

WARHAMMER FANTASY ROLE-PLAY™



RACES

There are four main races in the Warhammer world: Humans, Dwarfs, Wood Elves, and Halflings.

Humans

Humans are the most prevalent of civilized races in the Old World, and have many Empires that span its length and breadth. Though considered a young race by the Dwarfs and Elves, their versatility makes them a force to be reckoned with.

Humans in Warhammer use the default Savage Worlds race profile for Humans.

Dwarfs

Dwarfs are short, broad and stubborn race that mainly inhabit the mountains of the Old World. There the Dwarfs carve grand halls and mine the earth for its treasures.

Dwarfs in Warhammer use the default Savage Worlds race profile for Dwarves.

Wood Elves

Wood Elves are a tall and graceful race that inhabit the great forests of the Old World. Though they rarely leave their forest homes, some brave souls have left to wander in search of adventure.

Wood Elves in Warhammer use the default Savage Worlds race profile for Elves, but gain two additional racial traits.

Attractive: Wood Elves are a beautiful people, and thus have the Attractive Edge (+2 to Persuasion rolls).

Heroic: Wood Elves as a race are very good-natured, and are quick to aid the cause of good and counter acts of evil.

Halflings

Halflings are small folk that are sometimes mistaken for Human children. They live in an area of The Empire known as The Moot, and have a love of good food and drink.

Halflings in Warhammer use the default Savage Worlds race profile for Half-folk.

EDGES AND HINDRANCES

Apprentice (Major)

This Hindrance can be taken by a starting character with an Arcane Background with a linked Skill Trait no greater than d4. The character starts with one less Power than normal and can gain no more Powers until at least one Rank is gained.

PROFESSIONAL EDGES

Alchemist

Requirements: Seasoned, Arcane Background: Magic, Knowledge (Alchemy) d6+, Spellcasting d4+

Alchemists can create potions that duplicate the effect of any Powers that they know. Potions require various alchemical substances, herbs and rare ingredients that usually take some time to gather. Generally it takes about a day to gather the ingredients for a low Power potion (1-2 Power Points) while more powerful potions may take weeks to gather the necessary components (and may even involve quests for certain rare reagents). Brewing a potion takes a day and a successful Spellcasting roll; success indicates a potion is complete with the success level noted while failure means the ingredients are wasted and the process must start from scratch. Rolling a one on indicates the potion is cursed with wildly variable results (usually detrimental). The Alchemist will not know the potion is cursed until it is used. Using a potion requires an action. Defensive potions (Heal, Raise Trait) usually require ingestion by the target person, while offensive potions (Blast, Bolt) usually requires them to be thrown at your target, with the potion being activated when the bottle breaks. In the case of thrown potions, missing your target still triggers the spell, but the effect may be wasted if they are not in the required area of effect.

Demonologist

Requirements: Arcane Background: Magic, Non-Elementalist, Knowledge (Demons) d6+, Spellcasting d8+, Summon (Demon)

Demonologists are adept at controlling demons, and gain +2 to Spellcasting rolls to summon demons, to Spirit rolls to command them and on Guts checks to resist any fear effects the creature might have. Demonologists can improve their chances of controlling demons even more by sacrificing humans or demi-humans as part of the Summoning ritual; each such sacrifice adds +2 to the Demonologist's Spirit roll to control the demon. Knowing the true name of the demon (gained through researching rare tomes of demonology) also grants a +2 to Spirit rolls to control the demon. If a Demonologist ever rolls a one during a summoning, they should make a Spirit roll. If they fail, they gain a mental disorder from exposing their mind to otherworldly horrors (in addition to the regular magic backlash); select an appropriate minor mental Hindrance or increase an existing mental Hindrance from minor to major.

