white uniforms, though certain regiments adopt different colours such as those raised in Altdorf, which wear red and blue clothing.

It is possible for a regular soldier to rise through the ranks if he shows enough talent and discipline. However, most of the officers are drawn from the noble class. Aristocratic blood is regarded as a prerequisite for military leadership. Dwarf soldiers sometimes accompany human armies to war. They typically wear heavier armour crafted by their skilled smiths. High elf soldiers are rarely seen in the Old World, though on occasion their archers or armoured spearmen escort travelling dignitaries from Ulthuan. Wood elf soldiers may be deployed to protect ancient cairns or patrol their forests, but often have little interest in the affairs of the rest of the Empire.

Soldiers sometimes join up with adventurers. They may have deserted from the army, or found themselves isolated after a battle, or be at a loose end during a time of peace. Whatever the reason for adventuring, they make a good addition to adventuring parties, who appreciate their disciplined combat skills.

Typical Trappings: Soldiers of all races are usually equipped with a uniform, a suit of armour typical to their unit (leather for humans and wood elves, mail for dwarves, scale for high elves), and either a missile weapon such as a handgun, a crossbow, or a longbow or a close-quarters weapon such as a spear, halberd, or hand weapon and shield. Soldiers also carry a bedroll and mess kit when on campaign.

Career Ability: During each Rally Step in combat, recover 1 fatigue and 1 stress

Student

Academic, Basic, Social, Urban

Basic Career: Human, Dwarf, or High Elf



Primary Characteristics: Intelligence, Fellowship

Career Skills: Discipline, Education, Folklore, Nature Lore, Observation

Talent Slots: Focus x2

Intelligent and studious, often with a specialised area of expertise

ADVANCES	
Action	Talent
1	2
Skill	Fortune
4	1
Conservative	Reckless
2	0
Wound	
0	

The cities of the Empire are centres of learning in the Old World, home to many universities. Some teach a broad range of subjects, from philosophy and the sciences to languages and the arts. Others dedicate themselves to a single subject, such as the Imperial College of Engineers in Altdorf.

To study at a university requires money for fees and board, and most students are from wealthy families. Many are members of the nobility, though each year more merchants and burghers pay for their sons to receive an education. A very few students are from poorer backgrounds; either their parents made significant sacrifices for them to attend university or they have shown enough potential to impress a benefactor into providing them with a scholarship.

Dedicated students with enthusiasm for their subject find the resources and guidance at universities to become experts in their field. Other students show little interest in learning, and use university life as an opportunity to socialise and indulge in excesses of alcohol. These hedonists look down on the studious, just as serious students bewail them for wasting their opportunities. High elf and dwarf students sometimes visit the universities, but generally prefer their own lore masters. High elves who visit the Empire's universities typically remark that the knowledge they contain is trifling in comparison to that found in the famed White Tower of Hoeth, the greatest seat of learning in the world.

Some students find university life stifling or tedious. Such individuals sometimes take up a life of adventure, justifying it to themselves by vowing to be on the lookout for any hidden lore or fresh ideas. Others relish the opportunity to travel abroad, gaining valuable experience that they can apply to their studies.

Typical Trappings: A student usually carries a couple of well-thumbed books expounding on their chosen subject in dry detail. He might also carry quills, ink, an inkhorn, and a dozen sheets of parchment for notes and dissertations.

Career Ability: Once per session, you may add ☐ to any Education or Folklore check

Sword Master

Basic, Combat, Sword Master, Specialist

Basic Career: High Elf Only



Primary Characteristics: Toughness, Agility

Career Skills: Coordination, Discipline, Intuition, Leadership, Weapon Skill

Talent Slots: Focus x1, Tactic x1

A highly skilled, well-trained High Elf swordsman

ADVANCES	
Action	Talent
2	2
Skill	Fortune
2	1
Conservative	Reckless
1	0
Wound	
2	

One of the most impressive of the many wonders in the land of Ulthuan is the White Tower of Hoeth, a tall, slender structure that spirals high into the sky. The tower was commissioned by the Scholar King Bel-Korhadris, and designed to be a repository of knowledge and magical lore. The tower was also built in honour of Hoeth, the elven god of wisdom, and it houses his greatest shrine. The Sword Masters are the guardians of the White Tower.

Sword Masters are particularly famed for their ability with their chosen weapon, the greatsword of Hoeth. These are exquisitely crafted ceremonial blades of considerable size, wielded with both hands.

Sword Masters spend much of their waking hours honing their skills and practising great feats of arms. It is rumoured that the greatest Sword Masters can slice a candle in half without disturbing the flame or fight an enemy in the dark guided only by the sound of his breathing. What little time they do not dedicate to training, the Sword Masters spend in conversation with Tower lore masters, learning all they can about the art of war. The Sword Masters are not cloistered ascetics. Many also have duties that may take them away from the Tower. They provide reliable messengers for their masters, and are sometimes tasked with escorting a travelling scholar in safety or confronting threats to the high elf way of life.

Sword Masters may also leave the Tower in order to seek out knowledge. These errant individuals travel in order to study the fighting techniques of other cultures. They are often eager to test their great skills on real enemies in a setting where there is no room for second best. In extreme circumstances, a Sword Master might even travel as far as the Empire in the service of a travelling scholar or to seek out previously undiscovered martial techniques.

Typical Trappings: A Sword Master carries a greatsword of Hoeth, a visible sign of his dedication to perfecting his art. He generally wears a sleeved scale mail coat and a tall helm.

Career Ability: You have a Greatsword of Hoeth. Take the Greatsword of Hoeth item card. You cannot give away, sell, lend, or trade this sword

Thief

Basic, Rogue, Social, Urban

Basic Career: Human, Dwarf, High Elf, or Wood Elf



Primary Characteristics: Agility, Fellowship

Career Skills: Coordination, Discipline, Guile, Skulduggery, Stealth

Talent Slots: Focus x1, Reputation x1

Nimble and dextrous, with a knack for getting into (and out of) trouble

Advances	
Action: 2	Talent: 1
Skill: 2	Fortune: 1
Conservative: 0	Reckless: 2
Wound: 2	

The Empire is a prosperous and populous nation. From bustling city streets to markets on village greens, all manner of people gather to trade wares and services. Such affluence attracts crime, and whilst many Old Worlders may be guilty of occasional petty filching, some indulge in larceny whenever circumstances allow. These thieves are usually opportunistic jacks of all trades, though they may specialise as embezzlers, coin clippers, blackmailers or rustlers of livestock. Many thieves earn their living as cutpurses, picking the pockets of passers-by in streets and market squares. Other thieves prefer housebreaking – entering buildings at night and making off with the residents' valuables.

Authorities take a dim view of robbery. If thieves are arrested, they can expect a hefty fine and a period in gaol or the local pillory. Often local councils or nobles decide to take a tougher stance on such crimes, and frequently the sentences for theft can mean exile, mutilation, or even death. Thieves also need to keep on the right side of local crime lords. A thief who operates without permission from organised criminals in the area can receive a harsh beating, or worse. However, if a thief loyally pays a tithe of his loot to the bosses operating in the area, he can reap benefits such as the use of nearby safe houses, contacts with a reliable fence, and tip-offs about likely looking marks.

Some thieves draw too much heat from the law, or fall out of favour with crime lords. In such cases it is wise for a thief to relocate. Thieves sometimes join bands of adventurers, who find that their skills with locked doors and traps can come in very handy.

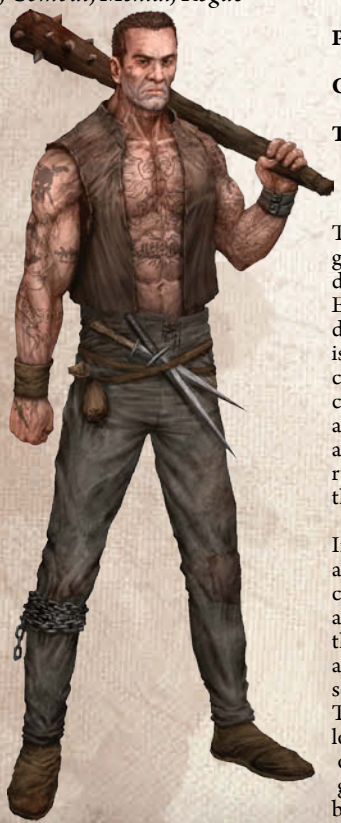
Typical Trappings: A thief will often wear a leather jerkin for protection. If he has a talent for burglary, he will carry a sack to place stolen objects in, a set of hooked wires for picking locks, and lengths of rope to help scale sheer surfaces. A cutpurse will tend to wear a large coat with hidden pockets, and several discreet knives tucked away inside

Career Ability: Once per session, you may add ■ to any Guile or Skulduggery check

Thug

Basic, Combat, Menial, Rogue

Basic Career: Human or Dwarf



Primary Characteristics: Strength, Agility

Career Skills: Athletics, Guile, Intimidate, Skulduggery, Weapon Skill

Talent Slots: Tactic x2

Strong and tough, with streetwise savvy and little else

Advances	
Action: 2	Talent: 1
Skill: 2	Fortune: 1
Conservative: 0	Reckless: 2
Wound: 2	

The rulers of the Empire proudly declare it the greatest nation in the Old World, bravely defying the dark forces arrayed against it. To be a citizen of the Empire, they claim, is to be superior to foreigners by dint of nationality alone. In reality, life in the Empire is typically nasty, brutish, and short. In prosperous cities such as Altdorf and Nuln, most people live in crowded, reeking rookeries where crime and violence are endemic. In the taverns of busy city waterfronts and the streets of the slums, crime lords are the true rulers. They ensure that they wield more might than their rivals by hiring brutal henchmen.

In the ranks of criminal organisations, the strength and viciousness of thugs are prized as virtues. They collect protection money from local shop owners and innkeepers, and administer punitive beatings to those unable to pay. They intimidate any watchmen, agitators, or reformers from the Cult of Verena who seek to expose corruption or clean up the streets. They fight turf wars with the henchmen of rival crime lords, and threaten illicit dealers, bawds, pickpockets or burglars who work independently of their own organisation. Other thugs prefer to work on a freelance basis, hiring themselves out to third parties who wish to see someone hurt or humiliated. These brutes seek to provoke their mark into a fight over such trifles as spilt drinks or imagined insults, before beating them senseless. They can then collect their money and supplement their earnings by robbing their victims. Such thugs usually leave outright murder to assassins, but particularly immoral exceptions can be found for the right price.

Thugs can fall out of favour with their employers, or draw too much attention from the law. Such individuals will be wise to leave their home city quickly, and some thugs even find themselves lending much-needed muscle to parties of adventurers.

Typical Trappings: Thugs typically protect themselves well, wearing leather jacks. They often wield cudgels or knuckledusters.

Career Ability: You inflict +1 damage against henchmen and against any target with a lower Strength than yours

Troll Slayer

Basic, Combat, Fanatic, Slayer

Basic Career: Dwarf Only

Primary Characteristics: Strength, Toughness

Career Skills: Athletics, Intimidate, Resilience, Weapon Skill

Talent Slots: Tactics x2

Advances	
Action 2	Talent 2
Skill 1	Fortune 1
Conservative 0	Reckless 1
Wound 3	



A fearsome dwarf on the first step toward a glorious death

Even in the eyes of their most steadfast allies, dwarfs can seem dour and vengeful. Dwarfs do not cope well with personal loss or humiliation. A dwarf who is crossed in love, fails to do his duty, performs work with incompetence, or is otherwise disgraced can become morose, sometimes inconsolably so. The Slayer cult provides dwarfs who are driven to despair with a way to regain their honour and stand proud before their ancestors once again.

Troll Slayers typically dye their hair bright orange and stiffen it into spikes or a mohawk using pig grease. They often pierce their ears and noses with rings of precious metal, and have a predilection for extensive swirling blue tattoos. Part of the reason for their outlandish appearance is as a warning to others not to get in their way. Other dwarfs know not to prevent a Slayer from his self-imposed death quest. The Slayer oath commits a dwarf to seek out a great doom fighting the enemies of his race. Many Troll Slayers journey to the wilds of the Old World in order to encounter dangerous monsters and slay them in single combat. This is where the name "Troll Slayer" comes from – trolls are fearsome monstrosities and not uncommon in the Old World, and are responsible for much misery and bereavement amongst the dwarfs. Troll Slayers do not hunt trolls exclusively; any worthy opponent will do. A Slayer may pursue rumours of goblin bands, lairs of Chaos creatures, or daemonic manifestations in the hope of finding a glorious death.

Troll Slayers sometimes join bands of adventurers, knowing that the exploits of such folk often take them into dangerous situations. The added advantage of joining adventurers is that with luck there will be someone alive to witness the Troll Slayer's end. A Slayer often makes his companions promise that they will take the news of his mighty doom to his people after his demise.

Typical Trappings: Troll Slayers fight with axes, some wielding an axe in each hand, others preferring the heft of a massive greataxe. Slayers care little for possessions, and eschew armour, for obvious reasons.

Career Ability: While in a Slayer career, you cannot wear armour, but have a natural Defence of 1 and a natural soak value equal to 1+ the number of Slayer careers you have completed

Wardancer

Basic, Combat, Ritual Dancer, Rural

Advanced Career: Wood Elf Only

Primary Characteristics: Agility, Willpower

Career Skills: Athletics, Coordination, Discipline, Nature Lore, Weapon Skill

Talent Slots: Tactic x2

Advances	
Action 3	Talent 2
Skill 1	Fortune 1
Conservative 1	Reckless 1
Wound 1	



A lightly armoured but incredibly athletic and graceful warrior

The deities of the elven pantheon are contradictory figures, none more so than the god Loec. He is known as the Dancer of the Shadows, and is personified by laughter and trickery. Such acts are sacred to him, and lift the hearts of believers from the grasp of Chaos and despair. Loec has a darker side, associated with revenge, deception, and darkness. Most elves honour their gods equally, but the wardancers esteem Loec in particular.

The wardancers are an elite wood elf warrior caste. They practice a style of close quarters fighting that relies on athleticism to provide protection, rather than cumbersome suits of armour. Such is their speed and grace that they cavort about their foes, darting in to strike blows and then pirouetting out of reach. To an outside observer a wardancer's assault may seem random, but their acrobatics are a rigorously controlled violent art. The training needed to achieve such prowess is long and arduous. Only youthful elves are normally accepted as novice wardancers. In peaceful times wardancers spend their time learning and performing ritual dances. Wardancers travel in troupes, journeying through the secret and dangerous tracks of Athel Loren. They visit the sacred cairns and meet with different wood elf kinbands to provide information, pass along wood elf lore through their complex dances, and provide entertaining distractions.

Given their mercurial and almost nomadic nature, it is not unusual for wardancers to travel far and wide in their lifetime. Those that do so may have been sent on a mission for their highborn leaders, seeking to prove themselves or atone for a mistake. Some wardancers may even feel compelled to wander after receiving a vision from Loec. Such travelling companions are powerful fighters, but unnerving company.

Typical Trappings: A wardancer fights with a pair of finely crafted blades. They wear no armour, some leather strapping at most. Wardancers often decorate their bodies with swirling designs, symbols sacred to the god Loec, which are stained onto their skins with woad.

Career Ability: When one of your *Melee Attacks* inflicts at least one critical wound, you may immediately flip one of your currently recharging action cards so the opposite stance side is revealed. The number of recharge tokens on the card remains the same

Watchman

Basic, Bureaucrat, Combat, Urban



Basic Career: Human or Dwarf

Primary Characteristics: Toughness, Fellowship

Career Skills: Discipline, Intuition, Leadership, Observation, Resilience

Talent Slots: Tactic x1, Reputation x1

A keeper of the peace with some useful urban skills

Advances	
Action 2	Talent 1
Skill 2	Fortune 2
Conservative 1	Reckless 1
Wound 1	

Law and order is hard won in the settlements of the Old World. Crime and corruption are endemic throughout the Empire, and in the cities, fires regularly break out as a result of accidents or acts of malicious intent. In the wilds, gangs of outlaws or goblin warbands raid any target that looks vulnerable and profitable.

To guard against such threats, electors and local nobles raise forces of guards to patrol streets or man fortifications. Even the smallest of villages arrange a guard detail to man the gates, and watchmen are also employed to protect isolated buildings such as coaching inns, country manors, and farmsteads. These guards also answer cries of distress, break up brawls and riots, arrest criminals, repel invaders, and, when fires break out, organise bucket chains to extinguish the flames. In most towns and cities in the Empire, watchmen are actually part of the army, effectively regiments of troops trained to garrison a town and keep the Emperor's peace. They typically deal with petty crimes by levying spot fines, administering punitive beatings, or placing offenders in the pillory for a while. If watchmen arrest someone suspected of a more serious crime, they will usually confine him to the cells of a nearby watch station until an official, such as a local noble, a member of the Cult of Verena, or the feared Imperial judges can take a look at his case.

Some watchmen become disillusioned by the corruption in their own ranks. Others tire of the dangers of the job or the lack of support they receive from nobles and councillors. Such watchmen sometimes take up a life of adventure, providing parties of adventurers with strong sword arms and a useful knowledge of the law of the land.

Typical Trappings: Most watchmen carry a lantern on a pole and some lamp oil. They wear a leather jack for protection and a set of manacles to restrain prisoners. All watchmen wear a uniform, and in the Reikland are issued a copper badge stamped with an identifying number. Some cities pay for watchmen to be equipped with halberds and plate armour breastplates.

Career Ability: During a Rally Step, you may remove 1 recharge token from any one of your currently recharging action cards, or from an action of any character engaged with you

Waywatcher

Basic, Combat, Rural, Watcher



Basic Career: Wood Elf Only

Primary Characteristics: Agility, Willpower

Career Skills: Athletics, Ballistic Skill, Coordination, Nature Lore, Stealth

Talent Slots: Focus x1, Tactic x1

A superb elf scout and expert archer on the path of the Watcher

Advances	
Action 2	Talent 1
Skill 2	Fortune 2
Conservative 1	Reckless 1
Wound 1	

Whilst many men of the Empire might think that all the lands beyondtheir western border as Bretonnia, the inhabitants of Athel Loren certainly do not see themselves as the vassals of that nation. These are the Asrai, a society of elves who did not return to Ulthuan after the War of the Beard.

Over the millenia, the wood elves have become insular and capricious. They do not welcome visitors to their woodland realm, and a grisly sight can be found on the periphery of Athel Loren: skeletons, many of them human, litter the outskirts of the forest, arrows protruding from the eye sockets. This is the work of the waywatchers, masters of concealment and silent, deadly sentinels of the forest realms.

Waywatchers guard the paths leading into Athel Loren, and intercept intruders. Those with whom the wood elves have no quarrel are met with warning shots, and led out of the forest by these taciturn figures. However, most uninvited visitors are shot on sight. In times of war, the waywatchers serve as skirmishers in wood elf forces, repulsing invaders with an unerring stream of arrows. Most waywatchers are solitary warriors, sniping and ambushing their foes in preference to fighting open battle. They are rarely seen in the Empire.

Some waywatchers develop a curiosity about life outside the forest and are permitted to leave in order to experience the nations of the Old World and beyond. Others may answer their queen's instructions to lend support to the Empire, and travel where she demands. Travelling wood elves are treated with mistrust by many citizens of the Empire, who are perhaps aware of the frosty reception they would receive if they trespassed in the woodland realm. Such wandering waywatchers sometimes join groups of adventurers, who are typically more tolerant of such unusual companions.

Typical Trappings: Waywatchers carry finely crafted elf longbows and a dozen arrows. They typically wear some form of very light armour, such as leather strappings.

Career Ability: Your combat initiative checks gain ☐☐

Zealot

Basic, Devoted, Fanatic, Religion

Basic Career: Human Only



Primary Characteristics: Toughness, Willpower

Career Skills: Athletics, Discipline, Intimidate, Piety, Resilience

Talent Slots: Focus x1, Insanity x1

An individual whose devotion to the gods borders on fanaticism

ADVANCES	
Action	Talent
2	1
Skill	Fortune
2	2
Conservative	Reckless
0	1
Wound	
2	

Life in the Empire is brutal, and rife with tales about supernatural forces and marauding enemies threatening it. These are stories of barbarous greenskins who raid villages for plunder and slaves, or rumours of rat-like men that infest caverns and sewers. In years of poor harvest many people go hungry, and epidemics spread quickly in filthy and crowded city streets. Most upsettingly, each year more children are born bearing the marks of Chaos, hideous mutants who must be put to flame.

It is unsurprising to learn that many folk faced with such fear and turmoil seek spiritual guidance in order to make sense of the world and give their lives some meaning. However, the gods of the Old World make up a fickle and remote pantheon, and only seem to speak to a few chosen followers. Zealots rove the Empire, desperate in the search for spiritual answers. They call out to the gods for guidance and preach to people they meet about the coming of the end times. They warn against the multifarious dangers assailing the Empire and the terrible wages of sin. These zealots usually live a simple life of asceticism. Some mortify their flesh or undertake lengthy and strange austerities in the hope of garnering the favour of a god or two. Others take a slightly cooler approach to their faith. Instead of harming themselves, they seek out the enemies of civilisation, and join the retinues of witch hunters that scour the Empire for heretics, daemons, warlocks, and mutants.

Many of these travelling zealots find themselves isolated, whilst others tire of their self-imposed strictures and abstinence. Such zealots sometimes take up a life of adventure, relishing the opportunity to oppose their enemies directly.

Typical Trappings: Many zealots eschew possessions and dress humbly. They may bear a whip to scourge themselves with, or go as far as to arm themselves with flails. Others dress a bit more sensibly, wearing a leather jacket and tough travelling clothes.

Special: You may attach an Insanity card to this sheet as if it were a Talent.

Career Ability: Once per session, you may exhaust your insanity talent to add fortune dice to any check equal to the severity of the insanity. The insanity automatically refreshes at the end of the current act.



Acolyte

VARIES

Advanced Career: Human Only

Academic, Arcane, Intermediate, Wizard



Primary Characteristics: Intelligence, Willpower

Career Skills: Channelling, Discipline, Education, Intuition, Magical Sight, Observation, Spellcraft

Talent Slots: Focus x1, Order x1

A developing wizard gaining more confidence with his powers

Advances	
Action 3	Talent 1
Skill 3	Fortune 1
Conservative 1	Reckless 1
Wound 0	

Those wizards who are skilled and lucky enough to pass their period as apprentices enjoy many privileges afforded to more senior members of their order. To all intents and appearances they are viewed as fully trained wizards in the eyes of common folk. To their masters, though, apprentices who have only recently graduated still have a lot of work ahead of them. Those who are no longer apprentices, but have yet to be regarded as fully invested wizards, are known as acolytes.

Many acolytes stay within the halls of the Colleges of Magic, assisting their masters and learning more about the magical arts. The more adventurous acolytes prefer to take advantage of the fact that they have greater freedom than they enjoyed during their apprenticeship. They choose to leave the College buildings to pursue a life of exploration and discovery, learning about magic through practical application of their skills. In this manner they gain knowledge and experience, but at greater risk of failure. An acolyte who has left his College to travel is still expected to act in the best interests of his order, and to respond promptly and respectfully to any requests that his superiors might ask of him.

Special: The Acolyte career is part of the tiered structure followed by Wizard characters. A character can only enter this career after he has completed the Apprentice Wizard career.

Typical Trappings: An acolyte carries the attuned item that his master made for him when he was an apprentice, which is usually (but not always) a staff. An acolyte is allowed to decorate his attuned item and Collegiate robes with charms and trinkets, and these make him much more recognisable as a member of his particular order than when he was an apprentice. His attuned item also aids him with his spellcasting. An acolyte typically carries notebooks crammed with essays and scribblings on spell casting, and pen and ink in order to make new notes.

Career Ability: While you have less power than your Willpower rating, your Channelling checks gain ☐

Assassin

Advanced Career: Any Race

Advanced, Combat, Urban, Specialist



Primary Characteristics: Agility, Intelligence

Career Skills: Ballistic Skill, Intuition, Observation, Stealth, Skulduggery, Weapon Skill

Talent Slots: Focus x1, Tactic x2

A stealthy contract killer skilled with a number of weapons

Advances	
Action 3	Talent 1
Skill 2	Fortune 2
Conservative 1	Reckless 1
Wound 0	

Assassination is one of the most potent tools in the armouries of warring families, courts, and religious bodies in the Empire. Assassins are sometimes employed as agents of a particular noble, or a wealthy crime lord may keep one on the books. Assassins are hired killers, are experts in the use of a wide variety of weapons, and are trained to a far higher standard than most warriors.

They are not necessarily trained in the arts of battlefield warfare, but are stealthy and agile experts in single combat. They are also skilled in the art of the poisoner and in the construction of traps.These skills are for hire to the highest bidder, and it is not unknown for assassins to be employed by two warring factions to assassinate the leaders of both sides.

In the war-torn land of Tilea, engaging the services of an assassin is said to be as easy as hiring any sort of mercenary. However, in the Empire, assassins do not advertise their services so openly. Still, it is not hard to find one if you know where to look, or know of a reliable fence who can find one for you. Assassins looking for work tend to congregate in cities. Whilst most assassins are loners, a rare few have organised into guilds, and it is an ill-kept secret that Altdorf is home to a private set of professional murderers based in an inn known as the Holy Hammer of Sigmar.

Typical trappings: Whilst all manner of weaponry is employed in assassination, the poisoned blade and the crossbow pistol are the most recognisable tools of the trade. Both weapons are notable for being easily concealed and quiet.

Many assassins employ grappling lines and lock picks in order to reach the target when he is at his most vulnerable.

Career Ability: *Melee Attacks* and *Ranged Attacks* made with a weapon you have a specialisation in gain:

+1 damage
+1 critical

Chamberlain

Advanced Career: Human, Dwarf, or High Elf

Bureaucrat, Intermediate, Social, Urban



Primary Characteristics: Intelligence, Fellowship

Career Skills: Charm, Discipline, Education, Guile, Intuition, Observation

Talent Slots: Focus x1, Reputation x2

An organised and sociable individual with ties to high society

Advances	
Action: 2	Talent: 2
Skill: 2	Fortune: 1
Conservative: 1	Reckless: 1
Wound: 1	

Many members of the aristocracy in the Empire have holdings that require a large staff of servants to maintain. The heads of such wealthy households prefer not to manage their servants directly. Most leave the daily administration of their manors and estates to a chamberlain.

The chamberlain's position is a privileged one. He is spared much of the hard and repetitive graft that those under his purview perform. However, the organisation of large households is daunting. If the cleanliness of the house, the splendour of the grounds, or the quality of the cooking do not meet high standards, it is the chamberlain who takes the blame. Chamberlains are often in charge of finances, as well, ensuring that staff are paid and that upkeep costs do not exceed budget.

Successful chamberlains learn the best practices of household management and are ruthless in weeding out lazy or incompetent servants. As well as governing the staff, it is the chamberlain's duty to ensure that any visitors to the manor are warmly welcomed and have their needs catered for. A chamberlain must cultivate fine manners and be prepared to flatter even the most demanding and obnoxious of guests. Whilst chamberlains are normally associated with noble families, some are employed by merchant houses in order to manage the staff of their townhouses or complex trading arrangements. Some important military or religious leaders may also employ a chamberlain to better manage their affairs.

The life of a chamberlain is easy enough compared to many vocations in the Empire. However, the responsibilities of the role can become too much for some, and they may be tempted to make their own fortunes, finding glory as adventurers.

Typical trappings: Chamberlains are expected to wear good clothing, and their apparel is often decorated with the coat of arms for the noble family or merchant house that they work for.

Career Ability: Your *Social* actions gain:

Add or remove 1 recharge token from this action

Charlatan

Advanced Career: Any Race

Intermediate, Rogue, Social, Urban



Primary Characteristics: Willpower, Fellowship

Career Skills: Charm, Discipline, Guile, Leadership, Stealth

Talent Slots: Reputation x2, Focus x1

An unscrupulous con artist, conniver, and ne'er-do-well

Advances	
Action: 2	Talent: 2
Skill: 2	Fortune: 2
Conservative: 1	Reckless: 1
Wound: 0	

Many people in the Empire have no formal education. They get by on a mixture of common sense, folk tradition and practical skills borne out of hard experience.

Empire folk are, by and large, insular and gossipy, but to characterise them as gullible is unfair. However, an individual with a practised peddler's patter and a charming manner can often pass for a respected expert or trustworthy authority when they are really just a swindler. There are numerous ways in which these con artists fool credulous folk into giving them coin. Some pretend to be merchants who require a bit of cash in order to invest in a sure fire business venture that will make everyone involved stinking rich.

Others play the part of seers, divining the future in the turn of a card or a vision glimpsed in a crystal ball. Some pretend to be priests, selling salvation or displays of faith healing. Among their most notorious schemes is when charlatans pose as physicians who provide miraculous cure-alls for a handful of shillings. The proffered concoctions are normally little more than coloured water, perhaps spiked with stimulants in order to provide an immediate, but short-lived, feeling of improved vitality and vigour. These charlatans usually live an itinerant lifestyle, like peddlers or travelling showmen with whom they have much in common. Charlatans go to some lengths never to visit the same village or market twice.

Most folk in the Empire nurse grudges against those who have made fools of them. They are particularly despised by those they emulate, as they bring legitimate professions into disrepute through their fraudulent activities.

Typical Trappings: Charlatans adopt a variety of roles and acquire trappings to suit their persona. For example, a charlatan posing as a physician will wear respectable clothing; carry forged degrees and certificates of guild membership, and bottles of miracle cures to sell.

Career Ability: Once per session, you may add a number of ☐ equal to the depth of your stance to any Charm or Guile check

Disciple

VARIES

Advanced Career: Human Only

Academic, Intermediate, Priest, Religion

Primary Characteristics: Willpower, Fellowship

Career Skills: Charm, Education, First Aid, Intuition, Invocation, Piety

Talent Slots: Faith x1, Focus x1

A holy, devoted individual with growing abilities to work blessings

ADVANCES	
Action	Talent
3	2
Skill	Fortune
2	1
Conservative	Reckless
1	1
Wound	
0	



In the Empire, many gods are worshipped. Whilst most people openly worship and respect the entire pantheon, a few dedicate their lives to serving one of the gods in preference to the others. These followers make up the various Imperial cults, each dedicated to teaching the doctrines of a particular deity and maintaining the shrines and temples devoted to that god's worship. Those who have only recently joined one of the cults are known as initiates, and hope one day to be anointed as priests, and thus recognised as truly devout and knowledgeable followers of their god. Those who have passed their periods of initiation, but who are yet to be ordained as priests, are known as disciples.

As they become more versed in the traditions of their cult, disciples begin to develop the qualities deemed important to their chosen deity. For example, disciples of Sigmar, Myrmidia, and Ulric constantly train to improve their martial skills, though those who worship Myrmidia may also be inclined to ponder the philosophy of warfare, while Ulricans prefer to devote themselves to training for close combat. Such stereotypes do not always hold true. Not every disciple of Morr is dour, isolated, and unfeeling. Not every disciple of Shallya is docile with infinite patience. However, as they mature within the confines of their chosen theology, these priests-in-training tend to more strongly exhibit the behaviour and trappings associated with their cult.

Special: The Disciple career is part of the tiered structure followed by Priest characters. A character can only enter this career after he has completed the Initiate career.

Typical Trappings: A disciple continues to wear the robes and religious symbols he did as an initiate, often of finer quality or decorated to further distinguish them as rising members of their order. A disciple will carry a book filled with holy writings about his chosen god, and other items to help perform his religious duties. The disciple of a warrior god will be armed and armoured appropriately.

Career Ability: When you have favour less than your WP rating, your Piety checks gain ☐

Flagellant

Advanced Career: Human Only

Combat, Devoted, Fanatic, Intermediate

ADVANCES	
Action	Talent
2	1
Skill	Fortune
1	1
Conservative	Reckless
0	2
Wound	
3	



Primary Characteristics: Strength, Toughness

Career Skills: Discipline, Intimidate, Piety, Resilience, Weapon Skill

Talent Slots: Focus x1, Insanity x1, Repuation x1

Crazed religious warriors, inured to hardship, bereft of reason

The violent and unstable conditions of life in the Empire are enough to turn sane men mad. Faced with the ravages of war, disease, and the growing, corrupting influence of Chaos, many become convinced they are witnessing the end times. They travel across the Empire in ragtag bands, proselytising angrily to their fellow citizens about the need to honour the gods and defy the forces of Chaos.

The flagellant bands wandering the roadways of the Empire are comprised of lunatics who mortify their own flesh to seek atonement or to inure themselves against the tortures they expect to face in the coming apocalypse. Such people care little for their own well-being, and are prepared to die provided they strike a blow against the forces of Chaos before they go. Flagellants are regarded as dangerous, a reputation that is largely justified. After all, a flagellant may be harshly critical of those who do not measure up to his own deranged standards of piety – to the extent that he might even accuse them of being sympathisers of Chaos, which can have fatal results. Bands of flagellants tend to be filthy, and frequently diseased. In times of war, however, the folk of the Empire praise Sigmar that these fanatics fight alongside the Emperor's armies. Before a battle begins, flagellants literally whip themselves into a berserk fury. Their frenzied fanaticism and indifference to pain makes them a force to be reckoned with.

Special: A character can only enter this career after he has completed the Zealot career, or has acquired two or more permanent insanities. You may attach an Insanity card to this sheet as if it were a Talent.

Typical Trappings: A flagellant carries a flail with which he smites his enemies and chastises himself. He eschews armour, wearing only rags or a hair shirt. A truly devoted flagellant will adorn himself with religious icons, and might even nail parchment scrawled with sacred vows into his flesh. If he is extremely fanatical, he will scarify his entire body with holy symbols. The flagellant might also possess a bottle of cheap spirits, alcoholic oblivion being his sole remaining consolation.

Career Ability: Once per session, you may immediately increase your soak value by the severity of the insanity you have attached to your career sheet

Giant Slayer

Advanced Career: Dwarf Only

Combat, Fanatic, Intermediate, Slayer

ADVANCES	
Action	Talent
2	1
Skill	Fortune
1	1
Conservative	Reckless
0	2
Wound	
3	

Primary Characteristics: Strength, Toughness

Career Skills: Athletics, Intimidate, Resilience, Weapon Skill

Talent Slots: Tactics x2

A formidable dwarf warrior, one step further along the Slayer path



The cult of Slayers within dwarf society allows dwarfs suffering from dishonour, shame, or inadequacy to regain their honour through seeking a glorious death. Slayers vow to confront the enemies of the dwarf race and defeat them in combat, or die trying.

Most of those undertaking the Slayer's Oath soon meet the doom they desire. The dwarf race has many enemies, and innumerable Slayers have met their end by disappearing into the tunnels infested by goblins or worse creatures that riddle many lost dwarf holds. Some Slayers, despite their efforts, fail to meet an appropriate doom because they are skilled enough to defeat all the foes they have so far faced.

Slayers who win every battle they fight are something of a paradox. On the one hand, they are warriors of considerable merit, whose prowess is regularly tested to the limits. On the other hand, they are failures, who have been unsuccessful in finding the doom they swore to seek. These veteran Slayers become known as Giant Slayers, giants being the sort of monsters that these redoubtable death seekers consider a worthy foe. Many Slayers become obsessed with having their final moments witnessed by those who can bring news of their glorious doom back to their clan or stronghold. As a result, they often associate with adventurers. This can cause friction, as whilst the average adventurer is willing to take risks in order to find fame and fortune, even they draw the line when it comes to charging into a hungry giant's lair.

Special: A character can only enter this career after he has completed the Troll Slayer career. Furthermore, a Troll Slayer may not become a Giant Slayer until he has slain a troll or performed a comparable feat of combat prowess.

Typical Trappings: A Giant Slayer wields a great axe or two (or sometimes more) single-handed ones. He sports a longer, more exotically groomed mohawk and beard, decorates himself with more intricate tattoos, and might carry trophies hewed from worthy foes he has defeated in battle.

Career Ability: You inflict +1 damage with all Melee Attack actions

Investigator

Advanced Career: Any Race

Academic, Basic, Rogue, Urban

ADVANCES	
Action	Talent
3	2
Skill	Fortune
2	1
Conservative	Reckless
2	0
Wound	
0	

Primary Characteristics: Intelligence, Willpower

Career Skills: Education, Folklore, Intuition, Observation, Skulduggery, Stealth

Talent Slots: Focus x1, Reputation x1

A perceptive individual who can get to the bottom of things



In the towns of the Empire, the watch defend the streets, responding to threats when they are alerted to them or confronting criminals on patrol.

Few watch forces are trained or equipped to carefully investigate crimes after they have occurred, and they haven't the time or expertise to infiltrate gangs or piece together complex clues to unravel their secrets.

Investigation as an occupation is a fairly recent occurrence in the Empire. However, today a small but growing number of mercenary investigators work throughout the Empire in order to look into unsolved crimes or suspicious activity. They tend to be more discriminating and meticulous than bounty hunters. The best of them, such as the Marienburger Sam Warble, can command large fees for their services. These investigators excel at quiet deduction, able to gather important clues or testimony from interviews.

Once they have discovered enough evidence to make a clear case, they report back to their paymasters with the information they have gathered. Some of the larger watch forces have paid investigators on their tomes. The Altdorf watch keeps in contact with a few sleuths (often off the record). These extra set of eyes and ears have a noted track record in breaking up dockhand smuggling guilds and tracking down pattern murderers.

Not all investigators are mercenaries, though most are. The Cult of Verena's Order of Mysteries often sponsors its own cultists as investigators. They track lost libers and tomes of knowledge and examine the incalculable miscarriages of justice in the Empire.

Typical trappings: Investigators use tools such as magnifying glasses and lock picks in order to uncover clues. They may use spying equipment such as small telescopes. Investigators with ties to the Cult of Verena sometimes use homing pigeons in order to make reports quickly.

Career Ability: When spending fortune points on an Intuition or Observation check, add ■ instead of □ for each fortune point spent

Merchant

Advanced Career: Dwarf, Human, or High Elf

Bureaucrat, Intermediate, Social, Urban



Primary Characteristics: Intelligence, Fellowship

Career Skills: Discipline, Folklore, Guile, Intuition, Tradecraft

Talent Slots: Reputation x3

Turning silver to gold as they grease the wheels of commerce

ADVANCES	
Action 2	Talent 2
Skill 2	Fortune 1
Conservative 2	Reckless 1
Wound 0	

The Empire is at the centre of trade routes extending to the four corners of the world. Cities like Altdorf and Nuln are trading hubs second only to Marienburg in terms of mercantile significance. Barges that ply the Reik between the three great cities are piled high with cargo. The vast majority of these commodities belong to wealthy merchants.

Merchants are generally wholesalers. They speculate on large quantities of goods, buying them at the site of production and moving them to towns where burghers, peddlers and the citizens demand them. A man has to be rich to set himself up as a merchant of standing, but provided he is careful and fortunate he stands to make significant profits. A merchant requires luck, as some cargoes fall prey to river pirates, marauding greenskins or even worse. Certain merchants even develop the mindset of a military commander, organising mercenary guards to protect their wares from criminals and raiders. Many of the merchants in the Empire come from the great merchant houses, extended family units who take pains to ensure that their sons acquire a cosmopolitan education with a bias towards developing business acumen. The merchant guilds and houses are increasingly powerful organisations in the Empire. They form a powerbase that wields a political clout burgeoning on that of the nobility and priesthood. Reactionary nobles see this as a threat, and reactionary priests preach against the evils of avarice and the virtue of knowing one's place.

The more canny aristocrats cultivate mercantile associates, and seek to learn the tricks of the trade themselves. In its turn the merchant class seeks to emulate the nobility rather than usurp it, and attempt to strengthen any ties they make through ties of marriage.

Typical Trappings: Merchants show off their wealth, wearing fine clothing, dining on the finest foods, and maintaining town houses kept by servants. Business needs require them to keep a warehouse, at least 200 gold crowns in cash or goods and shares in a wagon train or merchant ship.

Career Ability: Once per session you may choose to either treat one item as if it were one rarity level more common when haggling, or improve your customer rating one level higher than your haggling check would normally allow

Physician

Advanced Career: Human, Dwarf, or High Elf

Academic, Intermediate, Specialist, Urban



Primary Characteristics: Intelligence, Willpower

Career Skills: Discipline, Education, First Aid, Intuition, Medicine, Observation

Talent Slots: Focus x3

A skilled chirurgeon with specialised training in the healing arts

ADVANCES	
Action 1	Talent 2
Skill 3	Fortune 1
Conservative 2	Reckless 0
Wound 1	

In the towns barber-surgeons tend to cuts, bruises and rotten teeth, whilst in rural areas wise women administer folk remedies to those complaining of illnesses. The treatments provided by such people are often dubious. The science of medicine is still in its infancy in the Empire, but a growing body of knowledge and practice exists. Each year the universities train more students in the craft of the physician. Those who earn their qualifications are required to join one of the physician's guilds before they are allowed to practise in the Empire. The guilds set standards for courses of treatment and the sort of payment physicians should charge. Some physicians resent the interference of the guild, not to mention their membership fees.

However, if a physician is found practising without guild membership he is likely to be arrested and tried by the fearsome imperial Judges. Trustworthy members find that the guild rewards loyalty by funding patronage should the physician fall afoul of the law, and by shutting down charlatans and backstreet surgeons. Physicians have a cordial yet uneasy relationship with the cult of Shallya. Many assert amongst themselves that if an academic understanding of medicine increased to its zenith all ills could be cured efficiently and cheaply. They see the fickle miracles of a deity as a barrier to such understanding. In turn some Shallyans state that profiting from disease produces a vested interest in propagating illness.

Such quibbles are usually dismissed as professional jealousy, and during times of plague physicians can be found seeking to save the sick with as much dedication, and prayer, as a devout Shallyan.

Typical Trappings: Physicians typically own a number of books describing anatomy and the symptoms and treatment of disease. They carry medical tools, such as scalpels, clyster syringes, bottles of leeches and a bonesaw.

Special: A character must have First Aid trained and Education acquired to enter this career.

Career Ability: Characters benefitting from your long term care recover one more wound than they normally would when wounds are recovered

Priest

VARIES

Advanced Career: Human Only

Academic, Advanced, Priest, Religion



ADVANCES	
Action	Talent
2	2
Skill	Fortune
2	1
Conservative	Reckless
1	1
Wound	
1	

Primary Characteristics: Willpower, Fellowship

Career Skills: Charm, Education, Intuition, Invocation, Leadership, Piety

Talent Slots: Faith x1, Focus x1, Reputation x1

A recognised holy man with a spiritual relationship to his deity

Having served his time as an initiate and a disciple, the priest is recognised by those he preaches to as an authority on religious matters and a prophet for his cult. Many priests will be tasked with ministering at a way temple or roadside shrine.

Others may be asked to help staff one of the cult's institutions, such as a temple hospice in the case of Shallyans, or a library in the case of Verenans, or a militant shrine in the case of one of the warrior gods. Other priests take up a mendicant lifestyle, wandering between settlements to spread the word of their faith and root out heresy and corruption. The reception such wandering priests receive can vary widely.

An itinerant priestess of Shallya is likely to be received warmly wherever she goes, though a priest of Ulric might well meet with a frosty response in many Sigmarite enclaves. Whilst the religious wars that blighted the Empire are a relic of the pastn there is plenty of rivalry between the cults, and tensions between priests can come to a head when they feel that their interests conflict. Such tensions include the rivalry between the Sigmarite cult and that of Ulric, and the different approaches the warrior gods advocate in regard to warfare. However, in the main, there is cooperation and respect between cults, and the folk of the Empire usually hold their priests in high regard, seeing them as pillars of society and civilisation.

Special: The priest career is part of the tiered structure followed by priest characters. A character can only enter this career after he has completed the disciple career.

Typical trappings: Priests wear robes decorated with the symbols and colours associated with their patron deity. Books of sacred writings are commonly carried from which to quote. Other trappings vary widely from cult to cult.

Career Ability: As a manoeuvre, you may gain succour from your deity. You may spend any number of your fortune points to immediately gain an equal amount of favour.

Prophet of Doom

Advanced Career: Human Only

Elite, Combat, Religious, Fanatic



ADVANCES	
Action	Talent
2	1
Skill	Fortune
1	1
Conservative	Reckless
0	2
Wound	
3	

Primary Characteristics: Toughness, Willpower

Career Skills: Discipline, Intimidate, Piety, Resilience, Weapon Skill

Talent Slots: Insanity x2, Tactic x1

A zealous individual who thinks nothing of going to extremes

Wandering flagellants are not an uncommon sight in the Empire. They journey from settlement to settlement spreading their crazed predictions of imminent and violent apocalypse.

Sometimes they roam in motley bands of desperate zealots and madmen who make common cause only in a shared belief in the coming of the end times. Those who have survived for some time as a flagellant are sometimes called prophets of doom. Their paranoid conviction in the end of the world often leads them to study gloomy interpretations of sacred texts, and they become practised in ranting loudly and at length about their apocalyptic convictions.

Amongst these veteran flagellants it is customary to show their devotion to the gods by voluntarily undergoing all manner of hardships. Flagellants are named after their habit of scourging themselves, but the prophets of doom often employ even more extreme self mutilations. Some of them even inflict crippling injuries upon themselves, or truss their limbs up in chains or cages in order to demonstrate their devotion. It takes huge resilience to survive for any length of time as a flagellant, and the prophets of doom are a hardy folk. Not only have they prevailed against the beasts and enemies they have encountered during their wanderings, but they have also survived the tortures and austerities they have inflicted upon themselves in the process.

Special: A character must have completed the flagellant career before moving on to becoming a prophet of doom.

Typical trappings: Visually, the only thing to distinguish a prophet of doom from a flagellant are further extremes of self inflicted scarring, tattoos, or asceticism. They wear tattered clothing, often decorated with parchments covered in scrawled pronouncements of doom. A wickedly barbed flail is their preferred weapon.

Career Ability: Before performing a Melee Attack, you may exhaust an Insanity card socketed to your career sheet. If the attack succeeds, you inflict extra damage equal to the severity rating of the exhausted Insanity card

Scholar

Advanced Career: Human, Dwarf, or High Elf

Academic, Intermediate, Specialist, Urban



ADVANCES	
Action	Talent
0	3
Skill	Fortune
4	1
Conservative	Reckless
2	0
Wound	
0	

Primary Characteristics: Intelligence, Willpower

Career Skills: Discipline, Education, Folklore, Nature Lore, Tradecraft

Talent Slots: Focus x2, Reputation x1

An especially well educated and learned individual

Within the universities of the Empire students strive to understand the basics of the subjects taught. Many students fail to fully grasp the intricacies of their chosen discipline, but those few who do are recognised as masters in their field and are given qualifications to prove it.

These scholars seek to increase their knowledge further, and often remain in academia to further their studies and to lecture about their thoughts to the next generation of students. Subjects that scholars dedicate their lives to understanding include:

History - the study of the wars the Empire has won and the innovations its rulers have patronised. Wars that the Empire lost, or foreign innovations, are not subject to particular scrutiny. Bestiaria - the study of the animals and plants of the world. A scholar of bestiaria will be able to divulge the vital statistics, diet and reproductive methods of organisms ranging from humble mould to the Black Leviathan. Philosophy - the art of seeking to justify the manner in which men behave in a civilised society. Some scholars of philosophy argue that there are better ways to live, though they are usually ignored.

Literature - the study of great works written by poets, playwrights and authors of the Empire. Tilean literature is also studied by dint of its great age. Bretonnian literature is roundly ignored.

Whilst most scholars are comfortable in the halls of the universities some feel the need to explore the world outside, either seeking some form of escape or looking for new information about their chosen subject. They might even ally with adventurers if there is some promise of exploring foreign lands and ancient languages, or encountering strange beasts.

Typical Trappings: Scholars carry a writing kit and a sheaf of notes scrawled on parchment. They often carry candles or a small lantern so they can continue their studies and musings well after dark.

Career Ability: Once per session, you may substitute your Intelligence for Willpower or Fellowship during a skill check

Seer

Advanced Career: Human, Wood Elf, or High Elf

Arcane, Intermediate, Rural, Social



ADVANCES	
Action	Talent
0	1
Skill	Fortune
3	3
Conservative	Reckless
2	1
Wound	
0	

Primary Characteristics: Intelligence, Fellowship

Career Skills: Charm, Folklore, Intuition, Magical Sight, Observation

Talent Slots: Focus x2, Reputation x1

A talented augur with a powerful sense of intuition and foresight

Some mystics or fortune tellers become very good at making predictions and convincing their audiences that they can contact the underworld. If they are lucky enough to evade the witch hunters or retributions of priests for long enough, these mystics can become recognised as having a special insight into future events, and are known as seers. Save for those seers who come from a life of service to Morr, most religious authorities of the Empire take a dim view of seers, claiming that they are charlatans or, even worse, that they receive their visions from daemons.

For their part, the supporters of seers claim that the religious cults are the frauds, jealously persecuting those with a genuine relationship with the divine. Such people have to be very careful about their opinions, however, lest they find themselves burnt at the stake. As a result of the opposition they face, many seers operate secretly. Some seers associate with the Strigany folk, whose attitude to apparent hedgecraft or ancient practices is more lax than that of the average citizen of the Empire. Others may find employ in the court of a noble, or an unconventional crime lord. Wild rumours exist of talented seers who have been closeted away within the halls of the Celestial College, though the astromancers are quick to dismiss such stories.

A few seers are convincing enough in proclaiming their visions that they manage to gather a devoted set of followers, calling for reform along the lines of their prophecies. However, such revolutionary figures are rare, and none have been so powerful as to threaten the position of the established authorities, who soon quash such threats.

Special: A character must have completed the mystic, initiate of Morr, or Celestial Wizard's apprentice career before becoming a seer.

Typical trappings: Seers often adopt priestly robes and religious symbols, and may use divining equipment such as runes or tarot cards.

Career Ability: Once per session, you may spend one fortune point to add ↷ to the result of a skill check made by an ally within medium range. You may do this after seeing the original results of the dice pool.

Witch Hunter

Advanced Career: Human Only

Devoted, Fanatic, Intermediate, Religion



Primary Characteristics: Agility, Intelligence

Career Skills: Ballistic Skill, Folklore, Intimidate, Intuition, Piety, Stealth

Talent Slots: Reputation x1, Tactic x1

A zealous, wilful individual feared by heretics and innocents alike

ADVANCES	
Action	Talent
2	2
Skill	Fortune
3	1
Conservative	Reckless
0	1
Wound	
1	

To Empire citizens, threats to their lives are external – predation by bandit gangs or greenskin raiders, or the machinations of foreign powers to name but a few. Whilst they fear witchcraft, most people in the Empire are too busy struggling for survival to maintain constant vigilance for hidden threats. Thus many of the Empire's most dangerous enemies – Chaos cultists and powerful sorcerers – manage to conceal themselves.

A few grim individuals dedicate their lives to hunting down and eradicating all signs of witchcraft. These are the members of the Order of the Templars of Sigmar, colloquially known as witch hunters. Their order is an arm of the Cult of Sigmar, under the jurisdiction of both the Grand Theogonist and the Emperor. Whilst all witch hunters are fearsome warriors, willing to confront their foes face to face, some are also charismatic rabble-rousers who incite peasants or townsfolk into angry mobs to help them hound their quarry. A witch hunter is judge, jury, and executioner, sanctioned by the Emperor to consign the minions of Chaos and rogue wizards to the pyre. Despite their authority and dedication to opposing the powers of Chaos, witch hunters are far from popular. Most folk dread the sight of them, for almost everyone has something to hide, and many witch hunters have been known to be unscrupulous in their investigations. It has been known for witch hunters to burn the innocent along with the guilty – just to be sure that the taint of Chaos they have unearthed is destroyed.

Special: This career is only available to a character who has completed the Zealot career or has acquired 1 or more permanent insanities.

Typical Trappings: A witch hunter usually carries a missile weapon that can be fired with one hand, such as a blackpowder pistol or crossbow pistol. He possesses a finely crafted sword and wears either leather armour or a mail shirt. The unofficial uniform of the witch hunter is his long dark cloak and a flat-topped, conical hat with a stiff brim. A witch hunter also carries the official badge of his order, the twin-tailed comet of Sigmar.

Career Ability: You inflict +1 damage against Cultist, Chaos, and Daemon targets

Witch Hunter Captain

Advanced Career: Human Only

Advanced, Devoted, Fanatic, Religion



Primary Characteristics: Agility, Intelligence

Career Skills: Ballistic Skill, Folklore, Intuition, Leadership, Observation, Piety

Talent Slots: Tactic x1, Reputation x1, Focus x1

An experienced witch hunter, well practised in rooting out heresy

ADVANCES	
Action	Talent
2	1
Skill	Fortune
3	1
Conservative	Reckless
1	1
Wound	
1	

The witch hunters are an order of men obsessed with the destruction of Chaos, undead, mutants, daemons, unbelievers, and blasphemers. Whilst witch hunters tend to work alone or with a few loyal followers, they are technically members of the Holy Order of the Templars of Sigmar. This ancient organisation traces its origin back to the foundation of the Empire, and claims that its first member was a contemporary of Sigmar himself.

The order has a strict hierarchy. Ordinary members are simply known as witch hunters. They are led by the witch hunter captains, who are themselves answerable to a witch finder general who oversees part of the Holy Order, usually determined by where the witch hunter captain most often operates geographically. Witch hunter captains are individuals with a proven track record of hunting down and destroying those that the order deems a threat to the Empire, and they carry the edict of the Grand Theogonist himself. Some witch hunter captains do not satisfy themselves with burning mutants, hedge wizards and village heretics, but instead pursue rumours of more dangerous quarry, such as vampires and daemons. Despite the terrible dangers they face, witch hunter captains are universally dreaded, for everyone has something or someone to hide. Many members of their order are said to have slain the innocent as well as the guilty in their quest for purity. Many of these victims have been exposed by their own kin, desperate to avoid suspicion. As senior members of their order, witch hunter captains are charismatic rabble-rousers who can turn a crowd to their own ends.

Special: A character must have completed the witch hunter career before becoming a witch hunter captain.

Typical trappings: Witch hunter captains adopt the same apparel as witch hunters. They are likely to wear even heavier armour and carry deadlier weapons, such as braces of pistols. Witch hunter captains usually deal with undead threats with equipment like stakes of rowan wood, vials of blessed water, and silver bullets.

Career Ability: Your *Melee Attacks* and *Ranged Attacks* made against Chaos, Chaos Cultist, and daemon targets gain:

+1 damage
+2 damage

Wizard

VARIES

Advanced Career: Human Only

Academic, Advanced, Arcane, Dedicated



Primary Characteristics: Intelligence, Willpower

Career Skills: Channelling, Discipline, Education, Intuition, Magical Sight, Observation, Spellcraft

Talent Slots: Focus x2, Order x1

A practitioner of the arcane arts, steadily growing in power

ADVANCES	
Action 4	Talent 1
Skill 3	Fortune 0
Conservative 1	Reckless 1
Wound 0	

To common folk of the Empire magic users are generally known as wizards. Even a humble apprentice is looked upon with awe and fear for the powers he can employ. Within the confines of the colleges apprentices and acolytes are regarded simply as promising potential candidates, not yet fully fledged wizards.

Most wizards attain their position through performing an appropriate feat. This might be serving on the field of battle in the name of the order, or combating another powerful spellcaster. Not all wizards prove themselves through acts of military prowess or magical duels. Whilst the relationship between wizards and the military is a strong one in the Empire, the Colleges are still places of learning and experimentation, so feats of innovation also impress a potential wizard's superiors.

Many wizards earn their place by mastering spells beyond their perceived ability, or for spearheading a new line of study. Exactly how an acolyte earns the status of wizard varies from college to college. A Grey Wizard might sooner impress his masters by uncovering an ancient secret thought long lost, whilst a Bright Wizard may earn his place by proving himself on the battlefield.

The new position affords certain privileges. The wizard is provided with quarters at the college and is allowed to take an apprentice if he wishes. Depending on which order the wizard belongs to he may be provided with marks of his status, such as a more impressive set of robes and embellishments to his staff.

Typical Trappings: A wizard carries a staff, the attuned item that was made for him when he was an apprentice. He wears the robes of his college to identify him and aid him with spellcasting. Wizards also carry books filled with essays and study notes on spell casting, and quill and ink in order to make new notes.

Special: A character may only enter this career if he has completed the Acolyte career.

Career Ability: Your power equilibrium is equal to Willpower +1

The Witch Hunters are, I am told to believe, a necessary evil. There's some truth to that idea, of course - witches, warlocks, and sorcerers of Chaos present a genuine threat to the safety of the Empire. Even more so the cults devoted to the worship of the Ruinous Powers that crop up from time to time - far less often than the Order of the Templars of Sigmar would have you believe, I am certain.

But I won't sit idly by while my brothers and sisters - fully trained College wizards, sanctioned by the Emperor himself - are persecuted by those too ignorant to know better. Do you think it never happens? Maybe not in Altdorf, no, not where the Colleges could see and intervene directly. But outside of the cities, in the distant provinces? What do you think became of Harald Schiff, of the Jade Order? They say it was beastmen in the woods that got him, but there was a witch burning in the last town he visited right before he disappeared. My own apprentice was put in the stocks and pelted with dung until I came to free him, with only some wishy-washy excuse about how he'd set someone on fire to justify it. As if setting someone on fire were a crime!

Mark my words, they have it in for us, College wizard and hedge witch alike. Of course, they can't burn me. I look forward to the day they try to tie me to a stake - I'll give them a reason to fear our magic!

— Matthias Hitzeärger, Wizard of the Bright Order



Appendix Two
Party Sheets

In *Warhammer Fantasy Roleplay*, the group of player characters are collectively referred to as a party. The party is represented by a party sheet, which serves to give the party an identity and also has a variety of special rules and effects during game play.

An explanation of the party sheet and the associated rules can be found starting on page 25. Party sheets are included in a variety of *Warhammer Fantasy Roleplay* products, and more will be released in future supplements, so the best way to pick your party sheet is to flip through your collection as a group and choose one you can all agree on.

The party sheets available in the *Warhammer Fantasy Roleplay* game line up to the date of this book's publication are summarised in this appendix.



WFRP Core Set · Adventurer's Toolkit · The Gathering Storm · Game Master's Toolkit · Winds of Magic · Edge of Night · Signs of Faith · The Creature Guide / Creature Vault · Player's Vault · Game Master's Vault

Party Sheets & Abilities

Brash Young Fools

Party, Adventurers, Idealistic

Talents: Focus x1, Reputationx1

Party Tension Meter

0	1	2	3	4	5	6	7	8

4 All party members suffer 1 fatigue

8 All party members suffer 1 fatigue, then tension resets to zero

Fortune Favours the Bold

Whenever the party's fortune pool is empty, immediately add 1 fortune point to it.

Defiant Scoundrels

Party, Criminal, Infamous

Talents: Tacticx1

Party Tension Meter

0	1	2	3	4	5	6	7	8	9

4 Each party member suffers 1 fatigue and must adjust his stance 1 step towards neutral

9 Each party member suffers 1 fatigue and must adjust his stance meter to neutral. Then tension resets to zero

Skin of the Teeth

Once per session, when a party member would suffer a critical wound, he may convert the critical wound into a normal wound by spending fortune points equal to the critical wound's Severity Rating.

Diplomatic Entourage

Party, Reputable, Social

Talents: Reputationx2

Party Tension Meter

0	1	2	3	4	5	6	7	8	9	10

5 All party members suffer 1 stress and add 1 recharge counter to a currently recharging action, if able

10 All party members suffer 1 stress, and add 2 recharge counters to currently recharging actions, if able, then tension resets to zero

Smooth Things Over

Once per session, a player may add one ☐ fortune die to any Intelligence, Willpower, or Fellowship check equal to the number of fortune points currently in the Diplomatic Entourage fortune pool.

Gang of Thugs

Party, Criminal, Infamous

Talents: Reputationx1, Tacticx1

Party Tension Meter

0	1	2	3	4	5	6	7	8	9	10

5 All party members suffer 1 stress and 1 fatigue

10 All party members suffer 1 wound, then tension resets to zero as the gang leader cracks heads

Legbreakers

Once per session, a party member may spend 1 fortune and empty the party fortune pool to grant all party members +1 damage to all attacks (including *Blessings* and *Spells* that deal damage) for 1 round for each fortune point used to fuel this effect.

Glory Hounds

Party, Adventurers, Idealistic

Talents: Focus x1, Reputationx1

Party Tension Meter

0	1	2	3	4	5	6	7	8

4 Each party member suffers 1 stress and must adjust his stance meter 1 step more Reckless

8 Each party member suffers 2 stress and must adjust his stance meters 1 step more Reckless. Then tension resets to zero

Immortalised in Stories

When a member of the Glory Hounds spends a fortune point to add a fortune die to a check, he recovers either 1 stress or 1 fatigue if the action is successful

Intrepid Explorers

Party, Adventurers, Idealistic

Talents: Focus x1, Reputationx1

Party Tension Meter

0	1	2	3	4	5	6	7	8

5 All party members suffer 1 fatigue

8 All party members suffer 2 fatigue, then tension resets to zero

Hale and Hearty

Members of this party may spend fortune points from their personal supply to perform manoeuvres during encounter mode.

Party Sheets & Abilities

Ne'er-do-Wells

Party, Advanced, Social, Infamous

Talents: Focusx1, Reputationx2,

Party Tension Meter

0	1	2	3	4	5	6	7	8

4 Each party member suffers 1 fatigue and 1 stress

8 Each party member suffers 1 fatigue and 1 stress and exhaust all talents socketed to this sheet. Then tension resets to zero

Questionable Motives

While all three talent slots are socketed with active talents, members of the Ne'er-do-Wells may add ☐ instead of ☐ per fortune point spent for Fellowship checks or *Social* actions.

Special: All members of the party must be at least Rank 2 to become Ne'er-do-Wells.

