

AT THE END OF THE WORLD  
THERE IS SAID TO BE A TREE.  
ITS BRANCHES SPREAD TOWARD  
THE CRACKED OPEN SKY, AND  
ITS ROOTS PIERCE THE EARTH,  
TAKING SUBSTANCE FROM THE  
LIVING ROCK. AS THE WORLD  
AGES AND WARS AND STRIFE  
WRACKS THE LAND, THE TREE  
GROWS ROTTEN.



THE EMPIRE CRUMBLES, AS DO  
ALL CIVILIZED NATIONS, SLOWLY,  
BUT SURELY. AS THE BASTIONS OF  
HOPE SINK SLOWLY INTO THE  
MIRE, SO THE TREE WITHER AND  
DIES. ALL THINGS END: BOOKS,  
SONGS, LOVES, LIVES; ALL WE CAN  
DO IS TREASURE WHAT WE HAVE,  
UNTIL THE TRANSIENCE OF LIFE  
CATCHES UP UPON US ALL...





# WARHAMMER FANTASY ROLEPLAY



## FANTASY FLIGHT GAMES

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## MINOR CHAOS MANIFESTATION

| Die Roll | Result   |
|----------|--|
| 01-10    | <b>Witchery:</b> Within 10 yards (5 squares) of you, milk curdles, wine goes sour, and food spoils.  |
| 11-20    | <b>Rupture:</b> Your nose begins to bleed and continues until you make a successful Toughness Test. You can test once per round.                   |
| 21-30    | <b>Breath of Chaos:</b> A cold and unnatural wind blows through the area.  |
| 31-40    | <b>Horripilation:</b> Your hair stands on end for 1d10 rounds.   |
| 41-50    | <b>Wyrddlight:</b> You glow with an eerie light for 1d10 rounds.   |
| 51-60    | <b>Unnatural Aura:</b> Animals within 10 yards (5 squares) of you get spooked, and unless controlled with an Animal Training Test, flee the scene. |
| 61-70    | <b>Haunted:</b> Ghostly voices fill the air for the duration of your spell.  |
| 71-80    | <b>Aethyric Shock:</b> The magical energy coursing through you causes you to lose 1 Wound regardless of Toughness Bonus or armour.                 |
| 81-90    | <b>Mental Block:</b> You channel too much magical energy. Your Magic Characteristic is reduced by 1 for 1d10 minutes.                              |
| 91-95    | <b>Whimsy:</b> The GM can choose any result from this chart or make up a comparable minor effect.  |
| 96-00    | <b>Unlucky!:</b> Roll on the <b>Major Chaos Manifestation</b> table instead.   |

## MAJOR CHAOS MANIFESTATION

| Die Roll | Result  |
|----------|---|
| 01-10    | <b>Witch Eyes:</b> Your pupils turn bright red. They revert to their original colour at dawn the following day.   |
| 11-20    | <b>Silenced:</b> You lose your voice for 1d10 rounds.   |
| 21-30    | <b>Overload:</b> You are overwhelmed by magical energy and are stunned for 1 round.   |
| 31-40    | <b>Craven Familiar:</b> A Daemon Imp (see <b>Chapter 11: Common Creatures and NPCs</b> ) appears from the Aethyr and attacks you next round.  |
| 41-50    | <b>Chaos Foreseen:</b> You get a glimpse of the Realm of Chaos and gain 1 Insanity Point. Any time after this event, you can spend 200 xp and gain the Dark Lore (Chaos) talent.  |
| 51-60    | <b>Aethyric Attack:</b> Magical energy burns through you, causing you to lose 1d10 Wounds regardless of Toughness Bonus or armour.  |
| 61-70    | <b>Enfeeblement:</b> Chaos energy wracks your body, debilitating your constitution. Your Toughness Characteristic is reduced by 10% for 1d10 minutes.   |
| 71-80    | <b>Mindnumb:</b> You channel too much magical energy. Your Magic Characteristic is reduced by 1 for 24 hours.   |
| 81-90    | <b>Daemonic Possession:</b> You are possessed by a Daemonic entity for one minute. During that time, the GM controls all your actions and when you take control of your body again, you'll have no memory of what you just did. |
| 91-95    | <b>Perverse Delight:</b> The GM can choose any result from this chart or make up a comparable major effect.   |
| 96-00    | <b>Trick of Fate:</b> Roll on the <b>Catastrophic Chaos Manifestation</b> table instead.  |



## GAINING INSANITY POINTS



- A character gains 1 Insanity Point each time he takes a Critical Hit.
- A character gains 1 Insanity Point each time he fails a Terror Test.
- You may also call for Will Power Tests in the face of unspeakable sights or events. Characters that fail such tests gain 1 or more Insanity Points.