Demonologists of Legendary Rank may also attempt to summon Greater Demons through a long and arduous ritual. Such undertakings require knowledge of the Greater Demons true name (acquired through searching for lost demonic lore), human or demi-human sacrifices and hours equal to the Greater Demon's Spirit die type and the expenditure of Power Points equal to twice the Demon's Spirit die type. The Spellcasting roll is made at a -4. Note that since the true name and sacrifices are required for the ritual, no bonuses are gained for using them. Failing the ritual usually produces spectacular results, from opening a small, temporary portal to a demonic plane that allows lesser demons entry into the world, sucking the demonologist into the demon's home plane, or simply a destructive expulsion of demonic power that devastates the area.

Known practitioners of Demonology gain the Outsider and Wanted (Major) Hindrances.

Elementalist

Requirements: Arcane Background: Magic, Non-Demonologist, Non-Necromancer, Knowledge (Elementals) d6+, Spellcasting d8+, Summon (Elemental)

Elementalists cast physical effect spells with Elemental Trappings at +2 to the Spellcasting roll. Elemental Trappings include fire, earth, air and water. Note that this only

applies to spells with physical effects such as Armor, Barrier, Blast, Bolt, Deflection, Light, Obscure and Water Breathing.

Elementalists of Legendary Rank can also attempt to summon Greater Elementals through a long and arduous ritual. Such undertakings require knowledge of the Elemental's name (acquired through seeking places of elemental power), hours equal to the Elemental's Spirit die type and expenditure of Power Points equal to twice the Elemental's Spirit die type. Elementalists only usually summon such beings in the most dire of emergencies, as most Elementalists do not wish to upset the balance of the elements with nature.

Illusionist

Requirements: Seasoned, Arcane Background: Magic, Knowledge (arcana) d8+, Spellcasting d8+

Illusionists cast illusionary or sense-affecting spells at +2 to the Spellcasting roll. This includes such spells as Fear, Invisibility and Obscure. Illusionists can designate any non-illusionary Powers they possess as illusionary. This allows the Illusionist to gain the +2 to Spellcasting, reduces the Power Point cost by 1/2 (round up, minimum of 1) and doubles the duration. Doing this makes the effects of the spell illusionary. Barriers may look and feel real to the casual touch, but any damage applied passes right through it. Any damage caused by illusionary spells fades in 2d6 rounds. These types of spells are most useful for creating illusionary walls with Barrier and illusionary disguises through Shape Change. In certain cases a target of an illusion may have reason to think that something is strange (a sword-strike passing through a wall without resistance); a successful Smarts roll dispels a given illusion.

Necromancer

Requirements: Arcane Background: Magic, Knowledge (Undead) d6+, Spellcasting d8+, Summon (Undead)

Allows characters to cast spells with Necromantic Trappings at a +2 to the Spellcasting roll. Necromantic Trappings include use of bones, skin, black energy, dirges, cauls, etc. Should a character ever roll a one when casting a Necromantic spell, they should make a Spirit roll. If they fail, they gain a necromantic characteristic such as pale skin, hollow eyes, skeletal hands, decaying smell, etc. (in addition to the regular magic backlash). These characteristics give them -1 to Persuasion rolls but +1 to Intimidation rolls.

Necromancers of Legendary Rank may attempt to transform themselves into Liches. Such an undertaking requires knowledge of an ancient ritual of undeath (acquired through seeking lost necromantic lore), hours equal to the Necromancer's Spirit die type and the expenditure of Power Points equal to twice the Necromancer's Spirit die type. The Spellcasting roll is made at a -4. Success indicates that the Necromancer gains the Lich's Death Touch, Undead and Zombie ability. If a Necromancer fails the ritual, they must make an immediate Spirit test; success means the Necromancer gains the Undead trait, while failure means that the Necromancer has died the true death and cannot be resurrected.

Because of the opposition of philosophies, you cannot become a Necromancer if you are an Elementalist.

Known practitioners of Necromancy gain the Outsider and Wanted (Major) Hindrances.

WEIRD EDGES

Magical Sense

A character can spend an action to concentrate and sense whether an item or person is magical in nature by touching it and making a Spirit roll. They cannot determine what the function of the item or the magical nature of a person, merely whether there is magic present or not.