Oathbound

Party, Reputable, Social

Talents: Focusx2

Party Tension Meter

0	1	2	3	4	5	6	7	8	9	10

6 Each party member suffers 1 stress and 1 fatigue and must adjust his stance meter 1 step more conservative

10 Each party member loses one fortune point, then tension resets to zero

Committed to a Greater Cause

Once per session, each member of the Oathbound party may add one ☐ to a Toughness or Willpower check

Righteous Paragons

Party, Advanced, Idealistic, Reputable

Talents: Focusx1, Reputationx1, Tacticx1

Party Tension Meter

0	1	2	3	4	5	6	7	8	9

4 Each party member suffers 1 fatigue and must adjust his stance to neutral

9 Each party member suffers 1 fatigue, 1 stress, and loses all remaining fortune points. Then tension resets to zero

Belief in a Greater Good

While all three talent slots are socketed with active talents, members of the Righteous Paragons may spend one fortune point to ignore one ♦ or ⧗ during a skill check.

Special: All members of the party must be at least Rank 2 to become Righteous Paragons.

Swords For Hire

Party, Mercenary, Infamous

Talents: Reputationx1, Tacticx2

Party Tension Meter

0	1	2	3	4	5	6	7	8	9

5 All party members suffer 1 stress, and the GM may add 1 recharge token to an action card of each party member

9 All party members suffer 1 stress and 1 fatigue, then tension resets to zero

Pressing On

Once per session, a party member may exhaust any number of talents socketed to this party sheet. Then, each party member recovers fatigue equal to the number of talents exhausted.

Servants of Justice

Party, Reputable, Idealistic

Talents: Focusx1, Tacticx1

Party Tension Meter

0	1	2	3	4	5	6	7	8	9	10

5 All party members suffer 1 fatigue

10 All party members suffer 2 stress and 2 fatigue, then tension resets to zero

Wrongs Made Right

Members of this party may suffer 1 stress and 1 fatigue to add 1 damage to a *Ranged Attack* or *Melee Attack* action. They may choose to do this after the roll, and may use this ability more than once with a single attack.





Appendix Three

Talents & Specialties

Talents represent the special abilities, bonuses, or affinities characters have developed. Getting the full benefits of a talent may require a bit of effort; it is not innate or as second-nature as a characteristic or dedicated training in a skill.

Some talents are extremely specific, and relate to a particular career or role. For example, a wizard's College of Magic or a priest's chosen deity are examples of two very specific talents called Specialty talents—they help further define part of a character's makeup.

Most talents, however, fall into one of three broader categories—Focus, Reputation, and Tactics. Within each of these categories, there are a variety of options. Focus talents generally represent an intellectual knack or a benefit from a dedicated approach or knowledge of a subject. Reputation talents are often socially-oriented, representing habits, stature, or something the character is generally known for. Tactics tend to be combat-oriented, representing the benefits of disciplined training, strategy, or cunning in battle.

Talents are available as cards for convenience during play. The information found on the talent cards is presented here for reference.



WFRP Core Set · Adventurer's Toolkit · The Gathering Storm · Game Master's Toolkit · Winds of Magic
Edge of Night · Signs of Faith · The Creature Guide / Creature Vault · Player's Vault · Game Master's Vault

Focus

Adaptable: When using Reckless Dice to perform a check based on Intelligence, you do not suffer stress unless you roll more than one result

Aethyric Attunement: Your Channeling, Piety, Observation, Folklore, Education, and Intuition checks gain ■ when magic is involved

Aethyric Conduit: When you recover or lose power during your end of turn step due to not being at equilibrium, you recover or lose 1 additional power (unless this would take you past equilibrium)

Air of Authority: Add □ to Intimidate checks, and you may choose to base your Intimidation skill on your Intelligence rather than Strength

Clear Minded: Actions using Willpower checks gain:

Recover 1 stress

Clever: When spending fortune points on an Intelligence check, the check gains:

Add to the results

Contemplative: If you are in a conservative stance, you may spend 1 fortune point to convert one more characteristic die into a conservative die than your stance would normally allow



Creative Thinking: Exhaust this talent to choose and equip a new talent that you possess of any type in this slot; that talent remains equipped until Creative Thinking recharges.

Deductive Reasoning Intelligence checks gain to the results pool if at least are generated

Determined: When spending fortune points on a Willpower check, the check gains:

Add to the results

Devious: When making a Fellowship check in Conservative Stance, you only suffer a delay when rolling more than one

Fervant Belief: Your Leadership and Piety checks gain □

Foresight: Your Initiative checks gain:

Add to the results pool

I Seem to Recall... Exhaust this card to add □□ to any Intelligence check

I've Seen Worse... Exhaust this card to add □□ to any Willpower check

Instinctive: Add □ to Intuition checks

Jack of All Trades: You may suffer 1 stress to add □ to any skill check

Keen Eyes: Gain □ to Observation checks where vision is relevant

Quick Wits: Exhaust this card to remove 2 recharge tokens from one of your currently recharging cards

Resolute: Exhaust this card to recover 2 stress

Righteous Servant: When you recover or lose favour during your End of Turn phase due to not being at equilibrium, you recover or lose 1 additional favour (unless this would take you past equilibrium)

Serene: When you succeed at a Willpower check to recover stress, you may recover one additional stress

Shadow Stalker: Add □ to Stealth checks

Skeptical: Add ■ to any dice pools targeting you that are based on Guile checks

Skygazer: Your Intelligence checks gain □ so long as you are under the open sky

Smarter Than He Looks: Exhaust this card and suffer 1 stress to treat your Intelligence 1 point higher for a skill check, or when the target of an opposed check against your Intelligence.

Unshakable: Add ■■ to any Intimidation checks targeting you

Well-Read: Gain □ on Folklore and Education tests

Reputation

Ambitious: You may spend a fortune point to convert one additional characteristic die into a stance die

Ascetic Upbringing: Your Resilience and Discipline checks gain ☐

Better Lucky Than Good: When you spend a fortune point to add a die to a check using a basic skill you do not have training in, you may add ☐☐ instead of ☐

Charismatic: When you spend fortune points on a Fellowship check, the check gains:

Add to the results

Confident: Exhaust this card to negate up to generated during an Intelligence, Willpower, or Fellowship check

Connected: Exhaust this card to add ☐☐ to your dice pool when using a Social action

Favoured by Fortune: After rolling an Intelligence, Willpower, or Fellowship check, exhaust this card to reroll all ☐ and ■ dice in the current dice pool

Fearless: Add ☐ to all Discipline checks to resist Fear or Terror. Exhaust this card to reroll a failed Discipline check against a Fear or Terror rating

Foul-Mouthed: Your Social actions gain:

Your target moves 1 step to a more reckless stance

Great Sense of Humour: Your Fellowship checks gain:

Move the party tension meter one space to the left

Gregarious: Add ☐ to Charm checks

I Know a Guy... Exhaust this card to add ☐☐ to a Fellowship check. If the check fails, suffer 1 stress

Icy Stare: Your Social actions using Guile gain:

The target must make an **Average (2d) Discipline (WP) check** or gain the Rattled condition for 2 rounds

Magic Empathy: Gain ☐ to Fellowship checks or Social actions targeting a wizard

More Money Than Sense: When performing a Social action or skill check using Fellowship, you may make a conspicuous show of wealth by spending at least 1 gold coin during the resolution of the task. If you do, add ☐ to the dice pool

Notorious: Add ☐ to Guile checks

Outgoing: Exhaust this card to completely recharge a Social action

Pious: Gain ☐ to Fellowship checks or Social actions targeting a priest or devoutly religious character

Power of Faith: Exhaust this card to use Willpower rather than Intelligence for a skill check. The check gains:

Add to the results pool

Protective: Add ☐ to skill checks if a member of your party within medium range is critically wounded

Resourceful: Exhaust this card to add ☐ to an Intelligence check

Shady: Your Skulduggery checks gain ☐

Silver Tongue: Fellowship checks add to the results pool if at least are generated

Social Butterfly: Recover 1 stress whenever you succeed at a Charm or Guile check of at least Easy (1d) difficulty

Stiff Upper Lip: When you receive a condition card for a limited number of rounds, you may spend a Fortune point to reduce the duration of the effect by 2 rounds

Strong Willed: Exhaust this card to recover 1 fatigue and 1 stress

University Education: Your Education or Folklore checks gain:

Add to the results pool

Voice of Reason: Exhaust this card to use Intelligence rather than Fellowship for a skill check. The check gains:

Add to the results pool

Weatherbeaten: When you suffer fatigue, stress, or wounds due to inclement weather or environmental effects, reduce the fatigue, stress, or wounds you suffer by 1 to a minimum of 1. You also suffer 1 fewer ■ from weather effects

Well-Traveled: You gain ☐ to Charm, Education, and Folklore checks pertaining to exotic people and places. Exhaust this card to ignore a penalty on a Social action based on cultural differences

Specialty: Faith

Manann, God of the Seas: Gain ☐ to Invocation and Piety checks while within long range of a natural body of water
Starting Stance: C C N R R

Morr, God of Dreams & Death: Once per turn, you may perform Morr's Last Rites over a dead or dying person within close range to gain 1 favour. Performing the rites is a prepare manoeuvre
Starting Stance: C C N R R

Myrmidia, Goddess of Warfare: Gain 1 favour each time you generate one or more when performing a Melee Attack
Starting Stance: C C C N R

Ranald, God of Luck & Trickery: You start each session with one additional fortune point. When you spend one or more fortune points on a skill check, if the check succeeds, gain 1 favour.
Starting Stance: C N R R R

Shallya, Goddess of Healing & Mercy: Each time an ally within close range (other than you) is critically wounded, gain 1 favour.
Starting Stance: C C C N R

Sigmar, God of the Empire: Each time you inflict 1 or more critical wounds, gain 1 favour
Starting Stance: C N R R R

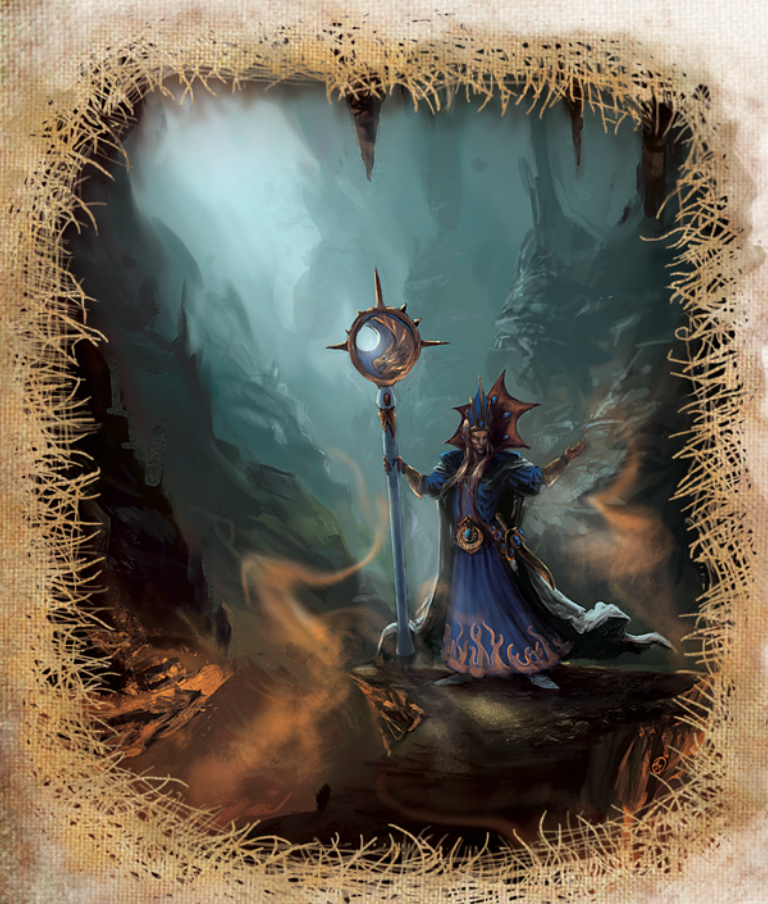
Taal, God of Nature & Wild Places: Gain ☐ to Invocation and Piety checks while in a forest or the wilderness
Starting Stance: C C N R R

Ulric, God of Battle, Wolves, & Winter: Gain 1 favour each time you suffer a critical wound
Starting Stance: C N R R R

Verena, Goddess of Learning & Justice: You may attach a Focus talent to your Faith card as if it were a talent socket on your career sheet. While an active talent is socketed here, gain ☐ to Education checks
Starting Stance: C C N R R

Specialty: Order

Aqshy, Lore of Fire, Bright Order: When you perform a Bright Order Spell action that deals damage, for each 1 additional power you spend you may increase the damage caused by that Spell action by 1
Starting Stance: C N R R R



Azyr, Lore of the Heavens, Celestial Order: Whenever you perform a Celestial Order Spell action, you may spend 1 additional power to add ☐ to your check to cast that spell
Starting Stance: C C C N R

Chamon, Lore of Metal, Gold Order: When casting a Gold Order spell you may spend 1 power to convert one of your characteristic dice ◆ to a conservative die ● regardless of your current stance.
Starting Stance: C C C N R

Dark Magic: You can learn and cast Dark Magic and Chaos spells. When channelling power or casting a spell, add ■ to your dice pool. If one or more ♦ or ⧗ are generated, add ☼ to the results.

Channelling and Spellcraft checks gain:
☠☠ Add ☼ to the results pool

Ghur, the Lore of Beasts, Amber Order: While you are in Beastform, you may spend 1 power to perform an extra manoeuvre on your turn. You may only gain one extra manoeuvre per turn.
Starting Stance: C N R R R

Ghyran, the Lore of Life, Jade Order: When casting a Jade Order spell whose season trait matches the current season, add ☐ to your dice pool. When casting a Jade Order spell whose season trait is the opposite of the current season, add ■ to your dice pool.
Starting Stance: C C C N R

Hysh, The Lore of Light, Light Order : After you cast a Light Order spell, you may spend 1 power to add or remove a recharge token to that spell, or to a condition card generated by that spell.
Starting Stance: C C C N R

Shyish, Lore of Death: Amethyst Order If a living creature dies on your turn after casting one of your Amethyst Order spells, you may immediately spend 1 power to add or remove a recharge token from any one of your Amethyst Order spells.
Starting Stance: C C N R R

Ulgu, Lore of Shadows: Grey Order When you perform a Grey Order Spell action, you may spend 1 additional power to add or remove 1 recharge token to or from that action
Starting Stance: C C N R R

Tactics

Catlike Reflexes: Exhaust this card to add ☐☐ to any Agility check, or ■■ to a Dodge attempt. If your Agility check fails, suffer 1 fatigue.

Cavalry Specialist: All attacks made while riding a mount gain ☐. All all active defenses used while riding a horse contribute an additional ■ to incoming attacks

Charge: On the turn in which you first enter an engagement with an enemy, gain ☐ to all your Melee Attack actions

Combat Alertness: Gain +1 Defence against Melee Attacks while you have no Active Defence actions recharging

Coordinated Efforts: When spending fortune points on an Agility check, the check gains:

Add to the results

☾ **Diestro Training**: While armed with a single fencing weapon, or a fencing weapon and dagger, gain +1 Defence.

◯ ◉ **Exceptional Training:** Exhaust this card to negate up to 💀💀 generated by a Strength, Agility, or Toughness check

⊠ **Exploit a Weakness:** Add ☐ to your attack if the target is critically wounded

◯ ◉ **Flanking Manoeuvre:** When in an engagement with at least 1 ally, you and your allies add ☐ to Melee Attack dice pools against the engaged foes

◯ ◉ **Girding Oneself** : When spending fortune points on a Toughness check, the check gains:

🗡🗡 Add 🗡 to the results

◯ ◉ **I'll Sleep When I'm Dead:** Exhaust this card to recover 2 fatigue

◯ ◉ **Lead from the Front:** In combat, if no enemies have acted yet during the current round, gain ☐ to one skill check you attempt on your turn

⊠ **Made of Iron:** When you suffer 2 or more fatigue at one time, reduce the amount of fatigue you suffer by 1 (to a minimum of 1)

◯ ◉ **Might Makes Right:** When spending fortune points on a Strength check, the check gains:

🗡🗡 Add 🗡 to the results

◯ ◉ **Relentless Approach:** After rolling a Strength, Toughness, or Agility check, exhaust this card to re-roll all ☐ and ■ in the current dice pool

◔ **Relentless Pursuit:** When you defeat the last enemy in your engagement, you may immediately perform a free manouevre.

◔ **Robust:** When your critical wounds are being treated or healed, the severity of each critical wound is reduced by 1 to a minimum of 1. Critical wounds that are already severity 0 are unaffected.

⊠ **Roll With It:** Exhaust this card when you take damage to increase your Soak Value by 2 against that source of damage

◯ ◉ **Shield Wall:** When in an engagement where at least two allies are equipped with shields, gain +1 Defence

◯ ◉ **Timely Surge:** Exhaust this card to add ☐☐ to any Strength check. If the check fails, suffer 1 fatigue

⊠ **Twist the Knife:** After you hit a target with a Melee Attack, you may perform a manoeuvre to cause the target to suffer 1 fatigue

⊠ **Untouchable:** You may suffer 1 fatigue to use the Parry active defense against a Ranged Attack

⊠ **Up Close and Personal:** When you make a Melee Attack against a target you are engaged with and they attempt to use the Dodge Active Defence, if your attack still hits, add 1 additional recharge token to their Dodge action.

⊠ **Vigilant:** Exhaust this card to add ☐☐ to an Initiative check



Tricks

⊠ **Bite and Shake** While your pet is engaged with an enemy, Melee Attack and Ranged: Attack actions from you and your allies that target the enemy gain ☐

⊠ **Good Dog:** Your Animal Training (Fel) checks gain:

🗡🗡 Your pet gains 1 Obedience

⊠ **Harrier:** Enemies engaged with your pet suffer ■ to all Melee Attack, Ranged Attack, Spell, and Blessing actions

⊠ **Mans Best Friend:** While you are engaged with your pet, gain +1 Defence against all Melee Attack and Ranged Attack actions targeting you

⊠ **Nip at the Heels** "Enemies engaged with your pet do not get a free manouevre on their turns. Your Animal Training (Fel) checks gain:

💀💀 Your pet loses 1 Obedience

⊠ **Warning Bark:** You and your allies within medium range of your pet gain ☐ to Observation (Int) and Initiative checks



Appendix Four

Basic Actions

In this and the following appendices, all player actions from the *Warhammer Fantasy Roleplay Core Set* through *Signs of Faith* are presented in a convenient table format. These appendices can be of use to players when creating new characters or when advancing existing characters. The actions in these appendices are organised by action type, beginning with *Blessings*, then *Melee Attack* actions, *Ranged Attack* actions, *Spells*, and *Support* actions. Browsing a given chapter can be an excellent way to get a "big picture" view of the actions that might be of interest to a character, but don't forget the other chapters! Even Troll Slayers and hardened mercenaries might find much of interest in the available *Support* and *Ranged Attack* actions.

The actions in these appendices can also be used by those looking to play "WFRP Lite" as explained in Chapter 14. The information in each action can be copied onto your action worksheet for reference during the game.

How To Read An Action

The actions presented here take the information from the cards described on page 62 and presents them in a new format for quick reference and easy lookup.

The first row of the table includes the title, traits, recharge rating, difficulty modifier, and the set icon of the product in which the action first appeared (which also tells you which product to purchase to acquire the action card, should you wish). The second row of the table includes the check required to perform the action, followed by the requirements field.

The remainder of the table presents the mechanical effects of the action. The left-hand column presents the beneficial effects, those which occur based on "good" dice symbols, while the right hand side presents harmful effects, those which occur based on "bad" dice symbols.

While the other actions are broken into chapters by type, the Basic actions presented here also feature an icon indicating whether the action is a *Blessing*, *Melee Attack*, *Ranged Attack*, *Spell*, or *Support* action. Page 186 then presents these same actions in their more traditional card format. By comparing the basic action tables to the cards, you can quickly learn how the information in the action tables is presented, and more easily scan and reference other actions found later in this book.

WFRP Core Set Adventurer's Toolkit The Gathering Storm Game Master's Toolkit Winds of Magic
Edge of Night Signs of Faith The Creature Guide / Creature Vault Player's Vault Game Master's Vault

Assess the Situation	*Basic, Defense*	Recharge: 2	Difficulty: None
Intuition (Int)		None	
Special: Add ♦ to this action's dice pool if you are engaged with an enemy			
Recover 1 fatigue and 1 stress. Until the start of your next turn, add □ to any *Melee Attack* or *Ranged Attack* actions targeting you		The GM may add 1 recharge token to one of your cards	
Remove 1 recharge token from one of your cards			

Block	*Basic, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Toughness 3+, shield equipped	
Special: If you have Resilience trained, add an additional ■ to the action's dice pool			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ■ to the action's dice pool			

Dodge	*Basic, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Agility 3+, not encumbered	
Special: If you have Coordination trained, add an additional ■ to the action's dice pool			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, or a *Spell* or *Blessing* that targets your defence, add two recharge tokens to this card to add ■ to the action's dice pool			

Guarded Position	*Basic, Defence*	Recharge: 0	Difficulty: None
Discipline (WP)		Agility 3+, not encumbered	
Until the start of your next turn, add ■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you		Suffer 1 stress	
Until the start of your next turn, add ■■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you			
An engaged ally may remove one recharge token from any of his currently recharging cards			

Melee Strike	*Basic*	Recharge: 0	Difficulty: None
Weapon Skill (St) vs Target Defence		Melee weapon, engaged with target	
You hit the target for normal damage		Your target may disengage from you for free	
You hit the target for +2 damage			
Perform a manoeuvre for free			

Parry	*Basic, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Strength 3+, melee weapon equipped	
Special: If you have Weapon Skill trained, add an additional ■ to the action's dice pool			
Effect: After you have been declared the target of a *Melee Attack*, add two recharge tokens to this card to add ■ to the action's dice pool			

Perform a Stunt	*Basic*	Recharge: 0	Difficulty: None
Varies based on stunt attempted		GM discretion	
Special: Use this action to apply a skill in an unusual way, or to attempt a dramatic or story-driven activity not covered by a specific action card			
Perform the action as intended		If the check relied on a physical characteristic, suffer 1 fatigue. If the check relied on a mental characteristic, suffer 1 stress	
You perform the action incredibly well, and may perform a free manoeuvre			
If the check relied on a physical characteristic, recover 1 fatigue. If the check relied on a mental characteristic, recover 1 stress			

Ranged Shot	*Basic*	Recharge: 0	Difficulty: None
Ballistic Skill (Ag) vs Target Defence		Ranged weapon, not engaged with an enemy	
You hit the target for normal damage		One opponent within close range of you who is not engaged with an opponent may engage you	
You hit the target for +2 damage			
Perform a manoeuvre for free			

Assess the Situation 0

Basic, Defence

Intuition (Int)



None

Special: Add ♦ to this action's dice pool if you are engaged with an enemy

Recover 1 fatigue and 1 stress. Until the start of your next turn, add ■ to any *Melee Attack* or *Ranged Attack* actions targeting you

Remove 1 recharge token from one of your cards

The GM may add 1 recharge token to one of your cards

Guarded Position 0

Basic, Defence

Discipline (WP)

None

Until the start of your next turn, add ■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you

Until the start of your next turn, add ■■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you

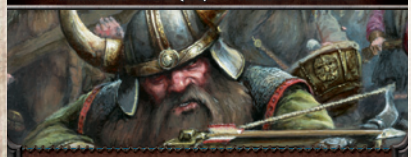
An engaged ally may remove one recharge token from any of his currently recharging cards

Suffer 1 stress

Ranged Shot 0

Basic

Ballistic Skill (Ag) vs Target Defence



Ranged weapon, not engaged with an enemy

You hit the target for normal damage

You hit the target for +2 damage

Perform a manoeuvre for free

One opponent within close range of you who is not engaged with an opponent may engage you

Block 2

Basic, Active Defence

No Check



Toughness 3+, shield equipped

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ■ to the action's dice pool

Special: If you have Resilience trained, add an additional ■ to the action's dice pool

Melee Strike 0

Basic

Weapon Skill (St) vs Target Defence



Melee weapon, engaged with target

You hit the target for normal damage

You hit the target for +2 damage

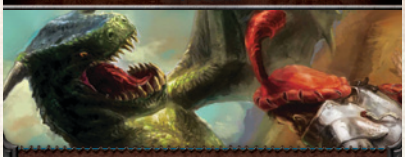
Perform a manoeuvre for free

Your target may disengage from you for free

Dodge 2

Basic, Active Defence

No Check



Agility 3+, not encumbered

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, or a *Spell* or *Blessing* that targets your defence, add two recharge tokens to this card to add ■ to the action's dice pool

Special: If you have Coordination trained, add an additional ■ to the action's dice pool

Parry 2

Basic, Active Defence

No Check



Strength 3+, melee weapon equipped

Effect: After you have been declared the target of a *Melee Attack*, add two recharge tokens to this card to add ■ to the action's dice pool

Special: If you have Weapon Skill trained, add an additional ■ to the action's dice pool

Perform a Stunt 0

Basic

Varies based on stunt attempted

GM discretion

Special: Use this action to apply a skill in an unusual way, or to attempt a dramatic or story-driven activity not covered by a specific action card

Perform the action as intended

You perform the action incredibly well, and may perform a free manoeuvre

If the check relied on a physical characteristic, recover 1 fatigue. If the check relied on a mental characteristic, recover 1 stress

If the check relied on a physical characteristic, suffer 1 fatigue. If the check relied on a mental characteristic, suffer 1 stress



Appendix Five

Blessings

From the righteous fury of Sigmar's might or Ulric's strength, to the wisdom and insights of Verena or Shallya's tender mercies, the gods of the Old World work miracles great and small through their followers. Blessings cover a wide variety of effects, from minor boons and healing to mighty powers that can turn the tide of battle against the many foes of the Empire.

Religion and the power of prayer are undeniably present in the Old World. Those who have curried the favour of their chosen gods can perform great deeds in their names. Calling upon one's patron deity is not without its own risks, however. Should a faithful servant beseech his god at the wrong time, or without due case, he may lose what favour he has gained, and suffer strain, injury, or worse!

Divine prayers and blessings in *Warhammer Fantasy Roleplay* are fuelled by favour. Divine characters invoke their god for aid, asking to be blessed, then pray to generate the favour necessary to fulfil their request. The more significant the blessing, the more favour required before it is fulfilled.

Invoking Blessings

There are two steps a priest character must perform in order to successfully invoke a blessing.

First, the priest chooses which blessing he wishes to invoke, and performs the appropriate action associated with that blessing. Usually, this is an Invocation check.

Next, after successfully invoking the blessing, the character must provide enough favour to fuel the blessing's effect.

Once the blessing has been invoked and sufficient favour generated, the blessing resolves.

WFRP Core Set · Adventurer's Toolkit · The Gathering Storm · Game Master's Toolkit · Winds of Magic
Edge of Night · Signs of Faith · The Creature Guide / Creature Vault · Player's Vault · Game Master's Vault

Blessing of Health	*Basic, Minor, Rank 0*	Recharge: 2	Difficulty: ■
Invocation (Fel)		2 favour, engaged with target (you may target yourself)	
You invoke a soothing prayer. The target recovers 2 stress or 2 fatigue As above, but 3 stress or 3 fatigue		If the target recovered stress, you suffer 1 fatigue. If the target recovered fatigue, you suffer 1 stress	
The target may recover both stress and fatigue instead of one or the other			

Blessing of Health	*Basic, Minor, Rank 0*	Recharge: 2	Difficulty: ■
Invocation (Fel)		2 favour, engaged with target (you may target yourself)	
You invoke a soothing prayer. The target recovers 2 stress or 2 fatigue As above, but 3 stress or 3 fatigue		If the target recovered stress, you suffer 1 fatigue. If the target recovered fatigue, you suffer 1 stress	
The target may recover both stress and fatigue instead of one or the other			

Minor Blessing	*Basic, Minor, Rank 0, Reaction*	Recharge: 2	Difficulty: None
No Check Required		2 favour, not engaged with an enemy	
Special: After an ally within close range declares an action, you may spend 2 favour and place 2 recharge tokens on this card to add □ to his dice pool			
Effect: You whisper a prayer for an ally, invoking good fortune on whatever he attempts			

Minor Blessing	*Basic, Minor, Rank 0, Reaction*	Recharge: 2	Difficulty: None
No Check Required		2 favour, not engaged with an enemy	
Special: After an ally within close range declares an action, you may spend 2 favour and place 2 recharge tokens on this card to add □ to his dice pool			
Effect: You whisper a prayer for an ally, invoking good fortune on whatever he attempts			

Minor Ward	*Basic, Minor, Ongoing, Rank 0*	Recharge: 3	Difficulty: ■
Invocation (Fel)		3 favour, target within close range (you may target yourself). Add ♦ to your dice pool if you are engaged with an enemy	
Effect: Your target is protected by a radiant glow. While this card is recharging, his soak value is increased by 1			
The blessing is invoked The blessing is invoked, and add 1 Recharge token to it		Suffer 1 fatigue ■	
The target may recover 1 wound			

Minor Ward	*Basic, Minor, Ongoing, Rank 0*	Recharge: 3	Difficulty: ■
Invocation (Fel)		3 favour, target within close range (you may target yourself). Add ♦ to your dice pool if you are engaged with an enemy	
Effect: Your target is protected by a radiant glow. While this card is recharging, his soak value is increased by 1			
The blessing is invoked The blessing is invoked, and add 1 Recharge token to it		Suffer 1 fatigue	
The target may recover 1 wound			

Chanty of the Still Sea	*Rank 1, Manann, Ongoing*	Recharge: !	Difficulty: None
Invocation (Fel) vs. Highest Enemy Discipline (WP)		3 or more favour, must be able to sing or play an instrument; targets all enemies in 1 engagement within medium range not engaged with you	
Special: Add ■ to the dice pool for each target. Add 1 recharge token to this card for every 3 favour spent. You may continue to spend favour to add recharge tokens to this card as a manoeuvre while it is recharging			
Effect: You sing a jolly tune. While this blessing is recharging, the targets cannot take offensive action against anyone in your engagement. This card automatically recharges when someone in your engagement attacks an affected foe			
You invoke the blessing		Your next Fellowship check gains ■	
You gain □ to your next Fellowship check against the target(s)			

Chanty of the Wild Waves	*Rank 1, Manann, Ongoing*	Recharge: !	Difficulty: ◊
Invocation (Fel)		3 or more favour, must be able to sing or play a musical instrument	
Special: Add ■ to the dice pool for each target. Add 1 recharge token to this card for every 3 favour spent. You may continue to spend favour to add recharge tokens to this card as a manoeuvre while it is recharging			
Effect: You sing a cheerful tune, a favourite of sailors. While this blessing is recharging, all allies within close range add □ to the dice pool of all Willpower checks			
You invoke the blessing		You suffer 1 stress	
Recover 1 stress Add an additional □ to the blessing's effect			

Chanty of the Wind	*Rank 2, Manann, Ongoing*	Recharge: !	Difficulty: ♦♦
Invocation (Fel)		4 or more favour; must be under the open sky and able to sing or play a musical instrument	
Special: Add 1 recharge token to this card for every 4 favour spent. You may continue to spend favour to add recharge tokens to this card as a manoeuvre while it is recharging			
Effect: You sing a song invoking the sea winds. While this blessing is recharging, a stiff wind blows in the direction of your choice, affecting everyone with medium range of you			
You conjure a stiff breeze, sufficient to propel a boat slowly or impose a ■ penalty to relevant checks and actions You conjure a strong wind, sufficient to propel a boat at a moderate pace or impose a ■■ penalty to relevant checks and actions		Suffer 1 fatigue	

Chanty of the Wind	*Rank 2, Manann, Ongoing*	Recharge: !	Difficulty: ♦♦
Invocation (Fel)		4 or more favour; must be under the open sky and able to sing or play a musical instrument	
Special: Add 1 recharge token to this card for every 4 favour spent. You may continue to spend favour to add recharge tokens to this card as a manoeuvre while it is recharging			
Effect: You sing a song invoking the sea winds. While this blessing is recharging, a stiff wind blows in the direction of your choice, affecting everyone with medium range of you			
You conjure a stiff breeze, sufficient to propel a boat slowly or impose a ■ penalty to relevant checks and actions You conjure a fierce wind, sufficient to propel a boat quickly or impose a ■■■ penalty to relevant checks and actions		Suffer 1 fatigue and 1 stress	

Chanty of Toil	*Rank 1, Manann, Ongoing*	Recharge: !	Difficulty: ♦
Invocation (Fel)		3 or more favour, allies in an engagement within medium range	
Special: Add ■ to the dice pool for each target. Add 1 recharge token to this card for every 3 favour spent. You may continue to spend favour to add recharge tokens to this card as a manoeuvre while it is recharging			
Effect: You sing a spirited chanty, making light work of heavy tasks. While this card is recharging, all affected targets gain □ to their dice pools for physical actions			
You invoke the blessing As above, and add an additional □ to physical actions		Suffer 1 stress	
Recover 1 stress All targets recover 1 fatigue			

Chanty of Toil	*Rank 1, Manann, Ongoing*	Recharge: !	Difficulty: ♦
Invocation (Fel)		3 or more favour, allies in an engagement within medium range	
Special: Add ■ to the dice pool for each target. Add 1 recharge token to this card for every 3 favour spent. You may continue to spend favour to add recharge tokens to this card as a manoeuvre while it is recharging			
Effect: You sing a spirited chanty, making light work of heavy tasks. While this card is recharging, all affected targets gain □ to their dice pools for physical actions			
You invoke the blessing As above, and add an additional □ to physical actions		All targets suffer 1 fatigue	
Recover 1 stress All targets recover 1 fatigue			

Chanty of Waterwalking	*Rank 2, Manann, Ongoing*	Recharge: !	Difficulty: ♦♦
Invocation (Fel)		4 or more favour, must be able to sing or play a musical instrument	
Special: Add 1 recharge token to this card for every 4 favour spent. You may continue to spend favour to add recharge tokens to this card as a manoeuvre while it is recharging			
Effect: While this blessing is recharging, you may walk on water as if it were solid ground			
You invoke the blessing		Lose 2 favour	
Gain 2 favour			

Chanty of Waterwalking	*Rank 2, Manann, Ongoing*	Recharge: !	Difficulty: ♦♦
Invocation (Fel)		4 or more favour, must be able to sing or play a musical instrument	
Special: Add 1 recharge token to this card for every 4 favour spent. You may continue to spend favour to add recharge tokens to this card as a manoeuvre while it is recharging			
Effect: While this blessing is recharging, you may walk on water as if it were solid ground			
You invoke the blessing		Suffer 1 fatigue	
You may perform a free manoeuvre			

Dead Calm	*Rank 3, Manann, Ongoing*	Recharge: 6	Difficulty: ◆◆
Invocation (Fel)		12 favour, must be under the open sky	
Special: You may instead invoke this blessing to cancel the effects of weather created by a spell or blessing. If you do this, the check is opposed by the originator of the effect (i.e. an enemy wizard's Spellcraft (Int) score), and its difficulty modifier is only ■■			
Effect: You ask Manann to intercede on your behalf and soothe the weather to gentleness. While this blessing is recharging, winds still, rain stops, and fog disperses, cancelling the negative effects of all natural weather within long range of you			
➶ You invoke the blessing		● You suffer 1 stress	
✵ Recover 1 stress			
➴ The effect lasts until morning			

Living Storm	*Rank 3, Manann, Ongoing*	Recharge: 6	Difficulty: ◆◆◆
Invocation (Fel)		12 favour, must be under the open sky	
Effect: While this blessing is recharging, a fierce storm breaks out within long range, churning the sea to angry waves and whipping rain and sea-foam through the air. All physical actions suffer at least ■■, and possibly more at GM discretion, and the storm plays havoc with sailing vessels and other watercraft, whose pilots must make **Hard (3d) checks** of the relevant skills to avoid mishap			
➶ You invoke the blessing ➶➶➶ As above and the winds are unusually fierce; add ■ to affected checks			
✵✵ Penalties imposed by the storm are reduced by ■ within your engagement			
➴ All physical checks in the storm gain "✲ You fall, or are blown or swept overboard"			

Fish!	*Rank 1, Manann*	Recharge: 3	Difficulty: ◆
Invocation (Fel)		5 favour	
➶ You conjure a dead fish from thin air, or you find it in a convenient place ➶➶➶ As above but 2 fish		● Suffer 1 fatigue	
✵✵ The fish is of a particular type of your choice that is typically found in the area		✲ You can conjure no more fish from this area today	
➴ The fish is still alive, if desired			

Fish!	*Rank 1, Manann*	Recharge: 3	Difficulty: ◆
Invocation (Fel)		5 favour	
➶ You conjure a dead fish from thin air, or you find it in a convenient place ➶➶ As above but 3 fish		● Suffer 1 fatigue	
✵✵ You find or conjure twice as many fish as you would otherwise		✲ The fish you conjure is tainted by Chaos and mutated in some way	
➴ The fish is still alive, if desired			

Great Wave	*Rank 3, Manann*	Recharge: 5	Difficulty: ◆◆
Invocation (Fel)		15 favour, a sizable body of water within medium range	
➶ Manann's fury manifests in the form of a mighty wave, bursting forth from within the body of water. The wave reaches out to a maximum distance equal to the size of the body of water or out to long range, whichever is less. You control the direction and breadth of the wave, and it crashes into everything in its path. Anyone struck by the wave must make a **Daunting (4d) Athletics (St)** check to keep their feet and not be swept away. On these checks, affected characters suffer 1 wound per ● and 2 wounds per ✲		● Suffer 1 fatigue	
✵✵ You have sufficient control over the wave to leave one character unaffected			

Great Wave	*Rank 3, Manann*	Recharge: 5	Difficulty: ◆◆
Invocation (Fel)		15 favour, a sizable body of water within medium range	
➶ Manann's fury manifests in the form of a mighty wave, bursting forth from within the body of water. The wave reaches out to a maximum distance equal to the size of the body of water or out to long range, whichever is less. You control the direction and breadth of the wave, and it crashes into everything in its path. Anyone struck by the wave must make a **Daunting (4d) Athletics (St)** check to keep their feet and not be swept away. On these checks, affected characters suffer 1 wound per ● and 2 wounds per ✲		● Suffer 1 fatigue ●● Suffer 2 fatigue	
✵✵ Affected characters add ■■ to their Athletics checks			

Homeward Bound	*Rank 1, Manann*	Recharge: !	Difficulty: ♦
Invocation (Fel)		3 favour, must toss a coin into a body of water as you set out on a journey to a place you have been to before	
Special: This card recharges when you reach your destination or when you set out on a new journey			
↟ You receive a general impression of the right direction to reach your destination, which you can discern as a manoeuvre at any time ↟↟↟ As above, but the exact direction		● The journey seems overwhelming. Suffer 1 stress	
↟↟ You gain sufficient insight into the route to add ☐ to a single check related to continuing your journey			
↝ On invoking this blessing, you gain a comprehensive sense of the best route and estimated travel time			

Outward Bound	*Rank 1, Manann*	Recharge: !	Difficulty: ♦♦
Invocation (Fel)		3 favour, must toss a coin into a body of water as you set out on a journey to a place you've never been before	
Special: This card recharges when you reach your destination or when you set out on a new journey			
↟ You receive a general impression of the right direction to reach your destination, which you can discern as a manoeuvre at any time ↟↟↟ As above, but the exact direction		● The journey seems overwhelming. Suffer 1 stress	
↟↟ You gain sufficient insight into the route to add ☐ to a single check related to continuing your journey			
↝ You gain sufficient insight into the route to add ☐ to a single check related to continuing your journey			

Manann's Trident	*Rank 2, Manann*	Recharge: 4	Difficulty: None
Invocation (Fel) vs. Target Defence		3 favour, target within medium range. If you are engaged with an enemy, add ■ to the dice pool	
↟ You summon a spiritual trident and strike your target for WP + 4 damage with Pierce 2 ↟↟↟ As above, +2 damage		●● -1 damage	
↟↟ +1 damage ↟ The target gains the Demoralised condition for 2 turns			
↝ +1 critical and remove 2 recharge tokens from this card			

Manann's Trident	*Rank 2, Manann*	Recharge: 4	Difficulty: None
Invocation (Fel) vs. Target Defence		3 favour, target within long range. If you are engaged with an enemy, add ■ to the dice pool	
↟ You summon a spiritual trident and strike your target for WP + 4 damage with Pierce 2 ↟↟↟ As above, +2 damage		● -1 damage and suffer 1 stress	
↟↟ +2 damage ↟↟ The target gains the Demoralised condition for 2 turns			
↝ +1 critical and remove 2 recharge tokens from this card			

Water Breathing	*Rank 1, Manann, Ongoing*	Recharge: 8	Difficulty: ♦
Invocation (Fel)		6 favour	
Effect: You ask for Manann's assistance beneath the waves. While this blessing is recharging, you can move, breathe, and act underwater without suffering drowning effects or fatigue from swimming. You only gain the ability to breathe water; not oil or other exotic liquids			
↟ You invoke the blessing		● Remove 1 recharge token from this card ●● Remove 2 recharge tokens from this card	
↟ Add 1 recharge token to this card ↟↟ Add 2 recharge tokens to this card		✲ Suffer 1 fatigue	
↝ While underwater, your actions gain ■			

Water Breathing	*Rank 1, Manann, Ongoing*	Recharge: 5	Difficulty: ♦
Invocation (Fel)		6 favour	
Effect: You ask for Manann's assistance beneath the waves. While this blessing is recharging, you can move, breathe, and act underwater without suffering drowning effects or fatigue from swimming. You only gain the ability to breathe water; not oil or other exotic liquids			
↟ You invoke the blessing		● Remove 1 recharge token from this card	
↟ You move unusually quickly, and can move between long and medium range with a single manoeuvre		✲ Suffer 2 fatigue	
↝ While underwater, your actions gain ■			

Watery Grave	*Rank 3, Manann, Ongoing*	Recharge: 5	Difficulty: None
Invocation (Fel) vs. Target Discipline (WP)		8 favour, target within medium range. If you are engaged with an enemy, add ♦ to the dice pool	
Effect: The target's lungs fill with seawater. Each time a recharge token is removed from this card, the target makes a **Resilience (To) check** opposed by your Discipline (WP). If he fails, he suffers 1 wound and 1 fatigue. The target gains the Overwhelmed condition while this card is recharging			
You invoke the blessing As above and remove 1 recharge token from this card immediately after it is successfully invoked		Add 1 fewer recharge token to this card	
Add 1 recharge token to this card Add 1 recharge token to this card		You gain the Overwhelmed condition for 2 rounds	

Watery Grave	*Rank 3, Manann, Ongoing*	Recharge: 3	Difficulty: None
Invocation (Fel) vs. Target Discipline (WP)		8 favour, target within medium range. If you are engaged with an enemy, add ♦ to the dice pool	
Effect: The target's lungs fill with seawater. Each time a recharge token is removed from this card, the target makes a **Resilience (To) check** opposed by your Discipline (WP). If he fails, he suffers 1 wound and 1 fatigue. The target gains the Overwhelmed condition while this card is recharging			
You invoke the blessing As above but 2 wounds, 1 fatigue, and 1 stress each time a token is removed		Suffer 1 wound, 1 fatigue, and 1 stress	
Add 1 recharge token to this card		You gain the Overwhelmed condition for 3 rounds	
The target adds ■■ to his Resilience (To) checks			

Wave of Anger	*Rank 1, Manann*	Recharge: 4	Difficulty: None
Invocation (Fel) vs. Target Resilience (To)		5 favour, target within medium range. If engaged with an enemy, add ♦ to the dice pool	
You summon a great wave that smashes into the target and then suddenly dissipates, knocking him over and leaving him prone. The target suffers 2 + WP damage, ignoring armour soak value As above, +1 damage		Suffer 1 stress	
The target gains the Sluggish condition for 1 round The target gains the Sluggish condition for 3 rounds			

Wave of Anger	*Rank 1, Manann*	Recharge: 4	Difficulty: None
Invocation (Fel) vs. Target Resilience (To)		5 favour, target within medium range. If engaged with an enemy, add ♦ to the dice pool	
You summon a great wave that smashes into the target and then suddenly dissipates, knocking him over and leaving him prone. The target suffers 2 + WP damage, ignoring armour soak value As above, +3 damage		Suffer 1 stress	
The target gains the Sluggish condition for 3 rounds		You are knocked prone by your own wave	

Wind of Fortune	*Rank 1, Manann, Reaction*	Recharge: 4	Difficulty: None
No Check Required		2 favour; you or an ally within close range is declared the target of an attack	
Special: After you or an ally within close range has been declared the target of a *Melee Attack* or *Ranged Attack* you may spend 2 favour and place 4 recharge tokens on this card to add a number of ■ to the action's dice pool equal to your Rank			

Wind of Fortune	*Rank 1, Manann, Reaction*	Recharge: 4	Difficulty: None
No Check Required		2 favour; you or an ally within close range is declared the target of an attack	
Special: After you or an ally within close range has been declared the target of a *Melee Attack* or *Ranged Attack* you may spend 2 favour and place 4 recharge tokens on this card to add a number of ■ to the action's dice pool equal to your Rank			

Beyond the Veil	*Rank 3, Morr, Ongoing*	Recharge: 6	Difficulty: ◇◇
Invocation (Fel)		4 favour. You must perform the prepare manoeuvre before invoking this blessing	
Effect: You give your allies a glimpse of the peace of Morr's realm. While this blessing is recharging, you and your allies within close range may ignore any conditions with a Brief duration currently affecting you.			
You invoke the blessing Affected targets gain □ to Discipline (WP) checks while this card is recharges		Allies within close range suffer 1 fatigue	
Allies within close range recover 1 stress Also applies to Lingering conditions			

Beyond the Veil	*Rank 3, Morr*	Recharge: 5	Difficulty: ◇◇
Invocation (Fel)		5 favour, target within medium range, must perform the prepare manoeuvre before invoking this blessing	
You reveal a glimpse of Morr's realm. You cause Terror 1 to the target and all other enemies within close range of him As above, but Terror 2 instead		Suffer 1 fatigue and 1 stress	
Inflict 1 stress on all enemies within close range of you			
Any target that fails its Discipline check against Terror caused by this blessing gains the Ill-fortuned condition for 5 rounds			

Defy Undeath	*Rank 2, Morr, Ongoing*	Recharge: 6	Difficulty: None
Invocation (Fel) vs. Highest Enemy Discipline (WP)		7 favour. You must perform the prepare manoeuvre before invoking this blessing	
Effect: A chanted prayer to Morr weakens the undead in the area. While this card is recharging, undead within close range of you suffer ♦ to all checks, undead within medium range of you suffer ■■ to all checks, and undead within long range suffer ■ to all checks (these effects are not cumulative)			
☗ You invoke the blessing ☗☗ You invoke the blessing and undead within close range may not engage you or come closer to you until your next turn		☠☠ Place 1 less recharge token on this card	
☗☗ All allies within medium range may recover 1 stress			
➷ Undead within close range suffer 1 stress			

Defy Undeath	*Rank 2, Morr, Ongoing*	Recharge: 6	Difficulty: ◆◆
Invocation (Fel) vs. Highest Enemy Discipline (WP)		7 favour. You must perform the prepare manoeuvre before invoking this blessing	
Effect: A prayer to Morr weakens the undead. Each time you remove a Recharge token from this card, each undead creature within close range of you suffers 1 wound			
☗ You invoke the blessing ☗☗ You invoke the blessing and may remove a Recharge token immediately		☠☠ All allies within close range suffer 1 stress	
☗☗ All undead within close range gain the Demoralized condition for 2 rounds			
➷ This blessing inflicts 2 wounds each time a Recharge token is removed, rather than 1			

Destroy Undead	*Rank 2, Morr*	Recharge: 2	Difficulty: ■
Invocation (Fel) vs. Target Discipline (WP)		5 power, medium range to target. If you are engaged with an enemy, add ♦ to your dice pool	
☗ Your word of power hits an undead target for 5+WP damage ☗☗ As above, but 7+WP damage		☠☠ Suffer 1 stress	
☗☗ Your undead target gains the Staggered condition for 2 rounds			

Destroy Undead	*Rank 2, Morr*	Recharge: 3	Difficulty: ■
Invocation (Fel) vs. Target Discipline (WP)		5 power, medium range to target. If you are engaged with an enemy, add ♦ to your dice pool	
☗ Your word of power hits an undead target for 6+WP damage ☗☗☗ As above, but 8+WP damage, 1 critical		☠ Suffer 1 stress	
☗☗ You may hit a second undead target within close range of the first one for 6+WP damage			

Dream Weaver	*Rank 3, Morr*	Recharge: !	Difficulty: ◆◆
Invocation (Fel) vs. Target Discipline (WP)		5 favour. As part of invoking this blessing, you fall asleep and remain so for at least 6 hours. You must have a connection to the target, such as a portrait, true name, or personal item	
Special: This blessing recharges at sundown			
☗ You enter into the dreaming mind of a mortal creature anywhere in the world. While in that mortal's dream, you may interact with him almost as if speaking face-to-face, although the entire experience is more surreal and less literal. You may use applicable social skills such as Charm or Guile to ask questions or influence the dreamer		☠ When you wake up, suffer 1 fatigue	
☗ You gain ☐ to checks to influence the dreamer		☼ You recover no stress, fatigue, or wounds for sleeping overnight	

Dream Weaver	*Rank 3, Morr*	Recharge: !	Difficulty: ◆◆
Invocation (Fel) vs. Target Discipline (WP)		5 favour. As part of invoking this blessing, you fall asleep and remain so for at least 6 hours. You must have a connection to the target, such as a portrait, true name, or personal item	
Special: This blessing recharges at sundown			
☗ You enter into the dreaming mind of a mortal creature anywhere in the world. While in that mortal's dream, you may interact with him almost as if speaking face-to-face, although the entire experience is more surreal and less literal. You may use applicable social skills such as Charm or Guile to ask questions or influence the dreamer		☠ When you wake up, suffer 1 fatigue	
☗ You gain ☐ to checks to influence the dreamer		☼ You recover no stress, fatigue, or wounds for sleeping overnight	

Fearsome Visage	*Rank 1, Morr, Ongoing*	Recharge: 5	Difficulty: ♦
Invocation (Fel)		4 favour	
Effect: You assume a deathly pallor and the presence of the grave. While this card is recharging, you gain a Fear rating as described below.			
✋ The blessing is invoked; you gain Fear 1 ✋✋✋ As above, but you gain Fear 2		●● Allies within close range add ■ to all checks while this card is recharging	
✋✋ Enemies within medium range add ■ to all checks while this card is recharging			

Fearsome Visage	*Rank 1, Morr, Ongoing*	Recharge: 5	Difficulty: ♦
Invocation (Fel)		4 favour	
Effect: You assume a deathly pallor and the presence of the grave. While this card is recharging, you gain a Fear rating as described below			
✋ The blessing is invoked; you gain Fear 1 ✋✋✋ As above, but you gain Fear 2		● Advance the party tension meter by two spaces, you terrifying monster!	
➘ Enemies within medium range add ♦ to all checks while this card is recharging			

Frailty	*Rank 1, Morr*	Recharge: 4	Difficulty: None
Invocation (Fel) vs. Target Discipline (WP)		6 favour; medium range to target. If you are engaged with an enemy, add ♦ to your dice pool	
✋ The target gains the Weakened condition for 2 rounds ✋✋✋ The target gains the Weakened condition for 3 rounds		●● Suffer 1 fatigue	
✋✋ Add 1 less recharge token to this card, and the duration of the Weakened condition is increased by 1 round			

Frailty	*Rank 1, Morr*	Recharge: 4	Difficulty: None
Invocation (Fel) vs. Target Discipline (WP)		6 favour; medium range to target. If you are engaged with an enemy, add ♦ to your dice pool	
✋ The target gains the Weakened condition for 2 rounds ✋✋✋ The target gains the Weakened condition for 2 rounds and suffers 1 wound, ignoring Toughness and armour		● Suffer 1 fatigue	
✋✋ One additional target within close range of your original target may be affected by this blessing			

Guiding Dream	*Rank 2, Morr*	Recharge: !	Difficulty: ♦♦
Invocation (Fel)		5 favour. You must fall asleep as you use this action. It recharges at sundown each day	
Effect: You ask Morr to send you a dream that offers wisdom or guidance for your course ahead. You make your check, and then the GM describes your dream. The better your results, the more information he may choose to give you (cryptic as it may be!). In addition, this blessing has other effects described below			
✋ Place a tracking token on this card. You may discard it anytime before this card recharges to re-roll all □ and ■ for a single check		● You recover 1 fewer fatigue, stress, and wound during this night's rest	
✋ You recover 1 additional fatigue, stress, and wound during this night's rest (even exceeding your Toughness score)		✲ You wake up with a supernatural insanity	

Guiding Dream	*Rank 2, Morr*	Recharge: !	Difficulty: ♦♦
Invocation (Fel)		5 favour. You must fall asleep as you use this action. It recharges at sundown each day	
Effect: You ask Morr to send you a dream that offers wisdom or guidance for your course ahead. You make your check, and then the GM describes your dream. The better your results, the more information he may choose to give you (cryptic as it may be!). In addition, this blessing has other effects described below			
✋ Place a tracking token on this card. You may discard it anytime before this card recharges to re-roll all □ and ■ for a single check		● You recover 1 fewer fatigue, stress, and wound during this night's rest	
✋ You recover 1 additional fatigue, stress, and wound during this night's rest (even exceeding your Toughness score)		✲ You wake up with a *Supernatural* insanity	

Morr's Touch	*Rank 1, Morr*	Recharge: 5	Difficulty: ♦
Invocation (Fel)		5 favour, a free hand	
Effect: While this card is recharging, your hand is surrounded with a nimbus of deadly power. Treat it as a hand weapon with DR 6, CR 1, and Pierce 2. Whenever you land a blow with your hand, remove a recharge token from this card			
✋ You invoke the blessing		●● You can barely contain the power! Suffer 1 stress each time you land a blow with your hand	
✋✋ Immediately gain 1 favour			

Morr's Touch	*Rank 1, Morr*	Recharge: 5	Difficulty: ♦
Invocation (Fel)		5 favour, a free hand	
Effect: While this card is recharging, your hand is surrounded with a nimbus of deadly power. Treat it as a hand weapon with DR 7, CR 2, and Pierce 2. Whenever you land a blow with your hand, remove a recharge token from this card			
✋ You invoke the blessing		● You suffer 1 stress and lose 1 favour – how dare you callously abuse the gift of death!?	
✋✋ Immediately gain 1 favour			
➘ You may immediately make a "Melee Strike" action when this blessing resolves			

Raven's Eye, The	*Rank 1, Morr*	Recharge: 2	Difficulty: ■
Invocation (Fel) vs. Discipline (WP)		4 favour, close range to target. Add ♦ to your dice pool if you are engaged with an enemy	
✱ You fix your opponent with the dread gaze of the Raven God, unnerving him. The target gains the Cowed condition for 2 rounds		☠☠ Suffer 1 stress	
✱✱ Increase the duration of the Cowed condition by 2 rounds			

Raven's Eye, The	*Rank 1, Morr*	Recharge: 2	Difficulty: ■
Invocation (Fel) vs. Discipline (WP)		4 favour, close range to target. Add ♦ to your dice pool if you are engaged with an enemy	
✱ You fix your opponent with the dread gaze of the Raven God, unnerving him. The target gains the Ill-Fortuned condition for 2 rounds		☠☠ Suffer 1 stress	
✱ Recover 1 stress ✱✱ Your target suffers 1 stress			

Scent of the Black Rose	*Rank 1, Morr, Ongoing*	Recharge: 4	Difficulty: ♦
Invocation (Fel) vs. Special (See Below)		3 favour, an incense burner	
Special: The difficulty of this check is equal to the highest Fear or Terror rating amongst undead opponents, plus the modifier above			
Effect: While this card is recharging, allies within medium range who can hear your prayers and smell your incense treat all Fear and Terror ratings of undead as 1 lower. If this reduces a Fear or Terror rating to 0, the rating is ignored			
✱ You invoke the blessing ✱✱ As above, and all undead within medium range suffer ■ to all checks while this card is recharging		☠☠ All allies within close range suffer 1 stress	
✱✱ All allies within close range recover 1 stress			

Scent of the Black Rose	*Rank 1, Morr, Ongoing*	Recharge: 4	Difficulty: ♦
Invocation (Fel) vs. Special (See Below)		3 favour, an incense burner	
Special: The difficulty of this check is equal to the highest Fear or Terror rating amongst undead opponents, plus the modifier above			
Effect: While this card is recharging, allies within close range who can hear your prayers and smell your incense treat all Fear and Terror ratings of undead as 2 lower. If this reduces a Fear or Terror rating to 0, the rating is ignored			
✱ You invoke the blessing ✱✱✱ As above, and all undead within close range suffer ■ to all checks while this card is recharging		☠ All allies within close range suffer 1 stress	
✱✱ Affected allies treat Fear and Terror ratings as 3 lower, instead			

Sign of the Raven	*Rank 1, Morr, Ongoing*	Recharge: 4	Difficulty: ♦
Invocation (Fel)		5 favour	
Effect: A ghostly raven appears above the battlefield, casting its shadow down around you. While this card is recharging, all enemies within close range of you have their Toughness and Willpower characteristics reduced by 1			
✱ You invoke the blessing		☠☠ Allies (including you) within close range suffer 1 stress	
✱✱ Enemies within close range suffer 1 stress			

Sign of the Raven	*Rank 1, Morr, Ongoing*	Recharge: 4	Difficulty: ♦
Invocation (Fel)		5 favour	
Effect: A ghostly raven appears above the battlefield, casting its shadow down around you. While this card is recharging, all enemies within close range of you have their Toughness and Willpower characteristics reduced by 1			
✱ You invoke the blessing ✱✱✱ As above, and enemies within close range suffer 1 fatigue		☠ Allies (including you) within close range suffer 1 stress	
✱✱ Enemies within close range suffer 1 stress			

Stay Morr's Hand	*Rank 1, Morr, Reaction*	Recharge: !	Difficulty: ■
Piety (WP) vs. Critical Wound Severity		Favour equal to the critical wound's severity (see below)	
Special: When a character within Medium range is knocked unconscious after exceeding his wound threshold and receives a critical wound, you may immediately place a number of recharge tokens on this card equal to that critical wound's severity value. Then you may attempt to stay Morr's hand. Make a Piety (WP) check as noted above and spend favour equal to the critical wound's severity value			
✱ The critical wound is cancelled. Place recharge tokens on this card equal to that critical wound's severity value		☠☠ You suffer stress equal to the critical wound's severity value	
✱✱ That character is healed of 1 normal wound			

Speed Morr's Hand	*Rank 1, Morr, Reaction*	Recharge: !	Difficulty: None
Invocation (Fel)		No Check Required	
Special: This extra damage is part of the same effect that generated the critical wound. Soak and Toughness values are only applied to the total damage potential, including the extra damage from this blessing			
Effect: When a character within close range suffers a critical wound, you may immediately spend favour equal to the critical wound's severity value and place an equal number of recharge tokens on this card. If you do, the target suffers extra damage equal to the critical wound's severity value			

The Sleep of Morr	*Rank 3, Morr, Ongoing*	Recharge: 4	Difficulty: ◆
Invocation (Fel) vs. Highest Target Discipline (WP)		4 favour, +1 favour per character in target engagement within medium range. Must perform the prepare manoeuvre	
Special: Add ■ to the dice pool for each target in the engagement you wish to be unaffected by this blessing			
Effect: Your prayers cause the living to fall into a slumber and call the dead back into Morr's realm. While this blessing is recharging, all living and dead targets in the engagement gain the Sluggish condition. This blessing has no effect on creatures that are neither living nor dead (i.e. daemons)			
You invoke the blessing As above, and living targets with fatigue (or wounds if they do not track fatigue) in excess of their WP fall into a normal slumber. Undead targets with wounds in excess of their WP are destroyed			

The Sleep of Morr	*Rank 3, Morr, Ongoing*	Recharge: 4	Difficulty: ◆
Invocation (Fel) vs. Highest Target Discipline (WP)		4 favour, +1 favour per character in target engagement within medium range. Must perform the prepare manoeuvre	
Special: Add ■ to the dice pool for each target in the engagement you wish to be unaffected by this blessing			
Effect: Your prayers cause the living to fall into a slumber and call the dead back into Morr's realm. While this blessing is recharging, all living and dead targets in the engagement gain the Sluggish condition. This blessing has no effect on creatures that are neither living nor dead (i.e. daemons)			
You invoke the blessing As above, and living targets with fatigue (or wounds if they do not track fatigue) in excess of their WP fall into a normal slumber. Undead targets with wounds in excess of their WP are destroyed			

Blazing Sun	*Rank 3, Myrmidia*	Recharge: 7	Difficulty: ◆◆■
Invocation (Fel)		7 favour, target within medium range	
You conjure up an enormous blazing sun, which streaks to your target and strikes him for 5 + WP damage As above, plus additional damage equal to the target's highest severity critical wound		Suffer 1 stress and 1 fatigue	
The target's armour soak value is ignored against this blessing + Fel damage Each enemy within medium range gains the Blinded condition for 2 rounds		Gain the Blinded condition for 2 rounds	
Gain 3 favour immediately			

Blazing Sun	*Rank 3, Myrmidia*	Recharge: 7	Difficulty: ◆◆■
Invocation (Fel)		7 favour, target within medium range	
You conjure up an enormous blazing sun, which streaks to your target and strikes him for 5 + WP damage As above, + Fel damage		Suffer 1 stress Suffer 1 fatigue	
Plus additional damage equal to the target's highest severity critical wound +2 critical Each enemy within medium range gains the Blinded condition for 2 rounds		Gain the Blinded condition for 2 rounds	
Gain 3 favour immediately			

Bless Armour	*Rank 1, Myrmidia, Ongoing*	Recharge: 10	Difficulty: ◆
Invocation (Fel)		5 favour, engaged with target armour	
Effect: Myrmidia blesses your armour. While this blessing is recharging, the affected suit of armour is considered an enchanted and blessed item of superior quality. Its soak value may not be ignored by effects that normally ignore armour soak value, and the Pierce value of any attack that targets the wearer is reduced by 2			
You invoke the blessing			
The armour's defence value is increased by 1			