## CATASTROPHIC CHAOS MANIFESTATION

| Die Roll | Result   |
|----------|--|
| 01-10    | <b>Wild Magic:</b> You lose control of the magic as you cast your spell. Everyone within 30 yards (15 squares), including you, loses 1 Wound regardless of Toughness Bonus or armour.  |
| 11-20    | <b>The Withering Eye:</b> Chaos energy wracks your body, debilitating your constitution. Your Toughness Characteristic is reduced by 20% for 1d10 hours.   |
| 21-30    | <b>Tzeentch's Lash:</b> Magic power overwhelms you, knocking you out for 1d10 minutes.   |
| 31-40    | <b>Aethyric Assault:</b> The Winds of Magic lash out at you. You suffer a Critical Hit to a random location. Roll 1d10 to determine the Critical Value.  |
| 41-50    | <b>Heretical Vision:</b> A Daemon Prince shows you a vision of Chaos. You gain 1d10 Insanity Points. Any time after this event, you can spend 100 xp and gain the Dark Lore (Chaos) talent.  |
| 51-60    | <b>Mindeaten:</b> Your ability to use magic is burned out of you. Your Magic Characteristic is reduced to 0. For each full 24 hours that passes, it increases by 1 until it returns to full strength.  |
| 61-70    | <b>Uninvited Company:</b> You are attacked by a number of lesser Daemons equal to your Magic Characteristic (see <b>Chapter 11: Common Creatures and NPCs</b> ). They appear from the Aethyr within 12 yards (6 squares) of you.   |
| 71-80    | <b>Daemonic Contract:</b> You suffer 1d10 wounds (regardless of Toughness Bonus and armour) as a two inch Chaos rune burns its way onto a random part of your body. Should you ever collect 13 of these, they will spell out a contract that signs your soul away to a Ruinous Power (GM's discretion). Removal of the branded skin will make no difference to the contract. |
| 81-90    | <b>Called to the Void:</b> You are sucked into the Realm of Chaos and are forever lost. Unless you have a Fate Point to spend, it's time to roll up a new character.   |
| 91-00    | <b>Dark Inspiration:</b> The GM can choose any result from this chart or make up a comparable catastrophic effect.   |

## THE WRATH OF THE GODS

| Die Roll | Result   |
|----------|--|
| 01-15    | <b>Unearthly Vision:</b> Your God chooses this time to grant you a symbolic but confusing vision. This stuns you for 1 round.  |
| 16-30    | <b>Prove Your Devotion:</b> A few more prayers are required to finish casting the spell. This result adds 1 half action to the Casting Time of the spell. You must take this extra time even if you failed the Casting Roll. |
| 31-45    | <b>You Try My Patience:</b> You cannot cast another spell for 1d10 rounds. This spell still works as long as you made your Casting Roll.   |
| 46-60    | <b>Your Cause is Unworthy:</b> Your spell fails, even if you made the Casting Roll.  |
| 61-75    | <b>Stinging Rebuke:</b> Not only does your spell fail, but you also suffer a -10% penalty to your Will Power for 1 minute.   |
| 76-90    | <b>What Will You Sacrifice for this Boon?:</b> You lose 1d10 Wounds regardless of Toughness Bonus or armour.   |
| 91-99    | <b>You Have Sinned Against Me:</b> You have somehow angered your God. You must kneel and repent for 1d10 rounds. This renders you helpless.  |
| 00       | <b>Daemonic Interference:</b> Your prayer is answered but not by your God. Roll on the <b>Major Chaos Manifestation</b> table instead.   |



