

Another game aid

by **Universal Head**



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FANTASY ROLEPLAY

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General actions are the general application of a characteristic or skill, with results determined by the GM and the situation. **Specific actions** are represented by an action card, which specifies the skill or characteristic to use and specific results.

The player declares the action, then assembles a dice pool based on the appropriate characteristic and associated , and any relevant skills, talents, or abilities.

The GM then determines how many are added to the pool. In a normal check this is based on the **Challenge Level** of the task. If the check is *opposed*, this is based on a comparison between the acting and opposing characteristics.

Each complication that makes the task less likely to succeed also adds 1 to the pool.

The player *must* then convert some of his blue characteristic dice into **stance** (*conservative* or *reckless*) dice, depending on his position on his stance meter. In story mode, usually only one stance die can be used, if there is a dramatic justification.

Roll the dice pool. Each challenge cancels one success . If at least one remains the task succeeds.

If the check was **competitive**, characters outperform other characters with fewer successes. can count as successes. A character in a reckless stance breaks a tie.

If the task was based on an **action card**, the player may choose any one success line requiring a number of successes equal to or less than his final number of successes. Surplus successes may contribute to the magnitude of the effect.

Optional: For a damaging check, if more successes are generated than needed to trigger the maximum line, inflict +1 damage per extra success, up to a maximum equal to the character's training level in the related action's skill. For a non-damaging check, the GM may allow an increased effect based on the total ranks the character has trained in the action's associated skill, or an adversary's Expertise rating.

Assistance

Story mode: If a character is providing some effective assistance to a character performing a task, the GM may add 1 to the dice pool. If the assisting character has trained a related skill, add another .

Encounter mode: One or more characters can use the *Assist* manoeuvre to give an engaged ally a bonus to his next check.

Challenge Levels

Simple	0 dice
Easy	1
Average	2
Hard	3
Daunting	4
Heroic	5

Opposed Check Difficulty

If the Opposing Characteristic is:

Less than half of the acting characteristic:	0 dice
Less than the acting characteristic:	1
Equal to the acting characteristic:	2
Greater than the acting characteristic:	3
Twice as great as the acting characteristic:	4

Other Opposed Check modifiers:

Opposition has a relevant skill (per skill level):	+1
Opposition has a relevant specialisation:	+1
GM spends Aggression or Cunning:	+1

d8 Challenge Dice

2 | 2 | | | | 1

Challenges facing a character taking an action.

d8 Characteristic Dice

4 | 2 | 2

A characteristic's importance in accomplishing a task.

d10 Conservative Dice

4 | 2 | | 2 | 1

Low-risk, low-reward stance; measured, cautious, thoughtful.

d10 Reckless Dice

2 | | | 2 | 2 | 2

High-risk, high-reward stance; aggressive, fiery, and brash.

d6 Expertise Dice

| | 2 | | 1

Dedicated training, exceptional skill or proficiency.

d6 Fortune Dice

2 | | 3

Tactical advantages, talents, abilities or fortune points.

d6 Misfortune Dice

2 | | 3

Tactical disadvantages, talents, conditions, debilitating effects.

Success & Failure

Success: Each counts toward accomplishing the task. *If the net result includes at least 1 success, the task succeeds.*

Righteous Success: Counts as a success. Also roll an additional die of the same type. Any results from the additional die are added to the results pool.

Challenge: Each *cancels* one success in the results pool. If there are more challenge symbols than success symbols, the task automatically fails.

Fortune & Misfortune

Bane: Negative side effects. It is possible to succeed at a task and still trigger a bane.

Boon: Beneficial side effects. You may fail and still trigger a boon effect. *Banes and boons cancel each other out.*

Rare Outcomes

Delay: At least one symbol means the action causes a delay. **Encounter mode:** after resolving the action, the GM either places 2 *recharge* counters on one of the PC's action cards, or moves the PC's top Initiative token down one space on the track. **Story mode:** GM may say the action takes longer to resolve.

Exertion: At least one symbol means the PC suffers 1 stress (mental task) or 1 fatigue (physical task).

Chaos Star: May trigger serious negative side effects. If there are no eligible effects, counts as a bane.

Sigmar's Comet: May trigger powerful positive side effects. The active player may choose to have this count as a *success* or a *boon*. Alternatively, may trigger a effect.

Universal Effects

Regardless of the action or check, these effects are always available to be triggered:

Suffer 1 fatigue if the check was based on a *physical* characteristic; or **1 stress** if based on a *mental* characteristic.

Recover 1 fatigue if the check was based on a *physical* characteristic; or **1 stress** if based on a *mental* characteristic.



Banes and Boons

Banes ☠ and **Boons** 🛡 cancel each other out on a 1-for-1 basis. Any remaining fuel negative or positive side effects.

They can still be triggered if the action fails, though a boon effect that modifies a successful action cannot be triggered if that action fails.

Each individual effect can only be triggered once during any single task, though if enough banes or boons are generated, several different effects may be fuelled.

The GM decides the application of banes to PCs and NPCs, and boons to NPCs.

The active player decides the application of boons during a task performed by his PC.

☠ *Banes*

- Suffer a ■ to next attempt at the task or next related task.
- Grant a □ to your opponent's next action.
- Suffer fatigue or stress.
- Lose your free manoeuvre on this or your next turn.
- Drop your weapon or other item.
- Draw the attention of the enemy.
- Decrease the quality of success, if the check is successful (less damage, reduced magnitude).
- Worsen the effects of failure, if the check fails (opposite of desired effect).

🛡 *Boons*

- Gain a □ to next attempt at the task or next related task.
- Grant a □ to an ally.
- Inflict a ■ to on an enemy.
- Recover fatigue or stress.
- Gain a free manoeuvre.
- Increase the quality of success, if the check is successful (critical damage, additional target).
- Ameliorate the effects of failure, if the check fails (status quo maintained).



Fortune & Misfortune Dice Situations

Advantages □

- Superior terrain
- Outnumber the opponent
- Strong tactics / strategy
- Sneaking up on opponent
- Ambush or surprise
- Creating a distraction
- Opponent prone
- Opponent incapacitated
- Creative use of scenery
- Great roleplaying / dialogue

Disadvantages ■

- Poor footing
- Outnumbered by opponents
- Inclement weather
- Bright, dazzling light
- Utter darkness
- Inebriation
- Intimidated or frightened
- Target hidden / in cover
- Groggy, exhausted
- Movement / imbalance

Chaos Star and Sigmar's Comet

Chaos Stars ⚡ and **Sigmar's Comets** 🌠 *do not* cancel each other out.

They trigger specific effects if listed. If there is no specific effect listed, a ⚡ may count as a ☠.

The rolling player can determine whether a 🌠 counts as either its listed specific effect, a success, or a 🛡, and in combat they can trigger critical damage. If more than one is rolled, each can be used for different effects.

⚡ *Chaos Stars*

- Fall prone or drop an important item or weapon.
- Suffer severe penalties (♦ or worse) to future related tasks or render them impossible (break a lock you were attempting to pick, if you also failed the check; get ejected from court for offending a powerful noble, etc.).
- Suffer an environmental mishap, such as falling from a high place, breaking through ice, or spraining an ankle on debris (fall prone).
- Discover a new and unexpected hazard or enemy, suffer the ill effects of worsening conditions, or otherwise advance the story to the active player's detriment.
- Suffer a large amount of fatigue or stress.
- Suffer a wound or convert a normal wound to a critical.
- Make an enemy or attract the attention of foes.
- Negatively affect party tension.
- Weapon or item gains the **Damaged** condition, or lose your free manoeuvre.
- Hamper an allies action (grant them a ♦).
- Other ill effect (players suggestion).