Bless Armour	*Rank 1, Myrmidia, Ongoing*	Recharge: 10	Difficulty: ◆
Invocation (Fel)		5 favour, engaged with target melee weapon	
Effect: Myrmidia blesses your armour. While this blessing is recharging, the affected suit of armour is considered an enchanted and blessed item of superior quality. Its soak value may not be ignored by effects that normally ignore armour soak value, and the Pierce value of any attack that targets the wearer is reduced by 2			
You invoke the blessing			
The armour's wearer gains the Inspired condition while this blessing is recharging			

Bless Weapon	*Rank 1, Myrmidia, Ongoing*	Recharge: 10	Difficulty: ♦
Invocation (Fel)		5 favour, engaged with target melee weapon	
Effect: Myrmidia blesses your weapon. While this blessing is recharging, the weapon is considered an enchanted and blessed item of superior quality and adds □ to the dice pool. Attacks with the affected weapon gain "+1 critical"			
You invoke the blessing		Lose 1 favour	
While this blessing is recharging, the weapon's wielder may make a single Assist manoeuvre for free on each of his turns			

Bless Weapon	*Rank 1, Myrmidia, Ongoing*	Recharge: 10	Difficulty: ♦
Invocation (Fel)		5 favour, engaged with target melee weapon	
Effect: Myrmidia blesses your weapon. While this blessing is recharging, the weapon is considered an enchanted and blessed item of superior quality and adds □ to the dice pool. Attacks with the affected weapon gain "+1 critical"			
You invoke the blessing		Lose 1 favour	
The bearer of the weapon gains the Inspired condition while this blessing is recharging			

Confounding Prayer	*Rank 1, Myrmidia*	Recharge: 4	Difficulty: ■
Invocation (Fel) vs. Target Discipline (WP)		5 favour. Targets must be within close range and able to hear you speak	
Special: This check is opposed by the highest Willpower amongst enemies within close range. Each enemy with Discipline trained adds ■ to the dice pool			
Your targets gain the Demoralised condition for 3 rounds		You suffer 1 stress	
One target gains the Cowed condition for 3 rounds			
The duration of all conditions granted by this blessing is 5 rounds, not 3			

Confounding Prayer	*Rank 1, Myrmidia*	Recharge: 4	Difficulty: ■
Invocation (Fel) vs. Target Discipline (WP)		5 favour. Targets must be within close range and able to hear you speak	
Special: This check is opposed by the highest Willpower amongst enemies within close range. Each enemy with Discipline trained adds ■ to the dice pool			
Your targets gain the Demoralised condition for 3 rounds		You suffer 1 stress and 1 fatigue	
Your targets gain the Rattled condition for 3 rounds			
The duration of all conditions granted by this blessing is 5 rounds, not 3			

Dismay Foe	*Rank 1, Myrmidia*	Recharge: 5	Difficulty: None
Invocation (Fel) vs. Target Discipline (WP)		3 favour. You must be able to speak and your target(s) must be able to hear you clearly	
Special: This check is opposed by the highest Willpower amongst your targets. For each target beyond the first, add ♦ to the dice pool			
You boast of martial prowess and promise victory. Your target(s) gain the Demoralised condition for 3 rounds As above, but 5 rounds instead		Suffer 1 stress	
1 ally within close range recovers 1 stress			

Dismay Foe	*Rank 1, Myrmidia*	Recharge: 4	Difficulty: ♦
Invocation (Fel)		3 favour. You must be able to speak and your target(s) must be able to hear you clearly	
Special: For each target beyond the first, add ♦ to the dice pool			
You boast of martial prowess and promise victory. Your targets gain the Demoralised condition for 2 rounds As above, but 4 rounds instead		Suffer 1 stress and 1 fatigue	
Recover 1 fatigue All targets suffer 1 stress			

Divine Prowess	*Rank 2, Myrmidia*	Recharge: 4	Difficulty: ◆◆
Leadership (Fel)		6 favour. Must have a Melee Attack or Ranged Attack action available (i.e. not recharging)	
You pray to Myrmidia in her aspect as the commander and inspire your allies. You may select a Melee Attack or Ranged Attack action and donate it to an ally within long range. That ally may use that action once (provided he meets its requirements), and when it recharges it returns to you As above, and your ally may ignore skill training or characteristic-based requirements			
An ally within long range gains ☐☐ to his next action An ally within long range recovers 1 stress or 1 fatigue		Move the party tension meter 1 space to the right, you bossy git	
Target ally may perform an action immediately after this blessing is invoked			

Divine Prowess	*Rank 2, Myrmidia*	Recharge: 4	Difficulty: ◆◆
Leadership (Fel)		6 favour. An ally within long range must have a Melee Attack or Ranged Attack action available (i.e. not recharging)	
You pray to Myrmidia in her aspect as the commander and recieve a boon from your allies. One of your allies within long range may donate a Melee Attack or Ranged Attack action to you. You may use that action once (provided you meet its requirements), then return it to its owner when it finishes recharging As above, but you may ignore any skill training or characteristic-based requirements			
Gain ■ when you use that action		Suffer 1 stress and 1 fatigue	
When you use the donated action, your governing attribute for the action is considered to be 1 higher			

Eagle's Stoop, The	*Rank 3, Myrmidia*	Recharge: 6	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Spear or sword equipped, not engaged with an enemy, target within close range	
Special: This action is both a Blessing and a Melee Attack			
You move to engage the target and hit him for normal damage, +1 damage for each favour you choose to expend As above, but critical damage			
+1 critical +1 damage, +1 critical		Suffer 1 fatigue	
+Str damage. If this attack kills the target, it recharges immediately			

Eagle's Stoop, The	*Rank 3, Myrmidia*	Recharge: 6	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Spear or sword equipped, not engaged with an enemy, target within close range	
Special: This action is both a Blessing and a Melee Attack			
You move to engage the target and hit him for normal damage, +1 damage for each favour you choose to expend As above, +Fel damage			
+2 damage +2 damage, +1 critical		Suffer 1 stress and 1 fatigue	
+Str damage. If this attack kills the target, it recharges immediately			

Improved Bless Weapon	*Rank 3, Myrmidia, Ongoing*	Recharge: 10	Difficulty: ◆◆
Invocation (Fel)		6 favour, WP 4+, Weapon Skill trained, and engaged with target weapon	
Special: This blessing counts as **Bless Weapon** in all respects and replaces that card in your action deck			
Effect: Myrmidia blesses your weapon. While this blessing is recharging, the weapon is considered an enchanted and blessed item of superior quality and adds ☐ to the dice pool. It gains the Pierce 2 and Vicious qualities. Attacks with the affected weapon gain "+1 critical"			
You invoke the blessing As above, and when fortune is spent to enhance the dice pool of attacks with the affected weapon, it adds ■ rather than ☐		While this blessing is recharging, the weapon's wielder may make a single Assist manoeuvre for free on each of his turns	

Improved Bless Weapon	*Rank 3, Myrmidia, Ongoing*	Recharge: 10	Difficulty: ◆◆
Invocation (Fel)		6 favour, WP 4+, Weapon Skill trained, and engaged with target weapon	
Special: This blessing counts as **Bless Weapon** in all respects and replaces that card in your action deck			
Effect: Myrmidia blesses your weapon. While this blessing is recharging, the weapon is considered an enchanted and blessed item of superior quality and adds ☐ to the dice pool. It gains the Pierce 2 and Vicious qualities. Attacks with the affected weapon gain "+1 critical"			
You invoke the blessing As above, and when fortune is spent to enhance the dice pool of attacks with the affected weapon, it adds ■ rather than ☐		The bearer of the weapon gains the Inspired condition while this blessing is recharging	

Inspire Comrades	*Rank 1, Myrmidia*	Recharge: 3	Difficulty: ◆
Invocation (Fel)		3 favour. You must be able to speak and your target(s) must be able to hear you clearly	
Special: For each target beyond the first, add ◆ to your dice pool			
Your prayers bolster the confidence of your comrades-in-arms. The targets gain the Inspired condition for 2 rounds As above, but 3 rounds instead As above, but 4 rounds instead			
The duration of the Inspired condition is increased by 1 round		Add 2 recharge tokens to this card	

Inspire Self	*Rank 1, Myrmidia*	Recharge: 4	Difficulty: ◆■
Invocation (Fel)		3 favour	
Reciting the tactical principles and litanies of valour of Myrmidia bolsters your confidence. You gain the Inspired condition for 3 rounds As above, but 5 rounds instead			
You gain the Invigorated condition for 3 rounds		Suffer 1 fatigue	
Your next Melee Attack this act gains ■			

Rousing Prayer	*Rank 1, Myrmidia*	Recharge: 4	Difficulty: ♦
Invocation (Fel)		5 favour. Targets must be within close range and able to hear you speak. For each target beyond the first, add ♦ to the dice pool	
You pray to Myrmidia. Your targets gain the Energised condition for 3 rounds		Suffer 1 stress and 1 fatigue	
One target gains the Inspired condition for 3 rounds			
The duration of all conditions granted by this blessing is 5 rounds, not 3			

Rousing Prayer	*Rank 1, Myrmidia*	Recharge: 4	Difficulty: ♦
Invocation (Fel)		5 favour. Targets must be within close range and able to hear you speak. For each target beyond the first, add ♦ to the dice pool	
You pray to Myrmidia. Your targets gain the Energised condition for 3 rounds		Suffer 1 stress Suffer 1 fatigue	
All targets gain the Inspired condition for 3 rounds			
The duration of all conditions granted by this blessing is 5 rounds, not 3			

Seize the Initiative	*Rank 1, Myrmidia, Teamwork*	Recharge: 5	Difficulty: ♦
Invocation (Fel)		5 favour. If you are engaged with an enemy, add ■■ to your dice pool	
Myrmidia grants you tactical insight and acumen. You may add 1 PC initiative token to the current space on the initiative track As above, and you may remove 1 recharge token from a card belonging to you or an ally within close range		Suffer 1 fatigue	
Recover 1 stress or 1 fatigue			
The next time one of your allies acts during this round, he gains ☐ to his dice pool for his action			

Seize the Initiative	*Rank 1, Myrmidia, Teamwork*	Recharge: 5	Difficulty: ♦
Invocation (Fel)		5 favour. If you are engaged with an enemy, add ■■ to your dice pool	
Myrmidia grants you tactical insight and acumen. You may add 1 PC initiative token to the current space on the initiative track As above, and you may remove 1 recharge token from a card belonging to you or an ally within close range		Suffer 1 fatigue	
Recover 1 stress or 1 fatigue			

Tactical Mastery	*Rank 2, Myrmidia, Ongoing*	Recharge: 4	Difficulty: ♦
Leadership (Fel)		6 favour	
Effect: Reciting the tactical catechisms of Myrmidia, you develop just the right strategy for battle. While this blessing is recharging, you may socket a Tactics talent to the party sheet as if it had an additional Tactics slot			
You invoke the blessing		Your next action gains☐	
The next of your allies to make a Melee Attack or Ranged Attack gains ☐ to his dice pool			

Tactical Mastery	*Rank 2, Myrmidia, Ongoing*	Recharge: 4	Difficulty: ♦
Leadership (Fel)		6 favour	
Effect: Reciting the tactical catechisms of Myrmidia, you develop just the right strategy for battle. While this blessing is recharging, you may socket a Tactics talent to your career sheet as if it had an additional Tactics slot			
You invoke the blessing		Your next action gains ■■	
Your next Melee Attack or Ranged Attack gains ☐			

Weapon Mastery	*Rank 2, Myrmidia, Ongoing*	Recharge: 8	Difficulty: ♦
Invocation (Fel)		5 favour, sword or spear equipped	
Effect: Myrmidia guides your hand. While this blessing is recharging, the CR of any weapon you wield is reduced by 1 to a minimum of 1			
You invoke the blessing As above, and add 2 recharge tokens to this card		Suffer 1 stress	
While this blessing is recharging, add☐ to your dice pool when attacking with a sword or spear			

Weapon Mastery	*Rank 2, Myrmidia, Ongoing*	Recharge: 8	Difficulty: ♦
Invocation (Fel)		5 favour, sword or spear equipped	
Effect: Myrmidia guides your hand and strengthens your resolve. While this blessing is recharging, the DR of any weapon you wield is increased by 1			
You invoke the blessing As above, and add 2 recharge tokens to this card		Suffer 1 stress	
While this blessing is recharging, add☐ to your dice pool when attacking with a sword or spear			

All That Glitters...	*Rank 2, Ranald, Ongoing*	Recharge: !	Difficulty: ♦
Invocation (Fel) vs. Target Intuition (Int)		5 favour, engaged with target, you must donate 1 of your most valuable coins to the needy	
Special: If you have Guile trained, add ☐ to the dice pool			
Effect: Ranald pulls the wool over your target's eyes. While this blessing is recharging, he sees you and your possessions as being wealthier and more valuable than you actually are. You gain ☐☐ to checks to haggle or do business with the target. This blessing recharges when your business is concluded, when you move further than long range from your target, or at sunrise, whichever comes first			
You invoke the blessing			
You and the target each recover 1 stress			
If you recieve coins as part of this business deal, recieve 1 extra coin of the highest value			

All That Glitters...	*Rank 2, Ranald, Ongoing*	Recharge: !	Difficulty: ♦
Invocation (Fel) vs. Target Intuition (Int)		5 favour, engaged with target, you must donate 1 or your most valuable coins to the needy	
Special: If you have Guile trained, add ☐ to the dice pool			
Effect: Ranald pulls the wool over your target's eyes. While this blessing is recharging, he sees you and your possessions as being wealthier and more valuable than you actually are. You gain ☐☐ to checks to haggle or do business with the target. This blessing recharges when your business is concluded, when you move further than long range from your target, or at sunrise, whichever comes first			
You invoke the blessing			
You and the target each recover 1 stress			
If you recieve coins as part of this business deal, recieve 1 extra coin of the highest value			

Bamboozle	*Rank 3, Ranald*	Recharge: 6	Difficulty: None
Invocation (Fel) vs. Target Discipline (WP)		5 favour, target within medium range and able to hear and understand you speak	
Special: If you have Guile trained, add ☐ to the dice pool for each rank of training. When you invoke this blessing, you describe what effect you want it to have and the GM may modify the dice pool based on how dangerous or contrary to the target's nature the desired action is. Actions that are clearly self-harmful or flagrantly against the subject's nature will add at least ♦ to the dice pool			
You trick the target into performing the action of your choice on its next turn. The target cannot be convinced to attack, fatigue, or otherwise harm himself, but might be duped into putting himself into harm's way or harming someone else		⧗ The target can't take the next action it is eligible for	

Bamboozle	*Rank 3, Ranald*	Recharge: 6	Difficulty: None
Invocation (Fel) vs. Target Discipline (WP)		5 favour, target within medium range and able to hear and understand you speak	
Special: If you have Guile trained, add ☐ to the dice pool for each rank of training. When you invoke this blessing, you describe what effect you want it to have and the GM may modify the dice pool based on how dangerous or contrary to the target's nature the desired action is. Actions that are clearly self-harmful or flagrantly against the subject's nature will add at least ♦ to the dice pool			
You trick the target into performing the action of your choice on its next turn. The target cannot be convinced to attack, fatigue, or otherwise harm himself, but might be duped into putting himself into harm's way or harming someone else		The target must act the next time it is able to do so	

Cat's Reflexes	*Rank 1, Ranald, Ongoing*	Recharge: 5	Difficulty: ■■
Invocation (Fel)		5 favour	
Special: If you attack another character while this card is recharging, you suffer the wrath of Ranald and gain the Staggered condition for 2 rounds.			
Effect: While this card is recharging, add ■ to Athletics checks associated with climbing or jumping, to Coordination checks associated with balancing or dodging, and to all Stealth checks			
You invoke the blessing		Remove 1 recharge token from this card	
While this card is recharging, if you fall as the result of a failed Coordination or Athletics check you may expend fortune points to reduce wounds, critical wounds, and fatigue suffered equal to the fortune spent			

Cat's Reflexes	*Rank 1, Ranald, Ongoing*	Recharge: 4	Difficulty: ■■
No Check Required		5 favour	
Special: If you attack another character while this card is recharging, you suffer the wrath of Ranald and gain the Staggered condition for 2 rounds.			
Effect: While this card is recharging, add ■ to Athletics checks associated with climbing or jumping, to Coordination checks associated with balancing or dodging, and to all Stealth checks			
You invoke the blessing As above, and you gain an extra free manoeuvre each turn while this card is recharging		Suffer 1 stress	
While this card is recharging, add an extra ■ to the dice pool when you **Dodge**			

Divine Distraction	*Rank 2, Ranald*	Recharge: 4	Difficulty: ♦
Guile (Fel) vs. Target Discipline (WP)		6 favour, target within medium range and not engaged with one of your allies. If you are engaged with the target, add ♦ to the dice pool	
✦ The target becomes confused and gains the Perplexed condition for 2 rounds. He may not perform a manoeuvre to engage an enemy during his next turn ✦✦ As above, and if not engaged with enemies the target can only Assess the Situation on his next turn		☠☠ Suffer 1 stress and lose 1 favour immediately	
✦✦ The target does not gain a free manoeuvre on his next turn		☼ What's going on? All allies within close range gain the Perplexed condition while this blessing is recharging	
➘ All enemies with lower WP than the target within close range are also affected			

Divine Distraction	*Rank 2, Ranald*	Recharge: 4	Difficulty: ♦
Guile (Fel) vs. Target Discipline (WP)		6 favour, target within medium range and not engaged with one of your allies. If you are engaged with the target, add ♦ to the dice pool	
✦ The target becomes confused and gains the Perplexed condition for 2 rounds. He may not perform a manoeuvre to engage an enemy during his next turn ✦✦✦ As above, and if not engaged with enemies the target can only Assess the Situation on his next turn		☠☠ Suffer 1 stress and lose 1 favour immediately	
✦ The target suffers 1 stress ✦✦ The target suffers 1 stress		☼ What's going on? All allies within close range gain the Perplexed condition while this blessing is recharging	
➘ All enemies with lower WP than the target within close range are also affected			

Empty Pockets	*Rank 2, Ranald, Reaction*	Recharge: 0	Difficulty: ♦♦
Invocation (Fel)		4 favour, Guile trained. You invoke this blessing in response to your person being searched, and may not Curry Favour (as you have no time)	
✦ Ranald hides your valuables from prying eyes. One item on your person with an encumbrance of 2 or less is not turned up by the search, no matter how thorough it is ✦✦ As above, but up to 4 encumbrance ✦✦✦✦ As above, but up to 6 encumbrance		☠☠ You suffer 1 stress, and 1 additional stress if the search is long or arduous	
✦ Additional items equal to the number of ✦ generated by this check may be hidden by this blessing, provided the total encumbrance is not greater than the limit		☼ You owe Ranald for his help. Suffer ■ to all actions until you donate 1/10th of your wealth to a needy person or cause	

Empty Pockets	*Rank 2, Ranald, Reaction*	Recharge: 0	Difficulty: ♦♦
Invocation (Fel)		4 favour, Guile trained. You invoke this blessing in response to your person being searched, and may not Curry Favour (as you have no time)	
✦ Ranald hides your valuables from prying eyes. One item on your person with an encumbrance of 2 or less is not turned up by the search, no matter how thorough it is ✦✦ As above, but up to 4 encumbrance ✦✦✦✦ As above, but up to 6 encumbrance		☠☠ You suffer 1 stress, and 1 additional stress if the search is long or arduous	
✦ Additional items equal to the number of ✦ generated by this check may be hidden by this blessing, provided the total encumbrance is not greater than the limit		☼ You owe Ranald for his help. Suffer ■ to all actions until you donate 1/10th of your wealth to a needy person or cause	

Eyes of the Night Prowler	*Rank 1, Ranald, Ongoing*	Recharge: 10	Difficulty: None
Invocation (Fel)		2 favour	
Effect: While this card is recharging, you count as having night vision, and two fewer ■■ are added to your dice pools for any effects caused by darkness or lack of sufficient light			
✦ You invoke the blessing ✦✦✦ As above, but ignore all penalties caused by darkness or lack of sufficient light		☼ If you are exposed to bright light while this card is recharging, gain the Blinded condition	

Eyes of the Night Prowler	*Rank 1, Ranald, Ongoing*	Recharge: 10	Difficulty: None
Invocation (Fel)		2 favour	
Effect: While this card is recharging, you count as having night vision, and two fewer ■■ are added to your dice pools for any effects caused by darkness or lack of sufficient light			
✦ You invoke the blessing ✦✦✦ As above, but ignore all penalties caused by darkness or lack of sufficient light		☼ If you are exposed to bright light while this card is recharging, gain the Blinded condition	

Gut Instinct	*Rank 3, Ranald*	Recharge: 4	Difficulty: ◆◆◆
Invocation (Fel)		7 favour, not currently engaged in combat	
☗ You get a hunch that you might be in danger. If there is a threat to your health or freedom somewhere within medium range (such as a hidden enemy, trap, or patrolling guard) you know that you're in danger ☗☗☗ As above, and you identify the single most dangerous threat within medium range (as determined by the GM)		☻☻ Suffer 1 stress per danger detected	
☗☗ The blessing works out to long range		✲✲ Danger is everywhere! Gain the Cowed condition until all dangers are removed	
☁ You gain an insight into the dangers, including how many there are, and receive ☐☐ to your first check to deal with each danger (including initiative checks)			

Gut Instinct	*Rank 3, Ranald*	Recharge: 4	Difficulty: ◆◆◆
Invocation (Fel)		7 favour, not currently engaged in combat	
☗ You get a hunch that you might be in danger. If there is a threat to your health or freedom somewhere within medium range (such as a hidden enemy, trap, or patrolling guard) you know that you're in danger ☗☗☗ As above, and you identify the single most dangerous threat within medium range (as determined by the GM)		☻ Suffer 1 stress	
☗ The blessing works out to long range		✲✲ Danger is everywhere! Gain the Rattled condition until all dangers are removed	
☁ You're ready for anything! Gain the Inspired condition until you fail a check or suffer a wound			

Heads I Win...	*Rank 1, Ranald, Reaction*	Recharge: 4	Difficulty: None
No Check Required		2 favour, not engaged with an enemy, a coin marked with an X on one face	
Special: After you make a skill check, you may flip your lucky coin. Add 4 recharge tokens to this card and spend 2 favour, then reroll all ☐ in the dice pool			

...Tails You Lose	*Rank 1, Ranald, Reaction*	Recharge: 4	Difficulty: None
No Check Required		2 favour, not engaged with an enemy, a coin marked with an X on one face	
Special: After you are the target of a skill check, you may flip your lucky coin. Add 4 recharge tokens to this card and spend 2 favour, then reroll all ■ in the dice pool			

Lock Breaker	*Rank 1, Ranald*	Recharge: 0	Difficulty: None
Invocation (Fel) vs. Special (See Below)		4 favour, lock picking tools, engaged with target lock	
Special: The difficulty of this action is based on the quality of the lock, exactly as if you were using Skulduggery (Ag) to open it			
☗ The lock opens ☗☗ As above and you gain ☐ to any check to avoid setting off a trap or alarm associated with the lock		☻☻ Suffer 1 stress	
☗☗ Gain ☐ to your next Stealth or Skulduggery check			

Lock Breaker	*Rank 1, Ranald*	Recharge: 0	Difficulty: None
Invocation (Fel) vs. Special (See Below)		4 favour, lock picking tools, engaged with target lock	
Special: The difficulty of this action is based on the quality of the lock, exactly as if you were using Skulduggery (Ag) to open it			
☗ The lock opens ☗☗☗ As above and you gain ☐ to any check to avoid setting off a trap or alarm associated with the lock		☻☻ Suffer 1 stress	
☗☗ Gain ☐ to your next Stealth or Skulduggery check			

Mask of the Deceiver	*Rank 3, Ranald*	Recharge: !	Difficulty: ◆◆
Invocation (Fel)		5 favour. You can only assume the guise of a humanoid no smaller than a halfling nor larger than an orc	
Special: Reduce the difficulty modifier by ◆ if you are dressed as or already resemble the subject; increase it by ■■ if you are unfamiliar with the subject. If you attack another character while masked, the disguise ends and you gain the Staggered condition for 2 rounds. This blessing recharges at sunrise			
☗ Ranald hides your true nature and makes you appear as another. You assume the guise of another person, including your clothing and personal effects. The change is only an illusion. Attempts to see through your disguise are opposed by your Invocation (Fel)			
☗☗ Gain ☐☐ to Fellowship checks while wearing your new form			

Mask of the Deceiver	*Rank 3, Ranald*	Recharge: !	Difficulty: ◆◆
Invocation (Fel)		4 favour, lock picking tools, engaged with target lock	
Special: Reduce the difficulty modifier by ◆ if you are dressed as or already resemble the subject; increase it by ■■ if you are unfamiliar with the subject. If you attack another character while masked, the disguise ends and you gain the Staggered condition for 2 rounds. This blessing recharges at sunrise			
☗ Ranald hides your true nature and makes you appear as another. You assume the guise of another person, including your clothing and personal effects. The change is only an illusion. Attempts to see through your disguise are opposed by your Invocation (Fel)		5 favour. You can only assume the guise of a humanoid no smaller than a halfling nor larger than an orc	
☗☗ Gain ☐☐ to Fellowship checks while wearing your new form			

Thief's Fortune	*Rank 1, Ranald, Ongoing*	Recharge: 5	Difficulty: ■■
Invocation (Fel)		3 favour	
Effect: While this card is recharging, when you spend a fortune point to add ☐ to a Stealth check's dice pool, add an additional ☐ to the pool			
↞ You invoke the blessing		●● Suffer 1 stress	
✲ Add 1 recharge token to this card			

Thief's Fortune	*Rank 1, Ranald, Ongoing*	Recharge: 5	Difficulty: ■■
Invocation (Fel)		4 favour	
Effect: While this card is recharging, when you spend a fortune point to add ☐ to a Skulduggery check's dice pool, add an additional ☐ to the pool			
↞ You invoke the blessing		●● Suffer 1 stress	
✲ Add 1 recharge token to this card			

Unremarkable Face	*Rank 1, Ranald*	Recharge: 4	Difficulty: ◆
Invocation (Fel) vs. Target's Observation (Int)		5 favour, target within medium range	
↞ The target will only remember the vaguest of details about you if he tries to recall you after this encounter		●● Suffer 1 stress	
↰ The target will not be able to recollect anything about you if he tries to recall you after this encounter		☼ Even your own friends begin forgetting your name – advance the party tension meter by 1 space	

Unremarkable Face	*Rank 1, Ranald*	Recharge: 4	Difficulty: ◆
Invocation (Fel) vs. Target's Observation (Int)		5 favour, target within medium range	
↞ The target will only remember the vaguest of details about you if he tries to recall you after this encounter		● Suffer 1 stress	
✲✲ The target remembers one false piece of information about you, determined by you		☼ Even your own friends begin forgetting your name – advance the party tension meter by 1 space	

X Marks the Spot	*Rank 1, Ranald*	Recharge: 3	Difficulty: ◆■
Invocation (Fel)		3 favour. You must have a clear description or image of the object you are trying to find, or an item linked to it in some way on your person	
Special: If you possess a map of the area in which the item may be found, reduce the difficulty modifier by ■			
↞ Ranald guides you to a particular item, giving you a broad impression of where the item may be found (such as which city or, if you're in the proper city, which building) ↞↞ As above, but more specific (such as the floor of a tall building, or a room) ↞↞↞↞ As above, but the exact location		●● Suffer 1 stress	
✲✲ You learn an extra detail about the item, such as whether it's guarded or moving		☼ You must have it! Until the next sunrise, add ■ to your dice pool for any check that doesn't help you get the item	

X Marks the Spot	*Rank 1, Ranald*	Recharge: 3	Difficulty: ◆■
Invocation (Fel)		3 favour. You must have a clear description or image of the object you are trying to find, or an item linked to it in some way on your person	
Special: If you possess a map of the area in which the item may be found, reduce the difficulty modifier by ■			
↞ Ranald guides you to a particular item, giving you a broad impression of where the item may be found (such as which city or, if you're in the proper city, which building) ↞↞ As above, but more specific (such as the floor of a tall building, or a room) ↞↞↞↞ As above, but the exact location		●● Suffer 1 stress	
✲✲ Gain ☐ to non-combat skill checks made to help you get the item		☼ You must have it! Until the next sunrise, add ■ to your dice pool for any check that doesn't help you get the item	

Alleviate Symptoms	*Rank 1, Shallya*	Recharge: 8	Difficulty: ◆
Invocation (Fel) vs. Special (See Below)		5 favour, engaged with diseased target	
Special: The difficulty of this check is equal to the severity of the symptom			
↞ The target may ignore the effects of one symptom he is suffering from until the end of the encounter - turn the symptom face down to indicate this		●● Suffer 1 stress and 1 fatigue	
✲ The target recovers 1 fatigue and 1 stress ✲✲✲ This blessing affects a second symptom with a severity no greater than the first			

Alleviate Symptoms	*Rank 1, Shallya*	Recharge: 8	Difficulty: ◆
Invocation (Fel) vs. Special (See Below)		5 favour, engaged with diseased target	
Special: The difficulty of this check is equal to the severity of the symptom			
↞ The target may ignore the effects of one symptom he is suffering from until the end of the encounter - turn the symptom face down to indicate this		● Suffer 1 stress ● Suffer 1 fatigue	
✲ The target recovers 1 fatigue and 1 stress ✲✲ The target recovers 1 wound			

Benediction of Health	*Rank 3, Shallya, Ongoing*	Recharge: 10	Difficulty: ♦
Invocation (Fel)		3 favour per ally to be protected, all targets within medium range	
Special: Add ♦ to your dice pool for each target to be protected by this blessing			
Effect: Shallya keeps diseases, poisons, and other threats to health at bay. While this blessing is recharging, all targets may add ■ to checks to resist disease, corruption, poison, or similar effects			
You invoke the blessing As above, and the severity of all diseases and symptoms within medium range is reduced by 1 while this blessing is recharging		All targets suffer 1 stress	
All targets recover 1 normal wound			
1 target may ignore 1 disease while this blessing is recharging			

Benediction of Health	*Rank 3, Shallya, Ongoing*	Recharge: 10	Difficulty: ♦
Invocation (Fel)		3 favour per ally to be protected, all targets within medium range	
Special: Add ♦ to your dice pool for each target to be protected by this blessing			
Effect: Shallya keeps diseases, poisons, and other threats to health at bay. While this blessing is recharging, all targets may add ■ to checks to resist disease, corruption, poison, or similar effects			
You invoke the blessing As above, and all followers of Nurgle within medium range suffer 1 stress and 1 fatigue		All targets suffer 1 stress	
All targets recover 1 normal wound All targets recover 1 stress and 1 fatigue			
1 target may ignore 1 disease while this blessing is recharging			

Benediction of Peace	*Rank 3, Shallya, Ongoing*	Recharge: !	Difficulty: ♦♦♦
Invocation (Fel)		8 favour. You must mark the area to be protected by this benediction with a dove's feather, scented candle, or other holy symbol	
Special: If all intelligent beings in the area join you in invoking the benediction by spending a prepare manoeuvre on their turn immediately preceding your action, reduce the difficulty modifier by ♦			
Effect: Shallya's peace descends on the area, which is defined by an existing boundary (such as the threshold of a building or a circle of stones) or is defined by you as you invoke the blessing (such as lighting a ring of candles or walking in a circle). While this blessing is recharging, anyone who commits a violent or hostile action in the area suffers 1 stress and 1 fatigue. This blessing recharges at sunrise			
You invoke the blessing			

Benediction of Peace	*Rank 3, Shallya, Ongoing*	Recharge: !	Difficulty: ♦♦♦
Piety (WP)		8 favour. You must mark the area to be protected by this benediction with a dove's feather, scented candle, or other holy symbol	
Special: If all intelligent beings in the area join you in invoking the benediction by spending a prepare manoeuvre on their turn immediately preceding your action, reduce the difficulty modifier by ♦			
Effect: Shallya's peace descends on the area, which is defined by an existing boundary (such as the threshold of a building or a circle of stones) or is defined by you as you invoke the blessing (such as lighting a ring of candles or walking in a circle). While this blessing is recharging, anyone who commits a violent or hostile action in the area suffers 1 stress and 1 fatigue. This blessing recharges at sunrise			
You invoke the blessing			

Blessing of Shallya	*Rank 2, Shallya*	Recharge: 4	Difficulty: ♦
Invocation (Fel)		6 favour	
Effect: A spectral dove appears above the battlefield, casting its radiance down around you. While this card is recharging, all allies within close range of you have their Toughness and Willpower characteristics increased by 1			
You invoke the blessing		Enemies within close range recover 1 stress	
You and allies within close range of you recover 1 stress			

Blessing of Shallya	*Rank 2, Shallya*	Recharge: 4	Difficulty: ♦■
Invocation (Fel)		6 favour	
Effect: A spectral dove appears above the battlefield, casting its radiance down around you. While this card is recharging, all allies within close range of you have their Toughness and Willpower characteristics increased by 1			
You invoke the blessing		Enemies within close range recover 1 wound	
You and allies within close range of you recover 1 wound			

Call For Aid	*Rank 1, Shallya*	Recharge: 2	Difficulty: ♦■
Invocation (Fel)		3 favour, close range to the target. If you are engaged with an enemy, add ♦ to your dice pool	
☗ Choose yourself or an ally within close range. Remove one tracking token from a brief condition that character is suffering		● Suffer 1 stress. Then, if your target was an ally, the condition is moved from your target to you. (It retains the same number of tracking tokens, less any removed by this blessing)	
☗ The target may recover 1 stress or 1 fatigue ☗☗ If this action was successful, the condition may instead be removed entirely			

Call For Aid	*Rank 1, Shallya*	Recharge: 2	Difficulty: ♦■
Invocation (Fel)		3 favour, close range to the target. If you are engaged with an enemy, add ♦ to your dice pool	
☗ Choose an ally within close range who is suffering from a brief condition. Move that condition from the ally to you (it retains the same number of tracking tokens) ☗☗ As above, plus you may move 1 more condition from the same or a different target within close range		● Suffer 1 stress	
☗ The target may recover 1 stress or 1 fatigue ☗☗ If this action was successful, the condition may instead be removed entirely			

Calming Touch	*Rank 1, Shallya*	Recharge: 3	Difficulty: None
Invocation (Fel) vs. Target's Injury Level		4 favour, engaged with target	
☗ The target recovers 1 normal wound ☗☗ The target recovers either 1 critical wound with severity 3 or less or 1 normal wound		●● Suffer 1 stress ●● The target suffers 1 fatigue	
☗ The target recovers 1 normal wound			

Calming Touch	*Rank 1, Shallya*	Recharge: 4	Difficulty: None
Invocation (Fel) vs. Target's Injury Level		4 favour; engaged with target.	
☗ The target recovers 1 normal wound		● Suffer 1 stress	
☗ The target recovers 1 normal wound ☗☗ The target recovers 1 normal wound			

Cure Critical Wound	*Rank 3, Shallya*	Recharge: 6	Difficulty: ♦
Invocation (Fel) vs. Special (See Below)		4 favour per severity, engaged with target, must perform a prepare manoeuvre. May only attempt this blessing once per critical wound	
Special: The difficulty of this action is equal to the severity of the critical wound			
☗ Turn the target critical facedown ☗☗ As above, and the target recovers 1 normal wound ☗☗☗ As above, and the target recovers 2 normal wounds		●● Suffer 1 wound	
☗☗ The target recovers 1 stress and 1 fatigue			
➘ You may choose another critical wound the target is suffering to turn face-down. Turn 1 of your normal wounds faceup or suffer 1 critical wound if you have no normal wounds			

Cure Critical Wound	*Rank 3, Shallya*	Recharge: 6	Difficulty: ♦■■
Invocation (Fel) vs. Special (See Below)		8 favour, engaged with target, must perform a prepare manoeuvre. You may only attempt this blessing on the same target once per day	
Special: The difficulty of this action is equal to the highest severity amongst critical wounds the target is suffering from			
☗ Turn 1 of the target's critical wounds facedown ☗☗☗ Turn 2 of the target's critical wounds facedown ☗☗☗☗☗ Turn 3 of the target's critical wounds facedown		● Suffer 1 stress or 1 fatigue ●● Suffer 1 stress and 1 fatigue	
☗☗ The target recovers 1 normal wound ☗☗ The targer recovers 2 stress or 2 fatigue		☼ Move 1 of the target's critical wounds to you before this blessing resolves	

Cure Disease	*Rank 2, Shallya*	Recharge: 10	Difficulty: None
Invocation (Fel) vs. Special (See Below)		6 favour, must be engaged with target and perform a prepare manoeuvre. May only attempt this blessing once per disease	
Special: The difficulty of this check is equal to the severity of the disease or symptom			
A symptom of the target disease is cured. If the disease has no symptoms, it is cured As above, but 2 symptoms instead		The target suffers 3 fatigue	
The target recovers 1 fatigue		You gain a disease that shares at least one trait with the target disease	

Cure Disease	*Rank 2, Shallya*	Recharge: 10	Difficulty: None
Invocation (Fel) vs. Special (See Below)		6 favour, must be engaged with target and perform a prepare manoeuvre. May only attempt this blessing once per disease	
Special: The difficulty of this check is equal to the severity of the disease or symptom			
A symptom of the target disease is cured. If the disease has no symptoms, it is cured As above, but 2 symptoms instead		The target suffers 3 fatigue	
The target recovers 1 fatigue		You gain a disease that shares at least one trait with the target disease	

Cure Insanity	*Rank 2, Shallya*	Recharge: 10	Difficulty: None
Invocation (Fel) vs. Special (See Below)		6 favour, must be engaged with target and perform a prepare manoeuvre. May only attempt this blessing once per insanity	
Special: The difficulty of this check is equal to the severity of the insanity			
The target insanity is cured		The target suffers 3 stress	
The target recovers 1 stress		You gain an insanity that shares at least one trait with the target insanity	

Cure Insanity	*Rank 2, Shallya*	Recharge: 10	Difficulty: None
Invocation (Fel) vs. Special (See Below)		6 favour, must be engaged with target and perform a prepare manoeuvre. May only attempt this blessing once per insanity	
Special: The difficulty of this check is equal to the severity of the insanity			
The target insanity is cured! You and the subject each suffer 2 stress		The target suffers 3 stress	
The target recovers 1 stress		You gain an insanity that shares at least one trait with the target insanity	

Cure Wounds	*Rank 2, Shallya*	Recharge: 5	Difficulty: ♦
Invocation (Fel) vs. Target Injury Level		6 favour. If you are engaged with an enemy, add ♦ to your dice pool	
The target recovers 2 normal wounds The target recovers 3 normal wounds The target recovers 4 normal wounds		Suffer 1 stress	
One critical wound with a severity no higher than the total number of generated is converted to a normal wound			
The target is healed of 1 wound and all fatigue or all stress			

Cure Wounds	*Rank 2, Shallya*	Recharge: 7	Difficulty: ♦
Invocation (Fel) vs. Target Injury Level		6 favour. If you are engaged with an enemy, add ♦ to your dice pool	
The target recovers 1 normal wound The target recovers 3 normal wounds The target recovers 5 normal wounds		Suffer 1 stress	
Another target in the same engagement is healed of half as many wounds (round up)			

Hopeful Prayer	*Rank 1, Shallya*	Recharge: 4	Difficulty: ♦
Invocation (Fel)		5 favour. You may target any number of characters within close range who can hear you speak, including yourself. For each target beyond the first, add ♦ to your dice pool	
Your targets gain the Inspired condition for 3 rounds		Suffer 1 stress and 1 fatigue	
All targets recover 1 stress			
Your targets are Inspired for 5 rounds, instead of 3			

Hopeful Prayer	*Rank 1, Shallya*	Recharge: 4	Difficulty: ♦
Invocation (Fel)		5 favour. You may target any number of characters within close range who can hear you speak, including yourself. For each target beyond the first, add ♦ to your dice pool	
Your targets gain the Invigorated condition for 3 rounds		Suffer 1 stress and 1 fatigue	
All targets recover 1 stress			
Your targets are Invigorated for 5 rounds, instead of 3			

Martyrdom	*Rank 1, Shallya, Ongoing*	Recharge: 5	Difficulty: ♦
Invocation (Fel)		4 favour, close range to the target. If you are engaged with an enemy, add ♦ to your dice pool	
Effect: While this card is recharging and you are within close range of the target, you suffer wounds in the target's stead. Use the target's Toughness, soak, and other values to reduce damage and then suffer the wounds (including any criticals) yourself			
You invoke the blessing		☠☠ You and the target each suffer 1 stress	
You and the target each recover 1 fatigue			

Martyrdom	*Rank 1, Shallya, Ongoing*	Recharge: 5	Difficulty: ♦
Invocation (Fel)		4 favour, close range to the target. If you are engaged with an enemy, add ♦ to your dice pool	
Effect: While this card is recharging and you are within close range of the target, you suffer wounds in the target's stead. Use the target's Toughness, soak, and other values to reduce damage and then suffer the wounds (including any criticals) yourself			
You invoke the blessing		☠☠ You and the target each suffer 1 stress	
You and the target each recover 1 fatigue		✲ Use your Toughness, soak, and other values instead of the target's!	

Shallya's Mercy	*Rank 1, Shallya, Ongoing*	Recharge: 4	Difficulty: ♦
Invocation (Fel)		4 favour	
Effect: Shallya intercedes on your behalf. While this card is recharging, your soak value is increased by your depth in the Conservative stance			
The blessing is invoked As above, and adjust your stance 1 space		☠☠ Lose 1 favour immediately	
Recover 1 stress			
Recover 1 normal wound			

Shallya's Mercy	*Rank 1, Shallya, Ongoing*	Recharge: 3	Difficulty: ♦
Invocation (Fel)		5 favour	
Effect: Shallya intercedes on your behalf. While this card is recharging, your soak value is increased by 2			
The blessing is invoked As above, and adjust your stance 1 space		☠☠ Lose 1 favour immediately	
Recover 1 fatigue			

Soothing Voice	*Rank 1, Shallya, Social*	Recharge: 3	Difficulty: ♦
Invocation (Fel)		4 favour, the ability to speak. Your targets must hear you, but need not understand you	
You speak calmly and softly. Each living creature that can hear you recovers 1 stress and will generally perceive you more favourably. If appropriate, this may influence the target As above, plus while this card is recharging, living creatures that can hear and understand you add ♦ to their dice pools for any hostile action that include you as a target		☠ Move your Party Tension meter 1 space to the right	
You may move your Party Tension meter 1 space to the left			

Soothing Voice	*Rank 1, Shallya, Social*	Recharge: 3	Difficulty: ♦
Invocation (Fel)		4 favour, the ability to speak. Your targets must hear you, but need not understand you	
You speak calmly and softly. Each living creature that can hear you recovers 1 stress and will generally perceive you more favourably. If appropriate, this may influence the target As above, plus while this card is recharging, living creatures that can hear and understand you add ♦ to their dice pools for any hostile action that include you as a target		☠ Move your Party Tension meter 1 space to the right	
You may move your Party Tension meter 1 space to the left			

Time of Need	*Rank 1, Shallya, Reaction*	Recharge: !	Difficulty: None
No Check Required		An ally within close range suffers a critical wound	
Special: When an ally within close range suffers a critical wound, you may play this card to move a number of recharge tokens equal to that wound's severity value from one of your recharging Shallya cards to this card			

Time of Need	*Rank 1, Shallya, Reaction*	Recharge: !	Difficulty: None
No Check Required		An ally within close range suffers a critical wound	
Special: When an ally within close range suffers a critical wound, you may play this card to move a number of recharge tokens equal to that wound's severity value from one of your recharging Shallya cards to this card			

Armour of Contempt	*Rank 3, Sigmar, Reaction*	Recharge: 4	Difficulty: None
No Check Required		Play when you have just been struck by a melee or ranged attack	
Special: When you are struck by a Melee Attack or Ranged Attack, you may spend 4 favour and add 4 recharge tokens to this card to invoke an aura of righteous armour. The armour increases your soak against this attack by an amount equal to your character rank			

Armour of Contempt	*Rank 3, Sigmar, Reaction*	Recharge: 4	Difficulty: None
No Check Required		Play when you have just been struck by a melee or ranged attack	
Special: When you are struck by a Melee Attack or Ranged Attack, you may spend 4 favour and add 4 recharge tokens to this card to invoke an aura of righteous armour. The armour increases your soak against this attack by an amount equal to your character rank			

Battle's Call	*Rank 1, Sigmar, Ongoing*	Recharge: 3	Difficulty: ◆
Invocation (Fel)		4 favour	
Effect: Each time you remove a recharge token from this card, you may remove a recharge token from a card belonging to you or an ally			
You invoke the blessing		Suffer 1 stress	
You may immediately remove a recharge token from a card belonging to you or an ally			

Battle's Call	*Rank 1, Sigmar, Ongoing*	Recharge: 3	Difficulty: ◆
Invocation (Fel)		4 favour	
Effect: While this card is recharging, you may add ☐ to your dice pool on each Melee Attack that you make			
You invoke the blessing		Suffer 1 fatigue	
Name an ally. That ally also gains the effect of this blessing			

Divine Assault	*Rank 2, Sigmar, Ongoing*	Recharge: 5	Difficulty: ◆
Invocation (Fel)		7 favour	
Effect: A nimbus of holy light suffuses the area. While this card is recharging, each time you or an ally within close range inflicts a critical wound, that character may heal 1 wound			
The blessing is invoked		Remove 2 recharge tokens from this	
You may add 1 recharge token to this card			

Divine Assault	*Rank 2, Sigmar, Ongoing*	Recharge: 6	Difficulty: ◆
Invocation (Fel)		7 favour	
Effect: A nimbus of holy light suffuses the area. While this card is recharging, each time you or an ally within close range inflicts a critical wound, the character may heal 1 wound			
The blessing is invoked		Remove 2 recharge tokens from this card	
You may add 1 recharge token to this card			

Divine Perseverance	*Rank 1, Sigmar, Ongoing*	Recharge: 3	Difficulty: ■■■
Invocation (Fel)		4 favour. Reduce the difficulty modifier by ■ for each critical wound you are suffering from	
Effect: While this card is recharging, you and any allies within close range add ☐ to all Intelligence and Willpower checks			
You invoke the blessing As above, and you and your allies add ☐☐ to your checks instead		You and all allies within close range suffer 1 stress	
Add 1 Recharge token to this card			

Divine Perseverance	*Rank 1, Sigmar, Ongoing*	Recharge: 4	Difficulty: ■■■
Invocation (Fel)		4 favour. Reduce the difficulty modifier by ■ for each ally in your engagement	
Effect: While this card is recharging, you and any allies within close range add ☐ to all Intelligence and Willpower checks			
You invoke the blessing As above, and you and your allies add an additional ☐ to checks to resist Fear and Terror		You and all engaged allies suffer 1 stress	
You and all engaged allies recover 1 stress			

Gritted Teeth	*Rank 1, Sigmar, Reaction*	Recharge: !	Difficulty: None
No Check Required		Favour equal to the severity value of a critical wound you have suffered (see below)	
Special: When you suffer a critical wound, you may immediately spend favour equal to the severity value of that wound and place a number of recharge tokens equal to the severity value +2 on this card to invoke this blessing. The wound is converted to a normal wound			

Gritted Teeth	*Rank 1, Sigmar, Reaction*	Recharge: !	Difficulty: None
No Check Required		Favour equal to the severity value of a critical wound you have suffered (see below)	
Special: When you suffer a critical wound, you may immediately spend favour equal to the severity value of that wound and place a number of recharge tokens equal to the severity value +2 on this card to invoke this blessing. The wound is converted to a normal wound			

Hammer of God	*Rank 3, Sigmar, Rally*	Recharge: 4	Difficulty: ◆◆
Invocation (St)		8 favour, hammer or greathammer equipped	
Effect: You fortify your hammer with Sigmar's holy might. Assuming this blessing is successfully invoked, your next successful melee attack with your hammer this encounter gains the bonuses noted below			
You invoke the blessing for +2 damage As above, but +4 damage			
+1 damage +1 critical			
The bonus lasts while this blessing is recharging			

Hammer of God	*Rank 3, Sigmar, Rally*	Recharge: 4	Difficulty: ◆◆
Invocation (St)		8 favour, hammer or greathammer equipped	
Effect: You fortify your hammer with Sigmar's holy might. Assuming this blessing is successfully invoked, your next successful melee attack with your hammer this encounter gains the bonuses noted below			
You invoke the blessing for +2 damage As above, but +4 damage As above, but +8 damage		Suffer 1 fatigue Suffer 1 fatigue	
+1 damage +1 damage +1 critical			
+WP damage, +1 critical			

Healing Hand	*Rank 1, Sigmar*	Recharge: 5	Difficulty: None
Invocation (Fel) vs. Target Injury Level		5 favour, engaged with the target. If you are engaged with an enemy, add ◆ to your dice pool	
The target recovers 1 normal wound The target recovers either 1 critical wound with severity 3 or less or 1 normal wound		Suffer 1 stress The target suffers 1 fatigue	
The target recovers 1 normal wound			

Healing Hand	*Rank 1, Sigmar*	Recharge: 4	Difficulty: None
Invocation (Fel) vs. Target Injury Level		5 favour, engaged with the target. If you are engaged with an enemy, add ◆ to your dice pool	
The target recovers 1 normal wound The target recovers 2 normal wounds		Suffer 1 stress The target suffers 1 fatigue	
The target recovers 1 normal wound The target recovers 1 normal wound		One of the target's normal wounds is coverted to a critical wound	

Penitent Zeal	*Rank 1, Sigmar*	Recharge: 0	Difficulty: ■■
Piety (WP)		3 favour. You suffer 1 wound as you invoke this blessing	
You flog yourself into the Invigorated condition for 4 rounds		Suffer 1 fatigue	
The duration of the Invigorated condition is increased by 1 round		Suffer 1 wound	

Penitent Zeal	*Rank 1, Sigmar*	Recharge: 0	Difficulty: ■■
Piety (WP)		3 favour. You suffer 1 wound as you invoke this blessing	
You flog yourself into the Invigorated condition for 4 rounds		Suffer 1 fatigue	
The duration of the Invigorated condition is increased by 1 round		Suffer 1 wound	
While you are Invigorated, you also gain 1 point of Strength			

Righteous Strength	*Rank 1, Sigmar*	Recharge: 5	Difficulty: ◆
Invocation (Fel)		6 favour	
Effect: You imbue yourself with Sigmar's righteousness. Your eyes begin to glow with golden light, and you leave a shimmering trail in the air behind you. While this card is recharging, your *Melee Attacks* inflict +1 damage			
You invoke the blessing		Suffer 1 stress	
Your *Melee Attacks* inflict +2 damage instead			

Righteous Strength	*Rank 1, Sigmar*	Recharge: 4	Difficulty: ◆
Invocation (Fel)		6 favour	
Effect: You imbue yourself with Sigmar's righteousness. Your eyes begin to glow with golden light, and you leave a shimmering trail in the air behind you. While this card is recharging, your *Melee Attacks* inflict +2 damage			
You invoke the blessing		Suffer 1 stress	
Your *Melee Attacks* inflict +3 damage, instead			
This blessing affects 1 of your allies, too			

Sigmar's Hammer	*Rank 1, Sigmar*	Recharge: 4	Difficulty: None
Weapon Skill (St) vs. Target Defence		3 favour without needing to Curry Favour, hammer or great hammer equipped	
Special: This action is both a *Blessing* and a *Melee Attack*		Lose 1 favour after making this attack	
You deliver a blow worthy of Sigmar himself! You hit the target for +3 damage			
+2 critical			

Sigmar's Hammer	*Rank 1, Sigmar*	Recharge: 4	Difficulty: None
Weapon Skill (St) vs. Target Defence		3 favour without needing to Curry Favour, hammer or great hammer equipped	
Special: This action is both a *Blessing* and a *Melee Attack*		You suffer 1 stress, 1 fatigue, and lose 1 favour after making this attack	
You hit the target for +2 damage You hit the target for +4 damage		You suffer 1 stress, 1 fatigue, and lose 1 favour after making this attack	
+1 critical			
+2 damage, +2 critical			

Sigmar's Light	*Rank 3, Sigmar*	Recharge: 4	Difficulty: ◇◇
Invocation (Fel)		8 favour, must proudly hold forth a symbol of your faith	
You glow with holy light, illuminating those tainted by corruption! Each character or object in your line of sight who has 1 or more corruption is revealed to you as a glowing light As above, and the intensity of the light gives you a relative sense of how corrupted the tainted characters are. Daemons are the most corrupt, followed by mutants and those bearing a Mark of Chaos, and finally ordinary people with corruption below their corruption threshold			
You gain an inkling of the direction to the closest, strongest source of corruption in the area, even if it's not in sight		You suffer 1 stress per corrupted character within close range	

Sigmar's Light	*Rank 3, Sigmar*	Recharge: 4	Difficulty: ◇◇
Invocation (Fel)		8 favour, must proudly hold forth a symbol of your faith	
You glow with holy light, illuminating those tainted by corruption! Each character or object in your line of sight who has 1 or more corruption is revealed to you as a glowing light As above, and the intensity of the light gives you a relative sense of how corrupted the tainted characters are. Daemons are the most corrupt, followed by mutants and those bearing a Mark of Chaos, and finally ordinary people with corruption below their corruption threshold			
You gain an inkling of the direction to the closest, strongest source of corruption in the area, even if it's not in sight		You suffer 1 stress per corrupted character within close range	

Sigmar's Strength	*Rank 2, Sigmar, Ongoing*	Recharge: 4	Difficulty: □□
Invocation (Fel)		7 favour	
Effect: While this card is recharging, you are imbued with the strength of Sigmar! You and all your allies within close range gain 1 Strength and 1 Toughness			
You invoke the blessing			
You may recover 1 fatigue		Suffer 1 fatigue	

Sigmar's Strength	*Rank 2, Sigmar, Ongoing*	Recharge: 5	Difficulty: □□
Invocation (Fel)		7 favour	
Effect: While this card is recharging, you are imbued with the strength of Sigmar! You and all your allies within close range gain 1 Strength and 1 Toughness			
You invoke the blessing			
All allies within close range may recover 1 fatigue		Suffer 1 fatigue	

Twin-Tailed Comet	*Rank 2, Sigmar*	Recharge: 5	Difficulty: ◇
Invocation (Fel) vs. Target Defence		7 favour, medium range to the target	
Special: If this blessing kills its target, it recharges immediately			
A brilliant twin-tailed comet streaks from your hand and strikes your target for 7 damage			
This attack ignores the soak value of your target's armour		Suffer 1 fatigue	

Twin-Tailed Comet	*Rank 2, Sigmar*	Recharge: 5	Difficulty: ◇
Invocation (Fel) vs. Target Defence		7 favour, medium range to the target	
Special: If this blessing kills its target, it recharges immediately			
A brilliant twin-tailed comet streaks from your hand and strikes your target for 7 damage As above, but 5+WP damage instead			
This attack ingores the soak value of your target's armour		Suffer 1 stress and add 1 recharge token to this card	
Gain 3 favour immediately			

Beasts of Rhya	*Rank 2, Rhya, Ongoing*	Recharge: 6	Difficulty: None
Invocation (Fel) vs. Target Discipline (WP)		4 favour, targets beasts within medium range	
Special: This check is opposed by the highest Willpower amongst its targets. Each target with Discipline trained adds ■ to the dice pool			
Effect: Rhya soothes the savage beast. While this blessing is recharging, natural beasts within medium range may not attack you or allies engaged with you. If you or allies engaged with you attack any affected beasts, the blessing is ended (but does not recharge)			
You invoke the blessing		Suffer 1 stress	
Add 1 recharge token to this card			

Beasts of Taal	*Rank 2, Taal, Ongoing*	Recharge: 6	Difficulty: ■
Invocation (Fel) vs. Target Discipline (WP)		4 favour, targets beasts within medium range	
Special: This check is opposed by the highest Willpower amongst its targets. Each target with Discipline trained adds ■ to the dice pool			
Effect: Taal, the lord of the hunt, stirs the nearby beasts into a mighty fury. While this blessing is recharging, all natural beasts within medium range become feral and aggressive. Domesticated beasts add ♦ to all Animal Handling checks to control them, and may attack their handlers. Wild beasts behave aggressively, attacking the nearest creature not of their species			
You invoke the blessing		Suffer 1 stress	
Add 1 recharge token to this card			

Call Beast	*Rank 3, Rhya*	Recharge: 6	Difficulty: ♦♦
Invocation (Fel)		10 favour, a piece of food that the desired beast likes	
You call a specific type of domesticated beast to you (such as a cow, horse, dog, or cockerel). The closest example of that type of beast makes its way to you by any means it has available to it, ignoring other commands and possibly breaking bonds, leaping fences, and so forth. Any beasts in your immediate presence are ignored, so if you already have one horse, for example, you may call for another. When the beast reaches you, it behaves according to its nature As above, but up to 3 animals			
You gain □ to future attempts to influence the affected animal(s)			
The affected beast(s) gains ■ to all checks it makes to reach your side			

Call Beast	*Rank 3, Taal*	Recharge: 6	Difficulty: ♦♦
Invocation (Fel)		10 favour, a piece of food that	
You call a specific type of wild beast to you (such as a stag, wolf, or hawk). The closest example of that type of beast makes its way to you by any means it has available to it, ignoring other commands and possibly breaking bonds, leaping fences, and so forth. Any beasts in your immediate presence are ignored, so if you already have one hawk, for example, you may call for another. When the beast reaches you, it behaves according to its nature As above, but up to 3 animals			
You gain □ to future attempts to influence the affected animal(s)		The beast(s) suffers 1 stress	
The affected beast(s) gains ■ to all checks it makes to reach your side			

Commune With Beasts	*Rank 3, Rhya*	Recharge: 8	Difficulty: ♦♦
Animal Handling (Fel)		10 favour, engaged with the beast. The beast must permit contact	
Special: Detailed inquiries or inquiries about the distant past may add ■ or even ♦ to the check at the GM's discretion			
You ask a single question of the beast, and then get a glimpse of a memory the beast possesses that is relevant to your inquiry, as determined by your GM. You can see, smell, hear, and feel only what the beast did, and the beast does not have a sophisticated sense of subjects such as the passage of time, beyond "recently" or "long ago"		You and the beast each suffer 1 stress	
Although not necessarily clear at the time, insights you glean from the beast give you □□ to one check related to the inquiry			

Commune With Beasts	*Rank 3, Taal*	Recharge: 8	Difficulty: ♦♦
Animal Handling (Fel)		10 favour, engaged with the beast. The beast must permit contact	
Special: Detailed inquiries or inquiries about the distant past may add ■ or even ♦ to the check at the GM's discretion			
You ask a single question of the beast, and then get a glimpse of a memory the beast possesses that is relevant to your inquiry, as determined by your GM. You can see, smell, hear, and feel only what the beast did, and the beast does not have a sophisticated sense of subjects such as the passage of time, beyond "recently" or "long ago"		You and the beast each suffer 1 stress	
Although not necessarily clear at the time, insights you glean from the beast give you □□ to one check related to the inquiry			

Face of Rhya	*Rank 1, Rhya, Ongoing*	Recharge: 5	Difficulty: ☐
Invocation (Fel) vs. Target Guile (Fel)		4 favour, target within medium range	
Effect: You invoke Rhya in her aspect as the goddess of love and beauty to impress your target. While this blessing is recharging, you add ☐ to your dice pool for social interactions with the target			
You invoke the blessing As above, but you also add ☐ to your social interactions with all characters		Move the party tension meter 1 space to the right	
You and the target each recover 1 stress You and all characters within medium range recover 1 stress			
This blessing recharges at sunrise			

Face of Taal	*Rank 1, Taal, Ongoing*	Recharge: 4	Difficulty: None
Invocation (Fel) vs. Target Discipline (WP)		4 favour, target within medium range	
Effect: You invoke Taal in his aspect as the god of wild beasts and savagery to impress your target. While this blessing is recharging, you add ☐ to your dice pool for Intimidate checks against the target			
You invoke the blessing As above, but you also add ☐ to your Intimidate checks with all characters		Move the party tension meter 1 space to the right	
Recover 1 stress All enemy characters within medium range suffer 1 stress			
This blessing recharges at sunrise			

Hunted, The	*Rank 1, Rhya, Ongoing*	Recharge: 5	Difficulty: ■■
Invocation (Fel)		5 favour	
Effect: You gain some of the wariness and care of a prey animal. While this blessing is recharging, you add ☐ to Stealth and Nature Lore checks			
You invoke the blessing As above, but add ☐ instead		Gain ■ to your next action	
Gain ☐ to your next action			

Hunter, The	*Rank 1, Taal, Ongoing*	Recharge: 5	Difficulty: ■■
Nature Lore (Int)		5 favour	
Effect: You gain some of the keeness and ferocity of a predator. While this blessing is recharging, you add ☐ to Observation and Ballistic Skill checks			
You invoke the blessing As above, but add ☐ instead		Gain ■ to your next action	
Gain ☐ to your next action			

Mending Paw	*Rank 1, Rhya*	Recharge: 6	Difficulty: ■
Invocation (Fel) vs. Target Injury Level		6 favour, engaged with target	
The target recovers 1 normal wound The target recovers 2 normal wounds The target recovers 3 normal wounds		You suffer 1 stress and 1 fatigue	
The target recovers 1 stress and 1 fatigue			

Rending Claw	*Rank 1, Taal*	Recharge: 6	Difficulty: ■
Invocation (Fel) vs. Target Resilience (To)		6 favour, target within close range	
Special: If you are engaged with the target, add ■ to the dice pool		You suffer 1 stress and 1 fatigue	
A spectral beast's claw rends the target for 2 wounds As above, but 3 wounds instead As above, but 5 wounds instead			
The target suffers 1 stress and 1 fatigue			
+1 critical			