## MISSILE WEAPONS

| Name                 | Enc | Group      | Damage | Range† | Reload | Qualities             |
|----------------------|-----|------------|--------|--------|--------|-----------------------|
| Blunderbuss          | 50  | Gunpowder  | 3      | 32/-   | 3 Full | Shrapnel              |
| Bola                 | 20  | Entangling | 1      | 8/16   | Half   | Snare                 |
| Bow*                 | 80  | Ordinary   | 3      | 24/48  | Half   | None                  |
| Crossbow*            | 120 | Ordinary   | 4      | 30/60  | Full   | None                  |
| Crossbow Pistol      | 25  | Crossbow   | 2      | 8/16   | Full   | None                  |
| Elfbow*              | 75  | Longbow    | 3      | 36/72  | Half   | Armour Piercing       |
| Firearm*             | 30  | Gunpowder  | 4      | 24/48  | 2 Full | Impact, Unreliable    |
| Hochland Long Rifle  | 70  | Engineer   | 4      | 48/96  | 2 Full | Impact, Unreliable    |
| Improvised           | 10  | Ordinary   | SB-4   | 6/-    | Half   | None                  |
| Javelin              | 30  | Ordinary   | SB-1   | 8/16   | Half   | None                  |
| Lasso*               | 10  | Entangling | n/a    | 8/-    | Half   | Snare                 |
| Longbow*             | 90  | Longbow    | 3      | 30/60  | Half   | Armour Piercing       |
| Net                  | 60  | Entangling | n/a    | 4/8    | Full   | Snare                 |
| Pistol               | 25  | Gunpowder  | 4      | 8/16   | 2 Full | Impact, Unreliable    |
| Repeater Crossbow*   | 150 | Crossbow   | 2      | 16/32  | Free   | Special               |
| Repeater Firearm*    | 30  | Engineer   | 4      | 24/48  | Free   | Experimental, Special |
| Repeater Pistol      | 25  | Engineer   | 4      | 8/16   | Free   | Experimental, Special |
| Shortbow*            | 75  | Ordinary   | 3      | 16/32  | Half   | None                  |
| Sling                | 10  | Sling      | 3      | 16/32  | Half   | None                  |
| Spear                | 50  | Ordinary   | SB     | 8/-    | Half   | None                  |
| Staff Sling*         | 50  | Sling      | 4      | 24/48  | Full   | None                  |
| Throwing Axe/Hammer  | 40  | Throwing   | SB-2   | 8/-    | Half   | None                  |
| Throwing Dagger/Star | 10  | Throwing   | SB-3   | 6/12   | Half   | None                  |
| Whip                 | 40  | Entangling | SB-4   | 6/-    | Half   | Fast, Snare           |

## MELEE WEAPONS

| Name                      | Enc | Group      | Damage | Qualities                       |
|---------------------------|-----|------------|--------|---------------------------------|
| Buckler                   | 10  | Parrying   | SB-4   | Balanced, Defensive, Pummelling |
| Dagger                    | 10  | Ordinary   | SB-3   | None                            |
| Demilance (Cavalry Spear) | 75  | Cavalry    | SB     | Fast, Impact, Tiring            |
| Flail*                    | 95  | Flail      | SB+1   | Impact, Tiring                  |
| Foil                      | 40  | Fencing    | SB-2   | Fast, Precise                   |
| Gauntlet/Knuckle-duster   | 1   | Ordinary   | SB-3   | Pummelling                      |
| Great Weapon*             | 200 | Two-handed | SB     | Impact, Slow                    |
| Halberd*                  | 175 | Two-handed | SB     | Special                         |
| Hand Weapon (sword etc)   | 50  | Ordinary   | SB     | None                            |
| Improvised                | 35  | Ordinary   | SB-4   | None                            |
| Lance                     | 100 | Cavalry    | SB+1   | Fast, Impact, Tiring            |
| Main Gauche               | 15  | Parrying   | SB-3   | Balanced, Defensive             |
| Morning Star              | 60  | Flail      | SB     | Impact, Tiring                  |
| Quarter Staff*            | 50  | Ordinary   | SB-2   | Defensive, Pummelling           |
| Rapier                    | 40  | Fencing    | SB-1   | Fast                            |
| Shield                    | 50  | Ordinary   | SB-2   | Defensive, Special              |
| Spear                     | 50  | Ordinary   | SB     | Fast                            |
| Sword-breaker             | 40  | Parrying   | SB-3   | Balanced, Special               |
| Unarmed                   | —   | Ordinary   | SB-4   | Special                         |

\* Requires two hands to wield, so this weapon cannot be used in conjunction with a shield or buckler.

† Range is expressed in yards; if you are using squares, simply halve to find the range.