🌠 *Sigmar's Comets*

- A critical effect (critical damage, progress tracker progress).
- Gain significant bonuses to future related tasks or confer a similar bonus to allies.
- Receive aid from an unexpected source; make a new ally.
- Open a new avenue of approach, reveal an unsuspected information source, or otherwise advance the story to the active player's benefit.
- Recover a large amount of fatigue or stress.
- Cause a foe to suffer an environmental mishap, such as knocking him off a bridge or dropping a chandelier on him.
- Reveal an omen, lose a corruption point, or similar.
- Opponent drops a weapon or shield (manoeuvre to recover)
- Free extra manoeuvre.
- Regain a fortune point.
- Other positive effect (players suggestion).

Inherent Difficulty

Action cards with an additional difficulty modifier in the form of results symbols have these symbols added directly to the results pool, as if they had been rolled (add dice showing these symbols as a reminder—but remember these cannot be rerolled or ignored).

Further Complications (Optional)

For checks exceeding the **Daunting** (4♦) level (or checks equaling the **Daunting** (4♦) level and at least 1■):

- in addition to their effects as ⚡, treat ⚡ as ✖.
- if the check generates 4 or more ⚡, it automatically fails regardless of the successes rolled. There may be other effects based on the ⚡.

SKILL LIST



Advanced skills cannot be attempted untrained. They must first be *acquired*, then they can be *trained*. When **trained**, check its box: you may add 1 to relevant checks per box checked. All skills can have any number of **specialisations**, each adding 1 to relevant checks. Multiple specialisations can provide bonuses to a task.

Skill	Stat	Type	Description	Specialisations
Athletics	STR	Basic	General physical prowess; the fitness and training to apply strength in a precise manner to a task such as climbing, swimming, or jumping.	Climbing, Swimming, Jumping, Rowing, Running, Lifting
Ballistic Skill	AG	Basic	Basic use and maintenance of thrown weapons, bows, crossbows, slings, and blackpowder weapons. Hand-eye coordination, accuracy and training.	Bow, Crossbow, Thrown Weapons, Blackpowder Weapons
Charm	FEL	Basic	Friendly interaction, charisma. Manipulate others, create a favorable impression, change the minds of individuals and small groups, seduce or cajole, flatter and gossip to gain information. Convincing someone to do something unusual is generally <i>opposed</i> by the target's Discipline.	Etiquette, Gossip, Diplomacy, Haggling, Seduction
Coordination	AG	Basic	Manual dexterity and fine motor skills, acts such as acrobatics, balancing along narrow surfaces, or slipping from bonds. Delicacy and precision while manipulating objects.	Dodge, Balance, Acrobatics, Juggling, Dance, Knots & Ropework
Discipline	WP	Basic	Show resolve and resist the effects of surprising events, danger, and supernatural or terrifying situations. Maintain state of mind and resist stress or manipulation attempts.	Resist Charm, Resist Guile, Resist: Intimidation, Fear, Terror, Torture
First Aid	INT	Basic	Provide care, tend to injury, splint, and help someone survive until better care is available. Evaluate the severity of wounds or try to identify infections or sources of injuries.	Combat Surgery, Long Term Care, Tend Critical Wounds, Tend Normal Wounds
Folklore	INT	Basic	General knowledge and information, common sense, the Empire and society, regional customs, superstitions, the common man. Experience, savvy, second-hand knowledge rather than education.	Creation Lore, Reikland Lore, Geography, Superstitions, Local Customs
Guile	FEL	Basic	Sneaky, cunning, surreptitious social interaction. Deceive, lie, confuse, sow doubt, use non-verbal innuendo and cues. Duping, or misleading someone is generally <i>opposed</i> by the target's Discipline.	Deception, Blather, Con Games, Innuendo, Appear Innocent
Intimidate	STR	Basic	Cow, unnerve, bully, or dominate others. Often carries the implied threat of physical violence.	Violence, Combat, Interrogation, Politics
Intuition	INT	Basic	Trust instincts about people, places, and things. Make reasonably accurate estimations and evaluate an item's worth or purpose. Evaluating an opponent is generally <i>opposed</i> by the target's Discipline.	Detect Lies, Estimate Sums, Evaluation, Gauge Opponent
Leadership	FEL	Basic	Lead, motivate, direct, and manage the actions of others by chastisement, ridicule or camaraderie. Help coordinate efforts among groups of people. Convincing someone to do something strongly against their nature or in dire circumstances is generally <i>opposed</i> by the target's Discipline.	Military Leadership, Politician, Logistics, Spiritual Leader
Nature Lore	INT	Basic	Wilderness savvy, subsistence in the wild, fishing, locating potable water and edible food, identifying animal tracks, familiarity with plants, animals, weather patterns, and life outside civilized areas.	Locate Shelter, Locate Food, Locate Water, Identify Animal, Identify Plant
Observation	INT	Basic	Using senses to perceive surroundings, notice small details others might miss, pick up on subtle clues, and spot traps, pitfalls, and other physical dangers. Observation <i>opposes</i> other characters' attempts at <i>Stealth</i> , or to otherwise avoid detection.	Eavesdropping, Tracking, Keen Vision, Minute Details
Resilience	TO	Basic	Fitness, vigor, and the ability to bounce back from strain and damage. Use of a shield for blocking an attack, recovery from wounds or fatigue over time.	Block, Recover Fatigue, Resist Disease, Resist Poison, Resist Starvation
Ride	AG	Basic	Ride, care, and maintain common mounts. Drive, manage, maintain and care a wagon or carriage and associated equipment. Keep mounts and team animals calm under duress or spur to greater action.	Horsemanship, Trick Riding, Wagons, Mounted Combat, Long Distance Travel
Skulduggery	AG	Basic	Thieving and illicit skills. Subtly pry open a door, pick a lock, set or disable a trap, pick someone's pocket. Can be <i>opposed</i> by a target's Observation or Intuition.	Pick Pockets, Pick Locks, Set Traps, Disable Traps, Palm Objects
Stealth	AG	Basic	Hiding quietly, moving silently, remaining silent and unobserved. Generally <i>opposed</i> by an opponent's Observation skill. When silent and hidden, performing manoeuvres costs and extra 1 stress.	Silent Movement: Rural, Silent Movement: Wilderness, Hide, Ambush
Weapon Skill	STR	Basic	Use, care, and maintenance of melee weapons, and fighting unarmed. Parry with an equipped melee weapon.	Hand Weapons, Great Weapons, Polearms, Parry: Hand Weapon, Parry: Great Weapon
Animal Handling	FEL	Adv	Care, handling, and training of domesticated animals. Can be used to try and calm an aggressive animal, or get a sense of an animal's disposition.	Command, Train, Sense Disposition, Calm Animal
Channeling	WP	Adv	The ability to successfully harness the Winds of Magic to glean power to fuel arcane spells.	Below Capacity, Overchannelling, Conservative, Reckless, By College Order
Education	INT	Adv	<i>(Training confers basic literacy)</i> Recall facts about specific topics, rely on book-learned knowledge, show appreciation and understanding of various schools of thought or philosophies.	History, Geography, Reason, Language Skills, Philosophy
Invocation	FEL	Adv	Intercede with patron gods to perform works on your behalf (cast blessings).	Each Deity, Traditions, Rituals, Tenets
Magical Sight	INT	Adv	Observe the winds of magic by a focused act of will.	Observe a Specific Wind, Identify Spell, Locate Aura, Dark Magic, Gauge Strength
Medicine	INT	Adv	Knowledge of the mortal body and serious injury care. Treatment beyond the scope of <i>First Aid</i> : the rudiments of surgery, amputations, cauterizations, poisons and disease, suturing and long-term care.	Critical Wounds, Poison, Disease, Long-term Care, Surgery
Piety	WP	Adv	Knowledge and intuition on what will be pleasing and appropriate to the gods. Used by priests to <i>Curry Favour</i> to fuel divine blessings.	Below Capacity, Conservative, Reckless, Urgent Need
Spellcraft	INT	Adv	Knowledge and understanding of basic magical principles and history, as well as the fundamental concepts of the Winds of Magic. Take arcane power and convert it to spell effects (cast spells).	History of Magic, Colleges of Magic, Specialisation for each Rank of Spells
Tradecraft	Varies	Adv	Skills related to a professional trade. Evaluation and understanding of the basics of trade as a business. Specialization focusses on one particular trade or livelihood. The characteristic used depends on the demands of the trade, as determined by the GM.	Smithing, Carpentry, Jewelry Making, Brewing, Engineering, Performance



