

Savage Warhammer

A Netbook by Pythagoras (www.hardpoints.de)

Careers

During character creation, the player picks a general theme for his character and rolls on one of the following tables to determine his starting career. Each career gives a small bonus of the following kind:

- +1 trait check bonus under limited circumstances
- A “lesser” skill at d4 at character generation
- An edge that only works under limited circumstances

Except for the starting skill, these bonuses will be nullified later by better (professional) edges.

Fighter Backgrounds



1	Bounty Hunter
2	Charcoal Burner (Dwarf: Shieldbreaker)
3	Estalian Diestro (Dwarf: Shieldbreaker, Halfling: Fieldwarden)
4	Hunter
5	Mercenary

6	Norse Berserker (Dwarf: Trollslayer, Elf: Kithband Warrior, Halfling: Field Warden)
7	Pit Fighter
8	Squire
9	Woodsman (Dwarf: Shieldbreaker)
10	Zealot

Academic Backgrounds

1	Apprentice Wizard (Dwarf/Halfling: Scribe)
2	Hedge Wizard (Elf: Envoy)
3	Initiate (Halfling: Tomb Robber)
4	Scribe
5	Student
6	Tomb Robber

Scoundrel Backgrounds



1	Agitator
2	Barber Surgeon
3	Entertainer
4	Grave Robber
5	Outlaw
6	Rogue
7	Smuggler
8	Vagabond

Exotic Backgrounds

1	Boatsman
2	Bone Picker
3	Burgher
4	Jailer
5	Miner
6	Peasant
7	Rat Catcher
8	Tollkeeper

Career Game Effects

Agitator: Persuasion d4

Apprentice Wizard: Knowledge (Supernatural) d4

Barber Surgeon: +1 on heal checks performed on characters with 3 wounds or more.

Boatsman: Can make Boating rolls to soak damage to boat by spending a benny.

Bone Picker: +1 Vigour to resist disease.

Bounty Hunter: +3 hours knockout time when making a nonlethal attack.

Burgher: +1 on trait checks made to negotiate prices.

Charcoal Burner: Danger Sense edge while in forest.

Entertainer: +1 on Agility checks made for acrobatics.

Estalian Diestro: Gains +1 on first trick manoeuvre in a combat.

Hedge Wizard: -1 on roll to avoid Tzeentch's Curse. Gets Extra Power Points edge.

Initiate: Arcane Resistance but with only a +1 bonus.

Jailer: Intimidate d4

Fieldwarden (Halfling only): +1 to damage with sling.

Grave Robber: +1 on Guts checks made against undead and on graveyards.

Hunter: +1 to stealth rolls in forests.

Kithband Warrior: Marksman edge against enemies that have not yet acted in a round.

Mercenary: Streetwise d4

Miner: +1 Notice underground.

Norse Berserker: Offhand penalty for hand axe is -1 instead of -2

Outlaw: +1 Stealth in forest.

Peasant: +1 on strength checks to move/push things.

Pit Fighter: Has Frenzy edge for his first attack in combat.

Rat Catcher: +1 Stealth/Notice/Climbing in sewers

Rogue: +1 Climbing in urban environments.

Scribe: +1 on Investigation rolls when research is based on books.

Smuggler: +1 Stealth to conceal items.

Student: +2 on Vigour checks to resist the effect of alcohol.

Shieldbreaker: Danger Sense while underground.

Squire: Riding d4

Tollkeeper: +1 on Notice checks to find concealed items.

Tomb Robber: +1 Notice to find hidden doors.

Trollslayer: Gains Parry edge against creatures of size +2 or more.

Vagabond: +2 common knowledge for geography, history and similar topics.

Woodsman: +2 damage with axes against inanimate objects.

Zealot: Has Frenzy edge against enemies of his faith as defined by the GM.

Professional Edges

These professional edges represent the advanced careers in Warhammer. The professional edges from the main rule book are also available.

Assassin (Veteran, Scoundrel Background): The character deals an additional 1d4 points of damage when he has *the drop* on somebody.

Demagogue (Veteran, Scoundrel or Academic Background): The character can attract followers that are not wild cards. When one of the followers suffers damage, the Demagogue can spend a benny and roll his Persuasion to soak the damage.

Engineer (Veteran, Academic Background): Character can use experimental weapons without the risk of failure.

Flagellant (Seasoned, Nerves of Steel): When wounded, the Flagellant automatically passes all Guts checks.

Ghost Strider (Veteran, Elf): The character gains +2 Survival and +1 Stealth in wild areas. When using a bow-like ranged weapons, add 5 to each range band.