## ADVANCED ARMOUR

| Armour Type         | Enc | Location(s) Covered | AP |
|---------------------|-----|---------------------|----|
| <i>Leather</i>      |     |                     |    |
| Leather Skullcap    | 10  | Head                | 1  |
| Leather Jerkin      | 40  | Body                | 1  |
| Leather Jack        | 50  | Body, Arms          | 1  |
| Leather Leggings    | 20  | Legs                | 1  |
| Full Leather Armour | 80  | All                 | 1  |
| <i>Chain</i>        |     |                     |    |
| Mail Coif           | 30  | Head                | 2  |
| Mail Shirt          | 60  | Body                | 2  |
| Sleeved Mail Shirt  | 100 | Body, Arms          | 2  |
| Mail Coat           | 80  | Body, Legs          | 2  |
| Sleeved Mail Coat   | 00  | Body, Arms, Legs    | 2  |
| Mail Leggings       | 40  | Legs                | 2  |
| Full Mail Armour    | 210 | All                 | 3  |
| <i>Plate</i>        |     |                     |    |
| Helmet              | 40  | Head                | 2  |
| Breastplate         | 75  | Body                | 2  |
| Plate Bracers       | 30  | Arms                | 2  |
| Plate Leggings      | 40  | Legs                | 2  |
| Full Plate Armour   | 395 | All                 | 5  |

## BASIC SKILLS

| Skill Name      | Characteristic | Skill Name       | Characteristic | Skill Name          | Characteristic |
|-----------------|----------------|------------------|----------------|---------------------|----------------|
| Animal Care     | Intelligence   | Drive            | Strength       | Perception          | Intelligence   |
| Charm           | Fellowship     | Evaluate         | Intelligence   | Ride                | Agility        |
| Charm Animal    | Fellowship     | Gamble           | Intelligence   | Row                 | Strength       |
| Command         | Fellowship     | Gossip           | Fellowship     | Scale Sheer Surface | Strength       |
| Concealment     | Agility        | Haggle           | Fellowship     | Search              | Intelligence   |
| Consume Alcohol | Toughness      | Intimidate       | Strength       | Silent Move         | Agility        |
| Disguise        | Fellowship     | Outdoor Survival | Intelligence   | Swim                | Strength       |

## ADVANCED SKILLS

| Skill Name                   | Characteristic | Skill Name          | Characteristic | Skill Name                | Characteristic |
|------------------------------|----------------|---------------------|----------------|---------------------------|----------------|
| Academic Knowledge (Various) | Intelligence   | Hypnotism           | Will Power     | Secret Language (Various) | Intelligence   |
| Animal Training              | Fellowship     | Lip Reading         | Intelligence   | Secret Signs (Various)    | Intelligence   |
| Blather                      | Fellowship     | Magical Sense       | Will Power     | Set Trap                  | Agility        |
| Channelling                  | Will Power     | Navigation          | Intelligence   | Shadowing                 | Agility        |
| Common Knowledge (Various)   | Intelligence   | Performer (Various) | Fellowship     | Sleight of Hand           | Agility        |
| Dodge Blow                   | Agility        | Pick Lock           | Agility        | Speak Language (Various)  | Intelligence   |
| Follow Trail                 | Intelligence   | Prepare Poison      | Intelligence   | Torture                   | Fellowship     |
| Heal                         | Intelligence   | Read/Write          | Intelligence   | Trade (Various)           | Varies         |
|                              |                | Sail                | Agility        | Ventriloquism             | Fellowship     |



## CRITICAL EFFECTS—ARM

| d10 | Effect   |
|-----|--|
| 1   | Drops anything held in that hand. A shield, if worn, is not affected, since it's strapped on.  |
| 2   | Arm struck numb and cannot be used for 1 round.  |
| 3   | Hand incapacitated until medical attention is received. Anything held in this hand is dropped (again, excepting a shield).   |
| 4   | Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.   |
| 5   | Arm incapacitated until medical attention is received. Anything held in this hand is dropped (excepting a shield).   |
| 6   | Arm demolished by attack. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent.  |
| 7   | Hand turned into a bloody ruin. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the hand permanently.                               |
| 8   | Arm is now a dangling mass of bloody meat. Anything held in this hand is dropped (excepting a shield). Blood loss is such that character has a 20% chance of dying each round until medical attention is received. Test at the start of victim's turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the arm from the elbow down permanently. |
| 9   | Major artery severed. After a fraction of a second, character collapses with blood pouring out of the ruins of his shoulder. Death from shock and blood loss is almost instantaneous.  |
| 10  | Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.   |

