

CONDITIONS REFERENCE SHEET

WFRP uses a selection of Conditions to cover commonly encountered penalties you may face. Each Condition has its own special rules. The Conditions reference the rules found on the **Tests Reference Sheet** so it is recommended you read them before reading this sheet.

Gaining Conditions

The **Injury Reference Sheet** or the GM explain when you receive a Condition. If this happens, you immediately lose all Advantage tokens. Players should mark what Conditions they currently have on a scrap piece of paper.

Removing Conditions

Each Condition has its own rules for removing it. You can also spend a Resolve point to remove a single Condition. Resolve Points are explained on the **Character Sheets**.

CONDITION LIST

The following is a list of the Conditions used in the **WFRP Starter Set**.

Ablaze

You are on fire! At the end of every Round, you suffer 1d10 Wounds, modified by Toughness Bonus and the Armour Points on your least protected Hit Location, with a minimum of 1 Wound suffered. Each extra *Ablaze* Condition you have adds +1 to the Damage suffered; so, if you have 3 *Ablaze* Conditions, you suffer in 1d10+2 Damage at the end of the Round. One *Ablaze* Condition can be removed with a successful **Dramatic Athletics** Test, with each SL removing an extra *Ablaze* Condition.

Bleeding

You are bleeding badly. Lose 1 Wound at the end of every Round per *Bleeding* Condition you have, ignoring all modifiers. One *Bleeding* Condition can be removed with a successful **Dramatic Heal** Test, with each SL removing an additional *Bleeding* Condition. When you remove all *Bleeding* Conditions, gain a *Fatigued* Condition.

Broken

You are fleeing. On your turn, your Move and Action must be used to run away as fast as possible until you are in a good hiding place beyond the sight of any enemy; then you can use your Action on a Skill that allows you to hide more effectively. You

also receive a penalty of -10 to all Tests not involving running and hiding. If you are not in combat at the end of a Round, you may attempt a **Dramatic Cool** Test to remove a *Broken* Condition, with each SL removing an extra *Broken* Condition. If you spend a full Round in hiding out of line-of-sight of any enemy, you automatically remove 1 *Broken* Condition.

Fatigued

You are very tired and in need of a breather. Suffer a penalty of -10 to all Tests per *Fatigued* Condition you have, to a maximum of -30. You lose one *Fatigued* Condition per hour of good rest, preferably in a warm bed.

Prone

You have fallen to the ground. Your Move can only be used to stand up or crawl at half your Movement in yards. You suffer a -20 penalty to all Tests involving movement of any kind, and any opponent trying to strike you in Melee Combat gains +20 to hit you. You lose all *Prone* Conditions when you stand up.

Stunned

You have been disoriented or confused. You are incapable of taking an Action on your Turn, and can only use your Move to stagger at half your normal movement. You also suffer a -10 penalty per *Stunned* Condition to all Tests, but can defend yourself with Opposed Tests. Any opponent trying to strike you in Melee Combat gains +1 Advantage before rolling the attack. At the end of each Round, you may attempt a **Dramatic Endurance** Test. If successful, remove a *Stunned* Condition, with each SL removing an extra *Stunned* Condition.

Surprised

You have been caught unawares. You can take no Action or Move and cannot defend yourself in Opposed Tests. The first opponent trying to strike you in Melee Combat gains a bonus of +20 to hit. At the end of the Round, you lose all *Surprised* Conditions.

Unconscious

You are knocked out, asleep, helpless, or otherwise insensible. You can do nothing on your Turn and are completely unaware of your surroundings. Any Melee attack targeting you automatically hits as if you had rolled 01 to determine your SL, and also inflicts a Critical Wound. You recover from the *Unconscious* Condition when you are in a safe location and have time to rest (as determined by the GM).