Giant Slayer (Seasoned, Trollslayer Dwarf): The character has +1 parry and the Dodge edge against creatures at least 3 size categories greater than him. Typically combined with the Giant Killer edge.

Guild Master/Merchant Lord (Veteran, Persuasion d8, Streetwise d6): The character is well-respected in his city and province and gains +2 on Persuasion, Streetwise and Intimidate while in his home province. Also, the character has a steady income of \$50.000 (that does not stack with Rich or Filthy Rich).

Physician (Veteran, Academic Background, Heal d8+): The character gains +2 on heal checks. Characters under the supervision of the Physician can add +2 to their natural healing rolls.

Witch Hunter (Veteran, Spirit d8, Intimidate d8, Fighting d8): +1d4 damage vs. mutants and followers of Chaos.

Magic

The backgrounds available are listed below. There are magic users and priests. The powers available depend on the god or college of magic.

Curse of Tzeentch

When a magic user caster rolls a 1 on his Spellcasting check, he has to make a Spirit roll to avoid the effects of Tzeentch's Curse:

Raise	No effect
Success	Shaken
Failure	2d6 fire damage
Roll of 1	Small blast of 2d6 fire damage, placed by GM.

Priests on the other hand, suffer from the wrath of god. When their Faith roll is a 1, he has to make a Spirit roll to avoid the effects of the Wrath of God:

Raise	No effect
Success	Shaken

Failure	Cannot use powers for the rest of the day.
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Arcane Backgrounds (Magic)

The following arcane backgrounds are available in Warhammer. Note that these are all sub-backgrounds based on the school of magic. Magic users with this background cast spells less well when in armour. Subtract the armour bonus from any Spellcasting roll (max. 3). The character starts with 3 powers and 20 power points.

Lore of Beasts

Skill: Spellcasting

Powers: Armour, Beast Friend, Bolt, Burrow, Boost/Lower Trait (self only), Dispel, Fear, Fly, Quickness, Shape Change, Speed

Lore of Death

Skill: Spellcasting

Powers: Armour, Bolt, Boost/Lower Trait (mental only), Dispel, Entangle, Fear, Fly, Quickness, Speed, Zombie

Lore of Fire

Skill: Spellcasting

Powers: Blast (fire), Bolt (fire), Burst (fire), Dispel, Elemental Manipulation (fire only), Fly, Light, Obscure, Quickness, Speed, Stun

Lore of Heaven

Skill: Spellcasting

Powers: Blast (lightning, outdoor only), Bolt (lightning, outdoor only), Deflection, Detect/Conceal Arcana, Dispel, Elemental Manipulation (air only), Fly (double duration), Obscure, Quickness, Speed, Stun

Lore of Life

Skill: Spellcasting

Powers: Armour, Bolt, Burrow, Boost/Lower Trait (physical only), Detect/Conceal Arcana, Dispel, Entangle, Fear, Greater Healing (diseases only), Quickness, Speed, Stun

Lore of Light

Skill: Spellcasting

Powers: Blast (searing light, damages daemons only), Bolt, Detect/Conceal Arcana, Dispel, Healing, Light, Obscure, Stun (daemons only)

Lore of Metal

Skill: Spellcasting

Powers: Armour (double duration), Barrier, Bolt, Dispel, Smite, Stun (armour grows heavy – affects enemies in armour only)

Lore of Shadow

Skill: Spellcasting

Powers: Bolt, Conceal Arcana, Dispel, Entangle, Fear, Invisibility, Obscure, Stun

Arcane Backgrounds (Miracles)

Priests do not suffer from the armour penalty as magic users do but have generally less powers available. The character starts with 1 power and 15 power points.



Lore of Mannan

Skill: Faith

Powers: Armour, Boost/Lower Trait, Deflection, Dispel, Environmental Protection (Water), Healing, Stun

Lore of Morr

Skill: Faith

Powers: Armour, Blast (undead only), Fear, Healing, Dispel, Invisibility (undead only), Obscure, Smite (undead only), Stun

Lore of Myrmidia

Skill: Faith

Powers: Armour, Bolt, Dispel, Fear, Healing, Quickness, Smite (double duration)

Lore of Ranald

Skill: Faith

Powers: Boost/Lower Trait, Deflection, Dispel, Healing, Obscure, Quickness, Speed

Lore of Shallya

Skill: Faith

Powers: Boost/Lower Trait, Deflection, Dispel, Greater Healing, Healing, Light

Lore of Sigmar

Skill: Faith

Bonus: Priest speaks Khazalid, the language of the dwarves.