Mother's Comfort	*Rank 1, Rhya, Ongoing*	Recharge: 4	Difficulty: ◆◆
Invocation (Fel)		4 favour, must be in an area with a wealth of growing things	
Effect: Rhya, in her aspect as the mother goddess, comforts you. While this blessing is recharging, each time you suffer stress you suffer 1 less stress to a minimum of 0			
You invoke the blessing As above, and its effects extend to allies within close range as well		Suffer 1 fatigue	
Add 1 recharge token to this card Add 2 recharge tokens to this card			

Hunter's Menace	*Rank 1, Taal, Ongoing*	Recharge: 5	Difficulty: ◆◆
Invocation (Fel)		4 favour, must be in an area with a wealth of growing things	
Effect: Taal, in his aspect as the lord of the hunt, endows the natural world around you with an aura of menace. While this blessing is recharging, enemies within close range of you who suffer stress suffer 1 additional stress			
You invoke the blessing As above, but effect extends to medium range		Suffer 1 fatigue	
Add 1 recharge token to this card Add 2 recharge tokens to this card			

Mother's Mercy	*Rank 2, Rhya, Reaction*	Recharge: !	Difficulty: None
No Check Required		Sufficient favour (see below), an ally within close range suffers wounds	
Special: When an ally within close range of you suffers wounds, you may call upon Ryha's mercy to protect him. You may spend an amount of favour up to your character rank, then place twice as many recharge tokens on this card. Reduce the wounds suffered by the amount of favour spent			

Hunter's Fury	*Rank 2, Taal, Reaction*	Recharge: !	Difficulty: None
No Check Required		Sufficient favour (see below), an enemy within close range takes damage	
Special: When an enemy within close range of you takes damage, you may call upon Taal's fury to destroy him. You may spend an amount of favour up to your character rank and place twice as many recharge tokens on this card. Increase the damage dealt by the amount of favour spent			

Rhya's Bastion	*Rank 3, Rhya, Ongoing*	Recharge: 8	Difficulty: ◆◆
Invocation (Fel)		10 favour	
Effect: You blend into the natural environment, taking the form of a tree, rock, shrub, or similar natural object while this blessing is recharging. Any attempts to see through your disguise are **Daunting (4d)** in difficulty. This effect ends if you move, attack, or reveal yourself			
You invoke the blessing		Suffer 1 stress	
Recover 1 stress, 1 fatigue, or 1 wound			

Taal's Talons	*Rank 3, Taal*	Recharge: 8	Difficulty: ◆◆
Invocation (Fel)		10 favour, must be in surroundings with abundant plant and/or animal life	
Nature revolts against your foes! Animals and plants alike assault them. All enemies within close range suffer 8 + WP damage As above, +Fel damage		Suffer 1 wound	
+1 damage Enemies in close range suffer 1 fatigue		Suffer 1 critical wound	
+2 critical			
Affected creatures with Toughness 3 or less are killed			

Shelter of Rhya	*Rank 1, Rhya*	Recharge: 8	Difficulty: ◆
Invocation (Fel)		6 favour. There must be ample natural vegetation within close range	
You grow and shape the nearby flora to create a natural shelter from the elements. The shelter can fit about half a dozen average-sized people comfortably and requires a **Hard Observation (3d) check** to detect from outside. The shelter lasts until sunrise		Suffer 1 stress	
The shelter requires a **Hard Observation (3d) check** to detect and confers ☐ ☐ to recovery checks made by those resting within			

Wall of Taal	*Rank 1, Taal*	Recharge: 7	Difficulty: ◆
Invocation (Fel)		6 favour. There must be ample natural vegetation within close range	
You grow and shape the nearby flora to create a natural wall of thorny, tough plants. The wall can be shaped into a circle blocking any exit. The wall requires a **Hard (3d) Athletics check** (or comparable) to break through, and anyone attempting and failing suffers 1 wound. The wall disappears when this blessing has recharged.			
The wall is requires a **Daunting (3d) Athletics check** to break through, and checks to break through it gain "Suffer 1 fatigue"			

Sleep of Rhya	*Rank 2, Rhya*	Recharge: !	Difficulty: ◆◆
Invocation (Fel)		7 favour. You invoke this blessing as you settle in to sleep for the night. It recharges at sunrise	
The mother goddess comforts you as you slumber. If you sleep through the night without being disturbed, you and all allies who sleep within close range of you recover one additional normal wound and may add ☐ to your Recovery checks		You wake up with 1 stress	
All targets recover 1 wound			

Wakefulness of Taal	*Rank 2, Taal*	Recharge: !	Difficulty: ◆◆
Invocation (Fel)		7 favour. You invoke this blessing as you settle in to sleep for the night. It recharges at sunrise	
Taal the hunter makes you vigilant while you rest. While you slumber, you and all your sleeping allies within close range may add ☐ to your Observation and Discipline checks. If a successful check awakens you, you lose the bonus until you return to sleep		If awakened during the night, all targets wake up with 1 stress and 1 fatigue	
All targets recover 1 stress or 1 fatigue			

Untangle	*Rank 1, Rhya, Ongoing*	Recharge: 4	Difficulty: ◊
Invocation (Fel)		7 favour	
Effect: Rhya's grace eases your way through the natural world. While this blessing is recharging, natural flora parts for you. You do not suffer penalties for moving through natural undergrowth or living plants, and gain ☐☐ to checks to avoid or pass through similar unnatural barriers or impediments.			
You invoke the blessing As above, and the effect extends to all engaged allies		You suffer 1 stress	
Recover 1 fatigue Add 1 recharge token to this card			
You may immediately perform a free manoeuvre when this blessing is invoked			

Tangle	*Rank 1, Taal, Ongoing*	Recharge: 5	Difficulty: ◊
Nature Lore (Int)		7 favour, target engagement within medium range. Must be in an area of natural vegetation	
Effect: The surrounding plants grasp and ensnare the targets. While this blessing is recharging, all characters in the target engagement gain the Entangled condition as long as they remain in that engagement			
You invoke the blessing As above, and your allies may ignore this blessing's effects		You suffer 1 stress	
An enemy in the engagement suffers 1 stress Add 1 recharge token to this card		You gain the Entangled condition for 2 rounds	
Add 2 recharge tokens to this card			

Vigil of Nature	*Rank 1, Rhya*	Recharge: 0	Difficulty: ◊
Invocation (Fel)		8 favour. Can only invoke in a tamed natural environment such as an orchard, farm, or park. You must personally mark the site, such as with your own blood or a unique sigil crafted by you	
You mark the site and protect it with the vigil of nature. No matter where you are or what your current state is, you will instantly be aware the next time a tainted or unnatural presence enters the area. Tainted or unnatural creatures include mutants (including beastmen), daemons, the undead, or those bearing a Mark of Chaos. As soon as a tainted creature enters the protected site, the vigil ends. You can only stand vigil over as many sites as your current character rank		You suffer 2 stress when your alarm triggers	
You gain some approximate knowledge as to nature and numbers of intruders			

Vigil of Nature	*Rank 1, Taal*	Recharge: 0	Difficulty: ◊
Invocation (Fel)		8 favour. Can only invoke in a wild natural environment such as a forest grove or hilltop. You must personally mark the site, such as with your own blood or a unique sigil crafted by you	
You mark the site and protect it with the vigil of nature. No matter where you are or what your current state is, you will instantly be aware the next time a tainted or unnatural presence enters the area. Tainted or unnatural creatures include mutants (including beastmen), daemons, the undead, or those bearing a Mark of Chaos. As soon as a tainted creature enters the protected site, the vigil ends. You can only stand vigil over as many sites as your current character rank		You suffer 2 stress when your alarm triggers	
The intruders suffer 1 stress and 1 fatigue from Taal's fury			



Battle Howl	*Rank 1, Ulric*	Recharge: 3	Difficulty: ■
Invocation (Fel) vs. Target Discipline (WP)		3 favour, Strength 3+, target engagement within close range	
Special: This check is opposed by the highest WP among enemies in the target engagement. Each enemy with Discipline trained adds ■ to the dice pool			
You let loose a fearsome howl. Each opponent in the engagement gains the Demoralised condition for 2 rounds As above, but 3 rounds instead		●● An ally in the engagement suffers 1 stress	
Each enemy in the engagement gains the Freezing condition for 2 rounds			

Battle Howl	*Rank 1, Ulric*	Recharge: 3	Difficulty: ■
Invocation (Fel) vs. Target Discipline (WP)		3 favour, Strength 3+, target engagement within close range	
Special: This check is opposed by the highest WP among enemies in the target engagement. Each enemy with Discipline trained adds ■ to the dice pool			
You let loose a fearsome howl. Each opponent in the engagement suffers 1 stress As above, but 2 stress instead		✲ Allies within close range suffers 1 stress	
Each time you remove a recharge token from this card, each enemy engaged with you suffers 1 stress			

Duty Before Dishonour	*Rank 2, Ulric, Ongoing*	Recharge: 5	Difficulty: ◆
Invocation (Fel)		5 favour, Strength 4+	
Effect: Ulric fortifies your will and your commanding presence. While this blessing is recharging, you add □ to Leadership checks			
You invoke the blessing As above, and any allies within long range of you add □ to Discipline checks while this blessing is recharging		●● Remove 1 recharge token from this card	
You and all allies within long range recover 1 stress			
Name an ally within close range. That ally, inspired by your example, adds □ to the dice pool of his next action			

Duty Before Dishonour	*Rank 2, Ulric, Ongoing*	Recharge: 5	Difficulty: ◆
Invocation (Fel)		5 favour, Strength 4+	
Effect: Ulric fortifies your will and your commanding presence. While this blessing is recharging, you add □ to Leadership checks			
You invoke the blessing As above, and any allies within long range of you add □ to Discipline checks while this blessing is recharging		●● While this blessing recharges, you and all allies within medium range gain the Ill-fortuned condition while not engaged with an enemy, you cowards!	
While this blessing recharges, you and all allies within long range gain the Invigorated condition while engaged with an enemy			
Name an ally within close range. That ally, inspired by your example, adds □ to the dice pool of his next action			

Endure Elements	*Rank 1, Ulric, Ongoing*	Recharge: !	Difficulty: ■■
Invocation (Fel)		5 favour, Strength 3+	
Effect: The bitter winter is no threat to you. While this blessing is recharging, you ignore any penalties, wounds, stress or fatigue resulting from extremes of cold or heat caused by the natural environment. This card recharges at moonrise			
You invoke the blessing As above, and your soak value is increased by 1 against attacks that rely on fire or extreme cold		● Suffer 1 stress	

Endure Elements	*Rank 1, Ulric, Ongoing*	Recharge: !	Difficulty: ■■
Invocation (Fel)		5 favour, Strength 3+	
Effect: The bitter winter is no threat to you. While this blessing is recharging, you ignore any penalties, wounds, stress or fatigue resulting from extremes of cold or heat caused by the natural environment. This card recharges at moonrise			
You invoke the blessing As above, and your soak value is increased by 2 against attacks that rely on fire or extreme cold		● Suffer 1 stress and 1 fatigue	

Fury of the White Wolf	*Rank 1, Ulric, Ongoing*	Recharge: !	Difficulty: ◆
Invocation (Fel)		6 favour, Strength 3+, enemy within close range	
Effect: While this blessing is recharging, you gain the Frenzied condition. This card recharges when you are no longer engaged with an enemy			
You invoke the blessing and shift to 1 space deep in the Reckless stance. You gain 1 free manoeuvre, which you must use to engage an enemy within close range		●● Suffer 1 fatigue	
Adjust your stance 1 space towards Reckless			

Fury of the White Wolf	*Rank 1, Ulric, Ongoing*	Recharge: !	Difficulty: ◆
Invocation (Fel)		6 favour, Strength 3+, enemy within close range	
Effect: While this blessing is recharging, you gain the Frenzied condition. This card recharges when you are no longer engaged with an enemy			
You invoke the blessing and gain 1 free manoeuvre, which you must use to engage an enemy within close range		● Suffer 1 fatigue	
While this card is recharging, if you defeat an enemy you are engaged with, or if an enemy disengages from you and you are not engaged with another enemy, you may suffer 1 fatigue to immediately engage any enemy within close range of you			

Fury of Ulric	*Rank 2, Ulric, Reaction*	Recharge: 1	Difficulty: ◆◆
Intimidation (St)		6 favour, Strength 3+, enemy within close range	
Special: If the attack would deal a critical wound, reduce the difficulty modifier by ◆			
The rage of Ulric fills you and fortifies you against pain. Move up to 2 recharge tokens from your recharging *Ulric Blessings*, *Melee Attacks*, or *Active Defences* to this card and increase your Soak value against this attack by the same amount As above, but up to 3 tokens instead As above, but up to 4 tokens instead		Suffer 1 fatigue	
Adjust your stance 1 step towards Reckless			
Gain favour equal to the wounds you suffer as a result of this attack, +1 favour per critical wound you suffer			

Fury of Ulric	*Rank 2, Ulric, Reaction*	Recharge: 2	Difficulty: ◆◆
Intimidation (St)		3 favour available immediately. Play this blessing when you hit with a *Melee Attack*, before damage is applied	
The rage of Ulric fills you and strengthens your blow. Move up to 2 recharge tokens from your recharging *Ulric Blessings*, *Melee Attacks*, or *Active Defences* to this card and increase the damage dealt by this attack by the same amount. You may not move tokens from the action card you used to make this attack As above, but up to 3 tokens instead As above, but up to 4 tokens instead		Suffer 1 fatigue	
Adjust your stance 1 step deeper into Reckless		You leave yourself wide open. The next *Melee Attack* made against you gains ■	
This attack gains +1 critical			

Prey's Scent	*Rank 1, Ulric*	Recharge: 1	Difficulty: ◆
Invocation (Fel)		3 favour, Strength 3+. You cannot follow any trail older than 1 week	
Special: If the trail you are following is more than a day old, add ◆ to the dice pool			
You pick up your quarry's scent and gain a clear impression of the direction he has gone As above, and until the next moonrise, you keep a memory of the subject's scent. You add □□ to the dice pool to further attempts to find or follow your quarry. (You can only hold one quarry's scent at a time)			
You learn a piece of information about your quarry that can be conveyed through scent, such as his race or gender, how recently he passed by, or whether he was wounded or ill			

Prey's Scent	*Rank 1, Ulric*	Recharge: 1	Difficulty: ◆
Invocation (Fel)		3 favour, Strength 3+. You cannot follow any trail older than 1 week	
Special: If the trail you are following is more than a day old, add ◆ to the dice pool			
You pick up your quarry's scent and gain a clear impression of the direction he has gone As above, and until the next moonrise, you keep a memory of the subject's scent. You add □□ to the dice pool to further attempts to find or follow your quarry. (You can only hold one quarry's scent at a time)		Something smells bad! Suffer 1 stress	
If and when you catch up to your quarry, you gain the Invigorated condition for 2 rounds			

Sacred Flame of the White Wolf	*Rank 3, Ulric, Melee Attack*	Recharge: 4	Difficulty: ■
Weapon Skill (St) vs. Target Defence		3 favour available, Strength 4+, melee weapon equipped, engaged with target	
Special: This action is both a Blessing and a Melee Attack			
You hit the target for +3 damage. Your weapon glows with the icy power of Ulric's sacred flame, and the target gains the Freezing condition for 2 rounds		Lose 1 favour after making this attack	
+2 critical			

Sacred Flame of the White Wolf	*Rank 3, Ulric, Melee Attack*	Recharge: 4	Difficulty: ■
Weapon Skill (St) vs. Target Defence		3 favour available, Strength 4+, melee weapon equipped, engaged with target	
Special: This action is both a Blessing and a Melee Attack			
You hit the target for +2 damage. Your weapon glows with the icy power of Ulric's sacred flame, and the target gains the Freezing condition for 1 round As above, but +4 damage		Suffer 1 stress and 1 fatigue	
+1 critical			
+2 damage, +2 critical			

Spectral Wolf	*Rank 3, Ulric, Summoning*	Recharge: 15	Difficulty: ◆◆◆
Invocation (Fel)		8 favour, Strength 4+, you and your allies must be outnumbered in battle	
A huge white wolf appears in the engagement of your choice within medium range. The wolf counts as an ally and is under your control. On your turn, the wolf can make 1 manoeuvre for free, and can make additional manoeuvres by discarding recharge tokens from this card. If the wolf is attacked, do not roll dice - simply discard a recharge token from this card. Your allies engaged with the wolf gain +1 defence. Attacks against enemies engaged with the wolf gain □		☼ Lose 2 favour immediately	
Add 2 recharge tokens to this card			
Attacks against enemies engaged with the wolf gain "+1 critical"			

Spectral Wolf	*Rank 3, Ulric, Summoning*	Recharge: 15	Difficulty: ◆◆◆
Invocation (Fel)		8 favour, Strength 4+, you and your allies must be outnumbered in battle	
A huge white wolf appears in the engagement of your choice within medium range. The wolf counts as an ally and is under your control. On your turn, the wolf can make 1 manoeuvre for free, and can make additional manoeuvres by discarding recharge tokens from this card. If the wolf is attacked, do not roll dice - simply discard a recharge token from this card. When you make a *Melee Attack*, you may choose to do so as if you were in the wolf's position, rather than your own		Remove 5 recharge tokens from this card	
Successful attacks made through the wolf gain +1 damage		☼ Lose 2 favour immediately	
Successful attacks made through the wolf gain +1 critical			

Swiftness of the Wolf	*Rank 1, Ulric*	Recharge: 2	Difficulty: ■
Invocation (Fel)		3 favour, Strength 3+	
You borrow some of the swiftness of Ulric's favoured animal, the wolf. Until the end of this turn, you may move between range bands for 1 fewer manoeuvre (minimum of 1 manoeuvre)		Suffer 1 fatigue	
All Ranged Attacks that target you before your next turn add ■ to the dice pool			

Swiftness of the Wolf	*Rank 1, Ulric*	Recharge: 0	Difficulty: ■
Invocation (Fel)		3 favour, Strength 3+	
You borrow some of the swiftness of Ulric's favoured animal, the wolf. Until the end of this turn, you may move between range bands for 1 fewer manoeuvre (minimum of 1 manoeuvre)		Add ■ to your dice pool for any action you perform next turn	
You may perform a free manoeuvre			

Ulric's Strength	*Rank 2, Ulric, Ongoing*	Recharge: 5	Difficulty: ◆■■
Invocation (Fel)		7 favour, Strength 3+	
Effect: Ulric favours the strong! While this blessing is recharging, you and all allies within close range gain +1 Strength and +1 Toughness			
You invoke the blessing		Suffer 1 fatigue	
Recover 1 fatigue			

Ulric's Strength	*Rank 2, Ulric, Ongoing*	Recharge: 5	Difficulty: ◆■■
Invocation (Fel)		7 favour, Strength 3+	
Effect: Ulric favours the strong! While this blessing is recharging, you and all allies within close range gain +1 Strength and +1 Toughness			
You invoke the blessing		Suffer 1 fatigue	
Recover 1 fatigue			

Valour of Ulric	*Rank 1, Ulric, Ongoing*	Recharge: 6	Difficulty: ◆
Invocation (Fel)		3 favour, Strength 3+	
Effect: You and your pack offer one another strength and comfort. While this action is recharging, you and all allies within close range gain □ to Discipline (WP) checks			
You invoke the blessing As above, but □□ to Discipline (WP) checks instead		Remove 1 recharge token from this card	
Add 1 recharge token to this card			

Valour of Ulric	*Rank 1, Ulric, Ongoing*	Recharge: 6	Difficulty: ◆
Invocation (Fel)		3 favour, Strength 3+	
Effect: You and your pack offer one another strength and comfort. While this action is recharging, you and all allies within close range gain □ to Discipline (WP) checks			
You invoke the blessing As above, but you and all allies within close range also add ■ to checks to resist Fear or Terror		All affected characters suffer 1 stress	
All affected characters recover 1 stress			

Winter's Chill	*Rank 3, Ulric, Ongoing*	Recharge: 6	Difficulty: ◆◆
Invocation (Fel)		8 favour, Strength 4+	
Special: If it is winter, reduce the difficulty modifier by ◆			
Effect: Cold and icy winds blow around you. While this spell is recharging, all other characters within close range of you gain the Freezing condition			
You invoke the blessing		Suffer 1 fatigue	
All other characters within close range gain the Blinded condition for 1 round			

Winter's Chill	*Rank 3, Ulric, Ongoing*	Recharge: 6	Difficulty: ◆◆
Invocation (Fel)		8 favour, Strength 4+	
Special: If it is winter, reduce the difficulty modifier by ◆			
Effect: Cold and icy winds blow around you. While this spell is recharging, all other characters within close range of you gain the Freezing condition			
You invoke the blessing		Suffer 1 fatigue	
All other characters within close range suffer 2 fatigue You may choose to have allies engaged with you unaffected by the blessing			
1 character within close range of you is knocked prone by the winds and must spend a manoeuvre to stand up			

Wolf's Cunning	*Rank 1, Ulric, Reaction*	Recharge: 0	Difficulty: None
No Check Required		4 available favour, Strength 3+, Agility 3+. Must be hidden from the enemy	
Special: If you and your allies are hidden from the enemy when you roll initiative at the beginning of an encounter, you may spend 4 favour to play this card. When you and all allies within close range who are hidden from the enemy roll for initiative, you may add ☐☐ to you and your allies' dice pools, and your initiative checks gain: Add to the results pool			

Wolf's Cunning	*Rank 1, Ulric, Reaction*	Recharge: 0	Difficulty: None
No Check Required		4 available favour, Strength 3+, Agility 3+. Must be hidden from the enemy	
Special: If you and your allies are hidden from the enemy when you roll initiative at the beginning of an encounter, you may spend 4 favour to play this card. When you and all allies within close range who are hidden from the enemy roll for initiative, you may add ☐☐ to you and your allies' dice pools, and your initiative checks gain: You are Invigorated for 2 rounds			

Balanced Fortitude	*Rank 2, Verena, Ongoing*	Recharge: 5	Difficulty: ◆◆
Invocation (Fel)		5 favour. Engaged with a target with a higher Toughness rating than you	
Effect: Verena redresses an imbalance. While this blessing is recharging, your Toughness is increased. This blessing won't increase your Toughness beyond your target's			
You invoke the blessing and your Toughness is increased by 1 As above, but by 2 instead		Suffer 1 fatigue	
Your target's Toughness is increased by 1 as well			

Balanced Might	*Rank 2, Verena, Ongoing*	Recharge: 4	Difficulty: ◆◆
Invocation (Fel)		5 favour. Engaged with a target with a higher Strength rating than you	
Effect: Verena redresses an imbalance. While this blessing is recharging, your Strength is increased. This blessing won't increase your Strength beyond your target's			
You invoke the blessing and your Strength is increased by 1 As above, but by 2 instead		Suffer 1 fatigue	
Your target's Strength is increased by 1 as well			

Balanced Scales, The	*Rank 3, Verena*	Recharge: 7	Difficulty: ◆
Invocation (Fel) vs. Target Discipline (WP)		7 favour. Two targets, both of which must be within medium range (you can target yourself)	
Special: This action is opposed by the higher Willpower between your targets. If you target yourself, use the second target's Willpower			
Name stress or fatigue. The target with more of the named token gives 2 of them to the other target (your choice if there is a tie) As above, but 3 tokens instead As above, but 4 tokens instead		Suffer 1 stress and 1 fatigue	
If you named stress, the donor target recovers 1 fatigue, and vice versa Recover 1 stress and 1 fatigue			
This blessing affects both stress and fatigue			

Balanced Scales, The	*Rank 3, Verena*	Recharge: 7	Difficulty: ◆
Invocation (Fel) vs. Target Discipline (WP)		7 favour. Two targets, both of which must be within medium range (you can target yourself)	
Special: This action is opposed by the higher Willpower between your targets. If you target yourself, use the second target's Willpower			
The target with more wounds gives 1 normal wound to the other target (your choice if there is a tie) As above, but 2 wounds instead As above, but 4 wounds instead		Suffer 1 stress and 1 fatigue	
The donor target recovers 1 wound			
The donor target may give 1 of his critical wounds to the second target			

Clear Judgement	*Rank 1, Verena, Ongoing*	Recharge: 10	Difficulty: ◆◆
Invocation (Fel)		5 favour, target within close range. If the target is not a willing subject, add ◆ to the dice pool	
Effect: Verena clears the target's mind of distractions and wrong thinking. While this blessing is recharging, the subject may ignore any penalties to mental skill checks caused by an insanity, condition, or spell			
You invoke the blessing As above, and add 4 recharge tokens to this card		Suffer 1 stress and 1 fatigue	

Clear Judgement	*Rank 1, Verena, Ongoing*	Recharge: 8	Difficulty: ◆◆
Invocation (Fel)		5 favour, target within close range. If the target is not a willing subject, add ◆ to the dice pool	
Effect: Verena clears the target's mind of distractions and wrong thinking. While this blessing is recharging, the subject may ignore any penalties to mental skill checks caused by an insanity, condition, or spell			
You invoke the blessing		Suffer 1 stress and 1 fatigue	
You may affect an additional target within close range You may affect an additional target within close range			

Disillusionment	*Rank 2, Verena*	Recharge: 6	Difficulty: None
Invocation (Fel) vs. Special (See Below)		7 favour	
Special: This action is either opposed by the target's Guile (Fel), in the case of illusions created by an enemy, or has its difficulty set by the GM based on the complexity of the illusion. This is usually **Hard (3d)**. Use the most difficult illusion within medium range to set the baseline difficulty, and add ■ to the dice pool for each other illusion in the area			
You purge illusions from within the target area, revealing the truth to all who observe		Suffer 1 stress and 1 fatigue	
Gain ☐ to your next Intelligence check		The illusions flicker and fade only for a short time, then return	

Disillusionment	*Rank 2, Verena*	Recharge: 6	Difficulty: None
Invocation (Fel) vs. Special (See Below)		7 favour	
Special: This action is either opposed by the target's Guile (Fel), in the case of illusions created by an enemy, or has its difficulty set by the GM based on the complexity of the illusion. This is usually **Hard (3d)**. Use the most difficult illusion within medium range to set the baseline difficulty, and add ■ to the dice pool for each other illusion in the area			
You purge illusions from within the target area, revealing the truth to all who observe		Suffer 1 stress and 1 fatigue	
The creator(s) of the illusions suffer 1 stress		The illusions flicker and fade only for a short time, then return	

Eyes of the Owl	*Rank 1, Verena*	Recharge: 2	Difficulty: ◆
Invocation (Fel)		3 favour	
Verena blesses you with increased powers of perception. For the rest of the encounter, you may add ☐ to Observation checks		Suffer 1 stress	
You gain Night Vision until the end of the encounter, and may reduce penalties due to darkness by up to ■■		Your eyes become overly sensitive to light. If you are exposed to bright light, suffer 1 stress. This effect lasts until the end of the encounter	

Eyes of the Owl	*Rank 1, Verena*	Recharge: 2	Difficulty: ◆
Invocation (Fel)		3 favour	
Verena blesses you with increased powers of perception. For the rest of the encounter, you may add ☐ to Observation checks		Suffer 1 stress	
You gain Night Vision until the end of the encounter, and may reduce penalties due to darkness by up to ☐☐			

Owl of Judgement	*Rank 3, Verena, Summoning*	Recharge: !	Difficulty: ◆◆◆
Invocation (Fel)		8 favour. You must have a piece of food an owl would like to eat	
Special: This card recharges at sunrise			
A shadowy owl settles on your shoulder and proceeds to advise you in a voice that only you can hear. The owl's observations add ☐☐ to Charm, Discipline, Guile, Intimidate, and Leadership checks. The owl stays with you until the end of the episode or sunrise, whichever comes first			
As above and, if you also have the Owl of Wisdom on your shoulder, your Willpower and Toughness are each increased by 1 while in the presence of those you know to be lawbreakers, oathbreakers, or destroyers of knowledge			
You may recharge your **Owl of Wisdom** blessing			

Owl of Judgement	*Rank 3, Verena, Summoning*	Recharge: !	Difficulty: ◆◆◆
Invocation (Fel)		8 favour. You must have a piece of food an owl would like to eat	
Special: This card recharges at sunrise			
A shadowy owl settles on your shoulder and proceeds to advise you in a voice that only you can hear. The owl's observations add ☐☐ to Charm, Discipline, Guile, Intimidate, and Leadership checks. The owl stays with you until the end of the episode or sunrise, whichever comes first			
As above and, if you also have the Owl of Wisdom on your shoulder, your Willpower and Toughness are each increased by 1 while in the presence of those you know to be lawbreakers, oathbreakers, or destroyers of knowledge			
You may recharge your **Owl of Wisdom** blessing			

Owl of Wisdom	*Rank 1, Verena, Summoning*	Recharge: !	Difficulty: ♦
Invocation (Fel)		6 favour. You must have a piece of food an owl would like to eat	
Special: This card recharges at sunrise			
A radiant owl settles on your shoulder and proceeds to advise you in a voice that only you can hear. The owl's wisdom adds ☐ to Education, Intuition, Folklore, and Observation checks. The owl stays with you until the end of the episode or sunrise, whichever comes first			
While the owl is with you, spent fortune points add ■ to your Intelligence checks rather than ☐			

Owl of Wisdom	*Rank 1, Verena, Summoning*	Recharge: !	Difficulty: ♦
Invocation (Fel)		6 favour. You must have a piece of food an owl would like to eat	
Special: This card recharges at sunrise			
A radiant owl settles on your shoulder and proceeds to advise you in a voice that only you can hear. The owl's wisdom adds ☐ to Education, Intuition, Folklore, and Observation checks. The owl stays with you until the end of the episode or sunrise, whichever comes first			
While the owl is with you, spent fortune points add ■ to your Intelligence checks rather than ☐			

Past Revealed, The	*Rank 3, Verena*	Recharge: 6	Difficulty: ♦♦
Invocation (Fel)		7 favour, engaged with target item	
Special: Items of great antiquity or very specific queries may increase the difficulty of this action by ■ or more			
Your prayers to Verena reveal an insight into the item's past. The GM reveals a piece of information such as who owned the item most recently, where it was made, or what it was used for		The information is confusing and vague. It will take you quite some time to interpret it (hours, or as long as it takes you to reach a library), and you gain no benefit until then	
As above, but the information is of superior quality or quantity, sufficient to grant ☐ to future Education, Folklore, Intuition, or Observation checks where the object's past is relevant (at GM discretion)			

Past Revealed, The	*Rank 3, Verena*	Recharge: 6	Difficulty: ♦♦
Invocation (Fel)		7 favour, engaged with target item	
Special: Items of great antiquity or very specific queries may increase the difficulty of this action by ■ or more			
Your prayers to Verena reveal an insight into the item's past. The GM reveals a piece of information such as who owned the item most recently, where it was made, or what it was used for		The information comes in the form of a rush of images, exhausting to behold. You suffer sufficient stress and fatigue to distress your Willpower and fatigue your Toughness	
As above, but the information is of superior quality or quantity, sufficient to grant ☐ to future Education, Folklore, Intuition, or Observation checks where the object's past is relevant (at GM discretion)			
Recover 1 stress and 1 fatigue			

Perceive Lies	*Rank 1, Verena, Ongoing*	Recharge: 10	Difficulty: ♦
Invocation (Fel) vs. Target Guile (Fel)		5 favour, target within close range. If you are engaged with an enemy, add ♦ to the dice pool	
Effect: You discern truth from falsehood. While this blessing is recharging, you will know if the target lies. You will not know what the truth is, nor can you detect it if a person unwittingly speaks untrue information – the liar must be consciously attempting to deceive			
You invoke the blessing		Suffer 1 stress and 1 fatigue	
Your target gains the Perplexed condition for 2 rounds			

Perceive Lies	*Rank 1, Verena, Ongoing*	Recharge: 10	Difficulty: ♦
Invocation (Fel) vs. Target Guile (Fel)		5 favour, target within close range. If you are engaged with an enemy, add ♦ to the dice pool	
Effect: You discern truth from falsehood. While this blessing is recharging, you will know if the target lies. You will not know what the truth is, nor can you detect it if a person unwittingly speaks untrue information – the liar must be consciously attempting to deceive			
You invoke the blessing		Suffer 1 stress and 1 fatigue	
Your target gains the Perplexed condition for 2 rounds			

Pierce Illusion	*Rank 1, Verena*	Recharge: 2	Difficulty: None
Invocation (Fel) vs. Special (See Below)		4 favour, target illusion within medium range	
Special: This action is either opposed by the target's Guile (Fel), in the case of illusions created by an enemy, or has its difficulty set by the GM based on the complexity of the illusion. This is usually a **Hard (3d) check**.			
You see through the illusion		Suffer 1 stress and 1 fatigue	
Gain ☐ on your next Observation or Intuition check			

Pierce Illusion	*Rank 1, Verena*	Recharge: 2	Difficulty: None
Invocation (Fel) vs. Special (See Below)		4 favour, target illusion within medium range	
Special: This action is either opposed by the target's Guile (Fel), in the case of illusions created by an enemy, or has its difficulty set by the GM based on the complexity of the illusion. This is usually a **Hard (3d) check**.			
You see through the illusion		Suffer 1 stress and 1 fatigue	
Gain ☐ on your next Observation or Intuition check			

Rebuke the Deceitful	*Rank 1, Verena, Reaction*	Recharge: 6	Difficulty: None
No Check Required		3 favour. You must be in a region under the rule of law (at least nominally)	
Special: When you believe that you have been lied to, stolen from, are the victim of a Guile or Skulduggery check, or have otherwise been wronged in the eyes of the law you may spend 3 favour and add 6 recharge tokens to this card to rebuke the deceitful and the lawbreaker. This must be attempted before more than an hour has passed since the transgression. If you were correct, your suspicions are confirmed. If the perpetrator is within long range of you, he suffers 1 stress and 1 fatigue. If you were incorrect, you suffer 1 stress and 1 fatigue and may not invoke any *Verena* blessings until this card recharges			

Rebuke the Deceitful	*Rank 1, Verena, Reaction*	Recharge: 6	Difficulty: None
No Check Required		3 favour. You must be in a region under the rule of law (at least nominally)	
Special: When you believe that you have been lied to, stolen from, are the victim of a Guile or Skulduggery check, or have otherwise been wronged in the eyes of the law you may spend 3 favour and add 6 recharge tokens to this card to rebuke the deceitful and the lawbreaker. This must be attempted before more than an hour has passed since the transgression. If you were correct, your suspicions are confirmed. If the perpetrator is within long range of you, he suffers 1 stress and 1 fatigue. If you were incorrect, you suffer 1 stress and 1 fatigue and may not invoke any *Verena* blessings until this card recharges			

Stern Prayer	*Rank 1, Verena, Ongoing*	Recharge: 6	Difficulty: ◊
Invocation (Fel)		5 favour. You may target any number of characters within medium range who can hear you speak. For each target beyond the first, add ♦ to the dice pool	
Effect: Your stern reminder of Verena's judgement causes all targets to add ■■ to Guile and Skulduggery checks while this blessing is recharging			
You invoke the blessing		Suffer 1 stress and 1 fatigue	
Your targets each suffer 1 stress			
Your targets gain the Perplexed condition for 2 rounds			

Stern Prayer	*Rank 1, Verena, Ongoing*	Recharge: 6	Difficulty: ◊
Invocation (Fel)		5 favour. You may target any number of characters within medium range who can hear you speak. For each target beyond the first, add ♦ to the dice pool	
Effect: Your stern reminder of Verena's judgement causes all targets to add ■■ to Guile and Skulduggery checks while this blessing is recharging			
You invoke the blessing		Suffer 1 stress and 1 fatigue	
Your targets each suffer 1 stress			
Your targets gain the Perplexed condition for 2 rounds			

Sword of Justice	*Rank 2, Verena, Ongoing*	Recharge: 8	Difficulty: ◊■■
Invocation (Fel)		5 favour. You must be holding target sword	
Effect: Verena blesses your sword. While this blessing is recharging, the weapon is considered an enchanted and blessed item. It gains the Pierce 2 and Vicious qualities when wielded against a condemned criminal or anyone you know to have committed a crime or broken an oath			
You invoke the blessing As above, and add 4 recharge tokens to this card		Suffer 1 stress and 1 fatigue	
The sword is considered superior while this card is recharging, and adds □ to the dice pool of any attacks made with it			
Gain 3 favour immediately			

Sword of Justice	*Rank 2, Verena, Ongoing*	Recharge: 8	Difficulty: ◊■■
Invocation (Fel)		5 favour. You must be holding target sword	
Effect: Verena blesses your sword. While this blessing is recharging, the weapon is considered an enchanted and blessed item. It gains the Pierce 2 and Vicious qualities when wielded against a condemned criminal or anyone you know to have committed a crime or broken an oath			
You invoke the blessing As above, and the sword's DR is increased by 1 while this card is recharging		Suffer 1 stress and 1 fatigue	
The sword is considered superior while this card is recharging, and adds □ to the dice pool of any attacks made with it			
Gain 3 favour immediately			



Appendix Six

Melee Actions

Violence and warfare is as much a part of the Old World as the air and earth. Orcs spill forth from their strongholds, beastmen skulk in the dark forests, and the minions of Chaos spill from the far north. When the foes of mankind fall upon them, the brave men and women of the Empire take up arms and fight with a strength and zeal to make Sigmar proud.

Melee generally occurs when combatants are engaged with each other—meaning they are close enough to land a strike with a sword, axe, or hammer. Combat in *Warhammer Fantasy Roleplay* is fast and furious, but also dramatic and full of opportunities to tell an exciting story as the action unfolds.

For example, a single combat "attack" need not be a single swing of a sword. In fact, an action as simple as Melee Strike usually involves an exchange of blows as the combatants jockey for position, fend off tentative thrusts, and look for an opportunity to slip within their opponent's guard and land a telling blow.

These actions cover a wide range of possible attacks, distractions, and damaging strikes a combatant may unleash on his opponent.

Combat Sequence Summary

1. Active player selects an action card
2. Active player announces his target
3. Active player generates starting dice pool
4. GM assigns challenge or misfortune dice
5. Dice pool is rolled and evaluated
6. If the action is an attack, attacker calculates damage
7. Resolve all remaining effects of the combat action

WFRP Core Set · Adventurer's Toolkit · The Gathering Storm · Game Master's Toolkit · Winds of Magic
Edge of Night · Signs of Faith · The Creature Guide / Creature Vault · Player's Vault · Game Master's Vault

Melee Strike	*Basic*	Recharge: 0	Difficulty: None
Weapon Skill (St) vs Target Defence		Melee weapon, engaged with target	
You hit the target for normal damage You hit the target for +2 damage		Your target may disengage from you for free	
Perform a manoeuvre for free			

Melee Strike	*Basic*	Recharge: 0	Difficulty: None
Weapon Skill (St) vs Target Defence		Melee weapon, engaged with target	
You hit the target for normal damage You hit the target for +2 damage		Your target may disengage from you for free	
Perform a manoeuvre for free			

Aaah — Call Him Off!	*Pet, Ongoing*	Recharge: 3	Difficulty: ♦
Animal Handling (Fel) vs. Target Defence		Target with medium range, pet engaged with target	
Your pet hits the target for 3+Fel damage As above, plus while this card is recharging and your pet is engaged with the target, the target must suffer 1 fatigue to manoeuvre. If the target attempts to disengage, your pet may move freely with him to remain engaged		Your pet loses 1 Obedience	
+1 critical			

Aaah — Call Him Off!	*Pet*	Recharge: 3	Difficulty: ♦
Animal Handling (Fel) vs. Target Defence		Target within close range, pet engaged with target	
Your pet hits the target for 4+Fel damage As above, and ignore the target's armour soak value for this attack		Your pet loses 1 Obedience	
+1 critical			

Acrobatic Strike		Recharge: 4	Difficulty: ■■
Coordination (Ag) vs. Target Defence		Engaged with target. Unarmed or wielding a dagger, hand weapon, or fencing weapon	
You hit for normal damage and may use Agility rather than Strength to determine damage dealt As above, +1 critical		Suffer 1 fatigue	
You may disarm the target. If you have a free hand, you grab the target's weapon			

Acrobatic Strike		Recharge: 4	Difficulty: ■■
Coordination (Ag) vs. Target Defence		Engaged with target. Unarmed or wielding a dagger, hand weapon, or fencing weapon	
You hit for normal damage and may use Agility rather than Strength to determine damage dealt As above, +1 critical		Suffer 1 fatigue	
If your target is suffering a critical wound, deal extra damage equal to its severity			

Backstab	*Teamwork*	Recharge: 4	Difficulty: ■■■
Stealth (Ag) vs. Target Observation (Int)		One-handed melee weapon equipped, engaged with target	
Special: Reduce the difficulty modifier by ■ for each of your allies engaged with the target.			
You hit for normal damage As above, +1 damage for each of your allies engaged with the target (up to a maximum bonus equal to your Agility score)		-2 damage	
You may perform a free manoeuvre after completing this action			

Backstab		Recharge: 4	Difficulty: ■■■
Stealth (Ag) vs. Target Observation (Int)		One-handed melee weapon equipped, engaged with target	
Special: Reduce the difficulty modifier by ■ for each of your allies engaged with the target			
You hit for +1 damage As above, and ignore the target's armour soak value for this attack		Add 2 recharge tokens to this card	
+2 damage			

Beat Back		Recharge: 4	Difficulty: None
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target	
Special: If you have Resilience trained, add ☐ to your dice pool			
✦ You hit for normal damage ✦✦ As above, and the target must immediately disengage from you		● Add 1 extra recharge token to this card	
✦ Remove 1 recharge token from 1 of your cards ✦✦ All members of your party may remove 1 recharge token from 1 of their cards			
➘ The target gains the Sluggish condition for 3 rounds			

Beat Back		Recharge: 4	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target	
Special: If you have Resilience trained, add ☐ to your dice pool			
✦ You hit for normal damage		● Add 1 extra recharge token to this card	
✦ Remove 1 recharge token from 1 of your cards		☼ Add 1 recharge token to one of your currently recharging Active Defences	
➘ The target gains the Sluggish condition for 3 rounds			

Coordinated Strike	*Support, Teamwork*	Recharge: 4	Difficulty: ■
Leadership (Fel) vs. Target Discipline (WP)		Leadership trained, you and a coordinating ally both equipped with melee weapons and both engaged with the target	
✦ You hit the target using your weapon's damage rating but the coordinating ally's Strength to determine damage ✦✦✦ As above, +2 damage		●● You and the coordinating ally each suffer 1 fatigue	
✦✦ The coordinating ally may immediately perform a free manouevre			

Coordinated Strike	*Support, Teamwork*	Recharge: 4	Difficulty: ■
Leadership (Fel) vs. Target Discipline (WP)		Leadership trained, you and a coordinating ally both equipped with melee weapons and both engaged with the target	
✦ You hit using your own Strength but the coordinating ally's weapon damage and critical ratings to determine damage ✦✦ As above, and with enough boons you can activate the critical ratings of both weapons		● You and all allies in this engagement suffer 1 fatigue	
✦✦ Add the coordinating ally's Strength to the damage inflicted			

Counterblow	*Reaction*	Recharge: 4	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Shield and melee weapon equipped, target has just missed you with a *Melee Attack* that you have used the **Block** action against	
✦ You hit the target for normal damage ✦✦✦ You hit the target for +2 damage		●● Suffer 1 stress and 1 fatigue	
✦✦ Immediately perform a manoeuvre for free			

Counterblow	*Reaction*	Recharge: 4	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Shield and melee weapon equipped, target has just missed you with a *Melee Attack* that you have used the **Block** action against	
✦ You hit the target for normal damage ✦✦✦ You hit the target for +2 damage		●● Suffer 1 stress and 1 fatigue	
✦✦ Immediately perform a manoeuvre for free			

Cut & Run		Recharge: 2	Difficulty: None
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target	
Special: If you have Athletics trained, add ☐ to your dice pool			
✦ You hit for normal damage, and you may disengage from the target for free		●● Add 1 recharge token to one of your currently recharging cards	
✦ The target gains the Exposed condition for 2 rounds			

Cut & Run		Recharge: 4	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target	
Special: If you have Athletics trained, add ☐ to your dice pool			
✦ You hit for normal damage, and you may disengage from the target for free ✦✦ As above, and +1 damage		●● Add 1 recharge token to one of your currently recharging cards	
✦✦ The target gains the Exposed condition for 2 rounds			

Disorienting Strike	Recharge: 2	Difficulty: ■■
Weapon Skill (St) vs. Target Defence	One-handed melee weapon equipped, engaged with target	
You hit for normal damage You hit for normal damage. You may choose to inflict the Blinded or Exposed condition on the target for 1 round	-2 damage	
The duration of the Blinded or Exposed condition you inflict is increased by 1 round		

Disorienting Strike	Recharge: 2	Difficulty: ■■
Weapon Skill (St) vs. Target Defence	One-handed melee weapon equipped, engaged with target	
You hit for normal damage You hit for normal damage, and the target gains the Staggered condition for 1 round	You drop your weapon	
The duration of the Staggered condition you inflict with this attack is increased by 1 You may ignore the soak value of your enemy's armour for this attack	You gain the Exposed condition for 2 rounds	

Double Strike	Recharge: 2	Difficulty: ■
Weapon Skill (St) vs. Target Defence	Melee weapon in each hand, engaged with target	
You hit with your primary weapon for normal damage You hit the target with both your primary and secondary weapon. Determine normal damage and apply the target's Toughness and Soak separately for each weapon.	Suffer 1 fatigue	
+1 damage		

Double Strike	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence	Melee weapon in each hand, engaged with target	
You hit with your primary weapon for normal damage You hit the target with both your primary and secondary weapon. Determine normal damage and apply the target's Toughness and Soak separately for each weapon.	Suffer 1 fatigue	
+2 damage with your primary weapon		
You hit a second target in the same engagement with your primary weapon for normal damage		

Dramatic Flourish	Recharge: 3	Difficulty: None
Weapon Skill (St) vs. Target Discipline (WP)	Dagger, hand weapon, or rapier equipped, engaged with target	
You hit for -1 damage	-1 damage	
The target suffers 1 stress, even if you miss The target suffers 1 stress, even if you miss		
Each member of your party that can see you recovers 1 stress and 1 fatigue		

Dramatic Flourish	Recharge: 3	Difficulty: None
Weapon Skill (St) vs. Target Discipline (WP)	Dagger, hand weapon, or rapier equipped, engaged with target	
You hit for -1 damage You hit for +1 damage	-1 damage	
The target suffers 2 stress		

Duelist's Strike	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence	Melee weapon equipped, engaged with the target and not engaged with any other characters	
You hit for +1 damage You hit for +3 damage	Add ■ to your next attack roll this act	
You may move your engagement to another location within close range		
As long as you remain engaged with the target and only the target, you add □ to Melee Attacks. This effect is cumulative should you roll a on a future Duelist's Strike as well		

Duelist's Strike	Recharge: 0	Difficulty: ■
Weapon Skill (St) vs. Target Defence	Melee weapon equipped, engaged with the target and not engaged with any other characters	
You hit for +1 damage You hit for +3 damage	Add ■ to your next attack roll this act	
You may move your engagement to another location within close range Your target suffers 1 fatigue		
+2 damage and reduce the target's soak value by 2 against this attack		

Final Stroke of the Master	*Way of the Sword*	Recharge: 4	Difficulty: ◆
Weapon Skill (St) vs Target Defence		At least 1 other *Way of the Sword* card recharging, sword or greatsword equipped, engaged with target	
You hit for normal damage and this card recharges immediately You hit for normal damage, +1 damage for every recharge token on each of your other *Way of the Sword* cards		-1 damage	
+1 damage, +1 critical			
Draw 3 critical wounds. Choose 1 to apply to the target as a critical; apply the others as normal damage			

Final Stroke of the Master	*Way of the Sword*	Recharge: 4	Difficulty: ◆
Weapon Skill (St) vs Target Defence		At least 1 other *Way of the Sword* card recharging, sword or greatsword equipped, engaged with target	
You hit for normal damage You hit for normal damage, +1 damage for every recharge token on each of your other *Way of the Sword* cards		-1 damage	
+2 damage, +1 critical			

Grapple		Recharge: 2	Difficulty: ■■
Athletics (St) vs. Target Athletics (St)		At least one free hand, engaged with target	
Special: Reduce the difficulty modifier by ■ if you have both hands free. Increase the difficulty modifier by ■ if your opponent has a melee weapon equipped			
You grab the target. While this card is recharging and you maintain your grip on the target, your target cannot disengage or perform any movement manouevres As above, and the target adds ■ to all checks while this card is recharging		Suffer 1 fatigue	
Add 1 recharge token to this card			
Add 1 recharge token to this card, and the target suffers 1 fatigue			

Grapple		Recharge: 4	Difficulty: ■■
Athletics (St) vs. Target Athletics (St)		At least one free hand, engaged with target	
Special: Reduce the difficulty modifier by ■ if you have both hands free. Increase the difficulty modifier by ■ if your opponent has a melee weapon equipped			
You grab the target, inflicting normal unarmed damage. While this card is recharging and you maintain your grip on the target, the target adds ■ to all checks As above, +1 damage		Suffer 1 fatigue	
Add 1 recharge token to this card			
Add 1 recharge token to this card, and the target suffers 1 fatigue			

High King Gotrek's Justice	*Ancestor*	Recharge: 3	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with the target	
Special: If your target has wronged you or your clan, or is a Greenskin or Elf, gain ☐ to your check			
You hit for normal damage You hit for normal damage, or -1 damage +1 critical, your choice		You suffer 1 fatigue	
Your target's soak value is reduced by 3			

High King Gotrek's Justice	*Ancestor*	Recharge: 3	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with the target	
Special: If your target has wronged you or your clan, or is a Greenskin or Elf, gain ☐ to your check			
You hit for normal damage You hit for normal damage, +1 critical		You suffer 1 fatigue	
Your target's soak value is reduced by 3			

Insulting Blow		Recharge: 4	Difficulty: ■■
Weapon Skill (Fel) vs. Target Defence		Dagger, hand weapon, or fencing weapon equipped, engaged with target	
Special: This attack uses Fellowship rather than Strength. If you have Guile trained, add ☐ to your dice pool			
You hit for -1 damage As above, plus make a **Guile (Fel) check vs. Discipline (WP)**. If you succeed, +3 damage and the target gains the Rattled condition for 3 rounds		-1 damage	
+1 critical			

Insulting Blow		Recharge: 4	Difficulty: ■■
Weapon Skill (Fel) vs. Target Defence		Dagger, hand weapon, or fencing weapon equipped, engaged with target	
Special: This attack uses Fellowship rather than Strength. If you have Guile trained, add ☐ to your dice pool			
You hit for -1 damage As above, plus make a **Guile (Fel) check vs. Discipline (WP)**. If you succeed, +3 damage and the target gains the Rattled condition for 3 rounds		Suffer 1 stress and 1 fatigue	
+1 critical The target suffers 1 stress			
You may use Fellowship rather than Strength to determine your damage			

Judgement of Vengeance	*Judgement*	Recharge: 3	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Suffering a critical wound, melee weapon equipped, engaged with target	
You hit for normal damage You hit for normal damage, plus bonus damage equal to the highest severity amongst critical wounds you suffer from		Suffer 2 fatigue	
You and your allies within close range may recover an amount of stress equal to the highest severity amongst critical wounds you suffer from, divided as you choose			
+1 damage, +2 critical			

Judgement of Vengeance	*Judgement*	Recharge: 3	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Suffering an insanity, melee weapon equipped, engaged with target	
You hit for normal damage You hit for normal damage, plus bonus damage equal to the highest severity amongst insanities you suffer from		While this card recharges, everyone engaged with you suffers from your insanity	
You and your allies within close range may recover an amount of fatigue equal to the highest severity amongst insanities you suffer from, divided as you choose			
+1 damage, +2 critical			

Leap From Stillness	*Ritual Dance*	Recharge: 3	Difficulty: ■
Weapon Skill (St) vs. Target Defence		At least 2 units deep in Conservative stance, melee weapon equipped, target within close range	
You manoeuvre to engaged with the target, ignoring any obstacles in your way, and hit for normal damage		Add 1 recharge token to this card	
Recharge 1 of your *Active Defenses* that has its Reckless face up			
You may adjust your stance to 1 space deep in Reckless			

Stooping Hawk Leap	*Ritual Dance*	Recharge: 3	Difficulty: ■
Weapon Skill (St) vs. Target Defence		At least 2 units deep in Reckless stance, melee weapon equipped, target within close range	
You manoeuvre to engaged with the target, ignoring any obstacles in your way, and hit for normal damage As above, but you hit for +2 damage		Add 1 recharge token to this card	
Draw a number of critical wounds equal to the number of *Ritual Dances* you have recharging with their Conservative face up. Choose 1 to apply and discard the rest			
You may adjust your stance to 1 space deep in Conservative			

Melee Strike	*Basic*	Recharge: 0	Difficulty: None
Weapon Skill (St) vs Target Defence		Melee weapon, engaged with target	
You hit the target for normal damage You hit the target for +2 damage		Your target may disengage from you for free	
Perform a manoeuvre for free			

Melee Strike	*Basic*	Recharge: 0	Difficulty: None
Weapon Skill (St) vs Target Defence		Melee weapon, engaged with target	
You hit the target for normal damage You hit the target for +2 damage		Your target may disengage from you for free	
Perform a manoeuvre for free			

Mighty Blow		Recharge: 0	Difficulty: None
Athletics (St) vs. Target Defence (See Below)		Engaged with target	
Special: The defence rating of any armour heavier than leather is increased by 1 against this attack			
You punch, kick, headbutt, or otherwise strike the target for unarmed damage +1 As above, but +3 damage instead		2 Suffer 1 wound	
+1 critical			
You give 'em the ol' one-two! You may immediately make another Mighty Blow attack at +1 difficulty			

Mighty Blow		Recharge: 0	Difficulty: None
Athletics (St) vs. Target Defence (See Below)		Engaged with target	
Special: The defence rating of any armour heavier than leather is increased by 1 against this attack			
You punch, kick, headbutt, or otherwise strike the target for unarmed damage +1 As above, but +3 damage instead		1 Suffer 1 wound	
+1 critical			
You give 'em the ol' one-two! You hit the target again for the same damage			

Nimble Strike		Recharge: 2	Difficulty: None
Weapon Skill (Ag) vs. Target Defence		Dagger, rapier, or hand weapon equipped, engaged with target	
Special: This attack uses Agility instead of Strength for both the attack roll and to calculate damage dealt			
You hit for normal damage		2 Place 2 recharge tokens on this card	
+1 critical			

Nimble Strike		Recharge: 2	Difficulty: None
Weapon Skill (Ag) vs. Target Defence		Dagger, rapier, or hand weapon equipped, engaged with target	
Special: This attack uses Agility instead of Strength for both the attack roll and to calculate damage dealt			
You hit for normal damage You hit for +1 damage and +1 critical		1 Suffer 1 fatigue	
The target gains the Staggered condition for 1 round			

Orion's Gambol	*Ritual Dance*	Recharge: 3	Difficulty: ■
Coordination (Ag) vs. Target Defence		Coordination trained, at least 1 *Ritual Dance* or *Melee Attack* recharging, engaged with target	
You hit for normal damage You hit for +1 damage and may immediately perform a free manoeuvre		1 Suffer 1 fatigue	
You may add or remove 1 recharge token from one of your *Ritual Dances*		☼ After this action resolves, you revert to neutral stance	
You may immediately adjust your stance to 2 spaces deep into Reckless			

Orion's Gambol	*Ritual Dance*	Recharge: 3	Difficulty: ■
Coordination (Ag) vs. Target Defence		Coordination trained, at least 1 *Ritual Dance* or *Melee Attack* recharging, engaged with target	
You hit for +1 damage You hit for +2 damage, +1 critical		1 Suffer 1 fatigue	
You may add or remove 1 recharge token from one of your *Ritual Dances*		☼ After this action resolves, you revert to neutral stance	
You may immediately adjust your stance to 2 spaces deep into Conservative			

Path of Falling Water	*Way of the Sword, Ongoing*	Recharge: 5	Difficulty: None
Weapon Skill (St) vs Target Defence		Sword or greatsword equipped, target within close range	
You move to engaged with the target, hit him for -2 damage, and then disengage and end somewhere within close range. While this card is recharging, your *Way of the Sword* actions gain ☐		2 Suffer 1 stress	
+2 damage One of your Active Defences recharges completely			

Path of Falling Water	*Way of the Sword, Ongoing*	Recharge: 5	Difficulty: None
Weapon Skill (St) vs Target Defence		Sword or greatsword equipped, target within close range	
You move to engaged with the target, hit him for -1 damage, and then disengage and end somewhere within close range. While this card is recharging, your *Way of the Sword* actions gain ☐		2 Suffer 1 stress	
+1 critical			

Path of the Autumn Wind	***Way of the Sword, Ongoing***	**Recharge:** 4	**Difficulty:** ■
Weapon Skill (St) vs. Target Defence		Sword or greatsword equipped, engaged with target	
You hit for normal damage. Each time a recharge token is removed from this card, you may remove 1 recharge token from one of your *Active Defences*		Suffer 1 stress	
You may remove a recharge token from this card after resolving this action			
You may add 2 recharge tokens to any of your *Way of the Sword* cards currently recharging (including this one)			

Path of the Autumn Wind	***Way of the Sword, Ongoing***	**Recharge:** 2	**Difficulty:** ■
Weapon Skill (St) vs Target Defence		Sword or greatsword equipped, engaged with target	
You hit for normal damage. Each time a recharge token is removed from this card, you may remove 1 recharge token from one of your *Active Defences*		Suffer 1 stress	
You may remove a recharge token from this card after resolving this action			
You may add 2 recharge tokens to any of your *Way of the Sword* cards currently recharging (including this one)			

Path of the Hawk	***Way of the Sword***	**Recharge:** 3	**Difficulty:** None
Weapon Skill (St) vs. Target Defence		Sword or greatsword equipped, engaged with target	
You hit for normal damage You hit for +2 damage		Add 1 recharge token to this card	
You may remove a recharge token from one of your *Way of the Sword* action cards		Add 1 recharge token to this card	

Path of the Hawk	***Way of the Sword***	**Recharge:** 4	**Difficulty:** None
Weapon Skill (St) vs. Target Defence		Sword or greatsword equipped, engaged with target	
You hit for +1 damage You hit for +2 damage		Add 1 recharge token to this card	
You may remove a recharge token from one of your *Way of the Sword* action cards		Add 2 recharge tokens to this card	

Path of the Summer Gale	***Way of the Sword, Ongoing***	**Recharge:** 3	**Difficulty:** ■
Weapon Skill (St) vs Target Defence		Sword or greatsword equipped, target within close range	
You move to engaged with the target and hit him for normal damage. While this card is recharging, your *Way of the Sword* actions deal bonus damage equal to your depth in the Conservative stance As above, and add 1 recharge token to this card		Suffer 1 stress	
+2 damage			

Path of the Summer Gale	***Way of the Sword, Ongoing***	**Recharge:** 3	**Difficulty:** ■■
Weapon Skill (St) vs Target Defence		Sword or greatsword equipped, target within close range	
You move to engaged with the target and hit him for normal damage. While this card is recharging, your *Way of the Sword* actions deal 2 bonus damage As above, but +2 damage and add 1 recharge token to this card		Suffer 1 stress and 1 fatigue	
+3 damage			

Reckless Cleave		**Recharge:** 3	**Difficulty:** None
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target, place 2 recharge tokens on one of your *Active Defences* when you use this action	
You hit for +2 damage		Reduce your soak value by 1 until your next turn	
You may add 2 recharge tokens to this card. If you do, your attack deals extra damage equal to your weapon's damage rating		Add 2 recharge tokens to the Active Defence you chose when playing this card	

Reckless Cleave		**Recharge:** 2	**Difficulty:** None
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target, place 2 recharge tokens on one of your *Active Defences* when you use this action	
You hit for +1 damage You hit for +3 damage		Reduce your soak value by 1 until your next turn	
You may add 2 recharge tokens to this card. If you do, your attack deals extra damage equal to your Strength		Add 2 recharge tokens to the *Active Defence* you chose when playing this card	
+2 critical			

Riposte	*Reaction*	Recharge: 4	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, target has just missed you with a *Melee Attack* that you have used the **Parry** action against	
You hit the target for normal damage You hit the target for +2 damage		Suffer 1 stress and 1 fatigue	
Immediately perform a manoeuvre for free			

Riposte	*Reaction*	Recharge: 4	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, target has just missed you with a *Melee Attack* that you have used the **Parry** action against	
You hit the target for normal damage You hit the target for +2 damage		Suffer 1 stress and 1 fatigue	
Immediately perform a manoeuvre for free			

Setup Strike		Recharge: 0	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		One-handed melee weapon equipped, engaged with target	
You hit for -1 damage, and the target gains the Exposed condition for 2 rounds		You gain the Exposed condition for 2 rounds	
The duration of the Exposed condition is increased by 1 The duration of the Exposed condition is increased by 2			

Setup Strike		Recharge: 0	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		One-handed melee weapon equipped, engaged with target	
You hit for normal damage You hit for normal damage, and the target gains the Exposed condition for 2 rounds		You gain the Sluggish condition for 2 rounds	
The target gains the Blinded condition for 1 round			

Shield Slam		Recharge: 4	Difficulty: None
Resilience (To) vs. Target Defence		Shield equipped, engaged with target	
Special: If you have Weapon Skill trained, add ☐ to your dice pool			
You hit for 3+St damage You hit for 5+St damage		Add 1 recharge token to your **Block** action card if it is recharging or 2 recharge tokens if it is not recharging	
The target is knocked prone			
Your next Weapon Skill check gains ☐			

Shield Slam		Recharge: 4	Difficulty: None
Resilience (To) vs. Target Defence		Shield equipped, engaged with target	
Special: If you have Weapon Skill trained, add ☐ to your die pool			
You hit for 4+St damage		Add 1 recharge token to your **Block** action card if it is recharging or 2 recharge tokens if it is not recharging	
The target is knocked prone			
Your next Weapon Skill check gains ☐			

Skalf's Anvil	*Ancestor*	Recharge: 2	Difficulty: ♦
Resilience (To) vs. Target Defence		Shield equipped, engaged with target. If you are engaged with an ally, gain ☐ to your check	
You hit for normal damage. All allies engaged with you gain ☐ to their attacks against the target while this card is recharging		The target may disengage for free after this action is completed	
You or an ally engaged with you may recover 1 fatigue			
The target is Staggered for 3 rounds			

Skalf's Anvil	*Ancestor*	Recharge: 2	Difficulty: ♦
Resilience (To) vs. Target Defence		Shield equipped, engaged with target. If you are engaged with an ally, gain ☐ to your check	
You hit for normal damage. All enemies engaged with you gain ■ to their attacks while this card is recharging		The target may disengage for free after this action is completed	
You may regain 1 fatigue or inflict 1 fatigue on an enemy engaged with you			
The target is Staggered for 3 rounds			

Surprise Attack		Recharge: 0	Difficulty: None
Skulduggery (Ag) vs. Target Defence		Engaged with target, not visibly armed or target does not suspect you of being an enemy	
Special: This attack does not have a recharge rating. However, any character that sees you perform this action will not be a valid target for it during this encounter, as they will not fall for your trickery			
You produce a dagger or similar weapon as if by magic and strike the target for normal damage As above, and you may use Agility rather than Strength to determine your damage if you choose		You leave yourself open for a counterattack! If your target's next action is to attack you, he adds □ to his dice pool	
Reduce the target's armour soak value by 2 for this attack			

Surprise Attack		Recharge: 0	Difficulty: None
Skulduggery (Ag) vs. Target Defence		Engaged with target, not visibly armed or target does not suspect you of being an enemy	
Special: This attack does not have a recharge rating. However, any character that sees you perform this action will not be a valid target for it during this encounter, as they will not fall for your trickery			
You produce a dagger or similar weapon as if by magic and strike the target for normal damage As above, and reduce the target's armour soak value by 2 for this attack		You leave yourself open for a counterattack! If your target's next action is to attack you, he adds □ to his dice pool	
You may use Agility rather than Strength to determine your damage if you choose			

Sword & Board		Recharge: 2	Difficulty: None
Weapon Skill (St) vs. Target Defence		Shield equipped, engaged with target	
You hit for -1 damage You hit for +1 damage		Your target may disengage from you for free	
Remove 1 recharge token from your **Block** action card			
Completely recharge your **Block** action card			

Sword & Board		Recharge: 3	Difficulty: None
Weapon Skill (St) vs. Target Defence		Shield equipped, engaged with target	
You hit for normal damage		Your opponent may disengage for free	
Your **Block** action card recharges completely		You drop your shield	

Tempest's Fury	*Ritual Dance*	Recharge: 6	Difficulty: ■■■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target	
Special: Before making this check, you may remove up to 3 recharge tokens from your *Ritual Dance* cards. Reduce the difficulty modifier by ■ for each recharge token removed in this fashion			
You hit for critical damage You hit for critical damage, +1 damage for each recharge token removed before making this check		Suffer 1 fatigue	
+1 damage for each *Ritual Dance* card recharging with its Reckless side face up		Suffer 1 fatigue	

Tempest's Fury	*Ritual Dance*	Recharge: 6	Difficulty: ■■■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target	
Special: Before making this check, you may remove up to 3 recharge tokens from your *Ritual Dance* cards. Reduce the difficulty modifier by ■ for each recharge token removed in this fashion			
You hit for +2 damage You hit for +2, +1 critical for each recharge token removed before making this check		Suffer 1 fatigue	
+2 damage for each *Ritual Dance* card recharging with its Conservative side face up		Suffer 1 fatigue for each recharge token removed before making this check	

Thunderous Blow		Recharge: 4	Difficulty: None
Weapon Skill (St) vs. Target Defence		Two-handed weapon equipped, engaged with target	
You hit for normal damage You hit for critical damage		Suffer 1 fatigue	
+1 critical			

Thunderous Blow		Recharge: 3	Difficulty: None
Weapon Skill (St) vs. Target Defence		Two-handed weapon equipped, engaged with target	
You hit for normal damage. You hit for critical damage.		Suffer 1 fatigue	
+1 critical		Add 2 recharge tokens to this card	
Deal extra damage equal to your weapon's damage rating			

Tooth & Nail	*Pet*	Recharge: 4	Difficulty: ♦
Animal Handling (Fel) vs. Target Defence		Melee weapon equipped, engaged with target and with pet, 1 Obedience. If you are trained in Weapon Skill, reduce the difficulty modifier by ♦	
You hit for normal damage You hit for normal damage + Fel		You pet loses 1 Obedience	
You or your pet may perform 1 manoeuvre			
You may spend up to 2 Obedience. +2 damage for each Obedience spent in this way			

Tooth & Nail	*Pet*	Recharge: 4	Difficulty: ♦
Animal Handling (Fel) vs. Target Defence		Melee weapon equipped, engaged with target and with pet, 1 Obedience. If you are trained in Weapon Skill, add□□ to your dice pool	
You hit for normal damage You hit for normal damage and hit another target in the same engagement for 3+Fel damage		You pet loses 1 Obedience	
You or your pet may perform 1 manoeuvre			
+1 critical to all targets hit by this attack			

Troll-Feller Strike	*Slayer*	Recharge: 2	Difficulty: ■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target, you must be outnumbered or facing a physically larger opponent	
Special: You may not use any *Active Defences* while this card is recharging			
You hit for +1 damage You hit for +3 damage		Suffer 1 fatigue	
+1 damage and ignore your target's armour soak value for this attack		☼ Suffer 1 wound	

Troll-Feller Strike	*Slayer*	Recharge: 2	Difficulty: None
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target, you must be outnumbered or facing a physically larger opponent	
Special: You may not use any *Active Defences* while this card is recharging			
You hit for +1 damage You hit for +3 damage		Suffer 1 fatigue	
+1 damage and ignore your target's armour soak value for this attack +3 damage, +1 critical		☼ Suffer 1 wound	
Inflict 1 critical wound, then inflict normal wounds equal to its severity			

Whirling Death	*Ritual Dance*	Recharge: 4	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target	
You hit for normal damage You hit for normal damage, +1 damage for each action card you have recharging with its Reckless face up		Adjust your stance 1 space towards neutral	
For each action card you have recharging with its Reckless face up, you may remove 1 recharge token from this card			
You may adjust your stance to 2 spaces deep in Reckless			

Whirling Death	*Ritual Dance*	Recharge: 4	Difficulty: ■■
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target	
You hit for normal damage You hit for normal damage, +1 damage for each action card you have recharging with its Conservative face up		Adjust your stance 1 space towards neutral	
For each action card you have recharging with its Conservative face up, you may recover 1 fatigue			
You may adjust your stance to 2 spaces deep in Conservative			

Wrath of Morgrim	*Ancestor*	Recharge: 2	Difficulty: None
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target, suffering 1 or more wounds	
You hit for normal damage You hit for +2 damage		Add 1 additional recharge token to this card	
+1 damage for every 3 wounds you are suffering (round up)			

Wrath of Morgrim	*Ancestor*	Recharge: 2	Difficulty: None
Weapon Skill (St) vs. Target Defence		Melee weapon equipped, engaged with target, suffering 1 or more wounds	
You hit for normal damage You hit for +2 damage		Add 2 additional recharge token to this card	
+1 damage for every 3 wounds you are suffering (round up)		☼ Convert one of your normal wounds into a critical wound	
+1 damage for every 2 wounds you are suffering (round up)			



Appendix Seven

Ranged Actions

Ranged combat covers a wide variety of attacks that generally occur outside of a combat engagement, when there is some distance between the attacker and the target. Ranged attacks can be made with all manner of different weapons.