Improved Magical Sense

As above, but can sense the presence of magic within the range of the characters Spirit die type instead of just touch.

GEAR

The following gear rules apply to Warhammer character creation.

Starting Funds

All characters start with 50 Gold Crowns to buy equipment from the Savage Worlds rulebook at the equivalent cost during character creation. Once play begins, players should refer to the prices in the Old World Guide in the Warhammer Fantasy Role-Play rulebook.

POWERS

Certain powers, such as Summon, are an integral part of the makeup of the Warhammer world.

Summon

Rank: Seasoned

Power Points: Special

Range: Smarts

Duration: Special

Trappings: Carving symbols on corpses (for zombies), large fires (for fire elementals), pentagrams (for demons).

This power summons a creature or creatures that obeys the summoner's commands. The creature summoned is very literal-minded in interpretation of the commands, and sometimes malicious depending on its nature.

With a success, the summoned creature remains for 2d6 rounds. With a raise, they remain for 1 hour. With two raises, they remain for an entire day.

When selecting this Power you should determine the type of creature summoned: elementals, demons or undead. To select different types of creatures this Power must be taken multiple times.

For each summoned type you have an option of a sub-type: element type for elementals, etc. The creature summoned will determine the amount of required Power Points expended in the summoning and the difficulty.

Elementals: elementals can be summoned from one of the four elements: air, earth, fire and water. When summoning multiple elementals at the same time they must all be of the same element. Elementals cost 6 Power Points to summon at -2 to the Spellcasting roll.

Demons: demons can be summoned with this power. Demons are powerful and strong-willed, and commanding them will require an opposed Spirit roll for every order given.

Failure indicates that the summoner has lost control and the demon may either attack the summoner, escape into the world to wreak havoc or return to their own plane of existence (equal chance of each). Demonic servants cost 3 Power Points each, while Lesser Demons cost 6 Power Points at -2 to the Spellcasting roll.

Undead: mindless undead such as Zombies and Skeletons can be summoned. Zombies cost 3 Power Points each and Skeletons cost 4 Power Points each.

BESTIARY

There are many creatures that stalk the Old World, most of them malevolent.

Demon

Demon, Greater

Greater demons are extremely powerful, having a great deal of personal power and strength. Greater demons are fairly unique and as such should be constructed on a case-by-case basis. Take a lesser demon as a base and increase their abilities and/or skills. Greater demons are always Wild Cards, and will usually have Arcane Backgrounds in Magic and/or Miracles.

Demon, Lesser

Lesser demons are the most common of all demons, often in thrall to a greater demon. While it is difficult to generalise all demons, many share common traits: batlike wings, goat feet and horned heads are some examples.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Taunt d6

Pace: 6; Parry: 6; Toughness: 6

Special Abilities

Claws: Str+1 damage.

Fear: Lesser demons are horrifying to behold.

Fearless: Lesser demons never make Guts checks and cannot be Intimidated.

Fly: Lesser demons have wings and can fly at 12 per round.

Level-headed: Demons act on the best of two cards.

Size +1: Lesser demons tend to be around 300-600 pounds.

Demonic Servant

Demonic servants are the least powerful of all demons, but are still forces to be reckoned with. They are usually used by summoners as messengers, riding beasts or hunting animals. They appear as regular animals, albeit with black fur and fiery eyes. A Demonic Steed uses the stats for a Horse (War), while a Demonic Wolf uses the stats for a Dire Wolf (q.v. the Savage Worlds core rulebook).

Elemental

Elementals are physical manifestations of forces of nature, primarily air, earth, fire and water. They have no real identity of their own, but instead act as personifications of the element they represent. Elementals are usually either summoned into being by elementalists or druids, but sometimes manifest in areas with a great concentration of their element.

The following are standard elementals. Greater and lesser elementals exist as well, which can be generated by adjusting the size of the elemental up or down. Some of the greatest elementals have distinct personalities and names; these rare elementals are treated as Wild Cards, and often have Elemental Powers.