Powers: Armour, Deflection, Bolt (fiery comet), Dispel, Healing, Quickness, Smite

Lore of Taal and Rhya

Skill: Faith

Powers: Barrier, Beast Friend, Boost/Lower Trait, Dispel, Entangle, Healing, Shape Change

Lore of Ulric

Skill: Faith

Powers: Bolt (ice shards), Dispel, Healing, Smite, Speed, Shape Change (wolf only)

Lore of Verena

Skill: Faith

Powers: Boost/Lower Trait (mental only), Healing, Entangle, Fear, Stun, Speak Language

New Edges and Hindrances

Edges

Aetheric Attunement

Prerequisites: None

The character is able to channel magical energy more efficiently. He gains a +2 on the Spirit check to avoid the effects of Curse of Tzeentch. This means that typically a normal failure is the worst result the character can suffer from, unless the +2 is somehow negated by wounds or other modifiers.

Dark Magic

Prerequisites: None

The character is able to channel *Dhar* more efficiently. The power point cost for casting spells is reduced by 1. However, there is a penalty of -2 on the spirit check to avoid Tzeentch's Curse.

Rapid Reload

Prerequisites: Shooting d8+

The character can reload weapons faster than normal, reducing the reload time by 1 round. This affects mainly the experimental weapons but also crossbows.

Resistance to Chaos

Prerequisites: Spirit d6, no arcane background.

The character gains +2 on any Spirit or Vigour checks made to avoid the effects of Chaos magic or mutation. Also, toughness against power-based damage by chaos magic or warpstone is increased by 2. These effects do not stack with *Arcane Resistance*.

Hindrances

Small Mutation (Minor)

The character has a non-obvious but still incriminating mutation that is useless. The blemish can be hidden under normal clothing but would lead to serious problems when discovered by the typical Imperial subject. Since the mutation is small, it requires a Notice check to detect it, even when the character is naked. Typical examples are patches of scale or fur, an extra mouth somewhere on the body or webbed feet.

Enemy (varies)

There are several archetypal enemies one can have in the Warhammer world. Here are several examples:

- Chaos Cultist (minor)
- Crime Lord (major)
- Cultist Magus (major)
- Magic-Using Priest (major)
- Mundane Priest (minor)
- Mutant Outlaw (minor)
- Noble (major)
- Witch Hunter (major)
- Wizard (major)

Wanted (varies)

The level of this hindrance depends on the organization one has crossed:

- Foreign Authorities (minor)
- Imperial Authorities (major)
- Major Church (minor)
- Regional Authorities (minor)

New Equipment

Experimental Weapons

These weapons are beyond the technological level of the typical denizen of the Old World. All weapons in the category break on a roll of 1 on Shooting. If the wild die also comes up as a 1, the weapon explodes, dealing 2d6 damage. Non-wild cards roll a d6 to determine this effect on a natural 1.

- Pistol (range: 5/10/20, damage: 2d6+1, reload one round, AP 4)
- Musket (range: 15/30/60, damage: 2d8, reload one round, AP 4)
- Hochlander Rifle (range: 20/40/80, damage: 2d8, reload one round, AP 4, snapfire penalty)
- Repeating Pistol (range: 5/10/20, ROF 3, damage: 2d6+1, reload one round, AP 4)
- Gattling Cannon (range: 15/30/60, ROF: 3, damage: 2d8, reload two rounds, AP 4)

Old World Bestiary

Beastman – Bestigor

Attributes: Agility d6, Smarts d4, Spirit d6 (d6+2 to unshaken), Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8+1, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 6(9)

Gear: Club (1d8+1d6)

Special Abilities:

- Natural Armour +3
- Keen Senses: +1 on notice
- Large Horns: d8+d4 damage
- Combat Reflexes (+2 to unshaken)

Beastman – Gor

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d8+1, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 5(7)

Gear: Club (2d6)

Special Abilities:

- Natural Armour +2
- Keen Senses: +1 on notice

Chaos Cultist, Khorne

Attributes: Agility d8, Smarts d4, Spirit d6 (+2 to unshaken), Strength d8, Vigor d6

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d6, Shooting d6, Throwing d6

Pace: 6; **Parry:** 8; **Toughness:** 5

Gear: Meat Cleaver (1d8+1d4)

Special Abilities:

- Improved Block
- Combat Reflexes (+2 to unshaken)
- Zero or more mutations

Chaos Cultist, Nurgle

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d10

Skills: Fighting d6, Guts d6, Intimidation d10, Notice d6, Shooting d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Rusty Sword (2d6), Sling (1d6+1d4)

Special Abilities:

- Plague Bearer: Those who came into contact with the cultist have to check Vigour after the encounter. Those who fail suffer -1 fatigue until they can pass a Vigor test (once per day) or are healed (i.e. a Heal check takes the place of the Vigour test).
- Zero or more mutations