Actions

Action cards may have different effects depending on whether performed in **conservative** (green) or **reckless** (red) stance.

A card's requirements must be met to use it. In neutral stance, use the card side corresponding to the character's dominant stance.

Any number of cards with the *Reaction* trait can be used immediately in response to an appropriate triggering event, and do not count as a character's action.

Each action may be enhanced by 1 **Enhance** card only. Only 1 die of the appropriate type to fill each slot on the card may be removed.

Any dice shown below the card's action type are **difficulty modifiers** added to the dice pool.

The **recharge rating** indicates how long—after the card is successfully used—it takes for the action to *recharge*. Immediately place that number of tracking tokens on the card; they must all be removed before it can be used again.

In story mode, remove a recharge token whenever the scene shifts or an event occurs, and after each player has a chance to act or respond within a scene or challenge.

Only cards in a player's action deck are affected by a change in stance, not those currently recharging.

Optional: You may use an action before it has fully recharged (except *Active Defences*), but add 1 ■ to the dice pool for each recharge token still on the card. If you are in a different stance to the side currently recharging, add 1 ■ to your dice pool, then flip the card to match your current stance.

If the action succeeds, add tokens equal to the normal recharge rating. If it fails, suffer 1 fatigue (physical characteristic-based action) or 1 stress (mental characteristic-based action).

Manoeuvres

In encounter mode, a character can perform 1 **free manoeuvre** during his turn before or after an action card task.

Each additional manoeuvre costs 1 **fatigue**, paid before the manoeuvre (NPCs suffer 1 wound per 1 fatigue instead).

Optional: a character or NPC may perform an additional free manoeuvre instead of using an action.

Assist: Engaged ally receives a bonus □ per assisting ally.

Exchange a Talent: May replace a talent from your character sheet or the party sheet.

Interact with Environment: Open a door; climb into a wagon; knock over a table; duck behind a counter; grab a torch etc.

Manage Equipment: Draw/sheathe/ready a weapon; draw something from your pack; sling/unslung a shield.

Mount or Dismount From a Horse: No check required if you are trained in Ride; otherwise an **Easy (1 ♦)** Ride check.

Movement: Change your range increment:

A move between *Extreme* and *Long* costs 3 manoeuvres;

A move between *Long* and *Medium* costs 2 manoeuvres;

A move between *Medium* and *Close* costs 1 manoeuvre.

Engage/disengage from an opponent within Close range; move within Close range if unengaged; stand up if prone.

Prepare: generally performed in conjunction with an ability.

Optional: if performed before an action, place one fewer recharge token on the action if it succeeds.

Use a Skill: Use *Athletics* to climb a tree; *Coordination* to balance on a ledge; *Education* to recall a fact; *Observation* to spot a heraldic device on a shield; etc.

Range

Engaged: very close and directly interacting; in combat or tending a wound; using an item.

Close: several paces; people can talk comfortably.

Medium: several dozen paces; people must talk loudly at each other to be heard.

Long: further than a few dozen paces; people must yell loudly at each other to be heard.

Extreme: farthest range for interaction; people may not be able to hear each other even if shouting.

Standups or figures are **engaged** if they are touching.

Track other ranges using tracking tokens: 1 for close range, 2 for medium, 3 for long and 4 for extreme.

The Rally Step

The **Rally step** is the link between acts when the players take a breath and the GM may award 1 or 2 □ to the party sheet.

Adversaries refresh their A/C/E dice.

All participants in the encounter may:

Move their stance marker 1 step towards neutral.

Remove 1 recharge token from each of their recharging cards.

Recover 1 stress and 1 fatigue.

Check and adjust their power / favour.

Each character (not henchmen) may choose one action:

Perform 1 manoeuvre.

Attempt a *First Aid* check.

Attempt an **Easy (1 ♦)** *Resilience* check to recover fatigue equal to number of successes.

Attempt an **Easy (1 ♦)** *Discipline* check to recover stress equal to number of successes.

Re-roll initiative for party's lowest initiative token.

Perform an action with the *Rally* trait.

Environment

Usually the environment can be easily modelled by adding □ or ■ to relevant checks.

Some more specific terrain effects may manifest through ☼ or ➔ results.

Trivial (0 ♦) complications have no effect on characters, though they can help establish the mood and setting. *Eg:* a light mist, a gentle slope, a cloudy day, a puddle.

Easy (1 ♦) complications may impose a ■ to relevant checks, or require a manoeuvre to navigate. *Eg:* light rain, a short drop, thigh-deep water.

Average (2 ♦) complications might make some actions impossible or cause them to recharge more slowly, add multiple ■, inflict 1 fatigue, or force a character to choose between an action and a manoeuvre on his turn. *Eg:* heavy rain, a drop about the height of a man, deep but still water, rushing thigh-high water.

Hard (3 ♦) complications may inflict wounds, fatigue, or stress on a regular basis, possibly restrict actions, or add multiple ♦ to checks. *Eg:* torrential rain, a drop of more than several paces, deep rushing water, fire, smoke inhalation.

Daunting (4 ♦) complications may be instantly or gradually fatal. *Eg:* lightning, gale-force winds, a drop from a dizzying height.



Initiative

In each round in encounter mode, each participant acts in order of **initiative**.

Each participant makes a Simple (0♦) initiative check (the GM may adjust the difficulty depending on the situation).

Social encounters: use **FEL**.

Combat encounters: use **AG**.

Most characters perform this check in neutral stance, though the GM may allow a player to convert one of their characteristic dice into a stance dice based on their *dominant* stance. NPCs are always in their default stance and will convert dice accordingly.

