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ADVERSARY DICE BUDGET WORKSPACE

Stack the appropriate number of tracking tokens below the Aggression, Cunning, and Expertise spaces to manage NPC dice budgets during encounters. As the dice budget is exhausted, return the corresponding number of tracking tokens to the general supply.

GROUP A DICE BUDGET

Aggression Cunning Expertise

CURRENCY EXCHANGE RATE

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)

Nobles and merchants trade gold for power and pleasure. Tradesmen and burghers haggle with silver, eager to turn a profit and work their way into the upper tier. Meanwhile, peasants and labourers scrape by with brass when they can.

RANGES & MEASUREMENT

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 engaged, close, medium, long, and extreme range.

Engaged: Two or more targets close enough to interact directly with each other. 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.

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.

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.

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.

GROUP B DICE BUDGET

Aggression Cunning Expertise

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 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.

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.

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) once he has suffered a number of wounds greater than his wound threshold.

As soon as a character is knocked unconscious by suffering more wounds than his wound threshold, his player randomly selects one of the character's normal wounds and turns it face up, converting it into a critical wound.

OPPOSED CHECK DIFFICULTY

If the Opposing Characteristic is:

Less than half the acting characteristic: Zero ♦

Less than the acting characteristic: ♦

Equal to the acting characteristic: ♦ ♦

Greater than the acting characteristic: ♦ ♦ ♦

Twice as great as the acting characteristic: ♦ ♦ ♦ ♦

Other Opposed Check modifiers:

Opposition has a Relevant Skill: ■

Opposition has a Relevant Specialisation: ■

GM Spends Aggression or Cunning: ■

TACTICS & COMBAT MODIFIERS

There are numerous opportunities for players to employ tactics during combat, looking for important advantages against their foes. The encounter's specific conditions and circumstances can also make combat more challenging. As players describe what is going on and the environment in which the action is taking place, some advantages or disadvantages naturally reveal themselves. Here are just a few of the 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

REWARDS & INCENTIVES

- ✦ Fortune points (for party) or fortune dice (for PC)
- ✦ Narrative control of dice results
- ✦ Recovery from stress or fatigue
- ✦ Reduced recharge on actions
- ✦ Free manoeuvres
- ✦ Progress track advancement
- ✦ Free stance adjustment
- ✦ Spotlight time for character

THREE ACT EPISODE STRUCTURE

Act 1: *The premise and participants are introduced, the stage is set*

- ✦ **Rally Step.** *The PCs have a moment to catch their breath*

Act 2: *The plot thickens, events change, and tension mounts*

- ✦ **Rally Step.** *The PCs have a moment to catch their breath*

Act 3: *The plotline reaches its climax, the episode nears its end*

- ✦ **Rally Step/Resolution.** *If the goals of the episode have been fulfilled, the episode may be completely resolved, otherwise, this may provide a transition into a new episode*

CHALLENGE LEVELS

Simple: 0 challenge dice. *Generally no check is required for a Simple task unless circumstances make it more difficult.*

Easy: ♦ *Something that should pose little challenge to most PCs, but something could go wrong, and failure is still possible.*

Average: ♦ ♦ *A routine action where success is common enough to be expected, but failure is not surprising.*

Hard: ♦ ♦ ♦ *An action demanding more from a character, and while success occurs, failure is far from surprising.*

Daunting: ♦ ♦ ♦ ♦ *Taxes a character and may push him to his limits. Success may be difficult to achieve, but it is possible.*

COMBAT SEQUENCE

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, calculate damage
7. Resolve all remaining effects of the action

STANDARD MANOEUVRE SUMMARY

Assist. Performing the assist manoeuvre allows an engaged ally to add a bonus fortune die to his next check.

Exchange a talent. As a manoeuvre, a character can replace one of his talents from his character sheet or from the party sheet.

Interact with the Environment. 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.** 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.

✦ **Draw something from your pack.** Retrieve an item from a pouch, backpack, satchel, belt, or some other accessible container.

✦ **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.

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.

✦ **Change range increment.** Performing this manoeuvre allows a character to move between close and medium range relative to another person or object. Moving between medium and long range requires two manoeuvres. Moving between long and extreme range requires three manoeuvres.

✦ **Engage or Disengage from an opponent.** If a target is already within close range of a character, the character can perform a manoeuvre to engage that target.

✦ **Move within Close range.** Performing this manoeuvre allows an unengaged character to move to another position that is currently within close range to him.

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.

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, or Observation to see if you can spot the heraldic device on someone's shield.

RALLY STEP SUMMARY

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 currently recharging card (action, condition, etc.)
- ✦ 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 has the opportunity to perform one of the following Rally Step actions:

- ✦ 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** or **Support** 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, NPCs refresh their Aggression, Cunning, and Expertise dice.

UNIVERSAL BANE & BOON 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.

PROGRESS TRACK WORKSPACE

Use a tracking token with the pre-built progress track below to track events and encounters that come up during the course of a session. A GM may also wish to use this progress track for initiative, if he wishes to keep the order of the encounter's participants a secret.