Thrown weapons such as daggers or spears tend to cover less distance, but can deliver significant carnage, as they often use the attacker's Strength rather than Agility when determining damage.

Longer range weapons include longbows and crossbows, slings, and other automated or assisted weapons that help propel ammunition toward its intended target. Crossbows are almost ubiquitous in the Empire, and a staple of human armies and garrisons.

Blackpowder weapons also tend to use ranged actions. Over the years, as technology has advanced and relations with dwarfs continue to improve, blackpowder weapons have seen more and more use in times of war. From handguns and pistols to the peerless Hochland Long Rifle, blackpowder weapons have become an important part of the Empire's arsenal.

Combat Sequence Summary

1. Active player selects an action card
2. Active player announces his target
3. Active player generates starting dice pool
4. GM assigns challenge or misfortune dice
5. Dice pool is rolled and evaluated
6. If the action is an attack, attacker calculates damage
7. Resolve all remaining effects of the combat action

Ranged Strike	*Basic*	Recharge: 0	Difficulty: None
Ballistic Skill (Ag) vs Target Defence		Ranged weapon, not engaged with an enemy	
You hit the target for normal damage You hit the target for +2 damage		One opponent within close range of you who is not engaged with an opponent may engage you	
Perform a manoeuvre for free			

Ranged Shot	*Basic*	Recharge: 0	Difficulty: None
Ballistic Skill (Ag) vs Target Defence		Ranged weapon, not engaged with an enemy	
You hit the target for normal damage You hit the target for +2 damage		One opponent within close range of you who is not engaged with an opponent may engage you	
Perform a manoeuvre for free			

Accurate Shot		Recharge: 6	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, not engaged with an enemy	
Special: You may suffer up to 2 stress before performing this action. For each stress suffered, add ☐ to your die pool			
You hit the target for normal damage You hit the target for +2 damage		-1 damage	
Recover 1 stress			
Deal 2 extra damage per stress suffered			

Accurate Shot		Recharge: 6	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, not engaged with an enemy	
Special: You may suffer up to 2 stress before performing this action. For each stress suffered, add ☐ to your die pool			
You hit the target for normal damage You hit the target for +2 damage		Suffer 1 stress	
Perform a manoeuvre for free			

Arrowstorm	*Watcher*	Recharge: 4	Difficulty: ■■
Ballistic Skill (Ag) vs. Highest Target Defence		Bow equipped, target(s) within medium range. Add ■ to your die pool for each target beyond the first (up to a maximum of 3 total targets)	
You hit the targets for -1 damage You hit the targets for normal damage You hit the targets for normal damage and may assign 3 extra damage amongst the targets as you choose		-1 damage to all targets	
Add 1 less recharge token to this card			

Arrowstorm	*Watcher*	Recharge: 4	Difficulty: ■■
Ballistic Skill (Ag) vs. Highest Target Defence		Bow equipped, target(s) within medium range. Add ■ to your die pool for each target beyond the first (up to a maximum of 3 total targets)	
You hit the targets for -1 damage You hit the targets for normal damage and you may assign 3 extra damage amongst the targets as you choose		Suffer 1 fatigue per target	
Add 1 less recharge token to this card			
Each target gains the Exposed condition for 2 rounds			

Bullseye	*Watcher*	Recharge: 4	Difficulty: ◆◆
Ballistic Skill (Ag) vs. Target Defence		Bow equipped, target cannot see you	
You hit for normal damage You hit for normal damage and draw 3 critical wounds. Choose 1 to apply to the target and discard the others		You give away your location	
The target adds ■■ to Observation (Int) checks to locate you until this card recharges			

Bullseye	*Watcher*	Recharge: 2	Difficulty: ◆◆
Ballistic Skill (Ag) vs. Target Defence		Bow equipped, target cannot see you	
You hit for normal damage You hit for normal damage and draw 3 critical wounds. Choose 1 to apply to the target and discard the others		You give away your location	
The target adds ■■ to Observation (Int) checks to locate you until this card recharges			

Called Shot		Recharge: 0	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, disengaged, target within close range	
You hit for normal damage You hit for normal damage and your target gains the Rattled or Cowed condition (your choice) for 1 round		Your attack deals -2 damage	
The duration of any condition you inflict is increased by 1			

Called Shot		Recharge: 0	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, disengaged, target within close range	
You hit for normal damage You hit for normal damage and your target gains the Sluggish condition for 1 round		Your attack deals -2 damage	
The duration of any condition you inflict is increased by 1 Ignore your target's armour soak value		You drop your weapon	

Chink in the Armour		Recharge: 4	Difficulty: ◆
Observation (Int) vs. Target Defence		Ranged weapon equipped, must perform the prepare manoeuvre	
You hit for -2 damage, ignoring the target's armour Soak Value You hit for normal damage, ignoring the target's armour Soak Value		Add 3 recharge tokens to this card	
+1 critical			
+2 damage			

Chink in the Armour		Recharge: 4	Difficulty: ■
Observation (Int) vs. Target Defence		Ranged weapon equipped, must perform the prepare manoeuvre	
You hit for -1 damage You hit for +1 damage		Add 3 recharge tokens to this card	
+1 critical +1 critical			
Ignore your target's Soak Value for this attack			

Close-Quarters Shot		Recharge: 0	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, close range or engaged with target. Add ■ to your dice pool for each enemy engaged with you	
You hit for normal damage You hit for normal damage and may disengage for free		Suffer 1 fatigue per enemy engaged with you	
+1 critical		You drop your weapon	

Close-Quarters Shot		Recharge: 0	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, close range or engaged with target. Add ■ to your dice pool for each enemy engaged with you	
You hit for normal damage You hit for +1 damage		Suffer 1 fatigue per enemy engaged with you	
+1 critical		You drop your weapon	

Covering Fire	*Ongoing*	Recharge: 4	Difficulty: ◆■
Ballistic Skill (Ag)		A ranged weapon without the Reload quality and a ready supply of ammunition	
Effect: With a hail of well-placed fire, you keep your enemy's head down! Choose a terrain feature or area within medium range. While this card is recharging, any enemy that attempts to manoeuvre in or through the target area suffers 1 fatigue. Enemies in the area suffer ■ to all checks			
You maintain covering fire as described above As above, and you hit one enemy in the area for normal damage		An enemy in the target area may make a free manoeuvre, without suffering the penalties listed above	
An ally within close range of you may make a free manoeuvre			

Covering Fire		Recharge: 4	Difficulty: ◆■
Ballistic Skill (Ag)		A ranged weapon without the Reload quality and a ready supply of ammunition, target engagement within medium range	
You hit the target engagement with a hail of fire, sending enemies scrambling. All enemies in the engagement suffer 1 fatigue		Allies in the engagement also suffer 1 fatigue	
An ally within close range of the target engagement may make a free manoeuvre			

Execution Shot	*Judgement*	Recharge: 3	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Pistol or handgun equipped, engaged with target	
Special: You may add ♦ to your dice pool. If you do, you may make perform the **Melee Strike** *Basic* action immediately after resolving this action			
You hit for normal damage		Add 1 recharge token to this card	
Your target's Soak Value is reduced by 1 until the end of the round			

Execution Shot	*Judgement*	Recharge: 3	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Pistol or handgun equipped, engaged with target	
Special: You may add ♦ to your dice pool. If you do, you may make perform the **Melee Strike** *Basic* action immediately after resolving this action			
You hit for normal damage You hit for +2 damage		Add 1 recharge token to this card and suffer 1 stress	
Your target's soak value is reduced by 2 until the end of the round			

Extreme Shot		Recharge: 0	Difficulty: ■
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, disengaged from target. If you perform the prepare manoeuvre before taking this action, remove ■ from your dice pool	
Special: You may attack a target up to one range increment beyond the usual maximum range of your weapon			
You hit for normal damage		Your target may perform a manoeuvre after this action is resolved	
+1 damage +2 damage			

Extreme Shot		Recharge: 0	Difficulty: ■
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, disengaged from target. If you perform the prepare manoeuvre before taking this action, exchange one ♦ for one ■ in your dice pool	
Special: You may attack a target up to one range increment beyond the usual maximum range of your weapon			
You hit for normal damage		Your target may perform a manoeuvre after this action is resolved	
+1 damage +2 damage			
+1 critical, +2 damage			

Flight of the Phoenix	*Way of the Sword*	Recharge: 2	Difficulty: ■
Ballistic Skill (St) vs. Target Defence		Sword or greatsword equipped, target within close range	
Special: You throw your sword at the target! This attack uses Strength instead of Agility both for the check and to determine damage dealt. Don't forget to retrieve your sword			
You hit the target for normal damage		-1 damage	
Perform a free manoeuvre after this action is completed			

Flight of the Phoenix	*Way of the Sword*	Recharge: 2	Difficulty: ■
Ballistic Skill (St) vs. Target Defence		Sword or greatsword equipped, target within close range	
Special: You throw your sword at the target! This attack uses Strength instead of Agility both for the check and to determine damage dealt. Don't forget to retrieve your sword			
You hit the target for normal damage You hit the target for +3 damage		-1 damage	
Perform a free manoeuvre after this action is completed			

Immobilising Shot	*Ongoing*	Recharge: 4	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Piercing ranged weapon such as bow, crossbow, or javelin equipped. Target within close range	
Effect: You pin your target to the ground or wall. While this card is recharging, he may not move. The target may spend an action to remove a recharge token from this card			
You hit the target for -2 damage You hit the target for normal damage		Remove 1 recharge token from this card	
Add 1 recharge token to this card			

Immobilising Shot	*Ongoing*	Recharge: 4	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Piercing ranged weapon such as bow, crossbow, or javelin equipped. Target within close range	
Effect: You pin your target to the ground or wall. While this card is recharging, he may not move. The target may spend an action to remove a recharge token from this card			
You hit the target for -2 damage You hit the target for normal damage		Remove 1 recharge token from this card	
Add 1 recharge token to this card		Suffer 1 stress and 1 fatigue	
You hit and immobilize a second target			

Knockback Shot		Recharge: 3	Difficulty: ♦
Ballistic Skill (Ag) vs. Target Resilience (To)		Ranged weapon equipped, target within close range	
You hit the target for -2 damage. The target moves back one range increment, either from engaged to close range, or from close range to medium range As above, and the target does not receive a free manoeuvre on his next turn		-1 damage	
The target suffers 1 fatigue			
You may choose where the target moves			

Knockback Shot		Recharge: 3	Difficulty: ♦
Ballistic Skill (Ag) vs. Target Resilience (To)		Ranged weapon equipped, close range	
You hit the target for -2 damage. The target moves back one range increment, either from engaged to close range, or from close range to medium range		-1 damage	
The target suffers 1 fatigue			
You may choose where the target moves			

Powerful Throw		Recharge: 1	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Throwing weapon equipped, not engaged with an enemy	
Special: You may suffer up to 2 fatigue before this action. Reduce the difficulty modifier by ■ and add 1 additional recharge token to this card per fatigue			
You hit, and may add either your Strength or your Agility to your weapon's damage rating to determine damage dealt As above, +2 damage per fatigue suffered to reduce difficulty		Suffer 1 stress	
Reduce the target's soak value by the amount of fatigue suffered to reduce difficulty			

Powerful Throw		Recharge: 1	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Throwing weapon equipped, not engaged with an enemy	
Special: You may suffer up to 2 fatigue before this action. Reduce the difficulty modifier by ■ and add 1 additional recharge token to this card per fatigue			
You hit for normal damage, +1 damage per fatigue suffered to reduce difficulty You hit for normal damage, +2 damage per fatigue suffered to reduce difficulty		Suffer 1 stress	
+1 damage per fatigue suffered to reduce difficulty			

Ranged Shot	*Basic*	Recharge: 0	Difficulty: None
Ballistic Skill (Ag) vs Target Defence		Ranged weapon, not engaged with an enemy	
You hit the target for normal damage You hit the target for +2 damage		One opponent within close range of you who is not engaged with an opponent may engage you	
Perform a manoeuvre for free			

Ranged Shot	*Basic*	Recharge: 0	Difficulty: None
Ballistic Skill (Ag) vs Target Defence		Ranged weapon, not engaged with an enemy	
You hit the target for normal damage You hit the target for +2 damage		One opponent within close range of you who is not engaged with an opponent may engage you	
Perform a manoeuvre for free			

Rapid Fire		Recharge: 2	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Bow or repeating ranged weapon equipped, disengaged from target	
Special: If you hit with this attack, you may immediately perform this action again, choosing either the same target or a new target in the same engagement as the first, and adding ♦ to your dice pool. You may do this only once and only if you still meet the requirements for the attack			
You hit the target for normal damage You hit the target for +2 damage		One opponent within close range who is not engaged with you may engage you	
Perform a free manoeuvre after this action is completed			

Rapid Fire		Recharge: 3	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Bow or repeating ranged weapon equipped, disengaged from target	
Special: If you hit with this attack, you may immediately perform this action again, choosing either the same target or a new target in the same engagement as the first, and adding ♦ to your dice pool. You may fire up to three times, as long as you still meet the requirements for the attack and as long as you continue to hit, but you must add another ♦ to your dice pool each time you perform this action			
You hit the target for normal damage You hit the target for +2 damage		One opponent within close range who is not engaged with you may engage you	
Perform a free manoeuvre after this action is completed		Suffer 1 fatigue	

Snap Shot	Recharge: 2	Difficulty: ■
Ballistic Skill (Ag) vs. Target Defence	Ranged weapon equipped, not engaged with an enemy, target within close range, no other action cards recharging	
Special: You fire off a quick shot, taking your target off-guard. Any *Active Defences* used against this attack receive 1 additional recharge token		
You hit for normal damage You hit for critical damage	Your attack deals -1 damage	
Add 1 recharge token to one of the target's recharging actions		

Snap Shot	Recharge: 3	Difficulty: ■
Ballistic Skill (Ag) vs. Target Defence	Ranged weapon equipped, not engaged with an enemy, target within medium range, no other action cards recharging	
Special: You fire off a quick shot, taking your target off-guard. Any *Active Defences* used against this attack receive 1 additional recharge token		
You hit for normal damage You hit for +2 damage	Place 1 additional recharge token on this card	
Place 1 fewer recharge token on this card		

Sniper Shot	Recharge: 2	Difficulty: ■
Ballistic Skill (Ag) vs. Target Defence	Ranged weapon equipped, target within medium range, disengaged from target, you must perform the prepare manoeuvre	
You hit for critical damage You hit for +1 damage, +1 critical	Suffer 1 fatigue and 1 stress	
+1 damage		
Your attack deals extra damage equal to your weapon's damage rating		

Sniper Shot	Recharge: 3	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence	Ranged weapon equipped, target within medium range, disengaged from target, you must perform the prepare manoeuvre	
You hit for +1 damage You hit for +2 damage, +1 critical	Suffer 1 fatigue and 1 stress	
+1 damage Ignore your target's armour soak value		

Sudden Knife	Recharge: 0	Difficulty: None
Skulduggery (Ag) vs. Target Defence	Target within close range. Not visibly armed or target does not suspect you of being an enemy	
Special: This attack does not have a recharge rating. However, any character that sees you perform this action will not be a valid target for it during this encounter, as they will not fall for your trickery		
You produce a dagger or similar weapon as if by magic and hit the target for normal damage As above, and the target may not move closer to you on its next turn	Your attack is very obvious and clearly visible to all characters within long range	
Your attack is very subtle. Characters further than close range must pass **Average (2d) Observation (Int) checks** to notice that you made an attack +1 critical		

Sudden Knife	Recharge: 0	Difficulty: None
Skulduggery (Ag) vs. Target Defence	Target within close range. Not visibly armed or target does not suspect you of being an enemy	
Special: This attack does not have a recharge rating. However, any character that sees you perform this action will not be a valid target for it during this encounter, as they will not fall for your trickery		
You produce a dagger or similar weapon as if by magic and hit the target for normal damage As above, and the target may not move closer to you on its next turn	Your attack is very obvious and clearly visible to all characters within long range	
+1 critical +2 damage		

Threading the Needle	*Teamwork*	Recharge: 3	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, not engaged with target. At least one ally must be engaged with the target. If you perform the prepare manoeuvre, remove ■ from your dice pool	
You hit for normal damage As above, plus you deal +1 damage for each ally in the engagement up to a maximum bonus equal to your Agility		Your target may perform a free manoeuvre after this action resolves	
One ally engaged with the target may perform a free manoeuvre			

Threading the Needle	*Teamwork*	Recharge: 2	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, not engaged with target. At least one ally must be engaged with the target. If you perform the prepare manoeuvre, remove ■ from your dice pool	
You hit for normal damage You hit for +2 damage		Your target may perform a free manoeuvre after this action resolves	
One ally engaged with the target may add □□ to his next Melee Attack or Ranged Attack against that target			

Thundering Shot		Recharge: 0	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Black powder weapon, disengaged from target. If the target is trained in Discipline, add ■ to your dice pool	
You hit for normal damage You hit for critical damage		You gain the Rattled condition for 2 rounds	
This attack has Fear 1			

Thundering Shot		Recharge: 0	Difficulty: None
Ballistic Skill (Ag) vs. Target Defence		Black powder weapon, disengaged from target. If the target is trained in Discipline, add ■ to your dice pool	
You hit for normal damage You hit for +2 damage		You gain the Cowed condition for 2 rounds	
This attack has Fear 2			

Trick Shot		Recharge: 4	Difficulty: ◊■
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, target within long range. Line of sight to the target is NOT required, although the target's location must be known and a path to the target must exist	
You ricochet your shot through an improbable series of turns and hit your target for normal damage As above, +1 critical		You damage an item along the path to the target (GM's choice)	
You catch your opponent completely off-guard. He may not use Reactions to this attack and his shield's soak value is ignored			

Trick Shot		Recharge: 4	Difficulty: ◊■
Ballistic Skill (Ag) vs. Target Defence		Ranged weapon equipped, target within long range. Line of sight to the target is NOT required, although the target's location must be known and a path to the target must exist	
You ricochet your shot through an improbable series of turns and hit your target for normal damage As above, +2 damage		You damage an item along the path to the target (GM's choice)	
You catch your opponent completely off-guard. He may not use Reactions to this attack and his shield's soak value is ignored			

Twin Pistols		Recharge: 2	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Hand-crossbow or pistol in each hand, target within medium range	
Special: Nominate one of your weapons as your primary weapon. Its traits and values apply to this attack			
You hit for normal damage You hit for +2 damage		Suffer 1 stress	
+1 critical			
Add the DR of your secondary weapon to the damage dealt			

Twin Pistols		Recharge: 2	Difficulty: ■■
Ballistic Skill (Ag) vs. Target Defence		Hand-crossbow or pistol in each hand, target within medium range	
Special: Nominate one of your weapons as your primary weapon. Its traits and values apply to this attack			
You hit for normal damage You hit for +2 damage		Suffer 1 stress	
+1 critical			
You hit a second target in the same engagement for normal damage. This second strike uses your secondary weapon			



Appendix Eight

Spell Actions

Magic is a powerful force in the Old World. Those who seek to control the Winds of Magic and fashion them into arcane spells are viewed with both awe and fear by many. Manipulating the Winds and casting spells carries risks—spells may backfire, or a spellcaster may lose control of the power he has channelled, and suffer strain, injury, or worse!

Arcane spells in *Warhammer Fantasy Roleplay* are fuelled by power. Spellcasters generate power by channelling the Winds of Magic, and then they spend that power to cast spells. The more potent the spell, the more power required to cast it.

With proper training, wizards from the Colleges of Magic learn safer ways to channel power and cast spells—but it is never a foolproof, risk-free endeavour. Spell casters without special training—such as hedge witches or warlocks—may be able to channel a great deal of power, but run even greater risks of miscasting or having their spells backfire.

Casting Spells

There are two steps a wizard character must perform in order to successfully cast a spell.

First, the wizard must have enough power coursing through him to fuel the spell effect he wishes to cast. If he does not currently have enough power, he may choose to Channel Power to summon more.

Next, once the wizard has sufficient power, he selects the spell he wishes to cast, which generally requires a Spellcraft check. Assuming the spell's check succeeds, the wizard unleashes his pent up power into the spell, triggering its effect.

WFRP Core Set · Adventurer's Toolkit · The Gathering Storm · Game Master's Toolkit · Winds of Magic
Edge of Night · Signs of Faith · The Creature Guide / Creature Vault · Player's Vault · Game Master's Vault

Cantrip	*Petty Magic, Basic, Rank 0*	Recharge: 0	Difficulty: None
Generally No Check Required		1 power. May require a prop, manoeuvre, or other requirement at the GM's discretion	

Effect: You create a small magical effect so trivial as to be almost effortless. You might conjure a light or flame about equivalent to a lit candle, move an object about the size of a wine glass a few feet, briefly change the colour of your eyes, move a coin from one hand to another, or perform other tricks and tasks appropriate to your Order. **Cantrip** is unable to cause damage, duplicate the effects of a manoeuvre or action card, or inflict stress or fatigue.
If the GM agrees, you may use **Cantrip** similarly to the **Perform a Stunt** action to make a **Spellcraft(Int)** check and generate a minor magical effect not covered by the rules. The GM will set the difficulty and determine the results, which may include influencing a target or other effects

Cantrip	*Petty Magic, Basic, Rank 0*	Recharge: 0	Difficulty: None
Generally No Check Required		1 power. May require a prop, manoeuvre, or other requirement at the GM's discretion	

Effect: You create a small magical effect so trivial as to be almost effortless. You might conjure a light or flame about equivalent to a lit candle, move an object about the size of a wine glass a few feet, briefly change the colour of your eyes, move a coin from one hand to another, or perform other tricks and tasks appropriate to your Order. **Cantrip** is unable to cause damage, duplicate the effects of a manoeuvre or action card, or inflict stress or fatigue.
If the GM agrees, you may use **Cantrip** similarly to the **Perform a Stunt** action to make a **Spellcraft(Int) check** and generate a minor magical effect not covered by the rules. The GM will set the difficulty and determine the results, which may include influencing a target or other effects

Channel Power	*Basic, Rally*	Recharge: 0	Difficulty: ♦
Channelling (WP)		Your current power is less than twice your Willpower. If you are engaged with an enemy, add ■ to your dice pool	
Gain 2 power Gain 3 power Gain 4 power		Suffer 1 stress. If, after resolving this action, you have more power than twice your Willpower, suffer 1 additional stress	
Gain 1 power		☼ After resolving this action, lose all power in excess of twice your Willpower and suffer 1 stress per power lost this way	

Channel Power	*Basic, Rally*	Recharge: 0	Difficulty: ♦
Channelling (WP)		Your current power is less than twice your Willpower. If you are engaged with an enemy, add ■ to your dice pool	
Gain 2 power Gain 4 power Gain 6 power		Suffer 1 wound. If, after resolving this action, you have more power than twice your Willpower, suffer 1 additional stress	
Gain 1 power		☼ At the end of your turn, lose all power in excess of your Willpower and suffer 1 stress per power lost this way	

Counterspell	*Petty Magic, Basic, Reaction, Rank 0*	Recharge: 2	Difficulty: None
No Check Required		Willpower 3+, sufficient power (see below)	

Special: After you are declared as a target of a *Supernatural* or *Spell* action, you may place 2 recharge tokens on this card to add ■ to that action's dice pool
If you have Channelling trained, you may add an additional ■ to the dice pool
You must spend 1 power per ■ added to the pool in this way

Counterspell	*Petty Magic, Basic, Reaction, Rank 0*	Recharge: 2	Difficulty: None
No Check Required		Willpower 3+, sufficient power (see below)	

Special: After you are declared as a target of a *Supernatural* or *Spell* action, you may place 2 recharge tokens on this card to add ■ to that action's dice pool
If you have Channelling trained, you may add an additional ■ to the dice pool
You must spend 1 power per ■ added to the pool in this way

Improved Counterspell	*Advanced, Reaction*	Recharge: 2	Difficulty: None
No Check Required		Willpower 4+, sufficient power (see below), Channelling trained	

Special: After an enemy within close range declares a *Supernatural* or *Spell* action, you may place 2 recharge tokens on this card to add ■, ■■, or ♦ to that action's dice pool. You must spend 1 power per ■ added to the pool in this way, or 3 power if you added ♦

Special: Improved Counterspell replaces **Counterspell** in your action deck and counts as **Counterspell** for all effects that reference it. If the action generated 1 or more ☼, add ☼ to its results pool

Improved Counterspell	*Advanced, Reaction*	Recharge: 2	Difficulty: None
No Check Required			

Special: After an enemy within close range declares a Supernatural or Spell action, you may place 2 recharge tokens on this card to add ■, ■■, or ♦ to that action's dice pool. You must spend 1 power per ■ added to the pool in this way, or 3 power if you added ♦

Special: Improved Counterspell replaces **Counterspell** in your action deck and counts as **Counterspell** for all effects that reference it. If the action generated 1 or more ☼, add ☼ to its results pool

Magic Dart	*Petty Magic, Basic*	Recharge: 0	Difficulty: ■
Spellcraft (Int)		3 power, target within medium range. If you are engaged with an enemy, add ♦ to your dice pool	
A glimmering magical bolt of a style appropriate to your order flies through the air and strikes your target for 3+Int damage		Suffer 1 fatigue and 1 stress	
Ignore your target's armour soak value for this attack			
+1 critical			

Magic Dart	*Petty Magic, Basic*	Recharge: 0	Difficulty: ■
Spellcraft (Int)		3 power, target within medium range. If you are engaged with an enemy, add ♦ to your dice pool	
A glimmering magical bolt of a style appropriate to your order flies through the air and strikes your target for 3+Int damage		Suffer 1 fatigue and 1 stress	
Ignore your target's armour soak value for this attack			
+1 critical			

Quickcasting		Recharge: 0	Difficulty: None
No Check Required		This special ability is available to all wizards and does not need to be acquired specially	

Special: Normally, a character can only perform the action listed on one action card during his turn. However, spellcasters can attempt to both channel power and cast a spell on the same turn, if they are willing to accept more risk. For a character to cast a spell during the same turn the character channels, the player must add one extra ♦ challenge die to the check to cast the spell

Quickcasting		Recharge: 0	Difficulty: ◊
No Check Required		This special ability is available to all wizards and does not need to be acquired specially	

Special: Normally, a character can only perform the action listed on one action card during his turn. However, spellcasters can attempt to both channel power and cast a spell on the same turn, if they are willing to accept more risk. For a character to cast a spell during the same turn the character channels, the player must add one extra ♦ challenge die to the check to cast the spell

Beast Made Well, The	*Rank 1, Amber Order*	Recharge: 4	Difficulty: ■
Spellcraft (Int) vs. Target Injury Level		4 power, engaged with target, which must be a natural beast. If engaged with an enemy, add ♦ to your dice pool	
Ghur flows through the target, allowing it to recover 1 normal wound As above, but the target recovers 2 normal wounds		You suffer 1 stress	
The target recovers 1 normal wound or a critical wound with a severity of 3 or less		You suffer 2 wounds	

Beast Made Well, The	*Rank 1, Amber Order*	Recharge: 4	Difficulty: ■
Spellcraft (Int) vs. Target Injury Level		4 power, engaged with target, which must be a natural beast. If engaged with an enemy, add ♦ to your dice pool	
Ghur flows through the target, allowing it to recover 1 normal wound		You suffer 1 stress	
The target recovers 1 normal wound or a critical wound with a severity of 3 or less		You suffer 2 wounds	

Beast Speech	*Rank 2, Amber Order, Beastform*	Recharge: 0	Difficulty: ◊
Nature Lore (Int)		2 power, target natural beast within medium range	

Effect: For the rest of the encounter, you can speak with the target beast as if you shared a common language. Others who hear you speak to the beast hear you making chirps, barks, and other beastly sounds. The beast's demeanour towards you is not altered by this spell, although once you share a common language you can use most social skills and actions as appropriate. Beast Speech works equally well on the humblest mouse or the haughtiest eagle, but only on natural beasts

You cast the spell	You inflict 1 stress on the target!
You cast the spell and gain ☐ on any Fellowship checks you make against the target	

Beast Speech	*Rank 2, Amber Order, Beastform*	Recharge: 0	Difficulty: ◊
Nature Lore (Int)		2 power, target natural beast within medium range	

Effect: For the rest of the encounter, you can speak with the target beast as if you shared a common language. Others who hear you speak to the beast hear you making chirps, barks, and other beastly sounds. The beast's demeanour towards you is not altered by this spell, although once you share a common language you can use most social skills and actions as appropriate. Beast Speech works equally well on the humblest mouse or the haughtiest eagle, but only on natural beasts

You cast the spell	You inflict 1 stress on the target!
You cast the spell and gain ☐ on any Fellowship checks you make against the target	

Bestial Transformation	*Rank 3, Amber Order*	Recharge: !	Difficulty: ♦
Spellcraft (Int) vs. Target Resilience (To)		7 power, humanoid target within close range. You must have the ability to assume a beastform	
Your target assumes the form of a beast. Choose the beastform card of a beast whose form you can assume – the target can only use the physical characteristics and skills shown on the card. While in beastform, he can only use spells with the *Beastform* trait and cannot speak. He resumes his normal form when you or he are knocked unconscious or killed, or when the act ends or you voluntarily end the spell as a manoeuvre. In any case, this card will not recharge until the end of the act		Suffer 1 stress and 1 fatigue	
You may heal or inflict 1 normal wound on the target as he changes form		☼ You lose the ability to end the spell. It ends only when it suits the whim of the Changer of Ways (but lasts at least 1 act)	

Bestial Transformation	*Rank 3, Amber Order*	Recharge: !	Difficulty: ♦
Spellcraft (Int) vs. Target Resilience (To)		7 power, humanoid target within close range. You must have the ability to assume a beastform	
Your target assumes the form of a beast. Choose the beastform card of a beast whose form you can assume – the target can only use the physical characteristics and skills shown on the card. While in beastform, he can only use spells with the *Beastform* trait and cannot speak. He resumes his normal form when you or he are knocked unconscious or killed, or when the act ends or you voluntarily end the spell as a manoeuvre. In any case, this card will not recharge until the end of the act		Suffer 1 stress and 1 fatigue	
You may heal or inflict 1 normal wound on the target as he changes form		☼ You lose the ability to end the spell. It ends only when it suits the whim of the Changer of Ways (but lasts at least 1 act)	

The Boar's Vigour	*Rank 1, Amber Order*	Recharge: 4	Difficulty: ♦
Spellcraft (Int)		5 power, target within medium range (you may target yourself)	
You infuse your target with the power of the mighty boar. While this spell recharges, your target gains the Invigorated condition As above, and add 1 recharge token to this card		Lose 1 power	
Add 1 recharge token to this spell for each assigned to this boon effect (multiple boons may be applied to this effect line)			

The Boar's Vigour	*Rank 1, Amber Order*	Recharge: 4	Difficulty: ♦
Spellcraft (Int)		5 power, target within medium range (you may target yourself)	
You infuse your target with the power of the mighty boar. While this spell recharges, your target gains the Invigorated condition As above, but up to 2 affected targets As above, but up to 3 affected targets		Lose 1 power	
Add 1 recharge token to this spell Add 1 recharge token to this spell Add 1 recharge token to this spell			

Fangs of Fury	*Rank 2, Amber Order, Beastform*	Recharge: 2	Difficulty: ■
Weapon Skill (St) vs. Target Defence		3 power. Must be in beastform and engaged with the target	
Special: This action is both a *Spell* and a *Melee Attack*. If engaged with more than one enemy, add ☐ to your dice pool			
You bite your target for 5 + St damage As above, but 7 + St damage instead and the target gains the Overwhelmed condition for 2 rounds		Add 2 recharge tokens to this card	
The attack gains Pierce 2 +1 critical			

Fangs of Fury	*Rank 2, Amber Order, Beastform*	Recharge: 2	Difficulty: ■
Weapon Skill (St) vs. Target Defence		3 power. Must be in beastform and engaged with the target	
Special: This action is both a *Spell* and a *Melee Attack*. If engaged with more than one enemy, add ☐ to your dice pool			
You bite your target for 6 + St damage As above, but 8 + St damage instead		Add 2 recharge tokens to this card	
The attack gains Pierce 2			
If the attack hits, draw 3 critical wounds and choose 1 to apply to the target			

Feral Howl	*Rank 1, Amber Order, Beastform*	Recharge: 3	Difficulty: ■
Spellcraft (Int) vs. Target Discipline (WP)		3 power. Must be in beastform and the target engagement must be within close range	
Special: This check is opposed by the highest Willpower amongst enemies in the target engagement. Each enemy with Discipline trained in the engagement adds ■ to the dice pool			
Each opponent in the engagement suffers 1 stress and gains the Cowed condition for 2 rounds		One ally in the engagement suffers 1 stress	
You may recover one stress			

Feral Howl	*Rank 1, Amber Order, Beastform*	Recharge: 3	Difficulty: ■
Spellcraft (Int) vs. Target Discipline (WP)		3 power. Must be in beastform and the target engagement must be within close range	
Special: This check is opposed by the highest Willpower amongst enemies in the target engagement. Each enemy with Discipline trained in the engagement adds ■ to the dice pool			
Each opponent in the engagement suffers 1 stress As above, but 2 stress		One ally within close range suffers 1 stress	
Each opponent in the engagement gains the Rattled condition for 2 rounds			

Form of the Black Bear	*Rank 3, Amber Order, Beastform, Rally*	Recharge: !	Difficulty: ◇◇
Nature Lore (Int)		7 power, must perform the prepare manoeuvre	
You assume the form of a bear. Place the Black Bear Beastform card on your character sheet – you can only use the physical characteristics and skills shown on the card. While in beastform, you can only use spells with the *Beastform* trait. You resume human form when you are knocked unconscious or killed, or when the act ends or you voluntarily end the spell as a manoeuvre. In any case, this card will not recharge until the end of the act		Suffer 1 stress and 1 fatigue	
You may heal 1 normal wound as you change form		☼ Your animal instincts take over. You add ■ to all mental checks except Observation and Intuition while in beastform	

Form of the Brown Bear	*Rank 3, Amber Order, Beastform, Rally*	Recharge: !	Difficulty: ◇◇
Nature Lore (Int)		7 power, must perform the prepare manoeuvre	
You assume the form of a bear. Place the Brown Bear Beastform card on your character sheet – you can only use the physical characteristics and skills shown on the card. While in beastform, you can only use spells with the *Beastform* trait. You resume human form when you are knocked unconscious or killed, or when the act ends or you voluntarily end the spell as a manoeuvre. In any case, this card will not recharge until the end of the act		Suffer 1 stress and 1 fatigue	
You may perform a free manoeuvre as you change forms		☼ Your animal instincts take over. You add ■ to all mental checks except Observation and Intuition while in beastform	

Form of the Black Raven	*Rank 2, Amber Order, Beastform, Rally*	Recharge: !	Difficulty: ◇■
Nature Lore (Int)		7 power, must perform the prepare manoeuvre	
You assume the form of a raven. Place the Raven Beastform card on your character sheet – you can only use the physical characteristics and skills shown on the card, and can fly. While in beastform, you can only use spells with the *Beastform* trait. You resume human form when you are knocked unconscious or killed, or when the act ends or you voluntarily end the spell as a manoeuvre. In any case, this card will not recharge until the end of the act		Suffer 1 stress and 1 fatigue	
You may heal 1 normal wound as you change form		☼ Your animal instincts take over. You add ■ to all mental checks except Observation and Intuition while in beastform	

Form of the Crow	*Rank 2, Amber Order, Beastform, Rally*	Recharge: !	Difficulty: ◇■
Nature Lore (Int)		7 power, must perform the prepare manoeuvre	
You assume the form of a crow. Place the Crow Beastform card on your character sheet – you can only use the physical characteristics and skills shown on the card, and can fly. While in beastform, you can only use spells with the *Beastform* trait. You resume human form when you are knocked unconscious or killed, or when the act ends or you voluntarily end the spell as a manoeuvre. In any case, this card will not recharge until the end of the act		Suffer 1 stress and 1 fatigue	
You may perform a free manoeuvre as you change form		☼ Your animal instincts take over. You add ■ to all mental checks except Observation and Intuition while in beastform	

Form of the Grey Wolf	*Rank 1, Amber Order, Beastform, Rally*	Recharge: !	Difficulty: ♦■
Nature Lore (Int)		7 power, must perform the prepare manoeuvre	
You assume the form of a wolf. Place the Grey Wolf Beastform card on your character sheet – you can only use the physical characteristics and skills shown on the card. While in beastform, you can only use spells with the *Beastform* trait. You resume human form when you are knocked unconscious or killed, or when the act ends or you voluntarily end the spell as a manoeuvre. In any case, this card will not recharge until the end of the act			
You may heal 1 normal wound as you change form		Suffer 1 stress and 1 fatigue	
		Your animal instincts take over. You add ■ to all mental checks except Observation and Intuition while in beastform	

Form of the White Wolf	*Rank 1, Amber Order, Beastform, Rally*	Recharge: !	Difficulty: ♦■
Nature Lore (Int)		7 power, must perform the prepare manoeuvre	
You assume the form of a wolf. Place the White Wolf Beastform card on your character sheet – you can only use the physical characteristics and skills shown on the card. While in beastform, you can only use spells with the *Beastform* trait. You resume human form when you are knocked unconscious or killed, or when the act ends or you voluntarily end the spell as a manoeuvre. In any case, this card will not recharge until the end of the act			
You may perform a free manoeuvre as you change form		Suffer 1 stress and 1 fatigue	
		Your animal instincts take over. You add ■ to all mental checks except Observation and Intuition while in beastform	

The Hunter's Spear	*Rank 1, Amber Order*	Recharge: 2	Difficulty: ■■
Spellcraft (St) vs. Target Defence		3 power, target within medium range	
Special: This action uses Strength instead of Intelligence. If you have Ballistic Skill trained, add □ to your dice pool			
You conjure a spear of amber light and hurl it at the target, hitting him for Int + St damage		Add 2 recharge tokens to this card	
As above, +2 damage			
+1 critical			

The Hunter's Spear	*Rank 1, Amber Order*	Recharge: 1	Difficulty: ■■
Spellcraft (St) vs. Target Defence		3 power, target within medium range	
Special: This action uses Strength instead of Intelligence. If you have Ballistic Skill trained, add □ to your dice pool			
You conjure a spear of amber light and hurl it at the target, hitting him for Int + St damage		Add 2 recharge tokens to this card	
As above, +2 damage			
+1 critical			
+1 damage, +1 critical			

Judgement of Beasts	*Rank 3, Amber Order, Ongoing*	Recharge: !	Difficulty: ♦
Spellcraft (Int) vs. Target Charm (Fel)		9 power, target within line of sight or marked with the blood of a natural beast	
Effect: The target has been marked as a hated foe of the beasts of the wild. While this spell is recharging, all natural beasts hate and fear the target on sight. Wild beasts will flee or attack at the target's approach, depending on their nature and the situation, and receive □ on all attacks against the target. Domesticated animals are also affected, although to a lesser extent.The target suffers ■■ to all checks involving domesticated animals. If it suits their nature and the situation, domestic animals may also attack the target as described above. This spell recharges on the next night that Mannslieb is full			
You cast the spell		Beasts hate not only the target, but all within close range of him at any given time	

Judgement of Beasts	*Rank 3, Amber Order, Ongoing*	Recharge: !	Difficulty: ♦
Spellcraft (Int) vs. Target Charm (Fel)		9 power, target within line of sight or marked with the blood of a natural beast	
Effect: The target has been marked as a hated foe of the beasts of the wild. While this spell is recharging, all natural beasts hate and fear the target on sight. Wild beasts will flee or attack at the target's approach, depending on their nature and the situation, and receive □ on all attacks against the target. Domesticated animals are also affected, although to a lesser extent. The target suffers ■■ to all checks involving domesticated animals. If it suits their nature and the situation, domestic animals may also attack the target as described above. This spell recharges on the next night that Mannslieb is full			
You cast the spell		Beasts hate not only the target, but all within close range of him at any given time	

Keen Senses	*Rank 1, Amber Order, Beastform, Reaction*	Recharge: 0	Difficulty: None
No Check Required		1 or more power (as detailed below). Must be in beastform and making a skill check where keen senses are relevant	
Special: While in beastform, the caster can utilise the preternatural senses common to wild beasts. When making an Observation, Intuition, or Nature Lore check where your beastform's keen senses are relevant, you may cast this spell and spend power to enhance your dice pool for the check. For each 1 power you spend, you may add □ to your dice pool. You may add no more than □□ in this way per sense relevant to the check and possessed by your beastform. As a general rule, mammals such as bears and wolves have keen senses of smell and hearing, while birds such as crows or eagles have keen senses of vision			

Keen Senses	*Rank 1, Amber Order, Beastform, Reaction*	Recharge: 0	Difficulty: None
No Check Required		1 or more power (as detailed below). Must be in beastform and making a skill check where keen senses are relevant	
Special: While in beastform, the caster can utilise the preternatural senses common to wild beasts. When making an Observation, Intuition, or Nature Lore check where your beastform's keen senses are relevant, you may cast this spell and spend power to enhance your dice pool for the check. For each 1 power you spend, you may add □ to your dice pool. You may add no more than □□ in this way per sense relevant to the check and possessed by your beastform. As a general rule, mammals such as bears and wolves have keen senses of smell and hearing, while birds such as crows or eagles have keen senses of vision			

Primal Claw	*Rank 1, Amber Order, Beastform*	Recharge: 0	Difficulty: None
Weapon Skill (St) vs. Target Defence		3 power, at least one free hand (or paw, or claw, or etc.), engaged with the target	
Special: This action is both a *Spell* and a *Melee Attack*		●● Add 2 recharge tokens to this card	
✦ Your hands (or paws or other suitable appendage if in beastform) sprout razor-sharp claws, which hit your target for 5 + St damage ✦✦✦ As above, but 7 + St damage instead			
✱✱ +1 critical ✱✱ The attack gains Pierce 2			

Primal Claw	*Rank 1, Amber Order, Beastform*	Recharge: 0	Difficulty: None
Weapon Skill (St) vs. Target Defence		3 power, at least one free hand (or paw, or claw, or etc.), engaged with the target	
Special: This action is both a *Spell* and a *Melee Attack*		●● Add 2 recharge tokens to this card	
✦ Your hands (or paws or other suitable appendage if in beastform) sprout razor-sharp claws, which hit your target for 5 + St damage ✦✦ As above, but 7 + St damage instead			
✱✱ The attack gains Pierce 2			
➘ If the attack hits, draw 3 critical wounds and choose 1 to apply to the target			

Acceptance of Fate	*Rank 1, Amethyst Order, Reaction*	Recharge: 4	Difficulty: None
No Check Required		A target within medium range generates a fear or terror effect while you have sufficient power (see below)	
Special: When a target within medium range generates a fear or terror effect, you may spend any amount of power. The severity rating of a fear effect is reduced by one for each point of power spent, and may be reduced to 0 (in which case it is ignored). The severity rating of a terror effect is reduced by one for every two points of power spent, and may be reduced to 0 (in which case it is ignored)			

Acceptance of Fate	*Rank 1, Amethyst Order, Reaction*	Recharge: 4	Difficulty: None
No Check Required		A target within medium range generates a fear or terror effect while you have sufficient power (see below)	
Special: When a target within medium range generates a fear or terror effect, you may spend any amount of power. The severity rating of a fear effect is reduced by one for each point of power spent, and may be reduced to 0 (in which case it is ignored). The severity rating of a terror effect is reduced by one for every two points of power spent, and may be reduced to 0 (in which case it is ignored)			

Dark Hand of Death	*Rank 1, Amethyst Order*	Recharge: 3	Difficulty: ■■
Spellcraft (Int) vs. Target Discipline (WP)		5 power, target within medium range. If you are engaged with an enemy, add ♦ to your dice pool	
✦ You conjure a shadowy avatar of yourself, which strikes the target for 4+WP damage ✦✦✦ As above, but the target uses WP instead of To to soak the damage		● Suffer 1 stress	
✱ Ignore the soak value of the target's armour			
➘ The target suffers extra damage equal to the highest severity amongst critical wounds he is suffering from. If he is not critically wounded, +1 critical			

Dark Hand of Death	*Rank 1, Amethyst Order*	Recharge: 3	Difficulty: ■■
Spellcraft (Int) vs. Target Discipline (WP)		5 power, target within medium range. If you are engaged with an enemy, add ♦ to your dice pool	
✦ You conjure a shadowy avatar of yourself, which strikes the target for 4+WP damage ✦✦✦ As above, but ignore the soak value of the target's armour		● Suffer 1 stress	
✱ +1 critical ✱✱ The target uses WP instead of To to soak the damage			

Death's Door	*Rank 3, Amethyst Order, Reaction*	Recharge: !	Difficulty: None
Spellcraft (Int)		5 power, target within close range dies	
Special: When a living creature within close range of you dies, you may play this card and make a **Spellcraft (Int) check** to prevent that creature from dying. The difficulty of the check is equal to the highest severity amongst the critical wounds suffered by the creature or the number of normal wounds that the creature has in excess of its wound threshold, whichever is higher. The difficulty never exceeds Daunting (4d). Death's Door may only be cast once per day.			
Effect: A creature whose death is prevented by this spell converts critical wounds into normal wounds (beginning with those with the lowest severity) until its total number of critical wounds is equal to its Toughness rating			

Death's Door	*Rank 3, Amethyst Order, Reaction*	Recharge: !	Difficulty: None
Spellcraft (Int)		5 power, target within close range dies	
Special: When a living creature within close range of you dies, you may play this card and make a **Spellcraft (Int)** check to prevent that creature from dying. The difficulty of the check is equal to the highest severity amongst the critical wounds suffered by the creature or the number of normal wounds that the creature has in excess of its wound threshold, whichever is higher. The difficulty never exceeds Daunting (4d). Death's Door may only be cast once per day.			
Effect: A creature whose death is prevented by this spell converts critical wounds into normal wounds (beginning with those with the lowest severity) until its total number of critical wounds is equal to its Toughness rating			

Death's Messenger	*Rank 1, Amethyst Order, Ongoing*	Recharge: 5	Difficulty: ♦
Spellcraft (Int)		3 power	
Effect: You become a grim spectre of death. While this card is recharging, you can cause Fear 1 against enemies as a manoeuvre, and add ☐ to all Intimidate (St) checks			
✦ You cast the spell		●● Suffer 1 fatigue	
✦✦ You cause Fear 2 instead		☼ You cause Terror instead, but cannot do so selectively – you affect all creatures that see you, friend and foe alike	

Death's Messenger	*Rank 1, Amethyst Order, Ongoing*	Recharge: 5	Difficulty: ♦
Spellcraft (Int)		3 power	
Effect: You become a grim spectre of death. While this card is recharging, you can cause Fear 1 against enemies as a manoeuvre, and add ☐ to all Intimidate (St) checks			
✦ You cast the spell		●● Suffer 1 fatigue	
✦ You cause Fear 2 instead ✦✦ An enemy within close range suffers 1 stress		☼ You cause Terror instead, but cannot do so selectively – you affect all creatures that see you, friend and foe alike	

Death's Release	*Rank 3, Amethyst Order*	Recharge: 7	Difficulty: ♦■■
Spellcraft (Int) vs. Target Discipline (WP)		8 power. Target undead creature within medium range	
✦ In a burst of amethyst light, you attack the magic animating the undead creature. The target suffers 10 wounds, ignoring Toughness and soak values ✦✦✦ As above, but 20 wounds instead		●● Suffer 1 fatigue ●● Lose power equal to your target's Willpower	
✦✦ Gain 1 power		☼ You and all allies within medium range of you suffer 1 stress	
➘ Before applying any damage from this spell, all the target's normal wounds are turned face-up and become critical wounds			

Death's Release	*Rank 3, Amethyst Order*	Recharge: 7	Difficulty: ♦■■
Spellcraft (Int) vs. Target Discipline (WP)		8 power. Target undead creature within medium range	
✦ In a burst of amethyst light, you attack the magic animating the undead creature. The target suffers 10 wounds, ignoring Toughness and soak values ✦✦✦ As above, but 20 wounds instead		● Lose power equal to your target's Willpower ●● Suffer 1 fatigue	
✦✦ Gain 1 power		☼ You and all allies within medium range of you suffer 1 stress	
➘ The target suffers 5 wounds, ignoring Toughness and soak values			

Deathsight	*Rank 1, Amethyst Order, Ongoing*	Recharge: 10	Difficulty: ♦■
Observation (Int)		3 power	
Effect: You filter your vision through the wind of *Shyish*. While this card is recharging, you can tell the status of any creature in your field of view: living, dying, dead, or undead. You can also see invisible or ethereal spirits, such as ghosts			
✦ You cast the spell		●● Suffer 2 stress and lose 1 power	
✦ Gain ☐ to your next *Amethyst Order* spell that targets a creature you see with Deathsight			

Deathsight	*Rank 1, Amethyst Order, Ongoing*	Recharge: 10	Difficulty: ♦■
Observation (Int)		3 power	
Effect: You filter your vision through the wind of *Shyish*. While this card is recharging, you can tell the status of any creature in your field of view: living, dying, dead, or undead. You can also see invisible or ethereal spirits, such as ghosts			
✦ You cast the spell		● Suffer 1 stress and lose 1 power	
✦✦ Gain +1 damage to your next damage-dealing spell or attack that targets a creature you see with Deathsight			

Doom & Darkness	*Rank 2, Amethyst Order*	Recharge: 4	Difficulty: ♦
Spellcraft (WP) vs. Target Discipline (WP)		6 power, living target within close range	
Special: This spell uses Willpower for the Spellcraft check rather than Intelligence			
✦ The target gains either the Ill-Fortuned or Frightened condition (your choice) for 3 rounds as he is reminded of his mortality ✦✦ As above, but the target gains both conditions		● Suffer 1 stress	
✦ Gain ☐ on your next *Amethyst Order* spell this act			

Doom & Darkness	*Rank 2, Amethyst Order*	Recharge: 4	Difficulty: ♦■■
Spellcraft (WP)		6 power, living target(s) within close range. Add ♦ to the dice pool for each target beyond the first, up to a maximum of 4 total targets	
Special: This spell uses Willpower for the Spellcraft check rather than Intelligence			
✦ Each target gains either the Ill-Fortuned or Frightened condition for 3 rounds as he is reminded of his mortality (your choice)		● Suffer 1 stress	
✦ Gain ☐ on your next *Amethyst Order* spell this act			

Final Words	*Rank 2, Amethyst Order, Rally*	Recharge: 0	Difficulty: ◆◆
Spellcraft (Int)		6 power. Your target must be the corpse of a creature that had a soul (e.g. it cannot be a daemon or undead). The target must have died within close range of you during this encounter	
✦ You conjure up the spirit of the deceased and may ask it any 1 question. The spirit is not compelled to answer truthfully, but it cannot move on to Morr's realm until it gives you a reply. This spell does not confer any special comprehension to either you or the spirit – if you do not share a language, communication will be difficult!		●● Everyone within close range suffers 1 stress	
✦✦ You are able to comprehend and communicate with the spirit regardless of the languages it knew in life			
➘ The spirit stays until it chooses to leave or you dismiss it; it can answer multiple questions if it so desires, but cannot leave the place where it died			

Final Words	*Rank 2, Amethyst Order, Rally*	Recharge: 0	Difficulty: ◆◆
Spellcraft (Int)		6 power. Your target must be the corpse of a creature that had a soul (e.g. it cannot be a daemon or undead). The target must have died within close range of you during this encounter	
✦ You conjure up the spirit of the deceased and may ask it any 1 question. The spirit is not compelled to answer truthfully, but it cannot move on to Morr's realm until it gives you a reply. This spell does not confer any special comprehension to either you or the spirit – if you do not share a language, communication will be difficult!		●● Everyone within close range suffers 1 stress	
✦✦ You are able to comprehend and communicate with the spirit regardless of the languages it knew in life		✧ You are compelled to do a service for the spirit before it answers (GM's choice)	
➘ The spirit is compelled to answer truthfully, to the best of its knowledge			

Not Yet Time	*Rank 1, Amethyst Order, Ongoing*	Recharge: 5	Difficulty: ◆■
Spellcraft (Int)		4 power. If you are engaged with an enemy, add ♦ to your dice pool	
Effect: Your time has not yet come. While this card is recharging, when you suffer a critical wound you may discard a number of recharge tokens from this card equal to that wound's severity to convert the critical wound to a normal wound			
✦ You cast the spell ✦✦ As above, and add 2 recharge tokens to this card		● Lose 1 power after casting this spell	
✦ Regain 1 power after casting this spell			

Not Yet Time	*Rank 1, Amethyst Order, Ongoing*	Recharge: 4	Difficulty: ◆■
Spellcraft (Int)		4 power. If you are engaged with an enemy, add ♦ to your dice pool	
Effect: Your time has not yet come. While this card is recharging, when you suffer a critical wound you may suffer stress equal to that wound's severity to convert the critical wound to a normal wound			
✦ You cast the spell		● Lose 2 power after casting this spell	
✦✦ One of your critical wounds with a severity not more than the number of ✦ generated is converted to a normal wound			

Reaping Scythe	*Rank 1, Amethyst Order, Ongoing*	Recharge: 5	Difficulty: ◆■
Spellcraft (Int)		3 power, a free hand	
Effect: While this card is recharging, a flickering purple scythe materialises in your grasp. Treat the scythe as a great weapon with DR 7, CR 3, and Pierce 2. The scythe gains +2 damage against undead targets. You can dismiss or resummon the scythe as a manoeuvre while this card is recharging			
✦ You successfully invoke the scythe ✦✦✦ As above, and add 2 recharge tokens to this card		●● Suffer 1 fatigue	
✦✦ One living creature within close range suffers 1 stress as he is reminded of his own mortality			
➘ Melee Attacks you make with the scythe gain ☐			

Reaping Scythe	*Rank 1, Amethyst Order, Ongoing*	Recharge: 5	Difficulty: ◆■
Spellcraft (Int)		3 power, a free hand	
Effect: While this card is recharging, a flickering purple scythe materialises in your grasp. Treat the scythe as a great weapon with DR 7, CR 3, and Pierce 2. The scythe gains +2 damage against undead targets. You can dismiss or resummon the scythe as a manoeuvre while this card is recharging			
✦ You successfully invoke the scythe ✦✦ As above, and add 1 recharge token to this card		●● Suffer 1 fatigue	
✦✦ Melee Attacks you make with the scythe gain ☐☐			
➘ If you inflict a critical wound with the scythe, you may immediately recover 1 fatigue			