Boons and banes apply to Initiative checks, and may indicate adding □ or ■ to a character's first action.

Use a vertical progress track with at least 6 spaces to manage initiative, with a bottom neutral piece as the 0 space. Place a token on the track equal to the number of successes rolled, from highest (top) to lowest (bottom) initiative.

Large NPC groups of similar type can check (and act) as smaller groups equal to the size of the party. Hero markers break ties for the same space on the track.

The initiative order is set for the entire encounter unless changed by some effect; but the order in which specific participants are activated can change. If a participant is defeated, his token is not removed; the other participants now have more options for when they take their turn.

During the Rally step, a character can choose to roll a new initiative check; the lowest hero marker is placed on the space indicated by the new roll.

A hero marker can represent any PC in the party, and a NPC marker can represent any NPC. If the players cannot decide for more than a few moments who takes the turn, advance the party tension meter one space; if the indecision continues, after a final warning advance the meter again and the spot in Initiative is passed for that round.

The PC/NPC who has been chosen to take initiative is the active player and goes through the entire turn sequence:

BEGINNING OF TURN PHASE

You may **adjust your stance** 1 space in any direction for free.

Additional spaces may be moved at a cost of 1 stress each.

ACTION PHASE

You may perform 1 **free manoeuvre** before or after an action card task.

Each additional manoeuvre costs 1 fatigue, paid before the manoeuvre.

1. Select an action card

Select the **action card** for an attack, a spell effect that attacks or impairs a target, or a specific activity, and place it current **stance** side faceup. All card requirements must be met.

2. Announce target

3. Generate starting dice pool

Check the action card for the type of check required. Assemble your **dice pool** based on the related characteristic, any difficulty modifier on the card, any skills, specialisations, talents, or other abilities, and conditions such as critical wounds or environmental effects.

You may spend **fortune points** to add □ on a 1-for-1 basis.

You *must* convert a number of characteristic dice into **stance dice** equal to the number of spaces you are into your stance.

4. GM assigns challenge or misfortune dice

The default **difficulty** for *Melee* and *Ranged* attack actions is **Easy (1♦)** but may be modified by the GM.

If the action is vs. *Target Defence*, the target's **Defence** value is how many ■ are added to the pool.

Unopposed Check: The number of ♦ is based on the difficulty of the task; the number of ■ dice is based on special conditions or effects that would undermine success.

Opposed Check: The number of ♦ is based on the target's opposing characteristic; the number of ■ based on the target's skills and specialisations, as well as special conditions or effects that would undermine success.

You then may again spend **fortune points** to add □.

5. Roll and evaluate dice pool

Challenges ✕ **cancel out successes** ♣.

For the task to succeed, at least one success symbol must remain.

Choose a success line matching the number of successes.

Banes ☠ **cancel out boons** ♣.

Those remaining may trigger additional effects.

A ♣ may be treated as a success, a ♣, or trigger critical damage (not spells or blessings).

Optional: if more successes are generated than necessary to trigger the maximum success line, inflict +1 damage per extra success, up to a maximum equal to the level of the character's training in the related action's skill.

6. Resolve effects of the action

Add **recharge tokens** to the card equal to its recharge value if the action was successful.

Resolve the chosen success line, and any other effects.

If necessary, calculate the **damage potential:** the total value of the attacker's **STR** (*melee*) or **AG** (*ranged*) plus the NPC's or weapon's **damage rating** (DR), plus any extra damage added by the action card or other special effects.

Subtract the target's **damage reduction:** the total value of its **TO**, the **soak** value of armour or equipment, and the effects of special abilities or talents.

The result is the number of **wounds** inflicted.

If the result is 0 or negative, 1 normal wound is still inflicted.

A weapon's **critical rating** (CR) indicates the number of ♣ required to convert a wound inflicted by this weapon into a critical wound.

For each critical damage effect triggered, a wound is flipped faceup.

If critical damage was triggered, a number of normal wounds equal to the total number of critical wounds is inflicted.

END OF TURN PHASE

Remove 1 **tracking token** from every *brief* condition affecting you, and from each of your currently *recharging* action cards.

Check to see if any **dependent conditions** still apply.

Spellcasters/priests *above* their equilibrium must perform a manoeuvre to maintain the extra, or lose 1 power/favour. They may also **vent** power/favour. Those *below* their equilibrium gain 1 power/favour.

Flip your **Initiative marker** to the grey side.

The next PC/NPC in initiative order takes his turn.



Characteristics

Swift: Horses may perform 1 free manoeuvre per turn.

Instinct: Horses may use their WP instead of their INT when making *Observation* checks.

Riding

Riding, driving a wagon or carriage, and the basic care and feeding of horses is generally covered by the *Ride* basic skill, and doesn't require training or a skill check.

More specialised horse care requires either training or a check.

Maintaining Control

When entering a stressful situation, riders and drivers must make an **Average (2 ♦)** *Ride* skill (AG) check. In some circumstances *Handle Animal* (FEL) may be appropriate instead.

This does not require a manoeuvre or an action.

If the check succeeds, the rider has maintained control. If the check succeeds with boons, he may gain a □ to his next action on horseback. If the check succeeds with banes, the rider will suffer ■ to future *Ride* checks during the encounter.

If the check fails, the horse is unmanageable and the rider must fight for control. Boons on a failed check mean the rider can stay mounted. If one or more ✨ are generated, the rider is hurled off and lands prone.

If fighting the horse for control, the rider can make *Ride* checks on successful rounds, but this counts as his action for the round. Banen on any such check will continue to contribute cumulative ■ to all future *Ride* checks during the encounter.

One check is enough to remain control for an Act, and a new check should be made during each Rally step, or when required by the GM.

Mounted characters exposed to Fear or Terror must make a new *Ride* check to maintain control, with a difficulty equal to the magnitude of the Fear or Terror. If the check fails the horse also loses 1 Wind.

Movement & Manoeuvres

Controlling a horse requires 1 manoeuvre per turn, unless it is standing still or moving in a straight line. If this manoeuvre is not taken the horse will stand still, drift to a stop, or whatever is appropriate. The rider cannot use any movement manoeuvres while on horseback, except to dismount. Instead the horse uses its manoeuvres.

Most horses are **Swift**, and receive 1 free manoeuvre per turn; so a mounted character gets 2 manoeuvres on his turn.

If a player wants to perform additional manoeuvres, he may spend some of his horse's Wind.

Stunts

Most of these stunts may be performed as a manoeuvre, while others may be the *Perform a Stunt* action.

Easy (1 ♦) Jump a low fence or narrow ditch, walk in water up to chest-height on the mount, ride quickly over gravel.

Average (2 ♦) Ride into a hostile crowd, jump a waist-high (on a human) fence, walk in water over chest-height on the mount, fast-mount, ride quickly over slippery ground.

Hard (3 ♦) Jump a chest-high (on a human) fence, snatch an object from the ground while moving at a full gallop, mount by jumping from a high object onto a standing horse, ride quickly over uneven ground.

Daunting (4 ♦) Jump a fence taller than a man, mount by jumping from a height onto a running horse.

Being Mounted

A character mounted on horseback and trained in the *Ride* skill receives these benefits (an untrained rider does not):

+ □ to all *Melee Attacks*.

+ ■ to all opponents attacking the rider in melee, unless the attacker is using a halberd, lance, spear, or similar.