## CRITICAL EFFECTS—LEG

| d10 | Effect   |
|-----|--|
| 1   | Stumbles. Character can only take a half action on his next turn.  |
| 2   | Leg struck numb by the attack. Character's Movement Characteristic is reduced to 1 for one round and during that time he cannot dodge and suffers a -20% penalty on related Agility Tests.   |
| 3   | Leg incapacitated until medical attention is received. Character's Movement Characteristic is reduced to 1 and he cannot dodge. Related Agility Tests also suffer a -20% penalty.  |
| 4   | Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.   |
| 5   | Knocked to the ground and dazed. All character's tests and attacks suffer a -30% penalty for one round and he must use the stand action to regain his feet.  |
| 6   | Leg demolished and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character.  |
| 7   | Leg is turned into a bloody ruin and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose the foot permanently.                                 |
| 8   | Leg turned into a dangling mass of bloody meat and character is considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose the leg from the knee down permanently. |
| 9   | Major artery severed. After a fraction of a second, character collapses with blood pouring out of the ruins of his leg. Death from shock and blood loss is almost instantaneous.   |
| 10  | Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.   |

## CRITICAL EFFECTS—HEAD

| d10 | Effect  |
|-----|---|
| 1   | Disoriented by the blow. Character can only take a half action on his next turn.  |
| 2   | Ears bashed causing ears to ring and head to spin. Character cannot take any actions for 1 round.   |
| 3   | The blow inflicts a nasty scalp wound. Blood runs into eyes, causing character to suffer a -10% WS penalty until medical attention is received.   |
| 4   | Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.  |
| 5   | Knocked to the ground and dazed. All his tests and attacks suffer a -30% penalty for one round and he must use the stand action to regain his feet.   |
| 6   | Stunned for 1d10 rounds.  |
| 7   | Knocked out for 1d10 minutes. Use the Sudden Death rules for any further Critical Hits on this character.   |
| 8   | Face shattered and knocked to the ground. Character is now considered helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this character. If he survives this combat, he must make a successful Toughness Test or lose an eye permanently. |
| 9   | Skull pierced by a mighty blow. Death is instantaneous.   |
| 10  | Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.  |



## COMBAT RECAP

- **Step 1:** Roll Initiative (Ag + 1d10)
- **Step 2:** Determine Initiative Order
- **Step 3:** Surprise
- **Step 4:** Characters Take Turns
- **Step 5:** Round Ends
- **Step 6:** Repeat Steps 4 and 5 as Needed.

## CRITICAL EFFECTS—BODY

| d10 | Effect   |
|-----|--|
| 1   | The wind is knocked out of the character. All tests and attacks suffer a -20% penalty for one round.   |
| 2   | Struck in the groin. The pain is such that the character cannot take any actions for one round.  |
| 3   | Ribs busted by ferocity of attack. Character takes a -10% WS penalty until medical attention is received.  |
| 4   | Armour damaged. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If character isn't wearing any armour or players are using the Basic Armour system, use the #2 result instead.   |
| 5   | Knocked to the ground and badly winded. All his tests and attacks suffer a -30% penalty for one round and he must use the stand action to regain his feet.   |
| 6   | Stunned for 1d10 rounds.   |
| 7   | The blow results in serious internal bleeding and the character is helpless. Blood loss is such that the victim has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent.   |
| 8   | Spine pulverized and character is knocked to the ground. Character may do nothing until medical attention is received and is considered helpless. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or become permanently paralyzed from the waist down. |
| 9   | Several internal organs are ruptured by the violence of the blow causing death in a matter of seconds.   |
| 10  | Killed in whatever spectacular and gore-drenched fashion the player or GM cares to describe.   |

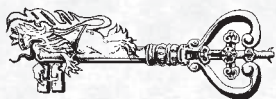
## HIT LOCATION

| % roll | Location  |
|--------|-----------|
| 01-15  | Head      |
| 16-35  | Right Arm |
| 36-55  | Left Arm  |
| 56-80  | Body      |
| 81-90  | Right Leg |
| 91-00  | Left Leg  |



## COMBAT DIFFICULTY

| Difficulty  | Skill Modifier | Example   |
|-------------|----------------|---|
| Very Easy   | +30%           | Attacking an unaware opponent.  |
| Easy        | +20%           | Attacking a foe who is outnumbered 3 to 1. Attacking a stunned opponent.        |
| Routine     | +10%           | Attacking a foe who is outnumbered 2 to 1. Attacking a foe who is knocked down. |
| Average     | No modifier    | Making a standard attack.   |
| Challenging | -10%           | Attacking whilst knocked down. Attacking/dodging when in the mud or heavy rain. |
| Hard        | -20%           | Attacking a specific hit location. Dodging whilst knocked down.                 |
| Very Hard   | -30%           | Attacking/dodging in the deep snow. Parrying a giant's club.                    |