Rune of Shyish	*Rank 1, Amethyst Order, Ongoing*	Recharge: 6	Difficulty: ♦■
Spellcraft (Int)		6 power, a suitable surface to inscribe the sigil upon and materials to inscribe the sigil with	
Effect: You create a ward that undead and ethereal creatures cannot approach; they cannot come within close range while the spell is recharging. Powerful, free-willed undead may make an opposed **Discipline (WP) check** to ignore the sigil			
🗡 You empower the sigil		● Remove 2 recharge tokens from this card	
🗡🗡 All undead within long range of the sigil suffer -1 WP			

Rune of Shyish	*Rank 1, Amethyst Order, Ongoing*	Recharge: 5	Difficulty: ♦■
Spellcraft (Int)		6 power, a suitable surface to inscribe the sigil upon and materials to inscribe the sigil with	
Effect: You create a ward that undead and ethereal creatures cannot approach; they cannot come within close range while the spell is recharging. Powerful, free-willed undead may make an opposed **Discipline (WP) check** to ignore the sigil			
🗡 You empower the sigil		●● Suffer 2 stress	
🗡🗡 The sigil wards out to medium range			

Steal Life	*Rank 2, Amethyst Order*	Recharge: 4	Difficulty: None
Spellcraft (Int) vs. Target Discipline (WP)		4 power, living target within close range. If you are engaged with an enemy add ♦ to your dice pool	
Effect: You siphon vital essence from the target. For each wound you inflict, you may heal 1 wound or gain 1 power			
🗡 Flickering purple energy flows from the target to your outstretched hand, inflicting 4+WP damage, ignoring the soak value of the target's armour		●● -2 damage	
🗡🗡 +2 damage		✲✲ Gain 1 corruption	
🗡 The target uses WP instead of To to reduce damage from this spell			

Steal Life	*Rank 2, Amethyst Order*	Recharge: 4	Difficulty: ♦
Spellcraft (Int) vs. Target Discipline (WP)		4 power, living target within close range. If you are engaged with an enemy add ♦ to your dice pool	
Effect: You siphon vital essence from the target. For each wound you inflict, you may heal 1 wound or gain 1 power			
🗡 Flickering purple energy flows from the target to your outstretched hand, inflicting 4+WP damage to the target, who uses WP instead of To to reduce damage		● Lose 1 power●● Suffer 2 stress	
🗡🗡 Ignore the target's armour soak value		✲ Gain 1 corruption	
🗡 +2 damage, +1 critical			

Tide of Years	*Rank 3, Amethyst Order, Ongoing*	Recharge: 6	Difficulty: ♦
Spellcraft (Int) vs. Target Resilience (To)		6 power, target within medium range. Target must be a living, mortal creature (i.e. not daemonic, undead, or another ageless creature)	
Effect: The ravages of time are visited on the target, who becomes old and frail while the spell persists. While this spell is recharging, the target's Strength, Agility, and Toughness characteristics are each reduced by 1			
🗡 You cast the spell 🗡🗡 As above and add 1 recharge token to this card		●● Suffer 1 stress and 1 fatigue	
🗡🗡 The target suffers 1 stress and 1 fatigue 🗡🗡🗡 While this card is recharging, the target adds ■ to his dice pool for all actions		✲✲ You are affected by this spell as well as the target	

Tide of Years	*Rank 3, Amethyst Order, Ongoing*	Recharge: 6	Difficulty: ♦
Spellcraft (Int) vs. Target Resilience (To)		6 power, target within medium range. Target must be a living, mortal creature (i.e. not daemonic, undead, or another ageless creature)	
Effect: The ravages of time are visited on the target, who becomes old and frail while the spell persists. While this spell is recharging, the target's Strength, Agility, and Toughness characteristics are each reduced by 1			
🗡 You cast the spell 🗡🗡 As above and add 1 recharge token to this card		●● Suffer 1 stress and 1 fatigue	
🗡🗡 The target suffers 1 stress and 1 fatigue 🗡🗡🗡 While this card is recharging, the target adds ■ to his dice pool for all actions		✲✲ You are affected by this spell as well as the target	

Bolt of Aqshy	*Rank 3, Bright Order*	Recharge: 5	Difficulty: ♦■
Spellcraft (Int) vs. Target Defence		6 power, target within close range. If you are engaged with an enemy, add ♦ to your dice pool	
A bolt of crimson flame flies from your hand or staff and strikes the target for 4 + Int damage As above, but 6 + Int damage instead		Lose 1 power Lose 2 power	
+2 damage +2 damage +2 damage +1 critical		☼ A fiery backlash strikes you for 1 wound per generated (minimum 1)	
+3 damage, +1 critical			

Bolt of Aqshy	*Rank 3, Bright Order*	Recharge: 5	Difficulty: ♦■
Spellcraft (Int) vs. Target Defence		6 power, target within close range. If you are engaged with an enemy, add ♦ to your dice pool	
A bolt of crimson flame flies from your hand or staff and strikes the target for 5 + Int damage As above, but 7 + Int damage instead As above, but 9 + Int damage instead		Lose 1 power Lose 2 power	
+ WP damage + Fel damage +2 critical		☼ A fiery backlash strikes you for 1 wound per generated (minimum 1)	
Draw 3 critical wounds and choose one to apply to the target. Apply the other two facedown as normal wounds			

Burning Blood	*Rank 2, Bright Order, Reaction*	Recharge: 3	Difficulty: None
No Check Required		Sufficient power (see below), an enemy within close range suffers a critical wound	
Special: When an enemy within close range suffers a critical wound, you may immediately spend power equal to that critical wound's severity. Then, place 3 recharge tokens on this card to cast this spell and ignite the target's blood, automatically dealing additional wounds to the target equal to the severity of that critical wound			

Burning Blood	*Rank 2, Bright Order, Reaction*	Recharge: 3	Difficulty: None
No Check Required		Sufficient power (see below), an enemy within close range suffers a critical wound	
Special: When an enemy within close range suffers a critical wound, you may immediately spend power equal to that critical wound's severity. Then, place 3 recharge tokens on this card to cast this spell and ignite the target's blood, automatically dealing additional wounds to the target equal to the severity of that critical wound			

Cauterise	*Rank 1, Bright Order, Rally*	Recharge: !	Difficulty: None
Spellcraft (Int) vs. Target Critical's Severity		3 power, engaged with target	
Special: This card recharges during each rally step and at the end of the encounter		The target suffers 1 fatigue	
By heating your hand or staff until it is red-hot, you sear closed the target critical wound. That wound is treated as a normal wound until the end of the act			
This spell costs 1 less power			
The critical wound is instead permanently converted to a normal wound			

Cauterise	*Rank 1, Bright Order, Rally*	Recharge: !	Difficulty: None
Spellcraft (Int) vs. Target Critical's Severity		3 power, engaged with target	
Special: This card recharges during each rally step and at the end of the encounter		The target suffers 1 fatigue	
By heating your hand or staff until its red-hot, you sear closed the target critical wound. That wound is treated as a normal wound until the end of the act As above, and you may immediately attempt this spell again at +1 difficulty level			
This spell costs 1 less power			
The critical wound is instead permanently converted to a normal wound			

Combustion	*Rank 2, Bright Order*	Recharge: 4	Difficulty: ♦
Spellcraft (Int)		3 power, target within medium range, 1 or more *Bright Order* spells recharging. If you are engaged with an enemy, add ♦ to your dice pool	
Special: This card recharges during each rally step and at the end of the encounter		☠ You suffer 1 wound	
↟ The flames of your recent spells rekindle and strike your target for Int damage, +1 damage for every *Bright Order* spell you have recharging			
↟↟ You may add or remove 1 recharge token from one of your *Bright Order* spells after this action is resolved			

Combustion	*Rank 2, Bright Order*	Recharge: 3	Difficulty: ♦
Spellcraft (Int)		3 power, medium range to target, 1 or more *Bright Order* spells recharging. If you are engaged with an enemy, add ♦ to your dice pool	
↟ The flames of your recent spells rekindle and strike your target for Int damage, +1 damage for every *Bright Order* spell you have recharging ↟↟↟ As above, +2 damage		☠ Suffer 1 wound	
↟↟ Completely recharge one of your *Bright Order* spells after this action is resolved			
↝ Ignore the target's soak value			

Fiery Passion	*Rank 1, Bright Order, Ongoing*	Recharge: 3	Difficulty: ♦
Spellcraft (Int)		4 power	
Effect: While this card is recharging, the target's passions are stoked to a raging inferno! He adds ■ to all checks while in Conservative stance, but adds □ to all checks while in Reckless stance			
↟ You cast the spell		☠ Lose 1 power	
↟↟ You may inflict 1 stress to the target or allow the target to recover 1 stress			

Fiery Passion	*Rank 1, Bright Order, Ongoing*	Recharge: 4	Difficulty: ♦
Spellcraft (Int)		4 power	
Effect: While this card is recharging, the target's passions are stoked to a raging inferno! He adds ■ to all checks while in Conservative stance, but adds □ to all checks while in Reckless stance			
↟ You cast the spell		☠ Lose 1 power	
↟↟ You may inflict 1 stress to the target or allow the target to recover 1 stress			

Flameblast	*Rank 1, Bright Order*	Recharge: 2	Difficulty: ♦
Spellcraft (Int)		6 power, target within medium range. If you are engaged with an enemy, add ♦ to your dice pool	
↟ You hit your target with a fiery blast for 3+Int damage ↟↟↟ As above, but 5+Int damage instead		☠☠ Suffer 1 fatigue and 1 stress	
↟ +1 damage ↟↟ +1 damage			

Flameblast	*Rank 1, Bright Order*	Recharge: 2	Difficulty: ♦
Spellcraft (Int)		6 power, target within medium range. If you are engaged with an enemy, add ♦ to your dice pool	
↟ You hit your target with a fiery blast for 4+Int damage ↟↟↟ As above, but 6+Int damage instead		☠☠ Suffer 1 fatigue and 1 stress	
↟ +1 damage ↟↟ +1 damage, +1 critical			
↝ +1 damage, +1 critical			

Flamestorm	*Rank 3, Bright Order, Ongoing*	Recharge: 6	Difficulty: ◆◆■■
Spellcraft (Int)		8 power, target area or engagement within medium range. Must perform the prepare manoeuvre before casting this spell	
Effect: Fire blooms in the air throughout the target area or engagement, burning all within it. Each time you remove a recharge token from this card, each character within the conflagration is struck for damage as described below			
You cast the spell, and each strike inflicts 4 + Int damage You cast the spell, and each strike inflicts 5 + Int damage		Suffer 1 wound	
You may choose to centre the conflagration on a single character within the effect. If that character moves, the flames move with him, but if that character dies, the flames die			

Flamestorm	*Rank 3, Bright Order, Ongoing*	Recharge: 6	Difficulty: ◆◆■■
Spellcraft (Int)		8 power, target area or engagement within medium range. Must perform the prepare manoeuvre before casting this spell	
Effect: Fire blooms in the air throughout the target area or engagement, burning all within it. Each time you remove a recharge token from this card, each character within the conflagration is struck for damage as described below			
You cast the spell, and each strike inflicts 4 + Int damage You cast the spell, and each strike inflicts 6 + Int damage		Suffer 1 wound	
Add 1 recharge token +1 critical to all strikes			
You may immediately remove up to 2 recharge tokens from this card after it is cast			

Flaming Sword of Rhuin	*Rank 1, Bright Order, Ongoing*	Recharge: 5	Difficulty: ■
Spellcraft (Int)		2 power, a free hand	
Effect: While this card is recharging, a fiery sword materialises in your grasp. Treat the sword as a hand weapon with DR 5, CR 2, and Pierce 1 that deals fiery damage. You can dismiss or resummon the sword as a manoeuvre while this card is recharging			
You successfully invoke the sword		Suffer 1 fatigue	
Add 2 recharge tokens to this card			

Flaming Sword of Rhuin	*Rank 1, Bright Order, Ongoing*	Recharge: 5	Difficulty: ■
Spellcraft (Int)		2 power, a free hand	
Effect: While this card is recharging, a fiery sword materialises in your grasp. Treat the sword as a hand weapon with DR 5, CR 2, and Pierce 1 that deals fiery damage. Attacks you make with the sword gain □. You can dismiss or resummon the sword as a manoeuvre while this card is recharging			
You successfully invoke the sword As above, plus while wielding the sword your Strength is increased by 1		Suffer 1 fatigue	
Add 2 recharge tokens to this card			

Glamour of Fire	*Rank 1, Bright Order, Ongoing*	Recharge: 5	Difficulty: ◆
Spellcraft (Int)		3 power	
Effect: You enhance your presence with the power of fire. While this card is recharging, you gain □ on Intimidate (St), Charm (Fel), and Leadership (Fel) checks			
You cast the spell		Suffer 1 fatigue	
Recover 1 stress			

Glamour of Fire	*Rank 1, Bright Order, Ongoing*	Recharge: 5	Difficulty: ◆
Spellcraft (Int)		3 power	
Effect: You enhance your presence with the power of fire. While this card is recharging, you gain □ on Intimidate (St), Charm (Fel), and Leadership (Fel) checks			
You cast the spell		Suffer 1 fatigue	
Each member of your party that can see and hear you recovers 1 stress			

Great Fires of U'Zhul	*Rank 2, Bright Order*	Recharge: 5	Difficulty: ◆
Spellcraft (Int) vs. Target Defence		7 power, not engaged with target, target within close range. Add ■ to your dice pool for each enemy in the target's engagement after the first	
A great fiery ball flies from your hand, hitting your target for 5+Int damage		Suffer 1 stress	
The fireball explodes, causing 2+Int damage to each other enemy in the target's engagement		You hit each other character in the engagement, friend or foe, for 2+Int damage	

Great Fires of U'Zhul	*Rank 2, Bright Order*	Recharge: 5	Difficulty: ◆
Spellcraft (Int) vs. Target Defence		7 power, not engaged with target, target within close range. Add ■ to your dice pool for each enemy in the target's engagement after the first	
A great fiery ball flies from your hand, hitting your target for 4+Int damage As above, but for 6 + Int damage instead		Suffer 1 stress and 1 fatigue	
The fireball explodes, causing 2 + Int damage to each other enemy in the target's engagement		You hit each other character in the engagement, friend or foe, for 2+Int damage	
+1 damage to all targets hit			

Pyrokinesis	*Rank 1, Bright Order, Ongoing*	Recharge: 5	Difficulty: None
Spellcraft (Int)		6 power, target fire within medium range	
Special: The fire's size determines this spell's difficulty level: Candle flame - **Trivial (0d)**; campfire - **Easy (1d)**; hearth fire - **Average (2d)**; bonfire or forge fire - **Hard (3d)**; even larger fires - **Daunting (4d)**			
Effect: While this card is recharging, you assume command of the target fire. It consumes no fuel unless you want it to and cannot be doused. You may move it at your walking speed as a manoeuvre. When the spell ends, the fire resumes normal behavior (and may go out if it has been moved)			
You cast the spell		☼ The fire doubles in size! You must make an **Average (2d) Discipline check** to move or control it	

Pyrokinesis	*Rank 1, Bright Order, Ongoing*	Recharge: 5	Difficulty: None
Spellcraft (Int)		6 power, target fire within medium range	
Special: The fire's size determines this spell's difficulty level: Candle flame - **Trivial (0d)**; campfire - **Easy (1d)**; hearth fire - **Average (2d)**; bonfire or forge fire - **Hard (3d)**; even larger fires - **Daunting (4d)**			
Effect: While this card is recharging, you assume command of the target fire. It consumes no fuel unless you want it to and cannot be doused. You may move it at your walking speed as a manoeuvre. When the spell ends, the fire resumes normal behavior (and may go out if it has been moved)			
You cast the spell		☼ The fire doubles in size! You must make an **Average (2d) Discipline** check to move or control it	

Shielding Winds of Aqshy	*Rank 1, Bright Order, Ongoing*	Recharge: 4	Difficulty: ◆
Spellcraft (Int)		4 power	
Effect: You are wreathed in flickering orange flames that turn aside harmful blows. While this card is recharging, your soak value is increased by 2			
You cast the spell As above, and add 2 recharge tokens to this card		Lose 1 power after casting this spell	
Regain 1 power after casting this spell			

Shielding Winds of Aqshy	*Rank 1, Bright Order, Ongoing*	Recharge: 4	Difficulty: ◆
Spellcraft (Int)		4 power	
Effect: You are wreathed in flickering orange flames that turn aside harmful blows. While this card is recharging, your soak value is increased by your depth in the Reckless stance			
You cast the spell As above, and add 2 recharge tokens to this card		Lose 1 power after casting this spell	
Regain 2 power after casting this spell			

Wings of Fire	*Rank 3, Bright Order*	Recharge: 4	Difficulty: ◆◆
Spellcraft (Int)		6 power, must perform the prepare manoeuvre before casting this spell	
You are borne aloft on wings of flame, flying to a new location within close range. You suffer no penalty for terrain or enemies that you fly over As above, but out to medium range As above, but out to long range		You land heavily and fall prone Suffer 1 fatigue	
Recover 1 fatigue			

Wings of Fire	*Rank 3, Bright Order*	Recharge: 4	Difficulty: ◆◆
Spellcraft (Int)		6 power, must perform the prepare manoeuvre before casting this spell	
You are borne aloft on wings of flame, flying to a new location within close range. You suffer no penalty for terrain or enemies that you fly over As above, and you sear all enemies in the engagement you leave for 2 wounds		You land heavily and fall prone Suffer 1 fatigue	
You sear all enemies you land engaged with for 2 wounds			

Astral Projection	*Rank 3, Celestial Order*	Recharge: !	Difficulty: ◆◆◆
Spellcraft (Int)		7 power. This spell requires several minutes of peace and quiet to cast, and a comfortable place to leave your body while you're "out"	
Effect: Your spirit leaves your body to wander the world. While in spirit form, you are invisible and immaterial and gain the *Spirit* trait. You can move around just as you could while material, but you cannot affect the material world in any way. For example, a closed door is an impassable barrier to you. You are safe from mundane harm while immaterial. If you are engaged with your body, you can end this spell for no penalty at will. If the spell ends for any reason (including voluntarily) while you are away from your body, you suffer 3 fatigue and 3 stress and gain a temporary insanity with the *Supernatural* or *Enigma* traits. This spell recharges (and ends) at sunrise			
You cast the spell			

Astral Projection	*Rank 3, Celestial Order*	Recharge: !	Difficulty: ◆◆◆
Spellcraft (Int)		7 power. This spell requires several minutes of peace and quiet to cast, and a comfortable place to leave your body while you're "out"	
Effect: Your spirit leaves your body to wander the world. While in spirit form, you are invisible and immaterial and gain the *Spirit* trait. You can move around just as you could while material, but you cannot affect the material world in any way. For example, a closed door is an impassable barrier to you. You are safe from mundane harm while immaterial. If you are engaged with your body, you can end this spell for no penalty at will. If the spell ends for any reason (including voluntarily) while you are away from your body, you suffer 3 fatigue and 3 stress and gain a temporary insanity with the *Supernatural* or *Enigma* traits. This spell recharges (and ends) at sunrise			
You cast the spell			

The Cerulean Shield	*Rank 1, Celestial Order, Ongoing*	Recharge: 6	Difficulty: ■
Spellcraft (Int)		6 power, a free hand	
Effect: A crackling electric shield of energy forms on your arm. While this card is recharging, you may remove 1 recharge token from it to force an opponent attacking you to re-roll all his □. Furthermore, while this card is recharging, you gain access to the **Block** action, regardless of its normal requirements			
You cast the spell		When you use the **Block** action, you suffer 1 stress	
When you use the **Block** action, your attacker adds an additional ■			

The Cerulean Shield	*Rank 1, Celestial Order, Ongoing*	Recharge: 4	Difficulty: ■
Spellcraft (Int)		6 power, a free hand	
Effect: A crackling electric shield of energy forms on your arm. While this card is recharging, you may remove 1 recharge token from it to force an opponent attacking you to re-roll all his □. Furthermore, while this card is recharging, you gain access to the **Block** action, regardless of its normal requirements			
You cast the spell		When you use the **Block** action, you suffer 1 stress	
When you use the **Block** action, your attacker adds an additional ■			
When you use the **Block** action, your attacker suffers 1 wound			

Curse	*Rank 1, Celestial Order, Ongoing*	Recharge: 6	Difficulty: ■■
Spellcraft (Int) vs. Target Discipline (WP)		6 power, must be able to see the target or possess a suitable effigy (a lock of hair, a dab of blood, etc.) at the GM's discretion	
Effect: While this card is recharging, the target gains the Ill-Fortuned condition and suffers +1 damage from all sources of damage			
You invoke the curse		You suffer 2 stress	
The target gains the Staggered condition for 2 rounds		You are also afflicted by the curse!	

Curse	*Rank 1, Celestial Order, Ongoing*	Recharge: 6	Difficulty: ■■
Spellcraft (Int) vs. Target Discipline (WP)		6 power, must be able to see the target or possess a suitable effigy (a lock of hair, a dab of blood, etc.) at the GM's discretion	
Effect: While this card is recharging, the target gains the Ill-Fortuned condition and suffers +1 damage from all sources of damage			
You invoke the curse		You suffer 2 stress	
The target gains the Staggered condition for 2 rounds		You are also afflicted by the curse!	

Divination	*Rank 3, Celestial Order, Ongoing*	Recharge: 10	Difficulty: ◇◇■■
Spellcraft (Int)		7 power, must be able to see the open sky or have access to a divination instrument	
Special: Regardless of whether or not this spell has recharged, you may only cast it once per session			
Effect: You perceive the future as a hazy image of potential events. While this spell is recharging, you may remove a recharge token from it to experience a "flash of insight" – the exact details of which are up to you and the GM. At minimum, the flash should grant you □ to a skill check. You might, for example, suddenly know which door the bandits will come through, or which dish to avoid at dinner			
You cast the spell		Gain ■ to your next check	
Gain □ to your next check			

Divination	*Rank 3, Celestial Order, Ongoing*	Recharge: 10	Difficulty: ◇◇■■
Spellcraft (Int)		7 power, must be able to see the open sky or have access to a divination instrument	
Special: Regardless of whether or not this spell has recharged, you may only cast it once per session			
Effect: You perceive the future as a hazy image of potential events. While this spell is recharging, you may remove a recharge token from it to experience a "flash of insight" – the exact details of which are up to you and the GM. At minimum, the flash should grant you □ to a skill check. You might, for example, suddenly know which door the bandits will come through, or which dish to avoid at dinner			
You cast the spell		Gain □ to your next check	
Gain □ to your next check			

Fair Warning	*Rank 1, Celestial Order, Reaction*	Recharge: 0	Difficulty: None
No Check Required		1 to 5 power	
Special: At the beginning of an encounter, you may cast this spell instead of rolling for initiative. Your initative is equal to the amount of power spent to fuel this spell			

Fair Warning	*Rank 1, Celestial Order, Reaction*	Recharge: 0	Difficulty: None
No Check Required		1 to 5 power	
Special: At the beginning of an encounter, you may cast this spell instead of rolling for initiative. Your initiative is equal to the amount of power spent to fuel this spell			

First Portent of Amul	*Rank 1, Celestial Order*	Recharge: 3	Difficulty: ◆ ○
Spellcraft (Int)		3 power	
↟ Place any one die from your dice pool on this card, being careful to preserve its rolled face. This action card does not recharge while that die is on it. When a member of your party within medium range makes a check that includes a die of that type in its dice pool, he may take the die on this card and place it in his results pool instead of rolling that particular die		● Suffer 1 stress	
↟↟ You may add a second die from the dice pool to this card. This card doesn't recharge until both dice are spent. Both dice can be spent on the same check, or used on diffrent checks		✲ Your next action gains ■	

First Portent of Amul	*Rank 1, Celestial Order*	Recharge: 3	Difficulty: ◆
Spellcraft (Int)		3 power	
↟ Place any one die from your dice pool on this card, being careful to preserve its rolled face. This action card does not recharge while that die is on it. When a member of your party within medium range makes a check that includes a die of that type in its dice pool, he may take the die on this card and place it in his results pool instead of rolling that particular die		● Suffer 1 stress	
↟ Your next action gains □		✲ Your next action gains ■	

Glimpse Eternity	*Rank 2, Celestial Order*	Recharge: 6	Difficulty: ◆ ○
Spellcraft (Int)		4 power, not engaged with an enemy. If you perform the prepare manoeuvre beforehand, reduce the difficulty modifier to ■■	
↟ The uttermost secrets of the future are revealed to you! You may move up to 2 recharge tokens from any of your currently recharging action cards to any other of your currently recharging action cards ↟↟ As above, but 3 recharge tokens		●● You gain the Sluggish condition for 2 rounds	
↟↟ While this card is recharging, enemies add ■ to attacks that target you			
↝ You may move recharge tokens to and from anyone's recharging actions, instead of just yours. You may move tokens from actions belong to one character to actions belong to a different character, or between actions belonging to one character			

Glimpse Eternity	*Rank 2, Celestial Order*	Recharge: 6	Difficulty: ◆
Spellcraft (Int)		4 power, not engaged with an enemy. If you perform the prepare manoeuvre beforehand, reduce the difficulty modifier to ■■	
↟ The uttermost secrets of the future are revealed to you! You may move up to 1 recharge token from any of your currently recharging action cards to any other of your currently recharging action cards ↟↟ As above, but 2 recharge tokens		●● You gain the Sluggish condition for 2 rounds	
↟↟ While this card is recharging, enemies add ■ to attacks that target you			
↝ You may move recharge tokens to and from anyone's recharging actions, instead of just yours. You may move tokens from actions belong to one character to actions belong to a different character, or between actions belonging to one character			

Lightning	*Rank 2, Celestial Order*	Recharge: 6	Difficulty: ◆ ○
Spellcraft (Int) vs. Target Defence		7 power, target within long range	
↟ A bolt of lightning arcs from your hand and strikes the target for 4+Int damage, ignoring the soak value of its armour		●● You are reduced to 0 power	
↟ +1 critical, and you may add or remove 1 recharge token from a *Celestial Order* spell		✲ Backlash! Suffer 1 wound	
↝ The lightning arcs to another target in the same engagement! You hit that target for 2+Int damage, ignoring the soak value of its armour			

Lightning	*Rank 2, Celestial Order*	Recharge: 6	Difficulty: ◆
Spellcraft (Int) vs. Target Defence		7 power, target within long range	
↟ A bolt of lightning arcs from your hand and strikes the target for 3+Int damage, ignoring the soak value of its armour		●● You are reduced to 0 power and you suffer 2 stress	
↟ +1 damage, +1 critical ↟↟ +1 critical, and you may add or remove 1 recharge token from a *Celestial Order* spell		✲ Backlash! Suffer 1 wound	

Omen	*Rank 1, Celestial Order, Ongoing*	Recharge: 4	Difficulty: ■
Spellcraft (Int)		3 power, a clear view of the stars or a suitable divining instrument (deck of cards, dice, etc.)	
Effect: Glimpses of the future are revealed to you. While this card is recharging, you may remove 1 recharge token from it to re-roll all ■ and □ in your dice pool. You may do this only on your own rolls and only once per turn			
You cast the spell		Remove 1 recharge token from this card	
Add 1 recharge token to this card Add 1 recharge token to this card			

Omen	*Rank 1, Celestial Order, Ongoing*	Recharge: 3	Difficulty: ■
Spellcraft (Int)		3 power, a clear view of the stars or a suitable divining instrument (deck of cards, dice, etc.)	
Effect: Glimpses of the future are revealed to you. While this card is recharging, you may remove 1 recharge token from it to re-roll all ■ and □ in your dice pool. You may do this only on your own rolls and only once per turn			
You cast the spell		Remove 1 recharge token from this card	
Add 1 recharge token to this card Add 1 recharge token to this card			

Second Portent of Amul	*Rank 2, Celestial Order, Ongoing*	Recharge: 4	Difficulty: ■■■
Spellcraft (Int)		6 power	
Effect: Each time you remove a recharge token from this card, add a fortune point to it. You may spend fortune points from this card to add □ to your dice pool. When this card recharges completely, discard all fortune points remaining on it			
You cast the spell As above, and add 2 recharge tokens to this card		Place 1 fewer recharge token on this card when it is cast	
Remove 1 recharge token from any of your *Celestial Order* cards		You gain the Ill-Fortuned condition for 2 rounds	

Second Portent of Amul	*Rank 2, Celestial Order, Ongoing*	Recharge: 4	Difficulty: ■■■
Spellcraft (Int)		6 power	
Effect: Each time you remove a recharge token from this card, add a fortune point to it. You may spend fortune points from this card to add □ to your dice pool. When this card recharges completely, discard all fortune points remaining on it			
You cast the spell		Place 1 fewer recharge token on this card when it is cast	
Remove 1 recharge token from any of your *Celestial Order* cards		You gain the Ill-Fortuned condition for 2 rounds	
Gain ■ to your next check			

Shooting Star	*Rank 1, Celestial Order*	Recharge: 4	Difficulty: ■
Spellcraft (Int) vs. Target Defence		4 power	
A shimmering star flies from your outstretched hand and strikes the target for 3+Int damage As above, but 5+Int damage		Add 1 recharge token to this card	
You may add or remove 1 recharge token from one of your recharging *Celestial Order* action cards			

Shooting Star	*Rank 1, Celestial Order*	Recharge: 3	Difficulty: ■
Spellcraft (Int) vs. Target Defence		4 power	
A shimmering star flies from your outstretched hand and strikes the target for 2+Int damage As above, and ignore the soak value of your target's armour		Add 1 recharge token to this card	
+1 damage and add or remove 1 recharge token from one of your recharging *Celestial Order* cards			

Swiftwing	*Rank 1, Celestial Order*	Recharge: 4	Difficulty: ♦
Spellcraft (Int)		6 power	
With an audible crackle, you become a blur of cyan energy and streak effortlessly to a location within long range and within your line of sight. Once you arrive, you become solid once more		You suffer 1 stress and 1 fatigue	
After reappearing, you may immediately perform a manoeuvre for free		The capricious Winds of Magic whisk you away. At the end of your turn, you are briefly snapped back into the turbulent winds and reappear somewhere within close range of your destination (GM's choice as to where)	

Swiftwing	*Rank 1, Celestial Order*	Recharge: 4	Difficulty: ♦
Spellcraft (Int)		6 power	
With an audible crackle, you become a blur of cyan energy and streak effortlessly to a location within long range and within your line of sight. Once you arrive, you become solid once more		You suffer 1 stress and 1 fatigue	
After reappearing, you may immediately perform a manoeuvre for free		The capricious Winds of Magic whisk you away. At the end of your turn, you are briefly snapped back into the turbulent winds and reappear somewhere within close range of your destination (GM's choice as to where)	

Wings of Heaven	*Rank 3, Celestial Order, Ongoing*	Recharge: 7	Difficulty: ◆◆
Spellcraft (Int)		6 power, must be under the open sky and not encumbered	
Effect: The winds of the heavens bear you aloft. While this spell is recharging, you can fly at the same speed you can walk. While aloft, you suffer ■■ to all actions, but gain +1 defence. When this spell ends, you descend gently until you land on the ground. You land during the following End of Turn phase, unless you recast Wings of Heaven to stay aloft during your next action (applying the ■■ penalty)			
You cast the spell You cast the spell and may immediately perform a free manoeuvre		☼ When the spell wears off, you drift and land somewhere you wish you hadn't	
Add or remove a recharge token to a *Celestial Order* spell			

Wings of Heaven	*Rank 3, Celestial Order, Ongoing*	Recharge: 7	Difficulty: ◆◆■■
Spellcraft (Int)		6 power, must be under the open sky and not encumbered	
Effect: The winds of the heavens bear you aloft. While this spell is recharging, you can fly at the same speed you can walk. While aloft, you suffer ■■ to all actions, but gain +1 defence. When this spell ends, you descend gently until you land on the ground. You land at the beginning of your next turn			
You cast the spell You cast the spell and may immediately perform a free manoeuvre		☼ When the spell wears off, you drift and land somewhere you wish you hadn't	
You fly very quickly, and receive an extra free movement manoeuvre on your turn. You may move between medium and long range for only a single manoeuvre			

Black Breath of Death	*Rank 3, Dark Magic*	Recharge: 4	Difficulty: ◆
Spellcraft (Int) vs. Target Resilience (To)		4 power, target within medium range	
Special: If the target's Toughness is fatigued, the difficulty modifier for this action is ignored			
You take a deep breath, then exhale a stream of darkness at the target. He suffers 1 wound for each point of fatigue he has As above, and if he is fatigued he gains the Weakened condition for 2 rounds		Suffer 1 fatigue	
The target suffers 1 fatigue before this spell is resolved Recover 1 fatigue			
Deal all the wounds dealt by this spell face up, then choose 1 with a severity no greater than the total fatigue the target has. Turn the rest face down			

Black Breath of Death	*Rank 3, Dark Magic*	Recharge: 4	Difficulty: ◆
Spellcraft (Int) vs. Target Resilience (To)		4 power, target within medium range	
Special: If the target's Toughness is fatigued, the difficulty modifier for this action is ignored			
You take a deep breath, then exhale a stream of darkness at the target, hitting him for 4 damage plus an amount of damage equal to the fatigue he has As above, +2 damage		Suffer 1 fatigue and 1 stress	
The target suffers 1 fatigue before this spell is resolved Ignore the target's armour soak value			
If the target's Toughness is fatigued, gain +1 critical for each point of fatigue in excess of his Toughness the target has			

Black Nimbus of Arnizipal	*Rank 2, Dark Magic, Ongoing*	Recharge: 7	Difficulty: ◆◆■
Spellcraft (Int)		5 power	
Effect: A nimbus of black smoke surrounds you. While this spell recharges, *Melee Attack*, *Ranged Attack*, *Spell*, and *Blessing* actions that target you add ◆ to their dice pools			
You cast the spell You cast the spell, and the nimbus hardens, increasing your soak value by 1 while this spell is recharging		Weapon attacks that target you have their critical value reduced by 1 while this spell is recharging	
When you suffer a critical wound with a severity no greater than the recharge tokens on this spell, you may completely recharge this spell to convert the critical wound to a normal wound			

Black Nimbus of Arnizipal	*Rank 2, Dark Magic, Ongoing*	Recharge: 7	Difficulty: ◆◆■
Spellcraft (Int)		5 power	
Effect: A nimbus of black smoke surrounds you. While this spell recharges, *Melee Attack*, *Ranged Attack*, *Spell*, and *Blessing* actions that target you add ◆ to their dice pools			
You cast the spell You cast the spell and the malevolent energies cause all enemies within medium range to suffer 1 fatiguen		Suffer 1 wound	
When you suffer a critical wound with a severity no greater than the recharge tokens on this spell, you may completely recharge this spell to convert the critical wound to a normal wound All actions modified by this spell gain "☼ Suffer 1 wound" as a potential result			

Doombolt	*Rank 1, Dark Magic*	Recharge: 3	Difficulty: ■■
Spellcraft (Int) vs. Target Defence		5 power, target within medium range. You suffer 1 fatigue when you cast this spell	
A flickering bolt of pure darkness springs from your outstretched hand or staff, striking the target for 5 + Int damage and 1 fatigue As above, but 2 fatigue instead		Suffer 1 fatigue	
+1 critical			

Doombolt	*Rank 1, Dark Magic*	Recharge: 3	Difficulty: ■■
Spellcraft (Int) vs. Target Defence		5 power, target within medium range. You suffer 1 fatigue when you cast this spell	
A flickering bolt of pure darkness springs from your outstretched hand or staff, striking the target for 5 + Int damage As above, but 6 + Int damage instead As above, but 8 + Int damage instead		Suffer 1 fatigue	
+1 critical +1 critical The target suffers 1 fatigue			

Dread Malaise	*Rank 1, Dark Magic*	Recharge: 5	Difficulty: ■■
Spellcraft (Int) vs. Target Resilience (To)		4 power, target within close range	
You sap the target's strength with eldritch energy. The target gains the Weakened condition for 3 rounds As above, and you cause Fear 1 to all enemies within medium range		You cause Fear 1 to all allies within close range	
The duration of the Weakened condition is increased by 1 The target suffers 1 fatigue and you recover 1 fatigue			

Dread Malaise	*Rank 1, Dark Magic*	Recharge: 5	Difficulty: ◆
Spellcraft (Int) vs. Target Resilience (To)		4 power, target(s) within close range. For each target beyond the first, add ◆ to the dice pool	
Special: This spell opposes the highest Resilience amongst its targets		You cause Fear 1 to all allies within close range	
You sap the strength of up to 4 targets with eldritch energy. The target(s) gain the Weakened condition for 3 rounds As above, and you cause Fear 1 to all enemies within medium range			
The target(s) suffer 1 fatigue; you recover 1 fatigue			

Sadistic Glee	*Rank 1, Dark Magic, Reaction*	Recharge: 4	Difficulty: ◆◆
Spellcraft (Int)		A character within close range suffers 1 or more critical wounds or is knocked unconscious, either via wounds, fatigue, stress, or similar	
Special: When a character (friend or foe) within close range suffers 1 or more critical wounds or is knocked unconscious, you may add 4 recharge tokens to this card and make an **Average (2d) Spellcraft (Int) check**. If successful, you gain power equal to the highest severity amongst critical wounds the target is suffering (assuming he is suffering any), or his Toughness score, whichever is higher			

Sadistic Glee	*Rank 1, Dark Magic, Reaction*	Recharge: 4	Difficulty: ◆◆
Spellcraft (Int)		A character within close range suffers 1 or more critical wounds or is knocked unconscious, either via wounds, fatigue, stress, or similar	
Special: When a character (friend or foe) within close range suffers 1 or more critical wounds or is knocked unconscious, you may add 4 recharge tokens to this card and make an **Average (2d) Spellcraft (Int) check**. If successful, you gain power equal to the highest severity amongst critical wounds the target is suffering (assuming he is suffering any), or his Toughness score, whichever is higher			

Soul Drain	*Rank 2, Dark Magic*	Recharge: 5	Difficulty: ◆
Spellcraft (Int) vs. Target Discipline (WP)		6 power, target within medium range	
Effect: Spectral forms flow around the target, then streak back to you, invigorating you. You recover as much fatigue as you inflict with this spell. If you have no fatigue, you may gain power instead			
The target suffers 1 fatigue The target suffers 2 fatigue The target suffers 3 fatigue		Suffer 1 stress	
The target suffers 1 fatigue The target suffers Int fatigue			
Rather than recovering fatigue, you may recover normal wounds			

Soul Drain	*Rank 2, Dark Magic*	Recharge: 5	Difficulty: ◆
Spellcraft (Int) vs. Target Discipline (WP)		6 power, target within medium range	
Effect: Spectral forms flow around the target, then streak back to you, invigorating you. You recover as many wounds as you inflict with this spell (that is, damage that is not canceled by Toughness or soak values). If you have no wounds, you may gain power instead			
You hit the target for 4 + Int damage You hit the target for 6 + Int damage You hit the target for 7 + Int damage		Suffer 1 stress and 1 fatigue	
The target suffers 1 fatigue The target suffers 1 fatigue			
+2 critical			

Commandment of Brass	*Rank 3, Gold Order*	Recharge: 5	Difficulty: ◆◆■
Spellcraft (Int)		6 power, target complex machine with significant metal parts (such as a clock or a firearm) within medium range	
↞ The metal components of the target machine deform and twist, making it completely unusable ↞↞ As above, and if the target was an item with the Unreliable quality, it misfires as if it had rolled sufficient ☼		☠☠ Lose 2 power	
↞↞ One creature wielding or crewing the machine suffers 1 stress			

Commandment of Brass	*Rank 3, Gold Order*	Recharge: 7	Difficulty: ◆■■
Spellcraft (Int)		6 power, target complex machines with significant metal parts (such as clocks or firearms) within close range	
Special: For each target after the first, add ◆ to the dice pool		☠☠ Lose 2 power	
↞ The metal components of the target machines deform and twist, making them completely unusable		☼ Every machine within close range of the caster explodes, with catastrophic effects	
↞↞ Each creature wielding or crewing the machine(s) suffers 1 stress			

Enchant Item	*Rank 3, Gold Order, Ongoing*	Recharge: !	Difficulty: ◆◆◆
Spellcraft (Int)		8 power, engaged with target item. This spell takes at least five minutes to cast	
Effect: You imbue an item with the Wind of *Chamon*, which improves its function. The magic of the wind makes the item better at what it was designed to do, turning it into an enchanted item of superior quality while this spell is recharging. For skill checks where the item's use is relevant, fortune points add □ to the dice pool, rather than ■			
↞ The spell is cast, and recharges at the end of the encounter ↞↞ As above, but it recharges at sunset			

Enchant Item	*Rank 3, Gold Order, Ongoing*	Recharge: !	Difficulty: ◆◆◆
Spellcraft (Int)		8 power, engaged with target item. This spell takes at least five minutes to cast	
Effect: You imbue an item with the Wind of *Chamon*, which improves its function. The magic of the wind makes the item better at what it was designed to do, turning it into an enchanted item of superior quality while this spell is recharging. For skill checks where the item's use is relevant, fortune points add □ to the dice pool, rather than ■			
↞ The spell is cast, and recharges at the end of the encounter ↞↞ As above, but it recharges at sunset			

Fault of Form	*Rank 1, Gold Order, Ongoing*	Recharge: 6	Difficulty: ■
Spellcraft (Int) vs. Special		4 power, target object no larger than you within close range	
Special: The difficulty of this task is either set by the GM based on the size, craftsmanship, and durability of the item, or the check it opposed by the Discipline (WP) of the creature carrying the object			
Effect: You reach out with your magic and degrade the form of the target item. It becomes brittle while this spell is recharging and may break. Attempts to break the item gain □□			
↞ You cast the spell ↞↞ As above, and the item becomes poor quality until this card recharges		☠ You suffer 1 stress and 1 fatigue	
↞↞ A numerical trait of the item such as its soak value or damage rating, worsens by 1 while this card is recharging			

Fault of Form	*Rank 1, Gold Order, Ongoing*	Recharge: 6	Difficulty: ■
Spellcraft (Int) vs. Special		4 power, target object no larger than you within close range	
Special: The difficulty of this task is either set by the GM based on the size, craftsmanship, and durability of the item, or the check it opposed by the Discipline (WP) of the creature carrying or wearing the object			
Effect: You reach out with your magic and degrade the form of the target item. It becomes brittle while this spell is recharging and may break. Attempts to break the item gain □□			
↞ You cast the spell		☠ You suffer 1 stress and 1 fatigue	
↜ The item breaks entirely, unless it is magical. This spell recharges immediately		☼ The spell affects another item of the GM's choice within close range	

Fool's Gold	*Rank 1, Gold Order, Ongoing*	Recharge: !	Difficulty: ◆◆
Spellcraft (Int)		1 power per silver coin affected, 2 power per brass coin affected. All coins must be within close range	
Effect: You imbue a collection of coins or other similar metal items with the essence of *Chamon*, turning them into gold. While this spell is recharging, the coins are gold for all intents and purposes. However, the spell is unstable and ends at the end of each act, unless you spend the power necessary to sustain it during the rally step (there is no need to make a new Spellcraft check)			
↟ You cast the spell		●● Lose 1 Power	
↟ You gain ☐ on any Charm or Guile checks that involve the enchanted coins		☼ When the spell ends, the coins become lead instead of reverting to their original metal!	

Fool's Gold	*Rank 1, Gold Order, Ongoing*	Recharge: !	Difficulty: ◆◆
Spellcraft (Int)		1 power per silver coin affected, 2 power per brass coin affected. All coins must be within close range	
Effect: You imbue a collection of coins or other similar metal items with the essence of *Chamon*, turning them into gold. While this spell is recharging, the coins are gold for all intents and purposes. However, the spell is unstable and ends at the end of each act, unless you spend the power necessary to sustain it during the rally step (there is no need to make a new Spellcraft check)			
↟ You cast the spell		☼ When the spell ends, the coins become lead instead of reverting to their original metal!	
↟ Gain 1 Power or affect 1 extra coin ↟↟ Gain 2 Power or affect 2 extra coins			

Golden Skin of Balthazar Gelt	*Rank 3, Gold Order, Ongoing*	Recharge: 7	Difficulty: ◆◆
Spellcraft (Int)		7 power	
Effect: Your skin hardens and acquires the lustre of gold. While this spell is recharging, gain a bonus to your soak value equal to the number of *Gold Order* spells you have recharging			
↟ You cast the spell ↟↟ As above, and you may choose a *Gold Order* spell in your hand and place 3 recharge tokens on it. If that spell has an *Ongoing* effect, you are considered the spell's target		●● Lose 1 power	
↟↟ Gain 1 power			
↝ You may choose one of your *Gold Order* spells, either in your hand or recharging, and place 2 recharge tokens on it			

Golden Skin of Balthazar Gelt	*Rank 3, Gold Order, Ongoing*	Recharge: 7	Difficulty: ◆◆
Spellcraft (Int)		7 power	
Effect: Your skin hardens and acquires the lustre of gold. While this spell is recharging, gain a bonus to your soak value equal to the number of *Gold Order* spells you have recharging			
↟ You cast the spell ↟↟ As above, and add up to 3 recharge tokens to this card. You may choose how many additional recharge tokens to add		☼ You suffer -1 Agility while the spell recharges	
↟↟ Gain 1 power			
↝ You may choose a *Gold Order* spell, either in your hand or recharging, and place 2 recharge tokens on it. If that spell has an *Ongoing* effect, you are considered the spell's target			

Guard of Steel	*Rank 1, Gold Order, Ongoing*	Recharge: 4	Difficulty: ◆
Spellcraft (Int)		3 power. If you are engaged with an enemy add ◆ to your dice pool	
Effect: Steel orbs rotate around you, protecting you from harm. While this spell is recharging, your armour soak value is equal to the number of recharge tokens on this card			
↟ You cast the spell ↟↟↟ As above, and add 1 recharge token to this card		●● Remove 1 recharge token from this card	
↟↟ While this spell is recharging, your defence value is increased by 1			

Guard of Steel	*Rank 1, Gold Order, Ongoing*	Recharge: 3	Difficulty: ◆
Spellcraft (Int)		3 power. If you are engaged with an enemy add ◆ to your dice pool	
Effect: Steel orbs rotate around you, protecting you from harm. While this spell is recharging, your armour defence value is equal to the number of recharge tokens on this card			
↟ You cast the spell ↟↟↟ As above, and add 1 recharge token to this card		●● Remove 1 recharge token from this card	
↟↟ While this spell is recharging, your soak value is increased by 1			

Law of Form	*Rank 1, Gold Order*	Recharge: 2	Difficulty: ♦■
Spellcraft (Int)		4 power, target object no larger than you within close range	
↟ You reach out with your magic and improve the form of the target item. It becomes stronger than steel and its durability improves. Attempts to break the item suffer ■■. The spell's effects last until the end of the episode ↟↟↟ As above, and the item becomes a superior example of its type		☻ You suffer 1 stress and 1 fatigue	
↟↟ A numerical trait of the item, such as soak value or Pierce rating, improves by 1 until the end of the episode. You may trigger this effect multiple times. Each time, it affects a new trait			
↝ The item becomes truly unbreakable until the end of the act			

Law of Form	*Rank 1, Gold Order*	Recharge: 2	Difficulty: ♦■
Spellcraft (Int)		4 power, target object no larger than you within close range	
↟ You reach out with your magic and improve the form of the target item. It becomes stronger than steel and its durability improves. Attempts to break the item suffer ■■. The spell's effects last until the end of the episode ↟↟↟ As above, and the item becomes a superior example of its type		☻ You suffer 1 stress and 1 fatigue	
↟↟ A numerical trait of the item, such as soak value or Pierce rating, improves by 1 until the end of the episode. You may trigger this effect multiple times. Each time, it affects a new trait		✲ The item becomes unbreakable, unbendable, and much heavier, increasing its Encumbrace value by 2 for each ✲	

Law of Logic	*Rank 1, Gold Order, Ongoing*	Recharge: 6	Difficulty: ♦
Spellcraft (Int)		5 power, must perform the prepare manoeuvre before using this action	
Effect: You turn your powerful intellect to devising the solution to a complex problem. When this card recharges completely, you gain ●□ to the next skill check you make. While this card is recharging, you must perform the prepare manoeuvre each turn. If you do not, the card does not recharge at the end of that turn			
↟ You cast the spell		☻ Suffer 1 stress	
↟ You recover 1 stress ↟↟ Add 1 less recharge token to this card		⧗ Add 2 recharge tokens to this card, in addition to the normal ⧗ effects	
↝ You can confer your bonus to any ally within medium range, instead of you			

Law of Logic	*Rank 1, Gold Order, Ongoing*	Recharge: 4	Difficulty: ♦
Spellcraft (Int)		5 power, must perform the prepare manoeuvre before using this action	
Effect: You turn your powerful intellect to devising the solution to a complex problem. When this card recharges completely, you gain ●□ to the next skill check you make. While this card is recharging, you must perform the prepare manoeuvre each turn. If you do not, the card does not recharge at the end of that turn			
↟ You cast the spell		☻ Suffer 1 stress	
↟ You recover 1 stress ↟↟ Add 1 less recharge token to this card			
↝ You can confer your bonus to any ally within long range, instead of you			

Rule of Burning Iron	*Rank 1, Gold Order, Ongoing*	Recharge: 3	Difficulty: ♦
Spellcraft (Int) vs. Target Resilience (To)		6 power, target within medium range and wearing metal armour	
Effect: All the metallic items on the target's person glow with burning heat. Each time you remove a recharge token from this card, the target suffers damage equal to your Int plus his armour's soak value. His armour soak value is useless against this damage			
↟ You cast the spell		☻☻ You are reduced to 0 power	
↟↟ Add 1 recharge token to this card			

Rule of Burning Iron	*Rank 1, Gold Order, Ongoing*	Recharge: 3	Difficulty: ♦
Spellcraft (Int) vs. Target Resilience (To)		6 power, target within medium range and holding a metal item	
Effect: A single item in the target's possession begins to glow with burning heat. Each time you remove a recharge token from this card, the target suffers damage as noted below, so long as he's holding the item. His armour soak value is of no effect against this damage			
↟ You cast the spell, and the item burns for Int damage ↟↟ As above, +2 damage		☻☻ Suffer 1 stress and 1 fatigue	

Silver Arrows of Arha	*Rank 2, Gold Order*	Recharge: 3	Difficulty: ♦■■
Spellcraft (Int)		5 power. If you are engaged with an enemy, add ■■ to the dice pool	
Effect: You conjure a number of silver arrows into the air around you. When this spell recharges completely, they streak out and strike your enemies as detailed below			
↟ You cast the spell and conjure a single arrow, which can strike a target within medium range for Int + 5 damage, Pierce 1 ↟↟ As above, but you conjure 2 arrows instead, which can strike different targets		☻☻ Suffer 1 stress per arrow you conjure	
↟ The arrows have Pierce 2			

Silver Arrows of Arha	*Rank 2, Gold Order*	Recharge: 3	Difficulty: ♦♦
Spellcraft (Int)		5 power. If you are engaged with an enemy, add ■■ to the dice pool	
Effect: You conjure a number of silver arrows into the air around you. When this spell recharges completely, they streak out and strike your enemies as detailed below			
↟ You cast the spell and conjure 2 arrows, which can strike the same or different targets within medium range for Int + 4 damage, Pierce 1 ↟↟↟ As above, but 3 arrows instead		☻☻ Suffer 1 stress per arrow you conjure	
↟ Remove a recharge token from this card			

Transformation of Metal	*Rank 2, Gold Order*	Recharge: 3	Difficulty: ◆◆
Spellcraft (Int)		Target metal object within close range. Must spend 2 power per encumbrance of the target	
Special: If the target object is carried by an enemy, add ■■ to the dice pool. Unusually large or complex targets may add additional difficulty at the GM's discretion			
↟ You fold and twist the target metal object into a new shape, changing one thing into another. You can't cause the object to penetrate anything or cause damage as it changes form, and the new object must have the same encumbrance value as the original object. This spell cannot produce an item with sophisticated moving parts, but it could turn a breastplate into a greatsword, for example. The change is permanent		☠☠ The new item is of poor quality	
↟↟ The new object created by this spell is a superior example of its type			

Transformation of Metal	*Rank 2, Gold Order*	Recharge: 3	Difficulty: ◆◆
No Check Required		Target metal object within close range. Must spend 2 power per encumbrance of the target	
Special: If the target object is carried by an enemy, add ■■ to the dice pool. Unusually large or complex targets may add additional difficulty at the GM's discretion			
↟ You fold and twist the target metal object into a new shape, changing one thing into another. You can't cause the object to penetrate anything or cause damage as it changes form, and the new object must have the same encumbrance value as the original object. This spell cannot produce an item with sophisticated moving parts, but it could turn a breastplate into a greatsword, for example. The change is permanent		☠ The new item is of poor quality	
↟ The new object created by this spell is a superior example of its type			

Transmutation of Lead	*Rank 2, Gold Order*	Recharge: 6	Difficulty: ◆
Spellcraft (Int) vs. Special		5 power, target metal item within close range	
Special: The difficulty of this task is either set by the GM based on the size, craftsmanship, and durability of the item, or the check is opposed by the Discipline (WP) of the creature carrying or wearing the object			
↟ You transmute the target item into lead. The exact details of such a transmutation can vary, but in general it doubles the item's encumbrance value, reduces quality to poor. It reduces a weapon's DR by 1 or armour's Soak and Defence by 1 each. It also makes the item much more malleable and prone to damage		☠ Suffer 1 fatigue	
↟ You can transmute the item back to its original material as a manoeuvre			

Transmutation of Lead	*Rank 2, Gold Order*	Recharge: 6	Difficulty: ◆
Spellcraft (Int) vs. Special		5 power, target metal item within close range	
Special: The difficulty of this task is either set by the GM based on the size, craftsmanship, and durability of the item, or the check is opposed by the Discipline (WP) of the creature carrying or wearing the object			
↟ You transmute the target item into lead. The exact details of such a transmutation can vary, but in general it doubles the item's encumbrance value, reduces quality to poor. It reduces a weapon's DR by 1 or armour's Soak and Defence by 1 each. It also makes the item much more malleable and prone to damage		☠ Suffer 1 fatigue	
↟ You can transmute the item back to its original material as a manoeuvre			

Trial & Error	*Rank 1, Gold Order, Ongoing*	Recharge: 5	Difficulty: ◆◆
Spellcraft (Int)		4 power	
Effect: You tap into the wind of *Chamon*, finding the most reliable way to succeed at your endeavours. While this spell is recharging, ⧗ you roll count as ↟, in addition to their effects as ⧗			
↟ You cast the spell		⧗ During the next round's initiative, you may not choose the topmost hero marker to resolve your turn, unless you are the only available PC	
↟↟ Recover 1 stress			

Dire Need	*Rank 1, Gold Order, Ongoing*	Recharge: 3	Difficulty: ◆◆
Spellcraft (Int)		4 power	
Effect: You tap into hidden reserves of energy. While this spell is recharging, any ⧫ you roll count as ↟, in addition to their effects as ⧫			
↟ You cast the spell		⧫ During the next round's initiative, you must choose the topmost hero marker to resolve your turn, or suffer 1 stress and 1 fatigue	
↟↟ Recover 1 stress			

Bewilder	*Rank 1, Grey Order*	Recharge: 3	Difficulty: ■■
Spellcraft (Int) vs. Target Discipline (WP)		4 power, target within medium range	
The grey wind clouds the target's mind. He gains the Perplexed condition for 3 rounds As above, but for 5 rounds instead		Suffer 1 stress	
The target suffers 1 stress as he loses track of himself and his surroundings			

Bewilder	*Rank 1, Grey Order*	Recharge: 3	Difficulty: ■■
Spellcraft (Int) vs. Target Discipline (WP)		4 power, target within medium range	
The grey wind clouds the target's mind. He gains the Overwhelmed condition for 2 rounds As above, but for 5 rounds instead		Suffer 1 stress	
You may spend 2 additional power to affect 1 additional enemy in the same engagement		You gain the Perplexed condition for 1 round as the grey wind clouds your mind, too!	

Blade in the Dark	*Rank 1, Grey Order, Melee Attack*	Recharge: 3	Difficulty: None
Spellcraft (Int) vs. Target Defence		3 power, 1 hand must be free or wielding a sword, target within close range. Target must be in shadow (which adds □ to your dice pool) or casting a shadow	
Special: This action is both a *Spell* and a *Melee Attack*. If you use a sword, its qualities apply. If you are empty handed, you conjure a sword made of shadow			
Your blade stabs from shadow to shadow and hits the target for normal damage		Suffer 1 fatigue	
+1 damage			
Ignore your target's armour soak value			

Blade in the Dark	*Rank 1, Grey Order, Melee Attack*	Recharge: 3	Difficulty: None
Spellcraft (Int) vs. Target Defence		3 power, 1 hand must be free or wielding a sword, target within close range. Target must be in shadow (which adds □ to your dice pool) or casting a shadow	
Special: This action is both a *Spell* and a *Melee Attack*. If you use a sword, its qualities apply. If you are empty handed, you conjure a sword made of shadow			
Your blade stabs from shadow to shadow and hits the target for normal damage		Suffer 1 fatigue	
+3 damage			
Ignore your target's armour soak value			

Choking Shadows	*Rank 2, Grey Order*	Recharge: 4	Difficulty: ◆
Spellcraft (Int)		6 power, target in shadows, within close range of the target	
Shadows within close range of you choke and smother your target, strangling and tearing him for 3+Int damage As above, but 5+Int damage		If you are not in shadows, suffer 1 stress. If you are in shadows, suffer 1 wound	
+1 critical			
Your target gains the Blinded condition for 2 turns			

Choking Shadows	*Rank 2, Grey Order*	Recharge: 4	Difficulty: ◆
Spellcraft (Int)		6 power, target in shadows, within close range of the target	
Shadows within close range of you choke and smother your target, strangling and tearing him for 2+Int damage As above, but you hit 2 targets for 3+Int damage		Suffer 1 stress and 1 fatigue	
+1 critical		All characters, friend or foe, in shadows within close range are affected (except you)	
All enemies in shadows within close range are affected			

Doppelganger	*Rank 1, Grey Order*	Recharge: !	Difficulty: ◆
Spellcraft (Int)		6 power. If you are trained in Skullduggery, add ■ to your dice pool	
You assume the appearance of another humanoid creature, at least as large as a goblin but no larger than an orc. This change in form is only an illusion, and does not confer any change to characteristics or equipment. Anyone passing an **Observation (Int) check** opposed by your Spellcraft (Int) sees through the disguise. This spell lasts until the end of the encounter or until you dismiss it, at which point it recharges		Your disguise contains some sort of subtle but profound flaw, such as an odd number of fingers or clothing that on closer inspection is merely fancifully-coloured nude skin. You cannot dismiss it until the end of the current encounter	

Doppelganger	*Rank 1, Grey Order*	Recharge: !	Difficulty: ◆
Spellcraft (Int)		6 power. If you are trained in Skullduggery, add ■ to your dice pool	
You assume the appearance of another humanoid creature, at least as large as a goblin but no larger than an orc. This change in form is only an illusion, and does not confer any change to characteristics or equipment. Anyone passing an **Observation (Int) check** opposed by your Spellcraft (Int) sees through the disguise. This spell lasts until the end of the encounter or until you dismiss it, at which point it recharges		Your disguise contains some sort of subtle but profound flaw, such as an odd number of fingers or clothing that on closer inspection is merely fancifully-coloured nude skin. You cannot dismiss it until the end of the current encounter	

Eye of the Beholder	*Rank 1, Grey Order*	Recharge: 5	Difficulty: ◆
Spellcraft (Int) vs. Highest Opposing Observation (Int)		4 power, medium range to the item	
↞ You alter how an item (or small group of items, such as a handful of coins) is perceived – silver looks like gold, fine wine tastes like vinegar, a worthless bauble seems like a priceless artefact, and so on. This spell only works on inanimate objects and lasts until the end of the encounter. Suspicious people can see through your illusion with a successful **Observation (Int) check** opposed by your Spellcraft (Int)		✲ The arrow-shaped mark of *Ulgu* appears somewhere on the item, clear evidence of tampering to those with sufficient knowledge	
↞↞ The quality of the illusion is unusually high. Anyone attempting to see through it must add ■■ to his dice pool			

Eye of the Beholder	*Rank 1, Grey Order*	Recharge: 5	Difficulty: ◆
Spellcraft (Int) vs. Highest Opposing Observation (Int)		4 power, medium range to the item	
↞ You alter how an item (or small group of items, such as a handful of coins) is perceived – silver looks like gold, fine wine tastes shoddy, a worthless bauble seems like a priceless artefact, and so on. This spell only works on inanimate objects and lasts until the end of the encounter. Suspicious people can see through your illusion with a successful **Observation (Int) check** opposed by your Spellcraft (Int)		✲ The arrow-shaped mark of *Ulgu* appears somewhere on the item, clear evidence of tampering to those with sufficient knowledge	
↞↞ The quality of the illusion is unusually high. Anyone attempting to see through it must add ■■ to his dice pool			

Pit of Shades	*Rank 3, Grey Order, Ongoing*	Recharge: 6	Difficulty: ◆◆■
Spellcraft (Int)		7 power, a flat surface within close range that is within shadow	
Effect: A shadowy pit opens on the flat surface you designate and remains there while this spell is recharging. It is dark and difficult to see, and once a character falls in he suffers 1 fatigue and 1 stress per turn until he manages to climb out as he is beset by the torturous shades within. Checks to avoid or escape the pit are generally of Average (2d) difficulty, but this may vary			
↞ You cast the spell			
↞ Gain □ to your next *Grey Order* spell			

Pit of Shades	*Rank 3, Grey Order, Ongoing*	Recharge: 6	Difficulty: ◆◆■
Spellcraft (Int)		7 power, a flat surface within close range that is within shadow	
Effect: A shadowy pit opens on the flat surface you designate and remains there while this spell is recharging. It is dark and difficult to see, and once a character falls in the shades inflict a number of wounds equal to the caster's Int per turn until he manages to climb out. Checks to avoid or escape the pit are generally of Average (2d) difficulty, but this may vary			
↞ You cast the spell		✲✲ You are sucked into the pit!	