Air Elemental

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6

Pace: 6; Parry: 5; Toughness: 6

Special Abilities:

Construct: Constructs add +2 when attempting to recover from being Shaken. Constructs do not suffer additional damage from called shots. Arrows, bullets, and other piercing attacks do half-damage as elementals generally have no vital organs. Construct Wild Cards never suffer from Wound Modifiers. Constructs do not suffer from disease or poison.

Fearless: Elementals never make Guts checks and cannot be Intimidated.

Flight: Air Elementals can fly through the air up to 12" per round.

Level-headed: Air Elementals act on the best of two cards.

Earth Elemental

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d6

Pace: 5; Parry: 5; Toughness: 11

Special Abilities:

Armour +4: Earth Elementals have a solid exterior.

Construct: Constructs add +2 when attempting to recover from being Shaken. Constructs do not suffer additional damage from called shots. Arrows, bullets, and other piercing attacks do half-damage as elementals generally have no vital organs. Construct Wild Cards never suffer from Wound Modifiers. Constructs do not suffer from disease or poison.

Fearless: Elementals never make Guts checks and cannot be Intimidated.

Tunneling: Earth Elementals can move through the earth up to 5" per round.

Fire Elemental

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

Skills: Fighting d8

Pace: 6; Parry: 6; Toughness: 6

Special Abilities:

Construct: Constructs add +2 when attempting to recover from being Shaken. Constructs do not suffer additional damage from called shots. Arrows, bullets, and other piercing attacks do half-damage as elementals generally have no vital organs. Construct Wild Cards never suffer from Wound Modifiers. Constructs do not suffer from disease or poison.

Fearless: Elementals never make Guts checks and cannot be Intimidated.

Fire Aura: anyone making a melee attack against the Fire Elemental takes 2d6 fire damage.

Immunity (Fire): Fire Elementals are immune to fire-based attacks.

Weakness (Cold/Water): Fire Elementals take double damage from cold-based or water-based attacks.

Water Elemental

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

Skills: Fighting d6

Pace: 6; Parry: 5; Toughness: 6

Special Abilities:

Construct: Constructs add +2 when attempting to recover from being Shaken. Constructs do not suffer additional damage from called shots. Arrows, bullets, and other piercing attacks do half-damage as elementals generally have no vital organs. Construct Wild Cards never suffer from Wound Modifiers. Constructs do not suffer from disease or poison.

Drench: Water Elementals can extinguish all natural fires (torches, lanterns, bonfires) within 8" by spending an action.

Fearless: Elementals never make Guts checks and cannot be Intimidated.

Swim: Water Elementals can swim through water up to 12" per round.

ARCHETYPES

Bounty Hunter

Race: Human

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

Skills: Fighting d6, Intimidation d6, Investigation d6, Notice d6, Shooting d4, Stealth d6, Streetwise d6, Tracking d6

Edges: Alertness, Rich, The Stare

Hindrances: Greedy

Pace: 5, Parry: 5, Toughness: 8

Gear: Chain Hauberk, Sword, Crossbow, 20 Quarrels, rope, net, d4 manacles, 20 gold crowns

Druid

Race: Human

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

Skills: Fighting d6, Guts d6, Knowledge (Nature) d8, Stealth d6, Survival d8, Tracking d8

Edges: Fleet-Footed, Woodsman

Hindrances: All Thumbs, Poverty, Vow (major: protect nature)

Pace: 6, Parry: 5, Toughness: 5

Gear: bag, religious token: sickle-knife, Staff (Str+1), dowsing rods, 15 Gold Crowns

Herbalist

Race: Halfling

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4-1, Vigor d4

Skills: Guts d6, Healing d8, Knowledge (Herbs) d8, Notice d4, Stealth d6, Survival d6, Throwing d6