A ranged attack from horseback suffers ■ per hand required by the weapon. This is ignored if the horse is standing still and the rider has stirrups (standard).

Wizards add to all ♦ checks to cast spells while riding (more or less depending on circumstances).

The GM may call for a *Ride* or *Handle Animal* check to coax a horse into doing something it might deem dangerous.

Any attempt to unhorse a cavalryman is opposed by his *Ride* skill, and generally suffers ■ penalties based on the size of the horse, the quality of the saddle, etc. If using the *Perform a Stunt* action, the check is generally *Athletics* (STR) vs. *Ride* (AG), with an additional ♦.

Encumbrance

The maximum encumbrance of a horse is double that of a human of equivalent strength. An adult human rider is about 15 encumbrance, so most horses can carry a single rider, tack, and the rider's gear without difficulty.

With a wagon or cart, a horse can pull about double what it can carry, though doing so at speed is unsafe.

Care & Feeding of Horses

A horse's **Wind** score is how much strain, stress and abuse it can take before it gives up or dies. For most horses it is equal to its STR.

Any time a horse suffers fatigue, stress, or damage it lose 1 wind. If an enemy attacks a horse, do not roll damage, it just suffers 1 wind (possibly more for more brutal foes). A horse may lose 1 wind to perform an extra manoeuvre on its turn.

Horses recover wind by making a STR test instead of a *Resilience* check; or the rider or handler can substitute a *Ride* or *Handle Animal* check.

A horse with no wind is **Blown**. Each time a blown horse loses 1 wind, make an **Average (2 ♦)** STR check (its rider or handler can substitute a *Ride* or *Handle Animal* check); if the check is failed the horse dies. Even if the check succeeds, repeated stress to a blown horse may do permanent injury.

An average horse requires 20-25 pounds of feed per day. In general, it costs as much to keep a horse fed and lodged as it does his rider.

Buying a Horse

All prices include bridle, saddle, and necessary tack.

Horse	STR	Cost	Rarity	Special
Draught horse	6	75s	Plentiful	None
Riding horse	5	2g	Common	Swift
Warhorse	6	10g+	Rare	Swift, War

Draught horses do not have the **Swift** ability, and are less prone to being startled. **Warhorses** confer a □ to their rider on any check to maintain control in battle.



With the exception of first aid and immediate care, a character may only benefit from each specific source of healing once per day.

Fatigue & Stress

Each time your character suffers **fatigue** (gold tokens) or **stress** (blue tokens), place the appropriate tokens on the corresponding coloured section of your character sheet.

Fatigued: Fatigue greater than a physical characteristic.

When making a check using that characteristic, add 1 ■ to the dice pool for each token greater than the characteristic.

Distressed: Stress greater than a mental characteristic.

When making a check using that characteristic, add 1 ■ to the dice pool for each token greater than the characteristic.

When stress is greater than WP, any time another level of stress is suffered, immediately draw one **insanity card** (see *Insanity*).

Strained: Both fatigued and distressed.

Thenceforth, any time he suffers a level of stress or fatigue, he immediately draws one **insanity card** (see *Insanity*).

Pass Out: Fatigue more than twice TO, or stress more than twice his WP.

A character who *passes out* remains unconscious until he recovers enough fatigue/stress to go below the given thresholds.

Recovery

At the end of an episode or encounter, immediately recover fatigue equal to TO, and stress equal to WP.

After a full night's rest, recover the same amounts of fatigue and stress.

Wounds & Critical Wounds

Normal wounds are facedown wound cards.

Critical wounds are faceup wound cards with a critical effect and a severity.

In both cases the card represents a single wound.

A weapon's **critical rating** (CR) is the number of ♣ required to convert a wound inflicted into a critical wound.

A weapon's **critical effect** can be triggered once per attack with a ↘ result, and also once per attack using ♣ results.

When an action inflicts critical damage, one or more normal wound cards are flipped faceup to indicate the critical(s).

An effect such as +1 *damage* modifies the attack's damage potential, while *critical damage* or +1 *critical damage* only influences how many of the final wounds inflicted become critical wounds. Damage effects are cumulative.

Levels of Injury

Uninjured: No wound cards.

Lightly Wounded: Wounds up to maximum wound threshold.
Care difficulty **Easy** (1 ♦).

Critically Wounded: At least one faceup critical wound.
Care difficulty **Average** (2 ♦).

Knocked Unconscious: Wounds over maximum wound threshold.
Flip a random wound to its critical side.

Death: After a character is knocked unconscious and one of his wounds is critical, if the total number of his critical wounds exceeds his TO, he is killed.

Healing

Immediate Care

Immediate care requires a character with the *First Aid* skill engaged with the patient.

Each character can only benefit from one successful *First Aid* check per Act during an encounter. Check difficulty is based on the injury level.

If successful, the target recovers a **number of normal wounds equal to the number of successes, up to his TO rating**.

First Aid can temporarily ignore the effects of a critical wound if the check generates a number of successes equal to the wounds **severity**. The effect is then ignored for the rest of the day (place a token on it). If the character has not recovered from that critical wound after a night's rest, it is active again.

If a *First Aid* check fails and results in 2 or more ♠, the target suffers 1 stress and 1 fatigue. If this was while tending to a critical, the target also suffers 1 normal wound.

Medicine checks cannot be performed during combat. A *Medicine* check only makes matters worse as above if the check fails and results in 3 or more ♠.

Rest & Recovery

For every full night's rest, recover wounds equal to TO.

The character may also attempt a *Resilience* check, with a difficulty based on the injury level. The GM may modify this depending on the surrounding conditions. If successful:

A lightly wounded character recovers a number of normal wounds equal to the number of ♣.

A critically wounded character recovers a number of normal wounds equal to the number of ♣. He may also convert 1 critical wound with a severity less than or equal to the number of ♣ into a normal wound.

One character can assist this check with a *First Aid* check, with a difficulty based on the injury level (and possible modifiers). If successful, the target gains 1 □ to his *Resilience* check for every success, plus an extra die if the check resulted in 2 or more ♣.

One character can assist this check with a *Medicine* check in the same way. If successful, the target gains 1 □ to his *Resilience* check, plus an extra die if the check resulted in 2 or more ♣.

A character providing *First Aid* or *Medicine* to himself adds 1 ♦ to the check's dice pool.

Long-Term Care

For each day of care a character receives from a skilled caregiver in a proper environment, the character may attempt a *Resilience* check with a difficulty one level less than normal.

If tended by someone *Medicine* trained, add 1 □ to the check.

A character in these conditions may recover one additional normal wound for each ♣, or recover from a critical wound with a severity equal to or less than the number of ♣.

Healing Draughts

A **healing draught** costs 20 silver.

The drinker is healed of normal wounds equal to successes rolled on 4 □. He may convert a single critical wound with a severity equal to or less than the number of ♣ to a normal wound.

For poor quality draughts roll 1 fewer □; for quality draughts roll 1 extra □.



Conditions & Temporary Effects

A character affected by a **condition** takes the appropriate card.

Brief effects only last a few turns, recorded by tracking tokens. During the End of Turn Phase, remove one token from each brief condition affecting you. When all tokens are removed the effect expires. Brief effects with the same name do not stack; the one with the longer duration always applies.

