

ATTRIBUTES AND SKILLS REFERENCE SHEET

CHARACTERISTICS

The following summarises WFRP's 10 Characteristics. Each has a number typically ranging from 20–90. These numbers are used by Tests (see the **Tests Reference Sheet**).

Weapon Skill (WS): Your skill at fighting hand-to-hand combat.

Ballistic Skill (BS): Your effectiveness at hitting with ranged weapons like bows or pistols.

Strength (S): How strong you are, impacting how much damage you inflict in combat, how much you can lift, and how good you are at activities like swimming and climbing.

Toughness (T): Your endurance. It helps you survive damage in combat but will also help with things like surviving harsh conditions and standing up to poison.

Initiative (I): Speed of thought and reaction, especially in the heat of battle and when under pressure. It determines combat order, and helps you be the first to react to danger. It also determines your powers of intuition and perception.

Agility (Ag): Physical coordination and the basis for things like running, riding, and hiding. Agility is also used for dodging blows in combat.

Dexterity (Dex): Your affinity for performing fine and delicate manual tasks like playing a musical instrument or skilled manufacturing. It will also help you with things like sleight of hand and picking pockets.

Intelligence (Int): Your powers of thought, analysis, and understanding. Useful for healing, evaluating, and general knowledge, and vital for the understanding and casting of magical spells.

Willpower (WP): General strength of mind, and your ability to shrug off difficulty and plough on with the job in hand. It helps with resisting all sorts of influence and coercion, and guards against fear and terror.

Fellowship (Fel): Your ability to get on with people and come across as generally pleasant and acceptable. It will help you when chatting to locals or commanding people in battle, charming the guards or attempting to bribe them, and, for pious characters, communicating with your deity.

Characteristic Bonuses

The first or 'tens' digit of each Characteristic is its bonus value. So Strength 35 has a Strength Bonus of 3, and a Toughness of 47 has a Toughness Bonus of 4. Characteristic Bonuses are used in a variety of different ways throughout the rules, especially in combat.

MOVEMENT AND WOUNDS

Movement (M): Your Movement describes how quickly you can move.

Wounds (W): Your Wounds show how much Damage you can endure based on your physical power and your force of will to shrug off injury. See the **Injury Reference Sheet** for more on Wounds.

CHARACTER SKILLS

Characters who are trained or practiced will have Skills to show this. Skills are used in the place of Characteristics for Test.

Athletics: Run, jump, and heft.

Bribery: Bribe someone.

Channelling: Manipulate Magic.

Charm: Charm others.

Charm Animal: Charm animals.

Climb: Scale surfaces.

Consume Alcohol: Tolerate alcohol.

Cool: Keep in control.

Dodge: Avoid things.

Endurance: Ignore hardships.

Haggle: Make a bargain.

Heal: Heal Wounds.

Intimidate: Coerce others.

Intuition: Read others.

Language (Magick): Cast spells.

Leadership: Command others.

Lore (Various): Know something.

Navigation: Find your way.

Outdoor Survival: Subsist out-of-doors.

Perception: Spot details.

Pick Lock: Bypass locks.

Ride: Ride a horse.

Stealth: Creep around.

Track: Follow a trail.

Trade (Various): Craft something.



TESTS REFERENCE SHEET

SIMPLE TESTS

Most Tests are **Simple Tests**. These tell you if you succeed or fail. Roll 1d100, and if the result is less than or equal to your Skill or Characteristic, you succeed! Otherwise, you fail. Failing can mean things simply take longer, not that the attempt is completely fruitless, as the GM decides.

Example: *Salundra is searching the market for a new leather jacket. The GM calls for a **Simple Perception Test**. So, Salundra's Player rolls 1d100 and scores 43. Salundra's Perception Skill is 32. Because 43 is higher than 32, Salundra fails in her attempt, and the GM decides it takes quite some time to find the jacket in the crowded market, and asks what the other Players are doing as Salundra searches. If Salundra's Player had rolled 32 or less, the Perception attempt would have succeeded, and the GM would explain that Salundra spots a clothes stall almost immediately!*

DIFFICULTY

Some Tests are more difficult than others — climbing a sheer wall is much harder than climbing a tree. To simulate this, the GM can assign a **Difficulty** to any Test. This will either add a positive bonus or a negative penalty, making the Test easier or harder to pass.