Edges: Healer, Low-Light Vision

Hindrances: Habit (minor: pipe smoking), Pacifist (minor), Small

Pace: 6, Parry: 3, Toughness: 4

Gear: pestle and mortar, sling bag with dried herbs, 50 Gold Crowns

Hunter

Race: Wood Elf

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

Skills: Fighting d6, Guts d4, Notice d6, Shooting d6, Stealth d6, Survival d8, Tracking d8

Edges: Low-Light Vision, Woodsman

Hindrances: All Thumbs, Cautious, Poverty

Pace: 6, Parry: 5, Toughness: 5

Gear: Bow

Initiate of Sigmar

Race: Human

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Intimidate d6, Notice d4, Knowledge (Religion) d4, Persuasion d6, Taunt d6, Throwing d6

Edges: The Stare

Hindrances: Mean, Vow (minor: serve Church of Sigmar)

Pace: 6, Parry: 6, Toughness: 5

Gear: Warhammer, 30 Gold Crowns

Initiate of Shallya

Race: Human

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

Skills: Guts d8, Healing d10, Knowledge (Religion) d10, Persuasion d8, Streetwise d6

Edges: Healer

Hindrances: Pacifist (major), Poverty, Vow (minor: serve Church of Shallya)

Pace: 6, Parry: 2, Toughness: 4

Gear: Healing supplies, 25 Gold Crowns

Mercenary

Race: Dwarf

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d8, Gambling d6, Guts d6, Intimidation d6, Shooting d8

Edges: Block, Brawny, Low-Light Vision

Hindrances: Bloodthirsty, Greedy (minor), Slow, Ugly

Pace: 5, Parry: 6, Toughness: 7

Gear: Battleaxe, Medium Shield

Noble

Race: Human

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

Skills: Fighting d6, Gambling d4, Intimidation d6, Persuasion d6, Riding d6, Taunt d6, Shooting d6, Tracking d6

Edges: Noble, Rich

Hindrances: Loyal, Vengeful (minor)

Pace: 6, Parry: 6, Toughness: 5

Gear: Fine Clothes, Rapier, 80 Gold Crowns

Outlaw

Race: Human

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

Skills: Climbing d6, Fighting d8, Intimidation d6, Shooting d8, Stealth d8, Survival d6

Edges: Luck, Quick Draw

Hindrances: Ailing, Greedy (minor), Wanted (major)

Pace: 6, Parry: 6, Toughness: 5

Gear: Bow, Long Sword, 5 Gold Crowns

Pit Fighter

Race: Human

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

Skills: Fighting d12, Guts d6, Intimidation d6, Streetwise d6

Edges: Brawny, Natural Born Killer

Hindrances: Bloodthirsty, Mean, Vengeful

Pace: 6, Parry: 9, Toughness: 6

Gear: Small Shield, Spear, 15 Gold Crowns

Troll Slayer

Race: Dwarf

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d4, Fighting d10, Guts d6, Intimidation d6, Streetwise d4, Survival d4, Throwing d6

Edges: Brawny, Low-Light Vision

Hindrances: Death Wish, Outsider, Slow

Pace: 5, Parry: 6, Toughness: 7

Gear: Great Axe, 10 Gold Crowns

Tunnel Fighter

Race: Dwarf

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

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Stealth d6, Survival d6, Throw d4

Edges: Danger Sense, Low-Light Vision

Hindrances: Slow (-1 Pace)

Pace: 5, Parry: 5, Toughness: 6

Gear: Small Shield, Axe, 15 Gold Crowns

Wizard's Apprentice

Race: Wood Elf

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

Skills: Guts d6, Intimidation d6, Knowledge (Arcana) d10, Notice d6, Persuasion d6, Shooting d6, Spellcasting d4

Edges: Low-Light Vision, Attractive, Arcane Background: Magic

Hindrances: All Thumbs, Apprentice

Pace: 6, Parry: 5, Toughness: 5

Powers: Bolt, Obscure

Gear: Staff, 45 Gold Crowns