Chaos Cultist, Slaanesh

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d8+2, Persuasion d8+2, Notice d6, Shooting d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Dagger (1d6+1d4), Sling (1d6+1d4)

Special Abilities:

- Charisma +2
- Zero or more mutations

Chaos Cultist, Tzeentch

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d8, Spellcasting d8, Persuasion d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Dagger (1d6+1d4)

Special Abilities:

- Magic Bolts: The cultist can fire a magical bolt (10/20/40, 2d6) using his spellcasting skill. The power recharges on a successful Smarts check made as a free action at the beginning of a turn.
- Zero or more mutations

Chaos Warrior

Attributes: Agility d8, Smarts d6, Spirit d8 (d8+2 to unshaken), Strength d10, Vigor d8

Skills: Fighting d12 (improved frenzy), Guts d8, Intimidation d10, Notice d6, Shooting d6, Stealth d4, Throwing d6

Pace: 5; **Parry:** 8; **Toughness:** 6(9)

Gear: Great Axe (2d10, AP 1, -1 Parry), Full Plate Armour (+3)

Special Abilities:

- Block
- Combat Reflexes (+2 to unshaken)
- Improved Frenzy
- Pick zero or more mutations

Elven Corsair

Attributes: Agility d10, Smarts d6, Spirit d8 (+2 to unshaken), Strength d6, Vigor d6

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d6, Shooting d6, Stealth d4, Throwing d6

Pace: 5; **Parry:** 9; **Toughness:** 5(7)

Gear: Sword (2d6), Sea Dragon Cloak (+2), Crossbow (2d6, AP 2)

Special Abilities:

- Improved Block
- Combat Reflexes (+2 to unshaken)
- Level-Headed (2 cards, take best)

Orc

Attributes: Agility d6, Smarts d4, Spirit d6 (always a raise on unshaken), Strength d8, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Throwing d6

Pace: 5; **Parry:** 6; **Toughness:** 7(8)

Gear: Chopper (2d8), Leather Armour (+1)



Special Abilities:

- **Animosity:** On a deuce, an orc finds that one of his allies offends him and attacks that enemy. The two orcs will fight until one is downed, enemies attack one of the orcs, or a superior uses Intimidation to break up the fight.
- **Hardy:** A second shaken result does not produce a wound
- **Bone Head:** A successful roll for unshaken is always considered a raise, i.e. the orc can act immediately.

Skaven Clanrat

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d4, Notice d6, Shooting d8, Stealth d8, Swimming d8, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5(6)

Gear: Club (2d6), Leather Armour (+1), Sling (d6+d4)

Special Abilities:

- **Dodge:** -1 on ranged attacks
- **Quick:** Throw away cards of 5 or less

Mutations

These mutations can be applied to any of the opponents listed in the bestiary. GMs should be very careful when applying these modifiers to PCs. You should feel free to add any kind of cosmetic mutations or alter traits to reflect certain mutations.

- **Acidic Excretion:** The character cannot wear armour or use weapons. However, his touch deals Str+d4 damage and when a weapons deals a wound to the character, the attacker must make an Agility check to avoid 2d6 damage to his weapon.
- **Claws:** deals Str+d4 damage unarmed. Larger versions exist that deal more damage
- **Cloud of Flies:** Attackers in melee get -2 on attacks due to the irritating flies.
- **Evil Eye:** Gain +2 on Test of Will
- **Extra Joints:** Gain reach 1 and +1 on agility tricks
- **Extra Limb:** The mutant can wield an additional weapons for extra attacks.
- **Headless:** No attacks against head are possible.
- **Horrible Appearance:** The mutant causes Fear, requiring characters to make a Guts check at -1.
- **Long Legs:** 1d8 running die
- **Magic Immune:** Magic has no effect on the mutant
- **Manikin:** The character has a tiny upper body on his head. The character is automatically killed if the head is hit.
- **Natural Armour:** The mutant gains +2 natural armour.

- **Plague Bearer:** Those who came into contact with the mutant have to check Vigour after the encounter. Those who fail suffer -1 fatigue until they can pass a Vigor test (once per day) or are healed (i.e. a Heal check takes the place of the Vigour test).
- **Prehensile Tail:** The mutant gains +2 on Agility tricks.
- **Suckers:** +2 on Strength checks made to grapple or hold on to something.
- **Teleport:** The mutant can move his normal pace, ignoring any terrain or opponents between start and end point.
- **Uncontrollable Flatulence:** The mutant is surrounded by a cloud of gas that gives all adjacent characters a -1 on all trait checks.
- **Wings:** Mutant can fly at a speed of 8.