Pool of Shadows	*Rank 1, Grey Order, Ongoing*	Recharge: 10	Difficulty: ◆
Spellcraft (Int)		6 power, the target terrain feature or area is within medium range	
Special: As a manoeuvre, you may completely recharge this card			
Effect: The terrain feature or area you choose is shrouded in shadows out to close range while this card is recharging. Checks involving vision or actions that target into or out of the shadows suffer ■■ to their dice pools			
↞ The spell is cast		☠☠ You gain the Blinded condition for 1 round as the shadows cover you, as well	
↞↞ The shadows are even deeper! The penalty increases to ■■■			
↝ You are unaffected by these shadows			

Pool of Shadows	*Rank 1, Grey Order, Ongoing*	Recharge: 10	Difficulty: ◆
Spellcraft (Int)		6 power, the target terrain feature or area is within medium range	
Special: As a manoeuvre, you may completely recharge this card			
Effect: The terrain feature or area you choose is shrouded in shadows out to close range while this card is recharging. Checks involving vision or actions that target into or out of the shadows suffer ■■ to their dice pools			
↞ The spell is cast		☠ You gain the Blinded condition for 1 round as the shadows cover you, as well	
↞ The darkness extends out to medium range			
↝ You are unaffected by these shadows			

Shadowcloak	*Rank 1, Grey Order*	Recharge: 1	Difficulty: ♦
Spellcraft (Int)		3 power. If you are engaged with an enemy add ♦ to your dice pool	
Special: You may spend up to 2 extra power when you cast this spell. For each power you spend, add 1 recharge token to this card			
↞ You become shrouded in shadow and may immediately perform 1 free manouevre. The shadows conceal you from prying eyes while this card is recharging. If you are in concealment when the spell fades, at the GM's discretion you may make a **Stealth (Ag) check** to remain hidden		● The spell leaves black motes of shadow floating in the air for several minutes. While these are not traceable to your exact location, they are clear evidence that a spell has been cast in the area	

Shadowcloak	*Rank 1, Grey Order*	Recharge: 1	Difficulty: ♦
Spellcraft (Int)		3 power. If you are engaged with an enemy add ♦ to your dice pool	
Special: You may spend up to 2 extra power when you cast this spell. For each power you spend, add 1 recharge token to this card			
↞ You become shrouded in shadow and may immediately perform 1 free manouevre. The shadows conceal you from prying eyes while this card is recharging. If you are in concealment when the spell fades, at the GM's discretion you may make a **Stealth (Ag) check** to remain hidden		● The spell leaves black motes of shadow floating in the air for several minutes. While these are not traceable to your exact location, they are clear evidence that a spell has been cast in the area	

Shroud of Invisibility	*Rank 2, Grey Order, Ongoing*	Recharge: 6	Difficulty: ♦■
Spellcraft (Int)		5 power	
Effect: You veil yourself from sight. While this card is recharging, you are invisible. Characters within close range may make a **Hard (3d) Observation (Int) check** to detect your approximate location, but add ♦ to all actions that target you even after you have been detected. Your *Melee Attack* and *Ranged Attack* actions that target characters who have not detected you gain □			
↞ You cast the spell		●● Remove 1 recharge token from this card	
↞↞ Add 1 recharge token to this card			
↝ The spell briefly severs your connection to the material world. Move to any location within long range, ignoring all obstacles			

Shroud of Invisibility	*Rank 2, Grey Order, Ongoing*	Recharge: 6	Difficulty: ♦■
Spellcraft (Int)		5 power	
Effect: You veil yourself from sight. While this card is recharging, you are invisible. Characters within close range may make a **Hard (3d) Observation (Int) check** to detect your approximate location, but add ♦ to all actions that target you even after you have been detected. Your *Melee Attack* and *Ranged Attack* actions that target characters who have not detected you gain □			
↞ You cast the spell		● Remove 2 recharge tokens from this card	
↞↞ You may also veil 1 willing creature as long as he remains engaged with you		✧ Veiled creatures can't see each other	
↝ You may veil some or all of the creatures engaged with you for as long as they remain engaged with you			

Stormcall	*Rank 2, Grey Order*	Recharge: 4	Difficulty: ♦
Spellcraft (Int) vs. Highest Enemy Resilience (To)		6 power	
↞ A blast of shadowy wind surrounds you, knocking all other characters in your engagement away from you to close range. They are no longer engaged with you or each other ↞↞ As above, and all affected characters are knocked prone. They must spend a manoeuvre to stand up		●● Lose 2 power after this effect resolves	
↞↞ You may create any number of new engagements out of the affected characters			

Stormcall	*Rank 2, Grey Order*	Recharge: 4	Difficulty: ♦
Spellcraft (Int) vs. Highest Enemy Resilience (To)		6 power	
↞ A blast of shadowy wind and black lightning surrounds you, striking each character in your engagement (aside from yourself) for 3+Int damage ↞↞ As above, and ignore each target's soak value of armour		● Add 2 recharge tokens to this card	
↞↞ Borne aloft on your own winds, you may leave the engagement and land somewhere within medium range		✧ You are struck by your own storm! Suffer 1 wound	

Substance of Shadow	*Rank 3, Grey Order, Ongoing*	Recharge: 4	Difficulty: ♦♦
Spellcraft (Int)		6 power. If you are engaged with an enemy, add ♦ to your dice pool	
Effect: Your body becomes insubstantial and shadowy. While this spell is recharging, you can move through physical obstacles by suffering 1 stress, and you gain □□ to Stealth checks			
↞ You cast the spell ↞↞ You cast the spell and may immediately perform a free manoeuvre		● Suffer 1 fatigue	
↞↞ Recover 1 fatigue			

Substance of Shadow	*Rank 3, Grey Order, Ongoing*	Recharge: 4	Difficulty: ♦♦
Spellcraft (Int)		6 power. If you are engaged with an enemy, add ♦ to your dice pool	
Effect: Your body becomes insubstantial and shadowy. While this spell is recharging, enemy weapons and attacks pass through you without harm, inflicting 1 stress instead of their normal damage. You also gain □□ to Stealth checks			
↞ You cast the spell		● Suffer 1 fatigue	
↞↞ Recover 1 fatigue			
↝ Add 2 recharge tokens to this action			

Traitor of Tarn	*Rank 3, Grey Order, Ongoing*	Recharge: 8	Difficulty: ♦■
Spellcraft (Int) vs. Target Discipline (WP)		8 power. Target living creature within medium range. The target must be either casting a shadow or suffering from one of your Grey Order spells	
Effect: You steal the target's shadow and seize control of him. While this spell is recharging, you and the target both control his body. He acts normally on his turn, but on your turn you may act through him, using his characteristics, talents, and actions. If you take actions both through the target and yourself in the same turn, each additional action suffers ♦. You can't force the target to take extra manoeuvres or directly injure himself			
You cast the spell As above, and you may spend fortune points to add ♦ to the target's dice pool			
The target is unaware of your control until you force him to act			

Traitor of Tarn	*Rank 3, Grey Order, Ongoing*	Recharge: 8	Difficulty: ♦■
Spellcraft (Int) vs. Target Discipline (WP)		8 power. Target living creature within medium range. The target must be either casting a shadow or suffering from one of your Grey Order spells	
Effect: You steal the target's shadow and seize control of him. While this spell is recharging, you and the target both control his body. He acts normally on his turn, but on your turn you may act through him, using his characteristics, talents, and actions. If you take actions both through the target and yourself in the same turn, each additional action suffers ♦. You can't force the target to take extra manoeuvres or directly injure himself			
You cast the spell As above, and you may immediately take an action through the target		Suffer 1 stress	
The target immediately suffers 2 stress			

Veil of Fear	*Rank 1, Grey Order, Ongoing*	Recharge: 5	Difficulty: ♦
Spellcraft (Int)		4 power	
Your eyes flash with hidden power, you seem to swell with malice, and shadows flow towards you. While this card is recharging, you gain Fear 1 As above, but Fear 2 instead		Move the Party Tension meter one space to the right, you terrifying monster!	
Enemies within close range suffer 1 stress			

Veil of Fear	*Rank 1, Grey Order, Ongoing*	Recharge: 5	Difficulty: ♦
Spellcraft (Int)		4 power	
Your eyes flash with hidden power, you seem to swell with malice, and shadows flow towards you. While this card is recharging, you gain Fear 1 As above, but Fear 2 instead		Move the Party Tension meter one space to the right, you terrifying monster!	
Enemies within close range suffer 1 stress			
You gain a Terror rating equal to the generated Fear rating, instead			

Avalanche	*Rank 2, Jade Order, Winter*	Recharge: 4	Difficulty: ♦♦■
Spellcraft (Int)		6 power. Must be either outdoors or within long range of a quantity of snow or ice	
Special: If this spell is successfully cast, all creatures in its area of effect are buried in snow and ice. Buried creatures must spend manoeuvres and pass three total **Average (2d) Athletics (St) checks** to dig their way out. Build a 3 space progress tracker to help monitor this			
A location or area within medium range of you is buried under an avalanche of snow and ice As above, and all creatures in that area suffer 2 fatigue, 2 stress, and 2 wounds		The avalanche is out of control! It spreads far beyond the desired area	
You may exclude up to 2 creatures in the area from being affected by the avalanche			

Avalanche	*Rank 2, Jade Order, Winter*	Recharge: 4	Difficulty: ♦♦■
Spellcraft (Int)		6 power. Must be either outdoors or within long range of a quantity of snow or ice	
A location or area within medium range of you is buried under an avalanche of snow and ice, knocking all creatures in that area prone and striking them for 2 + Int damage As above, but 4 + Int damage instead		Suffer 1 stress The avalanche is out of control! It spreads far beyond the desired area	
Each creature in the avalanche gains the Sluggish condition until this spell recharges You may exclude up to 2 creatures in the area from being affected by the avalanche			
The entire area is chilled by snow and ice. For the duration of the encounter, you may treat the current season as winter			

Curse of Thorns	*Rank 1, Jade Order, Summer*	Recharge: 3	Difficulty: ♦■
Spellcraft (Int)		4 power, target within medium range	
You cause painful, agonising thorns to grow within the target's body. He suffers 1 stress, 1 fatigue, and 1 wound		Suffer 1 stress and 1 fatigue	
Recover 1 stress or 1 fatigue All enemies engaged with the target suffer 1 stress			
After this action resolves, look at 3 of the target's wound cards and turn one face-up as a critical			

Curse of Thorns	*Rank 1, Jade Order, Summer*	Recharge: 3	Difficulty: ♦■
Spellcraft (Int)		4 power, target within medium range	
You cause painful, agonising thorns to grow within the target's body. He suffers 1 stress, 1 fatigue, and 1 wound As above, +1 wound and lose 1 power		Suffer 1 stress and 1 fatigue	
All enemies engaged with the target suffer 1 stress			
After this action resolves, look at 3 of the target's wound cards and turn one face-up as a critical			

Gift of Life	*Rank 1, Jade Order, Spring*	Recharge: 4	Difficulty: ■
Spellcraft (Int) vs. Target Injury Level		4 power, engaged with target. If engaged with an enemy, add ♦ to your dice pool	
Ghyran flows through the target, who recovers 1 normal wound and 1 fatigue As above, but 2 normal wounds		You suffer 1 stress	
The target recovers 1 normal wound The target recovers a critical wound with a severity of 3 or less		You suffer 2 wounds	

Gift of Life	*Rank 1, Jade Order, Spring*	Recharge: 4	Difficulty: ■
Spellcraft (Int) vs. Target Injury Level		4 power, engaged with target. If engaged with an enemy, add ♦ to your dice pool	
Ghyran flows through the target, who recovers 1 normal wound and 1 stress		You suffer 1 stress	
The target recovers 1 normal wound The target recovers a critical wound with a severity of 3 or less		You suffer 2 wounds	

Growing Season	*Rank 1, Jade Order, Spring, Ongoing*	Recharge: 4	Difficulty: ♦■
Spellcraft (Int)		4 power. Target must be within medium range and standing on natural earth or near greenery	
Effect: Vines, roots, and other growing things burst from the ground and wrap around your target. While this spell is recharging, he must pass an **Average (2d) Athletics check** to move, and gains the Exposed condition			
You cast the spell		All characters, friend or foe, within close range of the target suffer 1 fatigue as grasping vines tear at them	
Gain 1 power On his next turn, the target suffers 1 fatigue for each manoeuvre he performs		This spell affects another target within range of the GM's choice	

Growing Season	*Rank 1, Jade Order, Spring, Ongoing*	Recharge: 4	Difficulty: ♦■
Spellcraft (Int)		4 power. Target must be within medium range and standing on natural earth or near greenery	
Effect: Vines, roots, and other growing things burst from the ground and wrap around your target. While this spell is recharging, he must pass an **Average (2d) Athletics check** to move, and gains the Exposed condition			
You cast the spell As above, and you may affect a second target within close range of the first		All characters, friend or foe, within close range of the target suffer 1 fatigue as grasping vines tear at them	
Gain 1 power		This spell affects another target within range of the GM's choice	

The Howler Wind	*Rank 1, Jade Order, Winter, Ongoing*	Recharge: 4	Difficulty: ♦
Spellcraft (Int)		5 power	
Effect: The howling winds of winter surround you. While this spell is recharging, your defence is increased by your depth in the conservative stance			
You cast the spell		All allies engaged with you suffer 1 fatigue	
Gain 1 power			

The Howler Wind	*Rank 1, Jade Order, Winter, Ongoing*	Recharge: 4	Difficulty: ♦
Spellcraft (Int)		5 power	
Effect: The howling winds of winter surround you. While this spell is recharging, your defence is increased by your depth in the reckless stance			
You cast the spell		All allies engaged with you suffer 1 fatigue	
All enemies engaged with you suffer 1 fatigue			

Lance of Nature	*Rank 3, Jade Order, Autumn*	Recharge: 4	Difficulty: ♦■
Spellcraft (Int) vs. Target Defence		6 power, target within medium range and standing on bare earth or stone. If you are engaged with an enemy, add ♦ to your dice pool	
A spear of living wood bursts from the earth and strikes your target for WP + Int damage As, above and the target is snared by the lance and may not perform a free manoeuvre on his next action		Suffer 1 fatigue	
Gain 1 power and recover 1 stress +1 critical			

Lance of Nature	*Rank 3, Jade Order, Autumn*	Recharge: 4	Difficulty: ♦■
Spellcraft (Int) vs. Target Defence		6 power, target within medium range and standing on bare earth or stone. If you are engaged with an enemy, add ♦ to your dice pool	
A spear of living wood bursts from the earth and strikes your target for 5 + Int damage As above, +2 damage, +1 critical		Suffer 1 fatigue	
Gain 1 power and recover 1 fatigue +1 critical			
+2 damage, +1 critical			

Leaf Fall	*Rank 2, Jade Order, Autumn, Reaction*	Recharge: 4	Difficulty: None
No Check Required		3 power, must be outdoors or within close range of leafy plants	
Effect: A flurry of autumn leaves surrounds you, hiding you from view. When you attempt a Stealth (Ag) check or any other check where concealment would be relevant, you may spend 3 power and place 4 recharge tokens on this card to add □□ to the dice pool			

Leaf Fall	*Rank 2, Jade Order, Autumn, Reaction*	Recharge: 4	Difficulty: None
No Check Required		3 power, must be outdoors or within close range of leafy plants	
Effect: A flurry of autumn leaves surrounds you or your ally, hiding you from view. When you or an ally within close range of you are targeted by a Ranged Attack or an Observation (Int) check or other skill check to detect you, you may spend 3 power and place 4 recharge tokens on this card to add ♦ to the dice pool			

Master the Seasons	*Rank 3, Jade Order, Ongoing*	Recharge: !	Difficulty: ♦♦♦
Spellcraft (Int)		9 power, must be outdoors	
Effect: The weather responds to your command. While this spell is recharging, you can command the seasons as a manoeuvre, changing the current season to spring, summer, autumn, or winter. While it is spring, the weather is fine and clear. While it is summer, the sweltering heat means that each time a character suffers fatigue, he suffers 1 additional fatigue. While it is autumn, a chill fog adds ■■ to Observation checks, Ranged Attacks, and other checks that involve vision beyond close range. While it is winter, snow and ice add ■■ to Athletics, Coordination, and other checks involving movement or balance. This spell recharges at the end of the encounter			
You cast the spell			

Master the Seasons	*Rank 3, Jade Order, Ongoing*	Recharge: !	Difficulty: ♦♦♦
Spellcraft (Int)		9 power, must be outdoors	
Effect: The weather responds to your command. While this spell is recharging, you can command the seasons as a manoeuvre, changing the current season to spring, summer, autumn, or winter. While it is spring, the weather is fine and clear. While it is summer, the sweltering heat means that each time a character suffers fatigue, he suffers 1 additional fatigue. While it is autumn, a chill fog adds ■■ to Observation checks, Ranged Attacks, and other checks that involve vision beyond close range. While it is winter, snow and ice add ■■ to Athletics, Coordination, and other checks involving movement or balance. This spell recharges at the end of the encounter			
You cast the spell			

Rain of Life	*Rank 3, Jade Order, Spring, Ongoing*	Recharge: 6	Difficulty: ♦♦♦
Spellcraft (Int)		8 power, must be outdoors or have a quantity of open water within close range	
Effect: A warm, gentle rain begins to fall, infused with *Ghyran*, that restores health to your allies in the area. Each time you remove a recharge token from this card, each of your allies within medium range of you recovers 1 normal wound			
You cast the spell You cast the spell, and add 2 recharge tokens to this card		Suffer 2 fatigue	
Your allies may recover stress or fatigue instead of wounds			
Each ally within medium range may convert one critical wound with a severity no greater than the total number of boons generated on this check into a normal wound			

Rain of Life	*Rank 3, Jade Order, Spring, Ongoing*	Recharge: 6	Difficulty: ♦♦♦
Spellcraft (Int)		8 power, must be outdoors or have a quantity of open water within close range	
Effect: A warm, gentle rain begins to fall, infused with *Ghyran*, that restores health to your allies in the area. Each time you remove a recharge token from this card, each of your allies within medium range of you recovers 1 normal wound			
You cast the spell You cast the spell, and the rain adds ■ to all Observation (Int) checks and Ranged Attacks beyond close range		Suffer 2 fatigue	
Each time you remove a recharge token from this card, gain 1 power			
Each ally within close range immediately recovers 2 normal wounds			

Shape Plants	*Rank 2, Jade Order, Summer*	Recharge: 4	Difficulty: ◆◆
Spellcraft (Int)		5 power. Must be able to touch every plant affected by this spell over the course of casting it; this may require an extended period of time	
You bend the *Ghyran* flowing through living plants you touch, which allows you to change their shape to suit your purposes. You can mould the fibrous and woody plant materials into tools, barriers, or any other shape that suits your purpose, provided it could be constructed entirely out of plant materials on-hand and doesn't include moving parts		Any items made by this spell are of poor quality	
1 item made by this spell is of superior quality		⧗ This spell takes a number of additional actions to cast equal to the number of ⧗ generated	

Shape Plants	*Rank 2, Jade Order, Summer*	Recharge: 4	Difficulty: ◆◆
Spellcraft (Int)		5 power. Must be able to touch every plant affected by this spell over the course of casting it; this may require an extended period of time	
You bend the *Ghyran* flowing through living plants you touch, which allows you to change their shape to suit your purposes. You can mould the fibrous and woody plant materials into tools, barriers, or any other shape that suits your purpose, provided it could be constructed entirely out of plant materials on-hand and doesn't include moving parts		Any items made by this spell are of poor quality	
1 item made by this spell is of superior quality		◆ Suffer 1 stress or 1 fatigue (your choice) per ◆ generated	

Summer's Heat	*Rank 1, Jade Order, Summer*	Recharge: 4	Difficulty: ■
Spellcraft (Int) vs. Target Resilience (To)		3 power, target within medium range. If you are engaged with an enemy, add ◆ to your dice pool	
The blazing heat of the summer sun saps your target's energy. He gains the Sluggish condition for 3 rounds As above, but 5 rounds instead		You suffer 1 fatigue	
The target suffers 1 fatigue Increase the duration of the Sluggish condition by 1 round			

Summer's Heat	*Rank 1, Jade Order, Summer*	Recharge: 4	Difficulty: ■
Spellcraft (Int) vs. Target Resilience (To)		3 power, target within medium range. If you are engaged with an enemy, add ◆ to your dice pool	
The blazing heat of the summer sun saps your target's energy. He gains the Sluggish condition for 2 rounds As above, but 4 rounds instead		You suffer 1 fatigue You and any allies within close range of you suffer 1 fatigue	
The target suffers 1 fatigue You may affect a second target within close range of the first			

The Whispering Wind	*Rank 1, Jade Order, Autumn*	Recharge: 5	Difficulty: None
Nature Lore (Int) vs. Special		4 power, must have access to fresh, free-moving air	
Special: The difficulty of this check begins as Easy (1d) for simple yes/no questions. Add 1d of difficulty for more complex answers, and for questions that require the wind to "remember" the past, that cover a wide geographical area, or that involve unusual degrees of precision (e.g. recognising a particular human or other creature)			
Effect: You ask a question of the wind. The question can be anything, but the wind only knows about physical things occurring anywhere it can touch. It doesn't know any mortal language and can't speculate as to intangibles, such as intent or emotion. This spell can only sense out a few miles			
You cast the spell			

The Whispering Wind	*Rank 1, Jade Order, Autumn*	Recharge: 5	Difficulty: None
Nature Lore (Int) vs. Special		4 power, must have access to fresh, free-moving air	
Special: The difficulty of this check begins as Easy (1d) for simple yes/no questions. Add 1d of difficulty for more complex answers, and for questions that require the wind to "remember" the past, that cover a wide geographical area, or that involve unusual degrees of precision (e.g. recognising a particular human or other creature)			
Effect: You ask a question of the wind. The question can be anything, but the wind only knows about physical things occurring anywhere it can touch. It doesn't know any mortal language and can't speculate as to intangibles, such as intent or emotion. This spell can only sense out a few miles			
You cast the spell			

Winter's Frost	*Rank 1, Jade Order, Winter, Ongoing*	Recharge: 4	Difficulty: ◆
Spellcraft (Int)		6 power, target engagement or area within medium range	
Effect: The ground grows icy and slick. While this spell is recharging, anyone attempting to move within the affected area or engagement must pass an **Easy (1d) Coordination check** or fall prone instead of moving			
✦ You cast the spell ✦✦ You cast the spell and each creature in the area of effect suffers 1 wound from cold		●● Suffer 1 stress	
✦✦ Gain 1 power			

Winter's Frost	*Rank 1, Jade Order, Winter, Ongoing*	Recharge: 4	Difficulty: ◆
Spellcraft (Int)		6 power, target engagement or area within medium range	
✦ A burst of cold and ice inflicts 1 wound on each creature in the target engagement ✦✦ As above, and the ground grows icy and slick. While this spell is recharging, anyone attempting to move within the affected area or engagement must pass an **Easy (1d) Coordination check** or fall prone instead of moving		●● Suffer 1 stress	
✦✦ Gain 1 power			

Body of Light	*Rank 3, Light Order, Ongoing*	Recharge: 3	Difficulty: ◆◆
Spellcraft (Int)		4 power	
Effect: Your body shines with an intensely bright light, making you difficult to look upon, then slowly fades. While this spell is recharging, actions that target you add a number of ■ to their dice pool equal to the number of recharge tokens on this card			
✦ You cast the spell ✦✦ As above and you may add a number of recharge tokens to one of your *Light Order* spells equal to your depth in the conservative stance		●● Lose 2 power	
✦✦ All allies within close range of you recover 1 stress ✦✦ Add 2 recharge tokens to this spell			

Body of Light	*Rank 3, Light Order, Ongoing*	Recharge: 4	Difficulty: ◆◆
Spellcraft (Int)		4 power	
Effect: Your body shines with an intensely bright light, making you difficult to look upon, then slowly fades. While this spell is recharging, actions that target you or anyone engaged with you add a number of ■ to their dice pool equal to the number of recharge tokens on this card			
✦ You cast the spell ✦✦✦ As above and an enemy within close range gains the Blinded condition for 3 turns		● Lose 1 power ●● Lose 2 power	
✦ Recover 1 stress ✦✦ All enemies within close range of you suffer 1 stress			

Burning Gaze	*Rank 1, Light Order*	Recharge: 2	Difficulty: None
Spellcraft (Int) vs. Target Discipline (WP)		4 power, target within close range	
✦ Your gaze focuses radiant power on the target and hits him for 5 + WP damage ✦✦ As above and the target gains the Blinded condition for 2 rounds		●● Lose 1 power	
✦✦ +1 critical ✦✦ The duration of the Blinded condition is increased by 1			

Burning Gaze	*Rank 1, Light Order*	Recharge: 2	Difficulty: None
Spellcraft (Int) vs. Target Discipline (WP)		4 power, target within close range	
✦ Your gaze focuses radiant power on the target and hits him for 4 + WP damage ✦✦ As above, but 6 + WP damage instead		●● Lose 1 power	
✦ +1 critical ✦✦ The target gains the Blinded condition for 1 round			

Clarity	*Rank 1, Light Order, Ongoing*	Recharge: 5	Difficulty: ♦
Spellcraft (Int)		5 power, a light source such as a lit candle or a small amount of incense to clear the mind	
Effect: The light of *Hysh* shines bright within you, offering clarity. While this spell is recharging, you gain ☐ to Observation and Intuition checks, and when spending fortune points on such checks you add ☐ instead of ☐			
You cast the spell As above, and recover 1 stress or 1 fatigue		Lose 1 power	
Add 1 recharge token to this card			

Confidence	*Rank 1, Light Order, Ongoing*	Recharge: 5	Difficulty: ♦
Spellcraft (Int)		5 power, a light source such as a lit candle or a small amount of incense to clear the mind	
Effect: The light of *Hysh* shines bright within you, offering confidence. While this spell is recharging, you gain ☐ to Charm and Intimidate checks, and when spending fortune points on such checks you add ☐ instead of ☐			
You cast the spell As above, and recover 1 stress or 1 fatigue		Lose 1 power	
Add 1 recharge token to this card			

Comforting Light	*Rank 2, Light Order*	Recharge: 7	Difficulty: ■■
Spellcraft (Int) vs. Insanity Severity		5 power, target within close range. Target must be able to see your light and must be suffering from a temporary insanity	
Special: This check's difficulty is the severity of the target insanity – i.e. if the target insanity has a severity of 2, the difficulty is Average (2d)			
Reduce the number of tracking tokens on target insanity by the number of generated on this roll. If this reduces the number of tracking tokens to 0, the insanity is cured		Lose 1 power	
The target recovers 1 stress The target recovers 1 fatigue			

Comforting Light	*Rank 2, Light Order*	Recharge: 7	Difficulty: ♦
Spellcraft (Int) vs. Insanity Severity		5 power, target within close range. Target must be able to see your light and must be suffering from a temporary insanity	
Special: This check's difficulty is the severity of the target insanity – i.e. if the target insanity has a severity of 2, the difficulty is Average (2d)			
The insanity is cured		Lose 1 power	
The target recovers 1 stress The target recovers 1 fatigue		Move the target insanity from its original subject to you	

Daemonbane	*Rank 3, Light Order*	Recharge: 3	Difficulty: ■■
Spellcraft (Int) vs. Target Resilience (To)		6 power, target daemon within medium range	
Brilliant white light sears the target for 5 wounds As above, but 7 wounds instead As above, but 10 wounds instead		Lose 1 power	
+1 critical +WP damage			
+2 wounds, +1 critical			

Daemonbane	*Rank 3, Light Order*	Recharge: 4	Difficulty: ■■
Spellcraft (Int) vs. Target Discipline (WP)		6 power, target daemon within medium range	
A brilliant flash of light attempts to banish the daemon back to the Realm of Chaos. You hit the target for 6 + WP damage, and the target uses WP rather than To to reduce the damage As above, but 8 + WP damage instead		Lose 2 power	
+Fel damage			
+3 damage			

Dazzling Light	*Rank 1, Light Order*	Recharge: 2	Difficulty: ■
Spellcraft (Int) vs. Target Resilience (To)		3 power, target within medium range	
Radiant light blinds the target! He gains the Blinded condition for 2 rounds As above, but 4 rounds instead		Lose 1 power	
You or an ally within close range recovers 1 stress or 1 fatigue The target suffers 1 stress			

Dazzling Light	*Rank 1, Light Order*	Recharge: 2	Difficulty: ■
Spellcraft (Int) vs. Target Resilience (To)		3 power, target within medium range	
Radiant light blinds the target! He gains the Blinded condition for 2 rounds As above, and the target suffers 1 stress		Lose 1 power	
The target suffers 1 stress The target gains the Exposed condition for 2 rounds			

Exorcism	*Rank 3, Light Order*	Recharge: 6	Difficulty: ■■
Discipline (WP) vs. Target Discipline (WP)		7 power, daemon or possessed target and a light source within close range. If you are engaged with an enemy, add ♦ to the dice pool	
Effect: You attempt to banish a daemon or evil force. While this spell is recharging, you and the target must engage in a battle of wills during each of your respective Beginning of Turn phases. This requires a **Discipline (WP) vs. Discipline (WP) opposed check**. A character who fails this check may not act on his turn. A success by either competitor with 🗡🗡🗡 or 🗡🗡 wins the battle. If you win, the target is banished , which effectively kills it. If the target wins or if this spell recharges with the battle unresolved, you lose 5 power and gain the Rattled condition for 5 turns			
🗡 You cast the spell		💀 Gain ■ during the battle of wills	
🗡 Gain □ during the battle of wills			

Exorcism	*Rank 3, Light Order*	Recharge: 6	Difficulty: ■■
Discipline (WP) vs. Target Discipline (WP)		7 power, daemon or possessed target and a light source within close range. If you are engaged with an enemy, add ♦ to the dice pool	
Effect: You attempt to banish a daemon or evil force. While this spell is recharging, you and the target must engage in a battle of wills during each of your respective Beginning of Turn phases. This requires a **Discipline (WP) vs. Discipline (WP) opposed check**. A character who fails this check may not act on his turn. A success by either competitor with 🗡🗡🗡 or 🗡🗡 wins the battle. If you win, the target is banished , which effectively kills it. If the target wins or if this spell recharges with the battle unresolved, you lose 5 power and gain the Rattled condition for 5 turns			
🗡 You cast the spell		💀 You suffer 1 stress	
🗡🗡 The target suffers 2 stress			

Eyes of Truth	*Rank 2, Light Order, Ongoing*	Recharge: 4	Difficulty: ♦♦
Spellcraft (Int)		4 power	
Effect: Your eyes shine with white light. While this spell is recharging, you see through darkness and falsehood with ease. You reduce all penalties due to darkness by ■ ■ and suffer no penalties whatsoever from darkness at close range. You may make an opposed **Observation (Int) vs. Discipline (WP) check** against the creator of an illusion to see through that illusion			
🗡 You cast the spell			
🗡 Recover 1 stress			

Eyes of Truth	*Rank 2, Light Order, Ongoing*	Recharge: 4	Difficulty: ♦♦
Spellcraft (Int)		4 power	
Effect: Your eyes shine with white light. While this spell is recharging, you see through darkness and falsehood with ease. You reduce all penalties due to darkness by ■ ■ and suffer no penalties whatsoever from darkness at close range. You may make an opposed **Observation (Int) vs. Discipline (WP) check** against the creator of an illusion to see through that illusion			
🗡 You cast the spell			
🗡🗡 Recover 2 stress			

Healing Energy	*Rank 1, Light Order*	Recharge: 4	Difficulty: ♦
Spellcraft (Int) vs. Target Injury Level		4 power, engaged with target. If engaged with an enemy, add ♦ to your dice pool	
🗡 Light suffuses the target and heals him of 1 normal wound		💀💀 The taret suffers 1 fatigue	
🗡 The target recovers 1 fatigue or 1 stress 🗡🗡 You recover 1 fatigue or 1 stress		✲ Suffer 1 fatigue	

Healing Energy	*Rank 1, Light Order*	Recharge: 4	Difficulty: ♦
Spellcraft (Int) vs. Target Injury Level		4 power, engaged with target. If engaged with an enemy, add ♦ to your dice pool	
🗡 Light suffuses the target and heals him of 1 normal wound 🗡🗡🗡 As above, but 2 normal wounds		💀 The target suffers 1 fatigue	
🗡🗡 You recover 1 fatigue or 1 stress		✲ Suffer 1 fatigue	

Illumination	*Rank 1, Light Order, Ongoing*	Recharge: 6	Difficulty: ♦
Spellcraft (Int)		4 power. If engaged with an enemy, add ♦ to your dice pool	
Effect: You shine like a beacon of pure, white light. While this spell is recharging, the effects of darkness or shadow within close range of you are nullified entirely, and reduced by half out to medium range. In addition, your intense glow makes you hard to look upon and you gain +1 defence			
🗡 You cast the spell		💀💀 Suffer 1 fatigue	
🗡🗡 All those you shine upon may recover 1 stress or 1 fatigue			

Illumination	*Rank 1, Light Order, Ongoing*	Recharge: 4	Difficulty: ♦
No Check Required		5 power. If engaged with an enemy, add ♦ to your dice pool	
Effect: You shine like a beacon of pure, white light. While this spell is recharging, the effects of darkness or shadow within close range of you are nullified entirely, and reduced by half out to long range. In addition, your intense glow makes you hard to look upon and you gain +1 defence			
🗡 You cast the spell			
🗡🗡 Your intense radiance inflicts 1 stress to foes within close range		💀💀 Suffer 1 fatigue	

The Power of Truth	*Rank 2, Light Order, Ongoing*	Recharge: 6	Difficulty: ◆◆
Spellcraft (Int)		5 power. You must speak a truth unknown to most of your audience	
Effect: Your words hold the power of truth, self-evident to all who hear them. While this spell is recharging, you gain ☐☐ to all *Social* actions and Fellowship checks except for Guile checks. This spell is only effective if every word you speak is true. If you speak an untruth while under the effect of this spell, you lose all remaining power and suffer 1 stress as the spell's effect ends (but does not recharge)			
↞ You cast the spell ↞↞↞ As above, and all who hear you speak recover 1 stress		☠☠ Move the party tension meter one space to the right, you sanctimonious git	
↞↞ Move the party tension meter one space to the left			

The Power of Truth	*Rank 2, Light Order, Ongoing*	Recharge: 6	Difficulty: ◆
Spellcraft (Int) vs. Target Discipline (WP)		6 power, target within medium range. You must speak a truth unknown to the target	
Effect: The light of truth shines down upon the target. While this spell is recharging, if the target speaks any word that is not true, you can tell that he is lying. You must speak only the truth while this spell is recharging; if you speak an untruth the spell's effect ends (but does not recharge)			
↞ You cast the spell		☠ Lose 1 power	
↞ While this spell is recharging, you gain ☐☐ to *Social* actions and Fellowship checks against the target (but not Guile checks)			
↝ While this spell is recharging, the target suffers 1 stress whenever he lies			

Radiant Weapon	*Rank 1, Light Order, Ongoing*	Recharge: 6	Difficulty: ◆
Spellcraft (Int)		5 power. You must be able to touch a target weapon as part of casting the spell	
Effect: You infuse a weapon with the radiant energy of *Hysh*. While this spell is recharging, the weapon glows with a pure white light. It counts as superior, and as such gains a fortune die ☐ to all attacks. If wielded against a daemon, it also gains +2 damage and Pierce 2 to all attacks that hit			
↞ You cast the spell ↞↞↞ As above, and add 2 recharge tokens to this card		☠☠ Suffer 1 fatigue	
↞ You recover 1 stress or 1 fatigue ↞↞ The wielder of the weapon recovers 1 stress or 1 fatigue			
↝ While this spell is recharging, the fear and terror values of daemons are reduced by 1 for all who can see this radiant weapon			

Radiant Weapon	*Rank 1, Light Order, Ongoing*	Recharge: 6	Difficulty: ◆
Spellcraft (Int)		5 power. You must be able to touch a target weapon as part of casting the spell	
Effect: You infuse a weapon with the radiant energy of *Hysh*. While this spell is recharging, the weapon glows with a pure white light. It counts as superior, and as such gains a fortune die ☐ to all attacks. If wielded against a daemon, it also gains +2 damage and Pierce 2 to all attacks that hit			
↞ You cast the spell		☠☠ Suffer 1 fatigue ☠☠ The wielder of the weapon suffers 1 stress	
↞ You recover 1 stress or 1 fatigue ↞↞ Each daemon who can see your radiant light suffers 1 stress			
↝ While this spell is recharging, the affected weapon's CR is reduced by 1 against daemons			

Ward Evil	*Rank 1, Light Order, Ongoing*	Recharge: 6	Difficulty: ◆■■
Spellcraft (Int)		6 power. The wizard must either describe a circle with chalk, candles, or similar, or use an existing defined threshold such as a room	
Effect: You weave a complex ward that keeps evil forces at bay. While this spell is recharging, daemons and the undead may not cross the barrier you erected while casting the spell, nor may they attack or in any way affect anything on the far side of that barrier. Particularly strong-willed daemons or undead may make an opposed **Discipline (WP) check** to breach the barrier, but suffer 2 stress each time they attempt and fail			
↞ You cast the spell ↞↞↞ As above, and add 2 recharge tokens to this card		☠ Remove 1 recharge token from this card	
↞↞ Recover 1 stress or 1 fatigue			

Ward Evil	*Rank 1, Light Order, Ongoing*	Recharge: 5	Difficulty: ◆■■
Spellcraft (Int)		6 power. The wizard must either describe a circle with chalk, candles, or similar or use an existing defined threshold such as a room	
Effect: You weave a complex ward that keeps evil forces at bay. While this spell is recharging, daemons and the undead may not cross the barrier you erected while casting the spell, nor may they attack or in any way affect anything on the far side of that barrier. Particularly strong-willed daemons or undead may make an opposed **Discipline (WP) check** to breach the barrier, but suffer 2 stress each time they attempt and fail			
↞ You cast the spell ↞↞↞ As above, and all daemons or undead within close range of the ward suffer 2 stress		☠ Remove 1 recharge token from this card	
↞ Recover 1 stress or 1 fatigue			





Appendix Nine

Support Actions

Support actions are comprised of a varied and flexible assortment of actions and effects. Many support actions provide characters with some sort of bonus or assistance over time, or produce beneficial *Ongoing* effects that benefit the entire party. A number of support actions can also impair or impede opponents by making certain tasks more difficult, or by adding misfortune dice to checks targetting a supported character.

Other support actions may allow characters to heal wound, recover stress or fatigue, or improve their ability to deal with debilitating effects or conditions, such as temporarily increasing their defence, or offering bonus dice to resist the effects of Fear or Terror.

Many support actions have narrative effects that translate just as easily into story mode as they do in encounter mode. These versatile actions allow players to develop characters with distinct areas of expertise or abilities that work under many different circumstances. Even heavily combat focused characters can benefit greatly by adding a few support actions to their repertoire to improve their versatility.



WFRP Core Set · Adventurer's Toolkit · The Gathering Storm · Game Master's Toolkit · Winds of Magic
Edge of Night · Signs of Faith · The Creature Guide / Creature Vault · Player's Vault · Game Master's Vault

Assess the Situation	*Basic, Defense*	Recharge: 2	Difficulty: None
Intuition (Int)		None	
Special: Add ♦ to this action's dice pool if you are engaged with an enemy			
Recover 1 fatigue and 1 stress. Until the start of your next turn, add □ to any *Melee Attack* or *Ranged Attack* actions targeting you		The GM may add 1 recharge token to one of your cards	
Remove 1 recharge token from one of your cards			

Assess the Situation	*Basic, Defense*	Recharge: 2	Difficulty: None
Intuition (Int)		None	
Special: Add ♦ to this action's dice pool if you are engaged with an enemy			
Recover 1 fatigue and 1 stress. Until the start of your next turn, add □ to any *Melee Attack* or *Ranged Attack* actions targeting you		The GM may add 1 recharge token to one of your cards	
Remove 1 recharge token from one of your cards			

Block	*Basic, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Toughness 3+, shield equipped	
Special: If you have Resilience trained, add an additional ■ to the action's dice pool			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ■ to the action's dice pool			

Block	*Basic, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Toughness 3+, shield equipped	
Special: If you have Resilience trained, add an additional ■ to the action's dice pool.			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ■ to the action's dice pool			

Berzerker Rage!		Recharge: 2	Difficulty: ■■
Discipline (WP)			
Immediately adjust your stance to 1 space deep in Reckless			

Berzerker Rage!	*Ongoing*	Recharge: 4	Difficulty: ◊
Discipline (WP)		None	
Effect: While this card is recharging, your boundless rage explodes! Your *Melee Attacks* deal bonus damage equal to your depth in the Reckless stance, but your Defence is reduced by 1			
You enter a rage as described above As above, and you may adjust your stance 1 space deeper into Reckless		☼ When this card recharges completely, suffer 2 fatigue	
While this card is recharging, your Strength and Toughness characteristics are treated as 1 higher for any checks you make using them			

Big City Bravado	*Support*	Recharge: 5	Difficulty: ■
Folklore (Int)		None	
While this card is recharging, you and all allies within medium range of you add □ to all Discipline, Intuition, and Observation checks made in an urban setting As above, and add 2 recharge tokens to this card		Suffer 1 stress	
Add 2 recharge tokens to this card			

Big City Bravado	*Support*	Recharge: 4	Difficulty: ■
Folklore (Int)		None	
While this card is recharging, you and all allies within medium range of you add □ to all Charm, Guile, and Intimidate checks made in an urban setting As above, and add 2 recharge tokens to this card		Suffer 1 stress	
Add 2 recharge tokens to this card			

Call of the Wild	*Support*	Recharge: 5	Difficulty: ■
Nature Lore (Int)		None	
While this card is recharging, you and all allies within medium range of you add □ to all Discipline, Intuition, and Observation checks made in a wilderness setting As above, and add 2 additional recharge tokens to this card		Suffer 1 stress	
Add 2 recharge tokens to this card			

Call of the Wild	*Support*	Recharge: 4	Difficulty: ■
Nature Lore (Int)		None	
While this card is recharging, you and all allies within medium range of you add □ to all Athletics, Coordination, and Stealth checks made in a wilderness setting As above, and add 2 recharge tokens to this card		Suffer 1 stress	
Add 2 recharge tokens to this card			

Combat Focus	*Support, Ongoing*	Recharge: 4	Difficulty: ■■
Discipline (WP)		None	
Special: Before making this check, you may suffer up to 2 stress. Reduce the difficulty modifier of this action by ■ for each stress suffered. Each time you hit with a *Ranged Attack*, remove one recharge token from this card			
While this card is recharging, you enter a state of sharpened awareness. You may add □ to your *Ranged Attacks* As above, and your *Ranged Attacks* inflict +1 damage		Suffer 1 stress	
Add 2 recharge tokens to this card for each stress suffered before making this check			

Combat Focus	*Support, Ongoing*	Recharge: 4	Difficulty: ■■
Discipline (WP)		None	
Special: Before making this check, you may suffer up to 2 stress. Reduce the difficulty modifier of this action by ■ for each stress suffered. Each time you hit with a *Melee Attack*, remove one recharge token from this card			
While this card is recharging, you enter a state of sharpened awareness. You may add □ to your *Melee Attacks* As above, and your *Melee Attacks* inflict +1 damage		Suffer 1 stress	
Add 2 recharge tokens to this card for each stress suffered before making this check.			

Conundrum	*Social*	Recharge: 3	Difficulty: None
Education (Int) vs. Target Intuition (Int)		Target can hear and understand you	
Effect: You delay your target with an unanswerable riddle			
You may add 1 recharge token to any one of your target's currently-recharging abilities (except *Ongoing* abilities). If he has no abilities recharging, place 1 recharge token on one of his *Active Defence* abilities		Add 2 recharge tokens to this card	
An ally may add or subtract 1 recharge token from one of his currently-recharging abilities			

Conundrum	*Social*	Recharge: 3	Difficulty: ◊
Education (Int) vs. Target Intuition (Int)		Target can hear and understand you	
Effect: You delay your target with an unanswerable riddle			
You may add 1 recharge token to any one of your target's currently-recharging abilities (except *Ongoing* abilities). If he has no abilities recharging, place 1 recharge token on one of his *Active Defence* abilities As above, but place 2 recharge tokens instead		Add 2 recharge tokens to this card	
Repeat the effect for a different target who can hear you and understand you		✧ The GM may add or subtract 1 recharge token from any of your cards	

Curry Favour	*Basic, Divine, Rally*	Recharge: 0	Difficulty: ◊
Piety (WP)		You have successfully invoked a blessing, but have less favour than the blessing requires. If you are engaged with an enemy, add ■ to your dice pool	
You pray to your god. Gain 2 favour As above, but gain 3 favour As above, but gain 4 favour		Suffer 1 stress. If, after completing this action, you have more favour than twice your Willpower score, suffer 1 additional stress	
Gain 1 favour			

Curry Favour	*Basic, Divine, Rally*	Recharge: 0	Difficulty: ◊
Piety (WP)		You have successfully invoked a blessing, but have less favour than the blessing requires. If you are engaged with an enemy, add ■ to your dice pool	
You pray to your god. Gain 2 favour As above, but gain 4 favour As above, but gain 6 favour		Suffer 1 stress. If, after completing this action, you have more favour than twice your Willpower score, suffer 1 additional stress	
Gain 1 favour		✧ If, after completing this action, you have more favour than twice your Willpower score, you incur the wrath of the gods! You are Staggered for 2 rounds	

Devious Manoeuvre	*Social, Support*	Recharge: 3	Difficulty: None
Skulduggery (Ag) vs. Observation (Int)		Target must be within close range	
Special: When making this check, Skulduggery (Ag) is opposed by the highest Observation (Int) amongst enemies in the encounter			
Effect: You use some dirty, underhanded trick to give your ally an advantage, such as acting as a distraction or slipping him a hidden note			
The target adds □ to his next action during this encounter The target adds □□ to his next action during this encounter		Add ■ to your next action during this encounter	
The target may immediately perform a free manoeuvre			

Devious Manoeuvre	*Social, Support*	Recharge: 3	Difficulty: None
Skulduggery (Ag) vs. Observation (Int)		Target must be within close range	
Special: When making this check, Skulduggery (Ag) is opposed by the highest Observation (Int) amongst enemies in the encounter			
Effect: You use some dirty, underhanded trick to impair your enemy, such as throwing mud in his eyes or hiding his journal			
The target adds ■ to his next action during this encounter The target adds ■■ to his next action during this encounter		Add ■ to your next action during this encounter	
An ally within close range of you may immediately perform a free manoeuvre			

Dirty Tricks	*Reaction*	Recharge: 3	Difficulty: None
No Check Required		A character with which you are engaged attempts an action	
Special: If you are trained in Guile, you may add an additional ■ to the dice pool			
Effect: When a character with which you are engaged attempts an action, you may place 3 recharge tokens on this card to add ■ to his dice pool as you use a dirty trick – such as pulling his hood over his eyes – to foil his attempt			

Dirty Tricks	*Reaction*	Recharge: 3	Difficulty: None
No Check Required		A character with which you are engaged attempts an action	
Special: If you are trained in Skulduggery, you may add an additional ■ to the dice pool			
Effect: When a character with which you are engaged attempts an action, you may place 3 recharge tokens on this card to add ■ to his dice pool as you use a dirty trick – such as pulling his hood over his eyes – to foil his attempt			

Dodge	*Basic, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Agility 3+, not encumbered	
Special: If you have Coordination trained, add an additional ■ to the action's dice pool			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, or a *Spell* or *Blessing* that targets your defence, add two recharge tokens to this card to add ■ to the action's dice pool			

Dodge	*Basic, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Agility 3+, not encumbered	
Special: If you have Coordination trained, add an additional ■ to the action's dice pool			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, or a *Spell* or *Blessing* that targets your defence, add two recharge tokens to this card to add ■ to the action's dice pool			

Exploit Opening	*Social, Support*	Recharge: 3	Difficulty: ■
Leadership (Fel)		Target can hear and understand you	
Effect: You direct the efforts of those around you to optimise your advantages			
Up to two allies within close range of you may immediately perform a free manoeuvre As above, and each affected ally may remove 1 recharge token from one of his currently recharging actions		You and the affected allies each suffer 1 stress	
The affected allies each recover 1 stress			

Exploit Opening	*Social, Support*	Recharge: 4	Difficulty: ■
Leadership (Fel)		Target can hear and understand you	
Effect: You direct the efforts of those around you to optimise your advantages			
One ally within medium range of you may immediately perform a free manoeuvre Up to three allies within medium range of you may immediately perform a free manoeuvre		You and the affected allies each suffer 1 stress	
The affected allies each recover 1 stress			

Fake Out	*Social*	Recharge: 0	Difficulty: None
Guile (Fel) vs. Target Intuition (Int)		None	
Special: If you are trained in Skulduggery, add ☐ to your dice pool			
You present a false identity to influence your target, potentially dissuading him from hostility As above, plus leave this card in play as if it were recharging. When an enemy performs a manoeuvre, you may recharge this card to interrupt him and perform a manoeuvre yourself. The enemy's turn then continues as normal		The GM may add or remove 1 recharge token from one of your cards	
You may immediately perform a manoeuvre for free			

Fake Out	*Social*	Recharge: 0	Difficulty: ■
Guile (Fel) vs. Target Intuition (Int)		None	
Special: If you are trained in Skulduggery, add ☐ to your dice pool			
You present a false identity to influence your target, potentially dissuading him from hostility As above, plus leave this card in play as if it were recharging. When an enemy takes an action, you may recharge this card to interrupt him and take an action yourself. The enemy's turn then continues as normal		Gain ■ to any check you make during your interrupting action	
Add ☐ to any check you make during your interrupt action			

Fear Me!	*Social, Ongoing*	Recharge: 4	Difficulty: ■■
Intimidate (St) vs. Target Discipline (WP)		Target within close range	
Effect: You lock eyes with your foe and through a display of strength and steely resolve scare the Sigmar out of him! While this card is recharging, you gain Fear 1			
You scare your target as noted above. If appropriate, you may influence the target		Move the party friction meter 1 space to the right	
The target suffers ■ to actions that target you while this card is recharging			

Fear Me!	*Social, Ongoing*	Recharge: 4	Difficulty: ■■
Intimidate (St) vs. Target Discipline (WP)		Target within close range	
Effect: You lock eyes with your foe and through a display of strength and steely resolve scare the Sigmar out of him! While this card is recharging, you gain Fear 1			
You scare your target as noted above. If appropriate, you may influence the target		Move the party friction meter 1 space to the right	
The target suffers 1 stress Gain Fear 2 instead			

Fetch, Boy!	*Pet*	Recharge: 3	Difficulty: ■■
Animal Handling (Fel) vs. Target Coordination (Ag)		Target within medium range, pet within medium range, pet within close range of target	
Special: Depending on the relative sizes of your pet and the item you are sending your pet to fetch, the GM may increase the difficulty of this action			
Your pet moves to the target item, which may be held or worn by a character, and takes it. Your pet is now holding the item As above, and your pet may perform a manoeuvre		Your pet loses 1 Obedience	
Your pet recovers 1 Obedience			

Fetch, Boy!	*Pet*	Recharge: 3	Difficulty: ■■
Animal Handling (Fel) vs. Target Coordination (Ag)		Target within medium range of you and your pet, pet within medium range of you	
Special: Depending on the relative sizes of your pet and the item you are sending your pet to fetch, the GM may increase the difficulty of this action			
Your pet moves to the target item, which may be held or worn by a character, and takes it. Your pet is now holding the item As above, and your pet brings the item directly to you		Your pet loses 1 Obedience	
Your pet recovers 1 Obedience			

Find Weakness	*Support*	Recharge: 4	Difficulty: None
Observation (Int) vs. Target Guile (Fel)		Within medium range of target	
Effect: You study your target, learning his movements and tactics.			
While this card is recharging, ignore the difficulty modifier for subsequent *Melee Attack* or *Ranged Attack* actions against the observed foe. Remove 1 recharge token from this card for each ♦ ignored As above, and add 2 recharge tokens to this card		While this card is recharging, add ■ to any actions performed against any target other than your observed target	
Add 1 recharge token to this card			

Find Weakness	*Support*	Recharge: 6	Difficulty: None
Observation (Int) vs. Target Guile (Fel)		Within medium range of target	
While this card is recharging, reduce your target's soak value by 2 for subsequent *Melee Attack* or *Ranged Attack* actions against him. Remove one recharge token from this card each time you critically wound an opponent As above, and add 2 recharge tokens to this card		While this card is recharging, add ♦ to any actions against any target other than your observed target	
Add 1 recharge token to this card			

Fluster	*Support*	Recharge: 4	Difficulty: ■■
Guile (Fel) vs. Target Discipline (WP)		Target must be within medium range	
Effect: You cajole, bluster, frustrate, or otherwise distract the target			
While this card is recharging, allies add □ to all *Social* and *Support* actions performed against the target As above, and add 2 recharge tokens to this card		Suffer 1 stress	
Recover 1 stress or 1 fatigue		While this card is recharging, add ■ to any Social or Support actions you perform	

Fluster	*Support*	Recharge: 4	Difficulty: ■■
Guile (Fel) vs. Target Discipline (WP)		Target must be within medium range	
Effect: You cajole, bluster, frustrate, or otherwise distract the target			
While this card is recharging, allies add □ to all *Melee Attack* and *Ranged Attack* actions performed against the target As above, and *Melee Attack* and *Ranged Attack* actions inflict +1 damage against the target		Suffer 1 stress	
Add 1 recharge token to this card		While this card is recharging, add ■ to any Melee Attack and Ranged Attack actions you perform	

Formal Diplomacy	*Social*	Recharge: 3	Difficulty: ■■
Charm (Fel) vs. Target Discipline (WP)		Target can hear and understand you	
Special: If you have a suitable gift or introduction (GM's discretion), you may ignore the difficulty modifier for this action			
You influence the target You influence the target and add □ to all *Social* actions as long as this card is recharging		Add ■ the next time you or any ally who can hear you and understand you attempts a Social action during this encounter	
One ally who can hear you and understand you adds □ to the next *Social* action he performs during this encounter			

Informal Carousing	*Social*	Recharge: 3	Difficulty: ◊
Charm (Fel)		You must spend 5 coins of a denomination equivalent to your target's social tier	
Special: This action requires a significant investment of time, as determined by the GM			
You influence the target You influence your target and gain the Inspired condition until the end of the encounter		Suffer 1 fatigue	
This action costs 2 fewer coins			

Guarded Position	*Basic, Defence*	Recharge: 0	Difficulty: None
Discipline (WP)		None	
Until the start of your next turn, add ■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you Until the start of your next turn, add ■■ to any Melee Attack or Ranged Attack actions targeting you or any allies in the same engagement as you		Suffer 1 stress	
An engaged ally may remove one recharge token from any of his currently recharging cards			

Guarded Position	*Basic, Defence*	Recharge: 0	Difficulty: None
Discipline (WP)		None	
Until the start of your next turn, add ■ to any Melee Attack or Ranged Attack actions targeting you or any allies in the same engagement as you Until the start of your next turn, add ■■ to any Melee Attack or Ranged Attack actions targeting you or any allies in the same engagement as you		Suffer 1 stress	
An engaged ally may remove one recharge token from any of his currently recharging cards			

Herding Instinct	*Pet, Ongoing*	Recharge: 4	Difficulty: ♦■
Animal Handling (Fel)		Pet within close range of target engagement, pet within medium range of you, 1 Obedience	
Effect: Your pet yaps, snarls, and runs boisterously in circles, keeping the target engagement contained. While this card is recharging and your pet takes no other action, no one but you may enter the target engagement and no one but you may leave the target engagement except to engage your pet			
↟ Your pet moves to the engagement (but does not engage it) and herds it as described above ↟↟ As above, and add 1 recharge token to this card		●● Your pet loses 1 Obedience	
⇞⇞ You may add or remove 1 recharge token from any of your *Pet* action cards			

Herding Instinct	*Pet, Ongoing*	Recharge: 4	Difficulty: ♦■
Animal Handling (Fel)		Pet within close range of target engagement, pet within medium range of you, 1 Obedience	
Effect: Your pet yaps, snarls, and runs boisterously in circles, keeping the target engagement contained. While this card is recharging and your pet takes no other action, no one but you may enter the target engagement and no one but you may leave the target engagement except to engage your pet			
↟ Your pet moves to the engagement (but does not engage it) and herds it as described above ↟↟ As above, and enemies in the engagement suffer 1 stress		● Your pet loses 1 Obedience	
⇞⇞ You may add or remove 2 recharge tokens from any of your *Pet* action cards			

Honeyed Words	*Social*	Recharge: 3	Difficulty: None
Guile (Fel) vs. Target Intuition (Int)		Target can hear and understand you	
Effect: You influence the target by telling him exactly what he wants to hear. If appropriate, you can sway the target towards a reasonable argument or convince the target to agree to a reasonable request			
↟ The action is successful		●● Suffer 1 stress	
⇞⇞ While this card is recharging, you may add □ to all *Social* actions involving the target			

Honeyed Words	*Social*	Recharge: 3	Difficulty: None
Guile (Fel) vs. Target Intuition (Int)		Target can hear and understand you	
Special: You lie to your target. A lot. If fooled, you can sway the target towards your side of the story or convince him to agree to a reasonable request			
↟ The action is successful		●● While this card is recharging, add ■ to all *Social* actions involving the target	
⇞⇞ While this card is recharging, you may add □ to all *Social* actions involving the target			

Improved Block	*Advanced, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Toughness 4+, shield equipped, Resilience trained	
Special: After performing the **Improved Block** *Active Defence*, your Soak value is increased by +1 until the end of the round. **Improved Block** replaces **Block** in your action deck and counts as **Block** for all effects that reference it for all effects that reference it			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ♦ to the action's dice pool			

Improved Block	*Advanced, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Toughness 4+, shield equipped, Resilience trained	
Special: After performing the **Improved Block** *Active Defence*, your Soak value is increased by +1 until the end of the round. **Improved Block** replaces **Block** in your action deck and counts as **Block** for all effects that reference it for all effects that reference it			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ♦ to the action's dice pool			

Improved Dodge	*Advanced, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Agility 4+, not encumbered, Coordination trained	
Special: If the incoming attack misses, you may immediately perform a free manoeuvre. **Improved Dodge** replaces **Dodge** in your action deck and counts as **Dodge** for all effects that reference it			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, or a *Spell* or *Blessing* that targets your defence, add two recharge tokens to this card to add ♦ to the action's dice pool			

Improved Dodge	*Advanced, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Agility 4+, not encumbered, Coordination trained	
Special: If the incoming attack misses, you may immediately perform a free manoeuvre. **Improved Dodge** replaces **Dodge** in your action deck and counts as **Dodge** for all effects that reference it			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, or a *Spell* or *Blessing* that targets your defence, add two recharge tokens to this card to add ♦ to the action's dice pool			

Improved Guarded Position	*Advanced, Defence*	Recharge: 0	Difficulty: None
Discipline (WP)		Discipline trained	
Special: Improved Guarded Position replaces **Guarded Position** in your action deck and counts as **Guarded Position** for all effects that reference it			
Until the start of your next turn, add ■■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you Until the start of your next turn, add ♦ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you		Suffer 1 stress	
Up to two allies in the same engagement as you may remove one recharge token from any of their currently recharging cards			

Improved Guarded Position	*Advanced, Defence*	Recharge: 0	Difficulty: None
Discipline (WP)		Discipline trained	
Special: Improved Guarded Position replaces **Guarded Position** in your action deck and counts as **Guarded Position** for all effects that reference it			
Until the start of your next turn, add ■■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you Until the start of your next turn, add ♦ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you		Suffer 1 stress	
Up to two allies in the same engagement as you may remove one recharge token from any of their currently recharging cards			

Improved Parry	*Advanced, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Strength 4+, melee weapon equipped, Weapon Skill trained	
Special: If the incoming attack misses, you may add or remove one recharge token from one of your *Melee Attack* cards. **Improved Parry** replaces **Parry** in your action deck and counts as **Parry** for all effects that reference it			
Effect: After you have been declared the target of a *Melee Attack*, add two recharge tokens to this card to add ♦ to the action's dice pool			

Improved Parry	*Advanced, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Strength 4+, melee weapon equipped, Weapon Skill trained	
Special: If the incoming attack misses, you may add or remove one recharge token from one of your *Melee Attack* cards. **Improved Parry** replaces **Parry** in your action deck and counts as **Parry** for all effects that reference it			
Effect: After you have been declared the target of a *Melee Attack*, add two recharge tokens to this card to add ♦ to the action's dice pool			

I Thought We Were Friends	*Social, Support, Ongoing*	Recharge: 4	Difficulty: ■
Charm (Fel) vs. Target Intuition (Int)		Target must be within close range and be able to see or hear you	
Effect: You try to befriend the target to defuse the situation			
While this card is recharging, the target adds ■ to any *Social* or *Support* actions he performs within close range of you As above, and add 2 recharge tokens to this card		Suffer 1 stress	
Recover 1 stress or 1 fatigue		☼ Add ■ to your next action during this encounter	

I Thought We Were Friends	*Social, Support, Ongoing*	Recharge: 3	Difficulty: ■
Charm (Fel) vs. Target Intuition (Int)		Target must be within medium range and be able to see or hear you	
Effect: You try a meek approach with the target, trying to make yourself appear less threatening			
While this card is recharging, the target adds ■ to any *Melee Attack* or *Ranged Attack* actions that include you as a target As above, and add 2 recharge tokens to this card		Suffer 1 stress	
The penalty applies to actions that include you or any allies within close range of you as the target		☼ Add ■ to your next action during this encounter	

Inspiring Words	*Social, Support*	Recharge: 4	Difficulty: ■■
Leadership (Fel)		Target can hear and understand you	
The target gains the Inspired condition for 3 rounds. If appropriate, you influence the target The target is Inspired for 6 rounds. If appropriate, you influence the target			
You and the target each recover 1 stress			

Inspiring Words	*Social, Support*	Recharge: 4	Difficulty: ■■
Leadership (Fel)		Target can hear and understand you	
The target is gains the Inspired condition for 3 rounds. If appropriate, you influence the target As many targets as you care to name gain the Inspired condition for 3 rounds. If appropriate, you influence the target		Suffer 1 stress and add 3 recharge tokens to this card	
You and all targets each recover 1 stress You and all targets each recover 1 fatigue			

Man's Best Friend	*Pet, Reaction*	Recharge: 4	Difficulty: None
No Check Required		You suffer a critical wound from a *Melee Attack* or *Ranged Attack* while engaged with your pet	

Effect: After you suffer a critical wound from a *Melee Attack* or *Ranged Attack*, while engaged with your pet, you may place 4 recharge tokens on this card to cancel that critical wound. Your pet loses Obedience equal to the critical wound's severity.