Dependent effects lasts as long as the circumstances causing the effect. During the End of Turn Phase, if the circumstances no longer exist, the effect expires.

Lingering effects last until the next extended pause in the action: the end of the encounter, the duration of the current act, or the next Rally Step, whichever occurs first. If a character is already subject to a lingering condition and becomes subject again, it has no further effect.

Corruption

Corruption checks are *Resilience* (TO) checks with a difficulty appropriate to the exposure. A failed check results in corruption tokens equal to the challenge level. Regardless, 1 corruption is suffered for each ✨ result.

Minor exposure: average (2♦) check; *moderate exposure:* hard (3♦) check; *major exposure:* daunting (4♦) check.

During play, the GM may invoke a character's corruption, discarding one of the character's corruption tokens and adding a ♦ to the dice pool. No more than one corruption may be used per check.

Once a human has more corruption than his corruption threshold, he must draw a **mutation card**. Dwarves and elves draw an **insanity card** with the *Supernatural* or *Chaos* trait instead.

The card's severity rating indicates how many corruption tokens are consumed. Repeat this process until the character has points equal to or less than his threshold.

A character with more mutations than his TO rating is immediately transformed into a *Chaos Spawn* (the transformation causes *Terror* 2). Draw up a new character.

A character with more mutations than his WP rating, and not yet transformed, gains a permanent insanity for each mutation over his WP.

Apart from the methods above, the GM can rule that corruption is lost in certain very special circumstances.

Disease

Disease checks are *Resilience* (TO) checks with a difficulty equal to X (the disease rating), and modifiers as appropriate. Dwarves and elves add 2□.

A fail means the character must draw a card from the disease deck.

Draw an additional card as a symptom on a ✨ result, or if such a result is rolled during a failed recovery check.

A disease card is socketed into one of the character's talent slots. Symptoms are placed under the disease card so only the symptom card's keyword and severity rating are showing; only these effects apply in addition to the main card's effects.

If the combined severity ratings of a character's disease cards exceed his wound threshold, he dies.

Recovering from Disease

A character may make a recovery check every night a character is suffering, or when attempting a cure.

This is an **Average** (2♦) *Resilience* (TO) check if suffering from one disease, or **Hard** (3♦) if suffering from more than one.

Add 1 ■ for each additional symptom.

Add 1 □ for each rank of *Medicine* training of an attending character, and 1 or 2 □ for positive factors or 1 ■ for negative factors.

Cards are removed (symptoms first) by generating successes equal to their severity ratings.

Fear & Terror

Fear

A character first confronting a creature or situation with a **Fear** rating must make a *Discipline* (WP) check with a difficulty equal to the Fear rating.

If failed, suffer **stress** equal to the rating. If he generates 2 or more ☠, he also gains the *Frightened* condition.

Terror

A character first confronting a creature or situation with a **Terror** rating must make a *Discipline* (WP) check with a difficulty equal to the Terror rating.

If failed, suffer **stress and fatigue** equal to the rating. If he generates 2 or more ☠, he also gains the *Frightened* condition.

Insanity

When a character's WP is *distressed* (ie. his current stress level is greater than his WP), any time he suffers a level of stress, he immediately draws one **insanity card** if he has not already done so this encounter.

If one of the card's **traits** matches the situation that forced him to draw the card (as determined by the GM) he places it faceup and suffers the effects listed until the end of the current Act.

When a character is *strained* (ie. both *fatigued* and *distressed*), each time he suffers one or more fatigue or stress from the same source he immediately draws one **insanity card** (even if he has already done so this encounter). He keeps drawing until he has drawn a card with a **trait** matching the situation.

He then places tracking tokens on the new insanity card equal to the amount of fatigue/stress just suffered.

Permanent Insanity

At the end of the current act, the character must attempt a **Simple** (0♦) WP check for each temporary insanity he acquired during that Act.

If he generates successes equal to or greater than the number of tokens on an insanity card, the card is shuffled back into the insanity deck. Otherwise, it becomes **permanent**.

If a character ever accumulates more insanities than his WP rating, he goes insane and is 'retired' from the game.

Recovering from Insanity

A character can recover from an insanity by succeeding at a number of *Discipline* (WP) checks equal to its severity. One such check can be attempted per month of game time.

If the check fails and generates 2 or more ☠, remove one success from the character's attempts towards recovery.

A character can temporarily ignore the effects of a single insanity by spending a number of fortune points equal to its severity during an encounter. The card is flipped and is inactive for the current encounter. At the end of the encounter the card becomes active again.

Optional: characters may 'buy off' insanities by spending non-career advances equal to the insanity's severity.



Damage, Soak and Defence

In parentheses after the 3 physical characteristics are the **Damage**, **Soak** and **Defence** ratings.

These represent the NPCs default values from a creature's typical gear.

-  **Damage Rating**
-  **Soak Rating**
-  **Defence Value**

Enemies gain a weapon CR and other related stats and effects if they replace their default attack with a specific weapon.

Adversary Dice

An adversary's **A**, **C** and **E** ratings indicate the budget of bonus **adversary dice** the GM can use during encounters.

- Aggression (A):** for combat actions and physical tasks.
Optional: additional manoeuvre.
- Cunning (C):** for social actions or other mental tasks.
Optional: adjust stance one space.
- Expertise (E):** to apply to any checks (no more than one die can be added to a check).

Aggression and Cunning can also be used to modify Initiative checks (for combat and social encounters, respectively).

The GM can also spend Aggression and Cunning dice to resist player actions, each adding to a player's appropriate check if the NPC in question is a direct target of the effect.

Multiple enemies of the same type share a single allotment of A, C and E dice.

Optional: Each point of fatigue an NPC suffers removes one Aggression die from its budget; when this is 0, then reduce its Expertise budget.

Each point of stress an NPC suffers removes one Cunning die from its budget; when this is 0, then reduce its Expertise budget.

Other Characteristics

The **wound threshold** is the maximum number of wounds the creature can withstand before being defeated.

Standard creatures do not suffer fatigue or stress; any effect that causes these (including performing additional manoeuvres) inflicts an equal number of wounds instead.

Track enemy wounds with a single wound card and place tracking tokens equal to the number of wounds suffered on top of it. Critical wounds are faceup as usual.

Most NPCs have a fixed **stance** position. A stance with a **slash** means the GM chooses one of the values when attempting an action. A stance with **plus** means that *both* ratings are applied.

The **threat rating** gives a rough idea of the threat posed by one creature of that type.

Actions

Rather than at the end of each individual enemy action, at the end of each encounter round, as well as during each Rally step, remove one token from every enemy action that is currently **recharging**.

Special actions given are in addition to the normal basic actions.

Enemies of the same type, that share access to an action, cannot use it until all the recharge tokens have been removed. Some creatures have access to action cards (icons indicate the types).

Henchmen

Henchmen work in groups equal to the size of the player party.

When they attack, only a single member of the group makes the check; each additional henchman adds a to the dice pool.

Only one collective wound is lost if a henchman group loses a wound for performing an additional manoeuvre.

Each henchman can only withstand wounds equal to its TO rating, and they share a pool of health equal to the TO x the number of henchmen.

Each time enough wounds are inflicted to kill one, remove those tokens from the pool; there is no wasted damage.