The following Difficulty levels may be applied as the GM feels is appropriate: **Very Easy (+60)**, **Easy (+40)**, **Average (+20)**, **Challenging (+0)**, **Difficult (-10)**, **Hard (-20)**, or **Very Hard (-30)**. The modifier is applied directly to the tested Skill, either lowering or raising the target number of the Test. If a Test has no marked modifier, it is assumed to be **Challenging (+0)**.

Example: *Molli decides to chat to the passing Ubersreikers to ask where the nearest bun shop is. The GM calls for an **Average (+20) Gossip Test**. Molli's Gossip Skill is 50, but that is increased by +20 to 70 because of the Average Difficulty. Molrella's player rolls 59. Normally, a roll over her Skill of 50 would be a fail, but because of the Difficulty bonus, the Test is a success, and Molli is pointed in the direction of the nearest food stall. Molli would only fail that Test if she rolled over her modified Skill of 70.*

OUTCOMES TABLE

SL	Result	Have You Succeeded?
+6 or more	Astounding Success	Yes, perfectly! You achieved your goals perfectly.
+4 to +5	Impressive Success	Yes, and... You achieved your goals, and exceeded expectations.
+2 to +3	Success	Yes. You achieved your goals.
+0 to +1	Marginal Success	Yes, but... You achieved your goals, but there is an unintended side effect or flaw.
-1 to -0	Marginal Failure	No, but... You only partially achieved your goals, or have made progress.
-2 to -3	Failure	No. You did not achieve your goals.
-4 to -5	Impressive Failure	No, and... You did not achieve your goals, and you made matters a little worse.
-6 or less	Astounding Failure	No, not in any way! You could not have performed worse, and have made matters much worse.

DRAMATIC AND OPPOSED TESTS

Dramatic Tests explains how well a task is performed. Like Simple Tests, roll 1d100 to determine if a Test is a success or a failure. Then subtract the 'tens' number of the 1d100 roll from the 'tens' number of the Skill or Characteristic being Tested. The result is your **Success Level (SL)**. A positive SL occurs when you succeed at a Test — the higher the number, the better a Test succeeds. A negative SL occurs when you fail — the lower the number, the worse it has failed. Use the Outcomes Table below to understand what each SL means for your Tests.

Example: *Gunnar has grown bored of the market and decides to push through the crowds to reach the entertainers he can hear playing music in the distance. Gunnar decides to gruffly push his way through, so the GM asks for an **Average (+20) Dramatic Intimidate Test**. Gunnar's Player rolls 26 against his Intimidate of 63 (43 for his Skill, plus 20 for the Difficulty). The tens number of his Intimidate of 63 is 6, and the tens number of his roll of 26 is 2. So, Gunnar scores +4 SL (6 - 2 = 4). According to the Outcomes Table, that's an **Impressive Success!** Clearly, no one wants to interfere with the Dwarf Slayer, and the crowds part as soon as they see Gunnar's distinctive orange hair.*

OPPOSED TESTS

Two Characters can directly compare Tests to see who performs better. Doing this requires an **Opposed Test**. An Opposed Test compares the results of a Dramatic Test from each Character. The Character with the higher SL

on the Outcomes Table is declared the **Winner**, and the difference between the individual SLs is used as the final SL for the **Opposed Test**. On a draw, the Characters should reroll their Tests to secure a **Winner**.

Example: *Amris decides he wants to buy a new hat. The GM calls for an **Opposed Haggle Test** against the vendor. Amris's Player rolls 51 against his Haggle Skill of 48, a fail with -1 SL. The vendor rolls 69 against his Haggle Skill of 40, also failing with -2 SL. As Amris has the higher SL (-1 SL, whilst a fail, is still higher than -2 SL), he is the Winner with a final SL of +1 (the difference between the rolled SLs). It was a clumsy exchange, and neither spoke well, but Amris performed marginally better to win the Opposed Test, letting him buy the hat for the Haggle Price.*

Opposed Tests often compare different Skills.

Example: *An angry wizard-hating burgher confronts Ferdinand. Ferdinand's Player asks if he can use the Charm Skill to calm the irate woman. The GM calls for an **Opposed Charm/Cool Test**. Ferdinand rolls 12 against his Charm Skill of 23 for a success with +1 SL. The GM rolls 34 against the burgher's Cool Skill of 35 for a success with +0 SL. So, even though the burgher rolled a success, Ferdinand rolled a better success. Therefore, Ferdinand is the Winner with +1 SL. The GM states this enough to calm the burgher down, but not for long...*