Man's Best Friend	*Pet, Reaction*	Recharge: 4	Difficulty: None
No Check Required		You suffer a critical wound from a *Melee Attack* or *Ranged Attack* while engaged with your pet	

Effect: After you suffer a critical wound from a *Melee Attack* or *Ranged Attack*, while engaged with your pet, you may place 4 recharge tokens on this card to cancel that critical wound. Your pet loses Obedience equal to the critical wound's severity.

My Life For Yours	*Ongoing*	Recharge: 6	Difficulty: ■■■
Discipline (WP)		Engaged with target, target must be willing to receive your protection	

Effect: You devote yourself to defending one ally. While this card is recharging, you remain engaged with the ally and automatically move with him when he moves, and your ally receives +2 Defence. If you leave your ally's engagement, this card recharges completely

You defend your ally as described above As above and both you and your ally recover 1 fatigue or 1 stress	You and your ally each suffer 1 fatigue
You and your ally may each completely recharge an *Active Defence*	
You also gain +1 Defence while this card is recharing	

My Life For Yours	*Ongoing*	Recharge: 6	Difficulty: ■■■
Discipline (WP)		Engaged with target, target must be willing to receive your protection	

Effect: You devote yourself to defending one ally. While this card is recharging, you remain engaged with the ally and automatically move with him when he moves. You suffer half of your ally's wounds after Toughness and Soak in his stead (round down). If you leave your ally's engagement, this card recharges completely

You defend your ally as described above As above and both you and your ally recover 1 fatigue or 1 stress	You and your ally each suffer 1 fatigue
You and your ally may each completely recharge an *Active Defence*	
Your ally's Soak Value is increased by 1 while this card is recharing	

Old Dog, New Trick	*Pet*	Recharge: 2	Difficulty: ■■
Animal Handling (Fel)		Pet within medium range	

Special: Reduce the difficulty modifier by ■ if you perform the prepare manoeuvre

Your pet may immediately perform a manoeuvre and you may swap out one of your pet's socketed Trick talents As above, but 2 manoeuvres	You suffer 1 stress
Your pet recovers 1 Obedience	

Old Dog, New Trick	*Pet*	Recharge: 2	Difficulty: ■■
Animal Handling (Fel)		Pet within medium range	

Special: Reduce the difficulty modifier by ■ if you perform the prepare manoeuvre

Your pet may immediately perform a manoeuvre . You may suffer 1 stress to allow your pet to immediately perform another manoeuvre As above, but 2 manoeuvres	You suffer 1 stress
Your pet recovers 1 Obedience	

Parry	*Basic, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Strength 3+, melee weapon equipped	

Special: If you have Weapon Skill trained, add an additional ■ to the action's dice pool

Effect: After you have been declared the target of a *Melee Attack*, add two recharge tokens to this card to add ■ to the action's dice pool

Parry	*Basic, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		Strength 3+, melee weapon equipped	

Special: If you have Weapon Skill trained, add an additional ■ to the action's dice pool

Effect: After you have been declared the target of a *Melee Attack*, add two recharge tokens to this card to add ■ to the action's dice pool

Perform a Stunt	*Basic*	Recharge: 0	Difficulty: None
Varies based on stunt attempted		GM discretion	
Special: Use this action to apply a skill in an unusual way, or to attempt a dramatic or story-driven activity not covered by a specific action card			
Perform the action as intended You perform the action incredibly well, and may perform a free manoeuvre		If the check relied on a physical characteristic, suffer 1 fatigue. If the check relied on a mental characteristic, suffer 1 stress	
If the check relied on a physical characteristic, recover 1 fatigue. If the check relied on a mental characteristic, recover 1 stress			

Perform a Stunt	*Basic*	Recharge: 0	Difficulty: None
Varies based on stunt attempted		GM discretion	
Special: Use this action to apply a skill in an unusual way, or to attempt a dramatic or story-driven activity not covered by a specific action card			
Perform the action as intended You perform the action incredibly well, and may perform a free manoeuvre		If the check relied on a physical characteristic, suffer 1 fatigue. If the check relied on a mental characteristic, suffer 1 stress	
If the check relied on a physical characteristic, recover 1 fatigue. If the check relied on a mental characteristic, recover 1 stress			

Predator or Prey	*Support*	Recharge: 5	Difficulty: ■
Nature Lore (Int)		None	
Special: Increase the difficulty modifier of this action to ♦ if it is performed in an urban setting			
While this card is recharging, all beasts and wild animals add ■ to any attacks or aggressive actions they perform against you and any of your allies within medium range of you As above, and add 2 recharge tokens to this card		Suffer 1 stress	
Recover 1 stress or 1 fatigue		☼ While this card is recharging, suffer 1 stress each time you are wounded by a beast or wild animal	

Predator or Prey	*Support*	Recharge: 3	Difficulty: ■
Nature Lore (Int)		None	
Special: Increase the difficulty modifier of this action to ♦ if it is performed in an urban setting			
While this card is recharging, you and any of your allies within close range add □ to any *Melee Attacks* or *Ranged Attacks* targeting beasts or wild animals As above, and add 3 recharge tokens to this card		Suffer 1 fatigue	
Recover 1 stress or 1 fatigue		☼ While this card is recharging, suffer 1 fatigue each time you are wounded by a beast or wild animal	

Saga of Grimnir	*Ancestor, Saga, Ongoing*	Recharge: 3	Difficulty: ♦
Discipline (WP)		None	
Special: You may only be under the effects of one *Saga* at a time. When you play a *Saga*, return any other *Saga* cards you have in play to your hand.			
Effect: While this card is recharging, add 1 recharge token to it each time you suffer 1 or more wounds. Whenever you remove a recharge token from it, inflict 1 fatigue on an enemy engaged with you			
You begin chanting the Saga of Grimnir As above, and you recover 1 stress and 1 fatigue		Add 1 less recharge token to this card	
Add 1 recharge token to this card			

Saga of Grimnir	*Ancestor, Saga, Ongoing*	Recharge: 3	Difficulty: ♦
Discipline (WP)		None	
Special: You may only be under the effects of one *Saga* at a time. When you play a *Saga*, return any other *Saga* cards you have in play to your hand.			
Effect: While this card is recharging, add 1 recharge token to it each time you suffer 1 or more wounds. When you hit with a *Melee Attack*, you may remove any number of recharge tokens from this card to increase the damage dealt by that amount			
You begin chanting the Saga of Grimnir		Add 1 less recharge token to this card	
Add 1 recharge token to this card			

Saga of Grungni	*Ancestor, Saga, Ongoing*	Recharge: 5	Difficulty: ♦
Discipline (WP)		None	
Special: You may only be under the effects of one *Saga* at a time. When you play a *Saga*, return any other *Saga* cards you have in play to your hand.			
Effect: While this card is recharging, allies with whom you are engaged may not be targeted by any hostile effect that could target you instead			
You begin chanting the Saga of Grungni As above, and you recover 1 stress and 1 fatigue		Remove 1 recharge token from this card	
Add 1 recharge token to this card			

Saga of Grungni	*Ancestor, Saga, Ongoing*	Recharge: 5	Difficulty: ♦
Discipline (WP)		None	
Special: You may only be under the effects of one *Saga* at a time. When you play a *Saga*, return any other *Saga* cards you have in play to your hand.			
Effect: While this card is recharging, enemies with whom you are engaged may not take an action on the turn in which they disengage from you			
You begin chanting the Saga of Grungni As above, and you recover 1 stress and 1 fatigue		Remove 1 recharge token from this card	
Add 1 recharge token to this card			

Saga of Valaya	*Ancestor, Saga, Ongoing*	Recharge: 5	Difficulty: ♦
Discipline (WP)		None	
Special: You may only be under the effects of one *Saga* at a time. When you play a *Saga*, return any other *Saga* cards you have in play to your hand.			
Effect: While this card is recharging, whenever you use an *Active Defence* add ■ to the action's dice pool			
☗ You begin chanting the Saga of Valaya, fortifying yourself ☗☗☗ As above, and you recover 1 stress and 1 fatigue		● Remove 1 recharge token from this card	
☗☗ Add 1 recharge token to this card			

Saga of Valaya	*Ancestor, Saga, Ongoing*	Recharge: 5	Difficulty: ♦
Discipline (WP)		None	
Special: You may only be under the effects of one *Saga* at a time. When you play a *Saga*, return any other *Saga* cards you have in play to your hand.			
Effect: While this card is recharging, whenever you use an *Active Defence* add ■ to the action's dice pool			
☗ You begin chanting the Saga of Valaya, fortifying yourself		● Remove 1 recharge token from this card	
☗☗ Add 1 recharge token to this card ☗☗ Add 1 recharge token to this card			

Scrutinise	*Support*	Recharge: 5	Difficulty: ■
Intuition (Int) vs. Target Guile (Fel)		You must be able to see and hear the target clearly	
☗ You learn one significant fact about the target, for example its highest characteristic, most potent attack or action, or a relevant story detail at the GM's discretion		● Your target gleans a similar insight into you, and adds □ to all checks that target you while this card is recharging	
☗☗ While this card is recharging, add □ to all your actions against the same target			
↷ You gain valuable insights into the target. While this card is recharging, you may perform 1 free manoeuvre immediately after the target's turn			

Scrutinise	*Support*	Recharge: 5	Difficulty: ■
Intuition (Int) vs. Target Guile (Fel)		You must be able to see and hear the target clearly	
☗ You learn one significant fact about the target, for example its highest characteristic, most potent attack or action, or a relevant story detail at the GM's discretion ☗☗☗ As above, plus you may immediately attempt a *Social* action against the target. Add ♦ to your dice pool for that action		● Your target gleans a similar insight into you, and adds □ to all checks that target you while this card is recharging	
↷ You gain valuable insights into the target. While this card is recharging, you many perform a manoeuvre each time the target does			

Shadow's Coil	*Ritual Dance, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		One or more Ritual Dance cards recharging	
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ■ to the action's dice pool equal to your depth in the Conservative stance			
Special: You may adjust your stance to 1 deep in Reckless. If you do, add ■ to the action's dice pool			

Shadow's Coil	*Ritual Dance, Active Defence*	Recharge: 2	Difficulty: None
No Check Required		One or more Ritual Dance cards recharging	
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ■ to the action's dice pool equal to your depth in the Reckless stance			
Special: You may adjust your stance to 1 deep in Conservative. If you do, add ■ to the action's dice pool			

Shrug it Off	*Slayer Reaction*	Recharge: 0	Difficulty: None
No Check Required		Toughness 4+, must possess the Troll Slayer career ability card	
Special: When you are hit by an attack, you may add 5 recharge tokens to this card to increase your soak value by 2 for this attack only. You may do this after damage has been announced			

Shrug it Off	*Slayer, Reaction*	Recharge: 0	Difficulty: None
No Check Required		Toughness 4+, must possess the Troll Slayer career ability card	
Special: When you are hit by an attack, you may add 5 recharge tokens to this card to increase your soak value by 2 for this attack only. You may do this after damage has been announced			

Speed of Asuryan	*Way of the Sword*	Recharge: 4	Difficulty: None
No Check Required		Sword or greatsword equipped	
Special: If you have Coordination trained, add an additional ■ to the dice pool			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add four recharge tokens to this card to add ■ to the action's dice pool equal to the number of *Way of the Sword* cards you have recharging (including this one)			

Speed of Asuryan	*Way of the Sword*	Recharge: 4	Difficulty: None
No Check Required		Sword or greatsword equipped	
Special: If you have Coordination trained, add an additional ■ to the dice pool			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add four recharge tokens to this card to add ■ to the action's dice pool equal to the number of *Way of the Sword* cards you have recharging (including this one)			

Splints & Bandages	*Support*	Recharge: !	Difficulty: ♦
First Aid (Int)		First Aid trained, engaged with target	
Special: If the target is critically wounded, add ♦ to the check. This card recharges at the end of the encounter			
The subject recovers wounds equal to the number of you have scored As above, and the target recovers 2 extra wounds		The target suffers 1 stress and 1 fatigue	
For 24 hours, the target may ignore 1 critical wound of a severity equal to or less than the number of you have scored			

Splints & Bandages	*Support*	Recharge: !	Difficulty: ♦
First Aid (Int)		First Aid trained, engaged with target	
Special: If the target is critically wounded, add ♦ to the check. This card recharges at the end of the encounter			
The subject recovers up to 2 normal wounds As above, and the target recovers 2 extra wounds		The target suffers 1 stress and 1 fatigue	
For 24 hours, the target may ignore 1 critical wound of a severity equal to or less than the number of you have scored			

Staring Contest	*Social*	Recharge: 0	Difficulty: None
Discipline (WP) vs. Target Discipline (WP)		Willpower 4+	
You engage in a test of will with the target…and win! You influence the target As above, and you may add to this card a number of recharge tokens equal to the number of you have scored. While this card is recharging, your target may not target you with any actions, unless you target him first		Move the Party Tension meter 2 spaces to the right, you boring, frustrating ignoramus	
You may recover 1 stress or inflict 1 stress on your target			

Staring Contest	*Social*	Recharge: 0	Difficulty: None
Discipline (WP) vs. Target Discipline (WP)		Willpower 4+	
You engage in a test of will with the target…and win! You influence the target As above, and you may add to this card a number of recharge tokens equal to the number of you have scored. While this card is recharging, add ☐☐ to your Willpower and Fellowship checks and add ■■ to your target's Willpower and Fellowship checks		Move the Party Tension meter 2 spaces to the right, you boring, frustrating ignoramus	
You may recover 1 stress, or inflict 1 stress on your target			

Steely Gaze	*Social*	Recharge: 4	Difficulty: None
Intimidate (Fel) vs. Target Discipline (WP)		You must be within close range of and able to make eye contact with the target	
Special: This action uses Fellowship rather than Strength			
The target must move away from you with its next manoeuvre and may not approach you until your next action. If appropriate, you influence the target		Add ■ to the next Charm or Guile check attempted by a member of your party during this encounter	
The target gains the Rattled condition for 2 rounds			

Steely Gaze	*Social*	Recharge: 3	Difficulty: None
Intimidate (Fel) vs. Target Discipline (WP)		You must be within close range of and able to make eye contact with the target	
Special: This action uses Fellowship rather than Strength			
The target must move away from you with its next manoeuvre and may not approach you until your next action. If appropriate, you influence the target		Add ■ to the next Charm or Guile check attempted by a member of your party during this encounter	
The target gains the Cowed condition for 2 rounds			

Trivial Knowledge	*Reaction, Teamwork*	Recharge: 3	Difficulty: None
No Check Required		Folklore trained. You or an ally engaged with you attempts an action	
Special: If you are trained in Education, you may add an additional ☐ to the dice pool			
Effect: When an ally with which you are engaged attempts an action, you may place 3 recharge tokens on this card to add ☐ to his dice pool as you recall some obscure bit of useful knowledge to aid his attempt			

Trivial Knowledge	*Reaction, Teamwork*	Recharge: 3	Difficulty: None
No Check Required		Folklore trained. You or an ally engaged with you attempts an action	
Special: If you are trained in Education, you may add an additional ☐ to the dice pool			
Effect: When an ally with which you are engaged attempts an action, you may place 3 recharge tokens on this card to add ☐ to his dice pool as you recall some obscure bit of useful knowledge to aid his attempt			

Twisting Words	*Social, Ongoing*	Recharge: 3	Difficulty: None
Guile (Fel) vs. Target Discipline (WP)		Target can hear and understand you	
Effect: You weave the conversation into a twisted path, and before he knows it, the target is saying something embarrassing, foolish, or untrue. While this card is recharging, the target adds ■ to *Social* actions and his enemies add □ to *Social* actions opposing his interests			
You successfully invoke the effect		Remove 1 recharge token from this card	
The target suffers 1 stress			

Twisting Words	*Social, Ongoing*	Recharge: 4	Difficulty: None
Guile (Fel) vs. Target Discipline (WP)		Target can hear and understand you	
Effect: You weave the conversation into a twisted path, and before he knows it, the target is saying something embarrassing, foolish, or untrue. While this card is recharging, the target adds ■ to *Social* actions and his enemies add □ to *Social* actions opposing his interests			
You successfully invoke the effect		Suffer 1 stress	
The target suffers 1 stress The target suffers 1 stress			

Viper's Dance, The	*Ritual Dance, Ongoing*	Recharge: 3	Difficulty: ■■
Coordination (Ag)		Coordination trained	
Effect: While this card is recharging, you gain +1 defence for every *Ritual Dance* you have recharging with its Reckless face up			
You begin the dance As above and add 1 recharge token to this card		Suffer 1 fatigue	
You may immediately adjust your stance to 1 deep in Reckless			

Viper's Dance, The	*Ritual Dance, Ongoing*	Recharge: 3	Difficulty: ■■
Coordination (Ag)		Coordination trained	
Effect: While this card is recharging, your *Melee Attacks* gain +1 damage for every *Ritual Dance* you have recharging with its Conservative face up			
You begin the dance As above and add 1 recharge token to this card		Suffer 1 fatigue	
You may immediately adjust your stance to 1 deep in Conservative			

Wall of Steel	*Ancestor*	Recharge: 4	Difficulty: None
No Check Required		Shield equipped	
Special: If you have Discipline trained, add an additional ■ to the dice pool			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add four recharge tokens to this card to add ■ to the action's dice pool equal to the number of *Ancestor* cards you have recharging (including this one)			

Wall of Steel	*Ancestor*	Recharge: 4	Difficulty: None
No Check Required		Shield equipped	
Special: If you have Discipline trained, add an additional ■ to the dice pool			
Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add four recharge tokens to this card to add ■ to the action's dice pool equal to the number of *Ancestor* cards you have recharging (including this one)			

Who's Next?	*Reaction, Teamwork*	Recharge: 6	Difficulty: ■■
Leadership (Fel)		You defeat an enemy while target ally is within close range	
Target ally may perform 1 manoeuvre or the **Melee Strike** *Basic* action Target ally may perform 1 manoeuvre and the **Melee Strike** *Basic* action		You suffer 1 stress Target ally suffers 1 stress	
Target ally recovers 1 stress or 1 fatigue You recover 1 stress or 1 fatigue		Target ally adds ♦ to his dice pool for any action granted to him by this action	
Target ally may use any *Melee Attack* action card in place of the **Melee Strike**			

Who's Next?	*Reaction*	Recharge: 4	Difficulty: None
No Check Required		You defeat an enemy in melee combat and another enemy is within close range	
Effect: If you defeat an enemy while another enemy is within close range, you may suffer 1 fatigue and place 4 recharge tokens on this card to immediately manoeuvre to engaged with that enemy and attempt the **Melee Strike** *Basic* action against him. Add ♦ to your dice pool for that action. You must choose the closest enemy if there are multiple suitable targets for this action			

Winning Smile	*Social*	Recharge: 0	Difficulty: None
Charm (Fel) vs. Target Discipline (WP)		Must be your first action upon meeting the target this encounter	
You influence your target. If the target is hostile, he delays attacking for at least 1 round unless attacked himself As above, and add ☐ to all Charm checks you perform for the rest of the act		Move the Party Tension meter 1 space to the right, you smug git	
Recover 1 stress			
You influence your target again, if appropriate			

Winning Smile	*Social*	Recharge: 0	Difficulty: None
Charm (Fel) vs. Target Discipline (WP)		Must be your first action upon meeting the target this encounter	
You influence your target. If the target is hostile, he delays attacking for at least 1 round unless attacked himself As above, and add ☐ to all Charm checks you perform for the rest of the act		Move the Party Tension meter 1 space to the right, you smug git	
Recover 1 stress			
You influence your target again, if appropriate			

Woven Mist	*Ritual Dance, Ongoing*	Recharge: 3	Difficulty: ◆
Coordination (Ag)		None	
Effect: When you remove a recharge token from this card, you may adjust your stance 1 step			
You begin the dance As above, and you recover a mixture of stress and fatigue equal to the number of *Ritual Dances* you have recharging with their Reckless face up		One opponent engaged with you may disengage	
Add or remove 1 recharge token from one of your *Ritual Dances*		You revert to neutral stance	

Woven Mist	*Ritual Dance, Ongoing*	Recharge: 3	Difficulty: ◆
Coordination (Ag)		None	
Effect: When you remove a recharge token from this card, you may adjust your stance 1 step			
You begin the dance As above, and you recover a mixture of stress and fatigue equal to the number of *Ritual Dances* you have recharging with their Conservative face up		One opponent engaged with you may disengage	
Add or remove 2 recharge token from any of your *Ritual Dances*		You revert to neutral stance	





A Ratcatcher's Tale

By Graham McNeill

A Ratcatcher's Tale– Part 1

LIGHT FROM THE lantern hanging on Rolf's ratting-pole glittered on the sluggish effluent, illuminating the darkened sewer tunnel with a weak, yellow glow. The brickwork was old and crumbling, the ledge following the course of the tunnel treacherous and pocked with holes to trip the unwary. More than one of Altdorf's ratcatchers had found themselves up to their neck in the filth-scummed water of the sewers, but Rolf had walked these tunnels for longer than he cared to remember, and knew his way around in this twilight world better than he did the world above.

Taking a long drag on his pipe, he let out a cloud of acrid smoke. Thoralf's tobacco was foul, the best part of it sweepings from the floor of his barber-surgery, but it was cheap, and covered the worst of the sewer stench. The few copper coins he had left in his purse were for lodgings at one of the cleaner almshouses, and more expensive tobacco was a luxury he couldn't afford. He spat a mouthful of phlegm into the water, pausing in his rounds as a coughing fit wracked his body.

Mandred halted and turned to bark soundlessly at him, the small terrier impatient to get on with the business of catching rats. Thoralf had cut out the dog's bark as a pup, for a ratcatching dog that barked and scared off its prey was no use to anyone. The dog was thin and its coat was bare where mange had taken great lumps of its hair, yet he was a fierce little tyke, with vicious jaws and the temperament of an angry goblin.

'Part wolf, aren't ya, lad?' said Rolf, receiving a wheezing growl in reply.

Rolf wiped his mouth with the filthy sleeve of his threadbare jerkin, the animal traps and small caltrops hanging from his rope belt tinkling musically as he moved. He leaned on his rat-catching pole, the spiked collar on the end rusted and flaking. Four rats already hung from the nails securing the collar, and Godrun the Pieman would pay a copper for each pair. Another four and he could return to the surface. This night's pickings were thin, which surprised him, for times were hard in the world above.

And hard times for people meant good times for rats.

Sickness was in the city, and Rolf had seen dozens of bodies lying in the gutters and rubbish-choked alleys being gnawed on by fat-bodied rats. The town fathers were anxious to stop the spread of this latest pox, but the money they were offering wasn't as good as he could make selling rat corpses to the pieman.

Rolf had heard of some ratcatchers who bred their own rats to cheat the burghers of small towns, but that seemed like

more trouble than it was worth. Besides, Rolf actually enjoyed his work, preferring the solitude and quiet of the sewers to the bustle and noise of the world above.

Recovered from his coughing fit, Rolf set off once more along the tunnel, keeping his eyes peeled for signs of a nearby rats' nest. He had a feeling there was a big one nearby. He'd seen a number of tracks in the filth at the last junction, and the stench of rats, rank and wet and festering, was stronger in this direction.

The walls dripped with moisture and a fat droplet landed on Rolf's cheek. He reached up to wipe it away, surprised to see his finger was smeared with red. He sniffed his finger and his yellowed tongue tasted the unmistakable metallic tang of blood.

He looked up and stepped back with a shocked gasp.

Gripping the rung of a rusted ladder bolted to the tunnel's curved wall was a human hand, severed at the wrist and weeping blood.

'Sigmar's oath!' he hissed, staring up at the stump of wrist. 'How did that get there?'

That was a good question, for it looked like the hand had been cut with a single blow. Had the hand's owner been surprised while climbing down into the sewers or had he been fleeing to the surface when he had been attacked? Whatever the case, his grip on the ladder was fierce enough that not even death had broken it.

The back of the hand bore peculiar ridges of angry red skin, marks that looked very much like a brand. Rolf held his lantern close to examine them.

Three lines were branded onto the skin, forming a rough triangular shape, but he didn't know what it signified. It certainly wasn't a guild mark or a gang symbol. Beneath the brand, almost obscured, was a tattoo depicting a naked woman embracing a cannon.

'Jakob?' said Rolf. 'Jakob Klein of Nuln, is that you, you ol' nenny?'

There was no doubt about it. This hand belonged to another ratcatcher, a dour man from the south who'd come to Altdorf a few years back. A good ratter, but Rolf had heard he'd died of the plague last week. Apparently not…

'That's a strange one, and no mistake,' he mused to Mandred, lowering the lantern and seeing that he stood in a sticky pool of coagulating blood. Drag marks showed that something heavy had been dragged from here. The blood was still wet and warm, so perhaps Jakob might be alive.



Rolf hooked the lantern back onto his pole and set off down the tunnel, following the blood trail that led from the ladder. He'd gone barely a hundred yards, when Mandred stiffened, the terrier's jaws pulled back over his teeth. Rolf eased the iron shutters of his lantern shut and squinted against the darkness. A soft green light was coming from just around the next bend and a number of jerking shadows were thrown out onto the glistening walls.

Rolf was by no means a brave man, but a fellow ratter had been attacked. The brotherhood of ratcatchers was a fickle thing, but he hoped that if he were lying injured down here then someone might do the same for him.

'Come on, Mandred,' whispered Rolf. 'Let's see what's going on, eh?'

He reached down for his short-bladed skinning knife and crept toward the shadows.

A Ratcatcher's Tale– Part II

THE SHADOWS JERKING on the wall moved further down the tunnel, and Rolf heard what sounded like muffled screaming, like someone trying to shout with a gag in their mouth. Rolf had lived in Altdorf long enough to know that sound. Had footpads set upon Ol' Nenny? That seemed unlikely, as no-one in their right mind would think a ratcatcher had anything worth stealing.

He moved gingerly down the tunnel, Mandred keeping pace with him and sniffing at the filthy ground with agitated snuffles. Rolf dropped to one knee and put his hand on Mandred's collar as the shadows halted. Hugging the tunnel wall, Rolf eased forward to get a better look at his quarry.

Two hooded figures in tattered, filthy robes struggled to drag a third figure behind them, moving with hurried, jerky motions. Hunched over, they talked in rapid, high-pitched chitters. One held a strange, orb-shaped lantern – the source of the green glow – while the other carried what looked like an elaborately embellished Hochland longrifle.

After a rapid exchange of squeaks and hisses, they set off once again, and Rolf had to use every ounce of his considerable skill in moving silently to keep up as his pursuit took him deeper into the warren of tunnels. The strange orb-lantern bathed the tunnel in an oddly unsettling glow, the water throwing back strange reflections onto the wall. The rippling shapes seemed to form leering mouths, and Rolf made the sign of the hammer to ward off the evil eye.

At last the shadows stopped, and Rolf pressed his back to the damp stonework. He heard the sound of an iron grating being opened, and the hooded figures dragged their prisoner into a smaller side tunnel. The light went with them, and Rolf let out a relieved breath.

He waited for a while before unhooding his lantern, its warm glow reassuring in its normalcy. Moving along the tunnel towards the opened grate, Rolf lifted the lantern to the arch's keystone, looking for the mason's mark. He ran his fingers over the stone, feeling a circle with three vertical cuts in its bottom right segment, bisected by a horizontal cut with an arrowhead on the right.

'Eastern tunnels, third circle, second quarter,' whispered Rolf. 'We're under the grain houses of Unterzeit, Mandred.'

The terrier looked up at him, its back stiff and its hackles raised. Mandred had smelled rats and wanted to kill them. Rolf patted the mangy dog as he knelt before the grate and looked along its darkened length. Every instinct told him to turn back. He was alone in the sewers, armed only with a skinning knife and some caltrops. Not exactly a Reiksguard Knight or a shining hero like the ones in Detlef Sierck's plays.

For all that Rolf was a lowly ratcatcher, a man most quality folk would look down on, he prided himself on trying to do the right thing where he could. Not easy in a city like Altdorf, but a man did what he had to do to survive. He remembered Hansi, the ratcatcher from Wolfenburg who'd discovered that pleasure cult in the sewers under the docks some years ago. Hansi had brought Sergeant Mueller and twenty watchmen back with him, and they had dragged the screaming cultist to the surface, where they were strung up outside the Gallows Head tavern.

Hansi had earned himself a couple of gold coins for his trouble and the prospect of some easy cash was a greater lure than the notion of a ratters' fraternity. Rolf bent down and made his way along the tunnel, keeping his eyes peeled for any sign of the unsettling green glow or anyone lying in wait.

The base of the tunnel was slimy and an inch of stagnant, stinking water soaked his thin boots. He saw prints in the slime, elongated like a man's bare foot, but with what looked like claws on the toes. Rolf was reminded of the far-fetched tales of sewermen who claimed to have seen monsters in the tunnels; monsters with the faces of rats, but who walked like men. He put such nonsense from his mind as he saw faint light spilling into the tunnel. As he made his way to the source of the light, Rolf saw the brickwork ahead had collapsed inward; the base of the tunnel filled with crumbled mortar and bloodstained bricks.

Rolf carefully eased his head around the hole in the tunnel, seeing a large chamber filled with workbenches and shadowed cages. There were things inside the cages, but the light was too dim to make out what they were. Animals? People? The workbenches were crowded with all manner of strange and hideous artefacts. Brass rods, drills, enormous shears, brightly coloured placards, swirling globes of greenish yellow fluids and jars of staring eyeballs.

'What is this place?' he wondered aloud. 'It's a wizard's laboratory or somesuch. I think we're in over our heads, Mandred.'

Hearing its name, the terrier bounded into the room, circling the nearest cage and making wheezing, soundless barks as he bared his yellowed teeth. Rolf beckoned Mandred to return, but the dog was having none of it, silently growling at a lumpen shadow in the cage. Rolf saw the shape move, heavy and gradual like a slowly waking farm animal. As game as Mandred was, he wasn't brave enough to squeeze through the bars to get at whatever was in the cage.

'Damn it, Mandred, this is a job for the watch, not us!' hissed Rolf, ducking through the hole in the brickwork to fetch his dog. The air inside the chamber stank of burned meat and hot iron, a place of death and despair. Mandred scampered farther into the chamber, sniffing at the ground, which Rolf now saw was streaked and spattered with blood.

An ill-fitting door of warped planks was wedged in a hole in the far wall, just beyond a wide slab-like table. Moving closer, Rolf saw it was caked with brownish stains and fitted with thick leather straps. It looked like a butcher's block or barber surgeon's table, but it was surely too large for that.



Mandred circled the table with angry snarls, and Rolf took a moment to study the objects strewn across the workbenches. Numerous coloured bone cubes, decorated with strange symbols – hourglasses, skulls, comets and the like – were scattered alongside numerous sheets of paper covered in tightly-wound script. The longrifle lay on the bench too, its workings far more complex than any blackpowder weapon he had ever seen.

'Come on, damn you,' hissed Rolf, scooping up his dog. The terrier struggled in his grasp, but Rolf was in no mood to hang around this place of death. He turned and made his way back to the hole in the wall when he heard the creak of warped wood scraping on stone.

He looked over his shoulder in terror as the door to the chamber began to open.

A Ratcatcher's Tale– Part III

THE SOUND OF the door opening was the single most terrifying thing Rolf had ever heard. Though he had no idea of the true function of this place, he had seen enough to know that no good could come of being caught here. Mandred still struggled to squirm out of his grip to get to the great butcher's slab of a table, but Rolf held him fast by the rotted leather of his collar.

The hole in the wall through which he had entered the chamber was too far away; he wouldn't make it in time. Rolf looked for somewhere to hide, seeing plenty of shadowed areas of the chamber, but not liking any of them overmuch. Knowing he had seconds at best, Rolf ducked down behind the cluttered workbench, clamping one hand over Mandred's jaws.

The door creaked open and Rolf peeked over the edge of the workbench, curious despite himself, to know who would work in a place like this. The hunched figures he had followed here entered the chamber, robed in long hooded hassocks, such as a novice in the Church of Sigmar might wear, though these ones reeked as though they had been lifted from ten-day-dead corpses. The restless hands of the taller figure were laced together at its chest within the sleeves of its robes, clicking as though long nails or talons tapped impatiently on one another.

The other figure carried a cloth-wrapped bundle, tied with twine, and dumped it on the blood-streaked slab before moving subserviently behind its master. Both figures began to converse in a chittering, squeaking language, and Rolf offered a silent prayer to Sigmar to deliver him from these fiends. The reek of them was vile, a mix of diseased animal and backed up sewer culvert, and Mandred struggled furiously in his grasp.

The taller of the two figures slid his hands from his robes and Rolf saw they were bound in weeping bandages. Its fingers were sheathed in brass rods, clicking rings and whirring, spinning devices that looked like the tools of a watchmaker. A thin blade, like a barber-surgeon's scalpel, extended from its fingertip and neatly sliced the twine securing the bundle on the slab. Rolf felt his gorge rise and stifled a gasp as the cloth fell away and he saw a monstrously muscled arm that was surely too large to have come from any man.

The arm was covered in a coarse black fur and the meaty fingers ended in filth-encrusted talons that looked like they could disembowel an ox. The arm ended in a neatly sliced stump, a polished nub of bone protruding from the shoulder. The tall figure hunched over the arm as the scalpel withdrew and a number of clicking instruments like forceps extended from its fingertips.

Horrified, Rolf's grip on Mandred slackened and the little terrier broke free, bounding from their hiding place. Rolf tried to grab the dog, but it was too late. Mandred skidded from behind the workbench and rushed towards the figures, silently barking and snapping his jaws. Without thinking, Rolf rose to his feet, all thoughts of his own safety forgotten in his desire to save his dog.

Mandred pounced at the nearest figure, the one that had carried the arm, and fastened his small jaws around its ankle. The hooded figure jumped, squeaking in surprise. It spun around at the sudden attack, and Rolf saw a tail protruding from beneath the figure's robes, a vile pink tail with wiry bristles all along its length that was segmented like a worm.

The figure spun around, trying to dislodge the furious dog. Its hood fell back over its shoulders, and Rolf was stopped in his tracks as surely as if he'd been punched in the gut.

Its head was not that of a man, but that of a loathsome rat, its elongated snout and rotten teeth snapping in pain over its lower jaw. Its eyes were yellow and diseased, its fur mangy and discoloured.

Like all ratcatchers, Rolf had heard the stories of giant rat-men in the sewers, but had never really believed them. Such talk was to scare newcomers and laugh at around a beer in the Gallows Head.
But this was horribly real.

He steadied himself on the workbench, feeling his legs sag in shock as the horror of these creatures threatened to overwhelm him.

Mandred bit and clawed at the rat-thing, as the second figure looked up from its work. Rolf saw that beneath its hood, it too was verminkind. It wore what looked like brass-rimmed goggles that magnified its sickly yellow eyes, and seemed more irritated than angered by the sudden attack. The first rat-thing reached down and snatched Mandred from the ground, drawing a long dagger from its rope belt.

Rolf's paralysis was broken at the sight of his dog in danger.

He reached for his skinning knife, but before he drew it he saw something much better.

The elaborate longrifle still lay on the workbench amid the clutter of papers and bone cubes, and Rolf swept it up, bringing it to his shoulders, the way he'd seen Sergeant Mueller do when he'd been showing off his watch-house's newest blunderbuss. The bone cubes fell to the floor, rattling around on the damp, bricks with a strangely unsettling sound.

The rat-thing squealed and Rolf said, 'Put my dog down or I'll shoot you dead.'

His voice was surprisingly calm, despite his heart hammering in his chest. He'd never used a weapon like this, and didn't even know if it was loaded. Was he even using it correctly and would anything happen if he pulled the trigger?

He couldn't think like that. He just wanted his dog and to get out of here alive.

The rat-things regarded him curiously, and Rolf thought he saw a glitter of amusement in the eyes of the one wearing the goggles. The other held Mandred down on the butcher's slab, its serrated knife blade an inch from the terrier's neck.

Rolf aimed the longrifle at the rat-thing holding Mandred. 'I don't know if you can understand me, but I'm a-tellin' you if you don't put that pig-sticker down, I'll kill you, just see if I don't.'

He took a step forward, feeling the bone cubes beneath his feet and glanced down.

In his moment of inattention, the rat-thing with the goggles pounced over the butcher's slab, faster and more agile than Rolf could ever have imagined. A long dagger glinted in its fist. It was fast, inhumanly fast, yet all Rolf had to do was squeeze.

He pulled the trigger, and a blast of green light erupted from the weapon as the firing mechanism exploded in his face. Rolf screamed and fell to the floor, his face bathed in hissing emerald fire that slithered around his skin like liquid. The pain was incredible; yet even in his pain he saw the bone cubes lying in a scattered pile beside him.



Each cube displayed the same image, like the luckiest roll a gambler could make. Though Rolf knew in his gut there was nothing lucky about the black, eight-pointed star showing on each cubes' uppermost face.

He felt rough hands on him as he was rolled onto his back.

The leering rat-creature looked down at him, the yellow hate in its eyes magnified by the brass-rimmed goggles.

'Yes, yes,' it said, holding its knife at his throat. 'Quick, quick. Man-thing shouldn't be here. Man-thing not know how to shoot jezzail. Broke it. Bad, bad. Man-thing will die down here.'

It hauled him to his feet, surprisingly strong for something so hunched, and deposited him on the slab. 'Not meat for swarms, no, no,' it said, brandishing the scalpel and forceps that extended from its fingertips. 'Man-thing's flesh for experiments…'

A Ratcatcher's Tale– Part iv

ROLF OPENED HIS eyes, sticky and gummed with tears, and let out a groan of pain. For a moment he couldn't remember where he was, then his eyes focused on the glistening arched roof of the chamber and he smelled the burned meat and spoiled blood smell of the butcher's slab. Fractured memories of the last few hours came back to him and he rolled onto his side, retching and trying to shut out the horrors he hoped were only dreamed.

He lay in the centre of an iron cage, still dressed in his ratcatcher's rags and with his leg chained to the wall by an iron fetter. Mouldy straw covered the floor, much of it stained red with wet blood. He spat out a stream ropy phlegm to rid his mouth of a bilious, acrid taste and wondered why he was still alive. What did the rat-men want with him?

They were gone for now, though, and that was enough.

His face hurt where the green fire had burned him, and he reached up to touch his cheek.

Rolf's mouth stretched in a silent grimace of horror as he saw that his right arm was now muscular and covered with coarse dark hair. The arm moved at his command, the fingers flexing and turning with a thought, but it wasn't his. Rolf looked over at the butcher's slab, remembering the bundle the hunched rat-thing had brought in. He stared in horror at the arm, now seeing the terrible stitches and bronze hinges zigzagging across his shoulder where this grotesque limb had been attached.

He tore at the stitches, but whoever had grafted this new limb to his body had done their work well – they were impervious to his feverishly scratching nails. Exhausted and horrified, he slumped against the bars of the cage, weeping at the horror of what had been done to him. The new arm was heavy and he could feel corruption within its blood.

Rolf buried his head in the hand he could still call his own and wept, dreading the moment his captors would return and either kill him or visit further horrors on his body. Between choking sobs, a strange noise slowly began to penetrate Rolf's misery, a series of wheezes, like an old man with lung rot coughing out his last breath. Rolf recognised that sound immediately and looked up to see a familiar little form crouched in a pile of brickwork beside the hole in the wall.

'Mandred!' said Rolf; absurdly grateful to see his little terrier had escaped from the rat-men. The dog padded across the floor towards Rolf's cage, sniffing the air suspiciously and keeping a wary eye on the door at the far end of the chamber.

'It's alright, lad, they've gone,' said Rolf, holding his human arm out to the dog.

Mandred squeezed between the bars, and Rolf stroked his mangy head, knowing he'd never been more grateful to see a friendly face than he was right now. Mandred yapped silently, his stump of tail wagging back and forth as he ran in circles before the bars of the cage.

'I can't fit through, lad,' said Rolf, lifting his hideous new arm. 'And I ain't sure I'd be welcome on the surface no more. The Watch would like as not string me up as a mutant or get a witch hunter to burn me up. No, I ain't going nowhere now.'

Rolf caught sight of something on the floor beyond the bars of his cage, and his eyes narrowed as he saw the bone cubes that had fallen on the floor as he'd grabbed the longrifle. A plan began to form in his mind and he pulled himself to the furthest extent of the fetter binding him to the wall.

He reached out with his grotesque new arm, straining as far as he could, his clawed fingers scratching the stone floor in an attempt to flick the cubes closer to him. The longest claw caught the edge of one of the cubes and it fell onto its side, obscuring the black star and revealing a symbol shaped like a hammer. He caught it again and it hit a second cube, sending them both rolling towards him.

Rolf scooped them up triumphantly and lay back against the bars.

'I can't get out of here, lad,' said Rolf. 'But you can.'

Rolf reached inside his jerkin, removing the pouch hidden in his jerkin beneath his armpit. He lifted out the contents of the pouch and placed the two cubes inside. He quickly tied the pouch to the collar around Mandred's neck and patted the terrier fondly one last time before pushing him back through the bars of the cage.

'Go, lad,' he said. 'Get back to the surface. Take these damn things to Sergeant Mueller, show him what's down here and bring him back. Get him to burn these bastards out.'

Mandred gave one last silent bark and backed out of the cage. The dog simply stared at Rolf and wouldn't move, no matter how he tried to shoo him away.

'Go, you stupid mutt!' cried Rolf. 'Get out of here before they come back!'

Mandred sat down beside him, his head cocked to one side.

Then the door at the back of the chamber opened with a creak of wood on stone and Mandred bared his teeth as the hooded figure with knives for fingers entered.

This time the dog needed no encouragement, and bolted for the hole in the wall that led to the sewers. The rat-thing saw the dog and squealed in anger, moving quickly around the butcher's slab with a host of blades clicking out from its hands. Mandred ran as fast as he could, but there was no way he was going to outrun the rat-thing.

Rolf tossed what he'd taken from his hidden pouch through the bars of his cage and onto the ground, hoping against hope that his luck had changed. The three caltrops tinkled musically as they landed, the traps rolling upright with vicious spikes aimed upwards.

The rat-thing stepped on the nearest caltrop and the rusty spike stabbed up into its foot. It fell to the ground with a squealing bray of pain, rolling on top of another caltrop, and its cries were music to Rolf's ears.

Mandred scampered through the hole and, with a last look back at him, disappeared into the tunnels. Rolf cheered as his dog made its escape, backing away from the bars as the rat-thing climbed to its feet.

'You're going to burn, freak,' said Rolf. 'My dog'll bring the witch hunters down on you.'

The rat thing didn't answer, simply drawing a wheel-lock pistol from its belt and aiming it at Rolf. Green smoke drifted from the firing pan, and Rolf just hoped the weapon would blow up in the rat-things hand.

'Man-thing no use now,' it said, and pulled the trigger.

* * * * *

Rudi and Willi watched the small dog pull itself from the culvert that emptied the sewers into the river on the edge of the docks. The dog shook its patchy coat free of the scum and filth of the tunnels, before turning its face up to them. It wagged a stumpy tail and clambered up towards the quayside where the two muddy urchins sat.

'Hey, boy,' said Rudi, waving the dog over. 'Come here.'

'What you doing, Rudi?' asked Willi.

'I just want to see what its name is.' said Rudi, ruffling the hair on Mandred's head and looking at his collar.

'Why?'

'Just because.'

'Okay then,' said Willi. 'So what's its name?'

'I dunno,' said Rudi. 'Ain't got no tag, just a little pouch or something.'

'Anything in it?'

'Gimmie a second and I'll tell ya,' snapped Rudi. He loosened the pouch from around the dog's neck and dropped a couple of bone cubes into his palm.

'What's them?'

'I dunno,' said Rudi. 'Should we keep the little fella?'

'What do you want with a dog, Rudi?' asked Willi. 'We ain't got enough to feed ourselves, let alone a mangy scrapper like this.'

'I know, but maybe he could catch rats for us, he looks like he'd be a good ratter.'

Willi looked doubtfully at the terrier, who squirmed in Rudi's grip, knocking the bone cubes from his hand.

They rattled on the stone of the quay, one landing with a hammer face up, the other a symbol that looked like an eagle, like Willi had seen on some Altdorf soldier's uniform.

'I got a better idea,' said Willi, taking the dog from Rudi and pointing further down the street to where a fat man in a greasy apron stood hawking his wares, 'That's Godrun the Pieman, he'll give us a couple of brass pennies for 'im…'



The End



The Player's Guide

Master Index

A

Ability Cards 9
Abstract Distances 67
Abstract Measurements 66
Action Card, Anatomy of 62
Action Card Design 61
Action Cards 9, 62
Action Check 63
Action Phase 75
Actions 38, 48, 61
Actions, Basic 38, 182
Actions, Blessings 185
Action Sequence 76
Actions, Melee 220
Actions, Ranged 231
Actions, Spells 238
Actions, Support 273
Activation Tokens 12
Active Defence 81
Active Player 74
Advanced Career Listings 165
Advanced Skills 21
Advances 42
Advances, Career 43
Advances, General Career 43
Advances, Non-Career 45
Advances, Open Career 45
Adversary Dice 50
Agility 17
Ammunition 101
Anatomy of a Career Sheet 35
Anatomy of a Party Sheet 25
Ancient Foes 125
Animal Handling 21
Arcane Magic 110
Armour 102
Assembling a Stance Meter 39
Assist 65
Assistance 53
Athletics 21
Attuned 98, 115
Attuned Items 115
Average (2d) 51
Azgaraz, Karak 30

B

Bad Dice 49
Ballistic Skill 21
Banes 54
Banes & Boons 54
Banes & Boons, Freestyle 55
Bane (Symbol) 53
Basic Action Cards 38
Basic Actions 182
Basic Career Listings 142
Basic Skills 20
Beginning of Turn Phase 75
Blast 98

Blessing Actions 185
Blessings 118
Boons 54
Boon (Symbol) 53
Brass Tier 95
Brief (Duration) 93

C

Cantrips 115
Card, Action 62
Cards, Insanity 91
Cards, Wound 86
Card Traits 63
Career Ability Cards 9
Career Advances 43
Career Advances, General 43
Career Completion 45, 46
Careers 34, 140
Career Sheet, Anatomy 35
Career Sheets 11
Career Transition 46
Casting Spells 110, 111
Challenge Dice 14
Challenge Level 50
Challenge (Symbol) 53
Channelling 21, 110
Channel Power 110
Chaos 126, 131, 133
Chaos, Beastmen 133
Chaos, Cults 134
Chaos Star & Sigmar's Comet 56
Chaos Star (Symbol) 53
Chaos, Warriors of 134
Character Creation 33
Character Creation Summary 34
Character Death 87
Characteristic 17
Characteristic Dice 14
Characteristic Ratings 36
Characteristics 17, 34
Characteristics, Maximums 45
Characteristics, Upgrading 45
Characteristics, Weapon 97
Character Rank 43
Character Sheet 11, 19, 139
Charm 21
Check, Competitive 52
Check, Opposed 52
Checks 48
Close Range 66
Combat 80
Combat Modifiers 83
Combat Sequence 80
Combat Values 82
Competitive Checks 52
Components 9
Condition Cards 10
Conditions 93
Conservative Dice 14
Conservative Stance 57
Coordination 22
Core Mechanic 7, 48
Corruption 18
Corruption Threshold 18
Corruption Tokens 12
CR 82, 97
Craftsmanship 96
Creation Point Investments 36
Creation Points 34
Creature Group Sheets 175
Critical Damage 82, 86, 87
Critically Wounded 87
Critical Rating 82, 97
Critical Wounds 82, 86
Cultists 134
Curry Favour 120
Custom Dice 49

D

Damage 82, 87
Damage, Critical 82, 86, 87
Damage Rating 82, 97
Daunting (4d) 51
Death, Character 87
Dedication Bonus 46
Defence Value 81, 82, 102
Defensive 98
Delay (Symbol) 53
Dependent (Duration) 93
Dice, Adversary 50
Dice, Bad 49
Dice, Challenge 14
Dice, Characteristic 14
Dice, Conservative 14
Dice, Expertise 14
Dice, Fortune 15
Dice, Good 49
Dice, Misfortune 15
Dice Pools 49
Dice, Reckless 15
Dice Symbols 53
Difficulty Modifier 63
Discipline 22
Disease Deck 10
Distressed 86
Divine Rules 118
DR 82, 97
Dwarfs 29, 129

E

Easy (1d) 51
Economy 94
Education 22
Effects, Triggering 56
Effect Triggering Limits 56
Empire, Men of the 28, 129
Empire, The 127
Encounter Mode 6, 72, 73
Encumbrance 104, 107
End of Turn Phase 75
Engaged, Engagements 67
Entangling 98
Equilibrium 71, 111, 121
Equipment 96
Example of Play 7
Exchange Rate 94
Exertion (Symbol) 53
Exotic Talents 38
Experience 42
Expertise Dice 14
Extreme Range 66

F

Failure 54, 65
Failure Symbols 53
Faith Talent 123
Fast 98
Fatigue 85
Fatigued 86
Fatigue Tokens 12
Favour 120
Fear 90
Feats of Strength 107
Fellowship 17
Finishing Touches 40
First Aid 22, 88
Folklore 22
Fortune 50
Fortune Dice 15, 50
Fortune Points 18
Fortune, Starting 20
Freestyle Banes & Boons 55
Freestyle Chaos Star & Sigmar's Comet 56

G

Game Modes 70
Gear 96
General Career Advances 43
Getting Started 8
Goblins 133
Gold Tier 95
Good Dice 49
Group Play Area 16
Group Sheets 175
Group, Weapon 97
Guile 22

H

Haggling 97
Halflings 130
Hard (3d) 51
Healing 87
Healing Draughts 89
High Elves 30, 130
Higher Power Games 40
Human 28

I

Immediate Care 88
Individual Play Area 13
In Great Need 121
Initiative 73
Initiative Track 72
Injury Levels 87
Insanity 91
Insanity Cards 91
Insanity Deck 10
Insanity, Recovering From 92
Insanity, Temporary 91
Insanity Traits 92
Intelligence 17
Intimidate 22
Intuition 22
Invocation 22, 118
Invoking Blessings 118, 185
Item Cards 10
Item Qualities 98

K

Karak Azgaraz 30
Karl Franz 131

L

Leadership 22
Levels of Injury 87
Lightly Wounded 87
Lingering (Duration) 93
Location Cards 10
Long Range 66
Long-Term Care 88

M

Magical Sight 22, 113
Magic Items 116
Magic Rules 110
Magnus the Pious 131
Manage Equipment 65
Manoeuvres 61, 65
Manoeuvres, Standard 65
Map, Old World 135
Map, The Empire 136
Map, the Reikland 137
Max Fortune 20
Mechanic, Core 7, 48
Medicine 23
Medium Range 66
Melee Actions 220
Melee Weapons 98
Men of the Empire 28
Minimum Wound Result 82
Miscast Deck 10
Miscasts 113
Misfortune 50
Misfortune Dice 15, 50
Mode, Encounter 6, 72
Modes of Play 6, 70
Mode, Story 6, 70
Modifiers, Tactical 83
Movement 66, 67
Mutation Deck 10

N

Nature Lore 23
Neutral Stance 57
No Challenge Level 51
Non-Career Advances 45

O

Observation 23
Old World, The 124
Omens 122
Open Career Advances 45
Opposed Checks 52
Orcs 133
Order 116

P

Party Sheets 11, 25, 40, 174
Party Tension 26
Passing Out 86
Perform a Stunt 68
Phases, of a Turn 75
Pierce 98
Piety 23
Play Area, Group 16
Play Area, Individual 13
Player, Active 74
Player Character Races 28
Playing the Game 48
Portents 122
Power 111
Prayers 118
Priests, Starting 39
Progress Tracker Pieces 12

Q

Qualities, Weapon 97
Quickcasting 113

R

Races, Player Character 28
Rally Step 79
Range 98
Ranged Actions 231
Ranged Weapons 100
Range Increment 66, 67
Ranges 66
Rank, Character 43
Rarity 97
Ratcatcher's Tale 287
Rat-Men Myths 134
Recharge Rating 63
Reckless Dice 15
Reckless Stance 57
Recovering from Insanity 92
Recovery 87
Reikland 128, 131, 132
Reiklanders 29
Reload 99
Requirements 63
Resilience 23
Resolving Tasks 48
Rest 87
Ride 23
Righteous Success 53

S

Sheets 11
Shields 102
Side Effect Triggers 64
Sigmar 130
Sigmar's Comet 53, 56
Sigmar's Comet (Symbol) 53
Silver Tier 95
Simple (0d) 51
Skills 20, 37
Skill List 21
Skills, Advanced 21
Skills, Basic 20
Skulduggery 23
Slow 99
Soak Value 82, 102
Social Tier 37, 94
Specialisation 21
Specialist Trait 47
Specialties 177
Specialty Cards 10
Spell Actions 238
Spellcraft 23
Stance 39, 57, 64
Stance, Conservative 57
Stance Meter 58
Stance Meter, Adjusting 58
Stance Meter, Assembling 39
Stance, Neutral 57
Stance Pieces 12
Stance, Reckless 57
Stance Ring 14
Stances 57
Standard Manoeuvres 65
Standups 12
Starting Career Table 141
Starting Fortune 20
Starting Wizards & Priests 39
Stealth 24
Story Mode 6, 70
Strain 86, 91
Strength 17
Stress 85
Stress Tokens 12
Success 53, 54, 65
Success Lines 64
Success Symbols 53, 54
Superior Items 96
Support Actions 273
Symbols, Dice 53
Symbols, Success & Failure 53

T

Tactical Modifiers 83
Tale, A Ratcatcher's 287
Talent Cards 11
Talent, Faith 123
Talent, Order 116
Talents 24, 37, 65, 177
Talents, Exotic 38
Temporary Effects 93
Temporary Insanity 91
Tension, Party 26
Terror 90
Three-Act Structure 79
Thrown 99
Toughness 17
Tracking Tokens 12
Tradecraft 24
Traits 63
Traits, Insanity 92
Trait, Specialist 47
Triggering Limits, Effect 56
Triggers, Side Effect 64
Turn Order 73
Two-Handed 99

U

Undead 133, 134
Universal Effects 54
Unreliable 99

V

Valid Selection 64
Vicious 99
vs. Target Defence 81

W

Wealth 37
Weapon Characteristics 97
Weapon Group 97
Weapons 97
Weapon Skill 24
WFRP Lite 138
Willpower 17
Wizards, and Armour 102
Wizards, Starting 39
Wood Elves 32, 130
Wound Cards 86
Wound Deck 11
Wounds 18, 85, 86
Wounds, Critical 82, 86
Wound Threshold 18



Warhammer Fantasy Roleplay

Characteristics

Fatigue

- Strength
- Toughness
- Agility

Stress

- Intelligence
- Willpower
- Fellowship

Basic Skills

Skill	Char	Trained
Athletics	St	☐☐☐
Ballistic Skill	Ag	☐☐☐
Coordination	Ag	☐☐☐
Intimidate	St	☐☐☐
Resilience	To	☐☐☐
Ride	Ag	☐☐☐
Skulduggery	Ag	☐☐☐
Stealth	Ag	☐☐☐
Weapon Skill	St	☐☐☐
Charm	Fel	☐☐☐
Discipline	WP	☐☐☐
First Aid	Int	☐☐☐
Folklore	Int	☐☐☐
Guile	Fel	☐☐☐
Intuition	Int	☐☐☐
Leadership	Fel	☐☐☐
Nature Lore	Int	☐☐☐
Observation	Int	☐☐☐

Specialisations _____

Character Name _____

Race _____

Current Career _____

Current Rank _____

Special Abilities

_____

_____

_____

_____

_____

_____

Wounds Threshold	Corruption Threshold	Fortune Maximum
Current	**Current**	**Current**

Defence	Soak Value

Stances

Conservative — Reckless

Equipment

Weapon	Damage	Critical	Range	Special Quality

Armour	Defence	Soak	Special Quality

Advanced Skills

Skill	Char	Trained	Skill	Char	Trained
		☐☐☐			☐☐☐
		☐☐☐			☐☐☐
		☐☐☐			☐☐☐

Talents

Available Talent Slots: _____

Party Talent Slots: _____

Active?	Type	Name	Effect
☐			
☐			
☐			
☐			
☐			

Actions

Type	Name	Recharge
Support	Assess the Situation	☐
Support	Guarded Position	☐
Melee	Melee Strike	☐
Support	Perform a Stunt	☐
Ranged	Ranged Shot	☐

Critical Wounds

Name	Effect	Severity

Insanities

Name	Effect	Severity

Mutations

Name	Effect	Severity

Diseases

Name	Effect	Symptoms	Severity

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Equipment

Allies

Enemies

Conditions

Money

Gold _____

Silver _____

Brass _____

Encumbrance

Unencumbered Limit: _____

Encumbered Limit: _____

Additional Stance Pieces

☐☐☐☐☐☐☐☐☐☐☐☐☐

Conservative **Reckless**

Personal Information

Height: _____ Weight: _____ Build: _____

Hair Colour: _____ Eye Colour: _____

Birthplace: _____

Family Members: _____

Personal Goal: _____

Campaign Notes

Character Name _____

Current Career _____

Previous Careers _____

Experience _____ **Advances Spent** _____

General Career Advances

- ☐ Action Card: _____
- ☐ Talent: _____
- ☐ Skill Training or Specialty: _____
- ☐ Wound Threshold: _____
- ☐ Open Career Advance: _____
- ☐ Open Career Advance: _____
- ☐ Open Career Advance: _____
- ☐ Open Career Advance: _____
- ☐ Open Career Advance: _____
- ☐ Open Career Advance: _____

Career Completion Advances

☐☐☐☐☐ Career Transition: _____

☐ Dedication Bonus: _____

Non-Career Advances

☐☐☐☐☐ Advance Type: _____

☐☐☐☐☐ Advance Type: _____

Party Information

Party Title: _____

Tension Track

1	2	3	4	5	6	7	8	9	10	11	12

Tension Event Triggers

Party Special Ability

Party Fortune: _____

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Type	Title	Rchg

Check: _____

Requires: _____

_____

Effects: _____

Type	Title	Rchg

Check: _____

Requires: _____

_____

Effects: _____

Type	Title	Rchg

Check: _____

Requires: _____

_____

Effects: _____

Type	Title	Rchg

Check: _____

Requires: _____

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Effects: _____

Type	Title	Rchg

Check: _____

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Type	Title	Rchg

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Type	Title	Rchg

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Effects: _____

Type	Title	Rchg

Check: _____

Requires: _____

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Effects: _____

Type	Title	Rchg

Check: _____

Requires: _____

_____

Effects: _____

Type	Title	Rchg

Check: _____

Requires: _____

_____

Effects: _____

Type	Title	Rchg

Check: _____

Requires: _____

_____

Effects: _____

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Assess the Situation 0

Basic, Defence

Intuition (Int)



None

Special: Add ♦ to this action's dice pool if you are engaged with an enemy

Recover 1 fatigue and 1 stress. Until the start of your next turn, add ■ to any *Melee Attack* or *Ranged Attack* actions targeting you

Remove 1 recharge token from one of your cards

The GM may add 1 recharge token to one of your cards

Guarded Position 0

Basic, Defence

Discipline (WP)

None

Until the start of your next turn, add ■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you

Until the start of your next turn, add ■■ to any *Melee Attack* or *Ranged Attack* actions targeting you or any allies in the same engagement as you

An engaged ally may remove one recharge token from any of his currently recharging cards

Suffer 1 stress

Ranged Shot 0

Basic

Ballistic Skill (Ag) vs Target Defence



Ranged weapon, not engaged with an enemy

You hit the target for normal damage

You hit the target for +2 damage

Perform a manoeuvre for free

One opponent within close range of you who is not engaged with an opponent may engage you

Block 2

Basic, Active Defence

No Check



Toughness 3+, shield equipped

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ■ to the action's dice pool

Special: If you have Resilience trained, add an additional ■ to the action's dice pool

Melee Strike 0

Basic

Weapon Skill (St) vs Target Defence



Melee weapon, engaged with target

You hit the target for normal damage

You hit the target for +2 damage

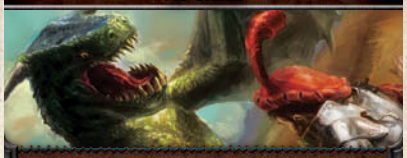
Perform a manoeuvre for free

Your target may disengage from you for free

Dodge 2

Basic, Active Defence

No Check



Agility 3+, not encumbered

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, or a *Spell* or *Blessing* that targets your defence, add two recharge tokens to this card to add ■ to the action's dice pool

Special: If you have Coordination trained, add an additional ■ to the action's dice pool

Parry 2

Basic, Active Defence

No Check



Strength 3+, melee weapon equipped

Effect: After you have been declared the target of a *Melee Attack*, add two recharge tokens to this card to add ■ to the action's dice pool

Special: If you have Weapon Skill trained, add an additional ■ to the action's dice pool

Perform a Stunt 0

Basic

Varies based on stunt attempted

GM discretion

Special: Use this action to apply a skill in an unusual way, or to attempt a dramatic or story-driven activity not covered by a specific action card

Perform the action as intended

You perform the action incredibly well, and may perform a free manoeuvre

If the check relied on a physical characteristic, recover 1 fatigue. If the check relied on a mental characteristic, recover 1 stress

If the check relied on a physical characteristic, suffer 1 fatigue. If the check relied on a mental characteristic, suffer 1 stress

Warhammer Fantasy Roleplay

Player's Guide™

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