## BASIC AND ADVANCED ACTIONS

### Basic Actions

Aim  
Cast  
Charge Attack  
Disengage  
Move  
Ready  
Reload  
Stand/Mount  
Standard Attack  
Swift Attack  
Use a Skill

### Advanced Actions

All Out Attack  
Defensive Stance  
Delay  
Feint  
Guarded Attack  
Jump/Leap  
Manoeuvre  
Parrying Stance  
Run



## ACTIONS BY TYPE

### Full Actions

Charge Attack  
Disengage  
Swift Attack  
All Out Attack  
Defensive Stance  
Guarded Attack  
Jump/Leap  
Run

### Half Actions

Aim  
Move  
Ready  
Stand/Mount  
Standard Attack  
Delay  
Feint  
Manoeuvre  
Parrying Stance

### Variable Actions

Cast  
Reload  
Use a Skill



## ILLUMINATION

| Source       | Normal Vision | Maximum Vision | Spotting Distance | Duration |
|--------------|---------------|----------------|-------------------|----------|
| Match        | 2(1)          | 6(3)           | 6(3)              | 1 round  |
| Candle       | 6(3)          | 16(8)          | 10(5)             | 2 hours  |
| Lamp         | 6(3)          | 16(8)          | 10(5)             | 4 hours  |
| Torch        | 10(5)         | 30(15)         | 20(10)            | 1 hour   |
| Lantern      | 16(8)         | 40 (20)        | 30(15)            | 4 hours  |
| Camp Fire    | 16(8)         | 40(20)         | 30(15)            | Varies   |
| Night Vision | 30(15)        | 30(15)         | —                 | —        |

## MOVEMENT

### LOCAL MOVEMENT IN YARDS PER MINUTE

| Movement Characteristic | Hampered Movement | Standard Movement |
|-------------------------|-------------------|-------------------|
| 1                       | 12                | 24                |
| 2                       | 24                | 48                |
| 3                       | 36                | 72                |
| 4                       | 48                | 96                |
| 5                       | 60                | 120               |
| 6                       | 72                | 144               |
| 7                       | 84                | 168               |
| 8                       | 96                | 192               |
| 9                       | 108               | 216               |
| 10                      | 120               | 240               |

### OVERLAND MOVEMENT IN MILES PER HOUR

| Movement Characteristic | Hampered Movement | Standard Movement |
|-------------------------|-------------------|-------------------|
| 1                       | .5                | 1                 |
| 2                       | 1                 | 2                 |
| 3                       | 1.25              | 2.5               |
| 4                       | 1.75              | 3.5               |
| 5                       | 2.25              | 4.5               |
| 6                       | 2.75              | 5.5               |
| 7                       | 3                 | 6                 |
| 8                       | 3.5               | 7                 |
| 9                       | 4                 | 8                 |
| 10                      | 4.5               | 9                 |

### COMBAT MOVEMENT IN YARDS

| Movement Characteristic | Move/ Disengage | Charge Attack | Run |
|-------------------------|-----------------|---------------|-----|
| 1                       | 2               | 4             | 6   |
| 2                       | 4               | 8             | 12  |
| 3                       | 6               | 12            | 18  |
| 4                       | 8               | 16            | 24  |
| 5                       | 10              | 20            | 30  |
| 6                       | 12              | 24            | 36  |
| 7                       | 14              | 28            | 42  |
| 8                       | 16              | 32            | 48  |
| 9                       | 18              | 36            | 54  |
| 10                      | 20              | 40            | 60  |

## TEST DIFFICULTY

| Difficulty  | Skill Modifier |
|-------------|----------------|
| Very Easy   | +30%           |
| Easy        | +20%           |
| Routine     | +10%           |
| Average     | No modifier    |
| Challenging | -10%           |
| Hard        | -20%           |
| Very Hard   | -30%           |

## FALLING DAMAGE

| Distance Fallen | Damage |
|-----------------|--------|
| 3 yards         | 3      |
| 6 yards         | 5      |
| 9 yards         | 7      |
| 12 yards        | 9      |
| 15 yards        | 11     |
| 18 yards        | 13     |
| 21 yards        | 15     |
| 24 yards        | 17     |
| 25+ yards       | 20     |