Instead of suffering critical wounds, a critical wound card is drawn, the **henchmen suffer wounds equal to its severity rating**, and the card is shuffled back into the deck.

Nemesis NPCs & Organisations

Nemesis NPCs are special adversaries. They have their own stance meter, suffer stress and fatigue like PCs, and may have extra talents and actions cards as chosen by the GM.

Nemesis organisation sheets have a **Stability track**; advance a token one space up the track everytime the PCs thwart or disrupt the activities of the organisation, and back one space every time the PCs fail to stop or counter its plans, or its influence reaches out further.

If the token reaches the end of the track the organisation crumbles; this may trigger a confrontation or change the organisation's plans.

It is recommended that **Epic** trait actions and talents are used only with **Nemesis NPCs** or **Epic** threats.

Group Sheets & Creature Cards

Group sheets can optionally be used to customise an encounter with a group of creatures. They also have talent slots for further customisation.

Creature cards summarise all the information about a creature. Action card icons indicate the type of action cards the GM can select to customise the creature.

Epic Threat sheets can be used increase the threat of creatures and NPCs by socketing the desired creature card onto the sheet. Add all corresponding bonuses provided by the sheet to the creature/NPC's normal statistics.

Morale

If desired, create a progress tracker with spaces equal to the average WP, then an event space, then spaces equal to the highest **Aggression**, then another event space.

For each creature defeated, advance a token one space along the track.

Advance it another space or two if the heroes successfully intimidate them somehow.

Move the token one space back for each hero defeated (2 if the attack was particularly gruesome).

When the first event space is reached, make an **Average (2♦)** *Discipline* check based on the weakest creature remaining.

If the check succeeds, the most heavily wounded creature of that type flees. If the check fails, all wounded creatures of that type flee.

If the token reaches the end of the track, either all enemies flee, or, all enemies of the lowest rank flee as well as any heavily injured enemies of higher ranks.

CREATURE ABILITIES



Dead Calm Effects that target a vampire's WP add 2 ♦ to their pools. They are also able to 'turn off' their natural ability to cause **Fear**, whenever they wish.

Dead Earnest Undead are unaffected by fear and terror, and might be exempt from other conditions based on psychology at the GM's discretion.

Diseased All Blighted Acolytes and Cultists of Nurgle have at least 1 random disease.

Fast Requires only 1 manoeuvre to move between medium and long range, and only 2 to move between long and extreme range.

Fear X Causes **Fear** with a *Discipline* check difficulty equal to X.

Fenwalker A fenbeast may ignore terrain-based manoeuvre penalties and up to 2 ■ penalties to movement and actions performed while in marshy terrain.

Filthy Vermin If using disease rules, each time a rat swarm inflicts a critical wound, the target must pass a **Hard (3 ♦)** *Resilience* check to avoid contracting a disease.

Flight Does not need to perform a manoeuvre to disengage from opponents before moving (unless they can also fly).

Implacable Horde Swarms cannot be knocked prone or immobilised, and actions that force a target to move involuntarily have no effect on them.

Swarms are also unaffected by fear and terror, and might be exempt from other conditions based on psychology at the GM's discretion. Swarms may move away from an engagement at will.

Instinctive May use WP instead of INT when attempting *Observation* checks.

Keen Senses Add □ to *Observation* checks where the sense of smell provides an advantage.

Mark of Nurge This creature bears the **Mark of Nurge**.

Nemesis Has its own stance meter, and suffers stress and fatigue in the same way as PCs (and can therefore become distressed and fatigued).

Night Vision Up to 2 fewer ■ added to dice pool for any effects from darkness or lack of sufficient light.

Poison When it inflicts a critical wound, the target suffers fatigue equal to the severity of the critical wound.

Regeneration Recovers 1 normal wound at the end of each of its End of Turn phases. Does not work at the end of a turn when it is wounded by fire.

Swarm Vulnerability Attacks with the **Blast** quality or that target an entire engagement ignore a swarm's inherent soak value.

The movement of non-flying swarms might be inhibited by water, fire, or other obstacles if the GM deems it appropriate.

Tiny Creatures Swarms do not suffer the effects of critical wounds but, instead, suffer additional wounds equal to the severity rating of any critical they receive.

Terror X Causes **Terror** with a *Discipline* check difficulty equal to X.

Terrain Walk May cover a variety of terrain types. Ignore manoeuvre penalties for moving through that type of terrain, and negate up to 2 ■ imposed by that terrain to skill checks.

CREATURE ACTIONS



BEASTS/ANIMALS

Boar

Vicious Bite
Headlong Charge
Dangerous When Cornered

Giant Spider

Vicious Bite
Inescapable Power

Giant Wolf

Vicious Bite
Dangerous When Cornered

BEASTMEN

Ungor

Savage Strike

Gor

Savage Strike
Fearsome Charge
(Bestial Howl)

Wargor

Savage Strike
Bestial Howl
or Berzerker Slash
Fearsome Charge
Undying Ferocity

Shaman

Savage Strike
Channel Power
Cloud of Gnats
Crackling Chaos
Grasp of the Oberslecht
Howl of Chaos

CHAOS

Marauder

Brutal Assault
Reaving Strike
Ruinous Attack

Chaos Spawn

Brutal Assault
Rampaging Mutation

Chaos Warrior

Brutal Assault
Rampaging Mutation
Ruinous Attack

Kborne

Chaos Warrior

Berzerker Fury
Blood for the Blood God
Skulls for the Skull Throne

Chaos Champion

Berzerker Fury
Blood for the Blood God
Skulls for the Skull Throne

Chaos Knight

Berzerker Fury
Blood for the Blood God
Skulls for the Skull Throne

Marauder Horseman

Blood for the Blood God
Skulls for the Skull Throne

CULTISTS

Cult Follower

Slay the Unbeliever
Profane Rites

Cult Mutant

Slay the Unbeliever
Revel in Corruption

Cult Leader

Slay the Unbeliever
Profane Rites
Blasphemous Litany

Kborne

Pit Fighter Cultist

Cornered Frenzy
Wounded Frenzy

Pit Fighter Leader

Cornered Frenzy
Wounded Frenzy

Nurgle

Exalted Champion

Putrefying Strike
Death's Head

Chaos Sorcerer

Putrefying Strike
Nurgle's Kiss

Slaanesh

Exalted Champion

The Perfect Stroke

Chaos Sorcerer

Velvet Parlance

Cultist

(The Aethetes)
Peerless Strike

Cult Leader

(The Aethetes)
Malicious Seduction

Tzeentch

Chaos Sorcerer

Sorcerer Strike
Magic Rift
Arcane Explosion

Cult Member

(Broken Wheel)
Wheeling Strike
The Price of Knowledge

Cult Leader

(Broken Wheel)
Wheeling Strike
The Price of Knowledge
For the Glory of Tzeentch!
Breaking the Wheel

DAEMONS

Imps

Chaos Incarnate
Swarm of Whispers

Flesh Hounds

Chaos Incarnate
Go for the Throat

Furies

Chaos Incarnate
Strafing Talon Strike

LESSER DAEMONS

Kborne

Bloodletter

Hellblade Slash

Flesh Hound

Go for the Throat

Juggernaut

Unstoppable Rush

Nurgle

Beast of Nurgle

Festering Strike
Slobber

Nurgling

Festering Strike
Swarm of Filth

Plaguebearer

Festering Strike
Leprous Blow

Slaanesh

Daemonette

Swift Severity

Steed of Slaanesh

Narcotic Caress

Seeker of Slaanesh

Tenacious Hunt

Fiend of Slaanesh

Soporific Strike

Masque of Slaanesh

Dance of Dreaming/
Chanson of Caging

Tzeentch

Fiend, Feathered

Feathered Frenzy
Feather Dart

Fiend, Coloured

Feathered Frenzy
Feather Dart
Tzeentch's Favour
Unravel Reality

Flamer of Tzeentch

Daemonic Strike
Scorching Flames

Herald of Tzeentch

Sorcerer Strike
Veil of Trickery

Horror of Tzeentch

Daemonic Strike
Horrific Assault

Screamer of Tzeentch

Disc of Tzeentch
Daemonic Strike
Overrun (Daemonic)

Sorcerer, Tzeentch

Sorcerer Strike
Magic Rift
Arcane Explosion

GREATER DAEMONS

Kborne

Bloodthirster

Scouring Lash
Bellow of Rage
Axe of Khorne Strike

Daemon Prince

Any *Chaos* or *Khorne* actions

Nurgle

Great Undeane One

Daemon Prince

Purulent Attack
Bubonic Assault
Stream of Bile

Slaanesh

Keeper of Secrets

Final Caress

Daemon Prince

Torment

Tzeentch

Lord of Change

Arcane Blast
Fatebreaker
Masters of Fate

Daemon Prince

Arcane Blast
Masters of Fate

The Changeling

Fatebreaker
The Grand Deception

CHAOS NPCs

Kborne

Skulltaker

Hellblade Slash
Skulltaker

Karanak

Go for the Throat

Valkia the Bloody

CREATURE ACTIONS



???

Slaanesh

Prince Sigvald
Favoured Son

Nurgle

Dr. Festus
Putrefying Strike
Nurgle's Kiss
Dark Experiment

Epidemius

Purulent Attack
Bubonic Assault
Tally of Pestilence

Tzeentch

Bobo

Feathered Frenzy
Feather Dart
Tzeetch's Favour
Unravel Reality

GIANTS & TROLLS

Troll

Devastating Swing
Rend Flesh
Vomit

Giant

Devastating Swing
Flying Debris

GREENSKINS

Snotling

Chop!
Swarm 'Em!

Goblin

Chop!
Swarm 'Em!
Crush 'Em Good!

Night Goblin

Stick 'Em Wif Da Pointy End
Jeer 'n' Jab

Night Goblin Shaman

Stick 'Em Wif Da Pointy End
Jeer 'n' Jab
Channel Power
Da Brainbursta
Gaze of Mork
Gerroff Me!
Quit Yer Yappin'

Squig

Chompty Chomp Chomp!
Bounce 'n' Chomp

Orc

Chop!
Da' Big Smash!
Crush 'Em Good!

SKAVEN

Clanrat

Cheap Shot
The Overwhelming Horde

Gutter Runner

Cheap Shot
The Overwhelming Horde
Quick-Quick, Kill-Kill!
(Warpstone Throwing Stars)

Rat Ogre

Cheap Shot
Bone Ripper

Grey Seer

Death Frenzy
Pestilent Breath
Skitterleap
Vermintide
Warp Lightning
Fight! Fight!

SWARM

Rat Swarm

Dangerous When Cornered
Overrun

UNDEAD

Skeleton

No Escape, No Hope
A Bone to Pick

Skeleton Hero

No Escape, No Hope
Grave Blade
Deathly Presence

Crypt Ghoul

No Escape, No Hope
Seized by Bloodlust

Zombie

No Escape, No Hope
... Braaaaaains!
or Delicious Braaaaaains!

Undead Necromancer

No Escape, No Hope
Delicious Braaaaaains!
Deathly Presence
Curse of Undeath
Drain Life
Hand of Dust
Mortification

NPCS

Basic

Townfolk

Make a Stand
Mob Justice

Noble

Make a Stand
Do You Know Who I Am?

Soldier

Make a Stand
Subdue

Expert

Wizard

Grace Under Pressure
Arcane Bolt

Priest

Grace Under Pressure
Benediction

Specialist

Grace Under Pressure
Quality Work

Characters

Priest of Sigmar

I Am The Hammer
Sigmar's Healing Hand

Estalian Diestro

Agile Strike
Dazzling Display

Hunter

Agile Strike

Celestial Wizard

Cerulean Shield
Channel Power
Curse
Lightning Bolt
Pett Magic (all)
Shooting Star
Swiftwing
Storm Shroud
Imperious Manner



Weapon Characteristics

DR/Damage Rating: Default damage output.

CR/Critical Rating: Number of required to convert an inflicted wound into a critical wound.

Group: A character with this weapon skill specialisation gains an additional when wielding this weapon.

Qualities: Specific qualities.

Cost: Cost in gold (g), silver (s) or brass (b) coins.

Range: Range of fire; ineffective beyond this range.

Encumbrance: Encumbrance value.

Rarity: How difficult it is to find in the Empire.

Item Qualities

Attuned X: Spellcaster adds X to *Channelling* checks.

Blast: Affects everyone in one engagement within range. Cannot be parried or blocked, but may be dodged (each die a defender would add to the dodging pool increases his Soak value by 1 instead of the normal dodge effect).

Defensive: Wielded in the off-hand, adds 1 to an incoming melee attack when parrying.

Entangling: Successful hit removes target's free manoeuvre on next action (may still manoeuvre by suffering fatigue).

Fast: Place one fewer recharge token on the action.

Pierce X: The target's Soak value is reduced by X (minimum zero).

Reload: Must perform a special reload manoeuvre before using or the attack suffers an additional .

Slow: When the attack hits, place +1 recharge token on the action.

Thrown: When used in a ranged attack, dice associated with attacker's STR may be used instead of those associated with AG. STR may also be used to determine damage.

Two Handed: Using only one hand results in an additional , inflicts -2 damage, and adds +1 recharge token.

Unreliable X: Blackpowder weapons explode if at least as many are rolled as X, inflicting X wounds to the wielder, bypassing Soak value and TO. If not a blackpowder weapon, it breaks or jams and is unusable until repaired.

Vicious: For each critical wound inflicted, draw 2 cards and select the one with the highest severity (if a tie, attacker chooses).

Encumbrance

Where encumbrance is relevant, an incidental item has no encumbrance value, a small item has a value of 1-2, a medium item 3-4, and a large item 5-6.



Selected Weapon Notes

MELEE WEAPONS

Dagger: When thrown they incur a unless balanced.

Gauntlets: If worn by themselves, count as a light item.

Halberd: Usually used as a polearm, but user can perform a manoeuvre and use it as a spear, although it cannot be thrown.

Improvised: Chairs, candle sticks, full tankards, a hat rack, etc.

Lance: If a mounted character with a lance is trained in *Ride*, add to his attack rolls. A lance functions as an improvised weapon if used on foot.

Main Gauche: Designed to be used in an off hand when parrying; can be used as an ordinary weapon but loses its defensive quality.

Morning Star: When using the *Block* or *Parry* action against a morning star, place +1 recharge token on the action.

Sabre: A mounted character with a sabre trained in *Ride* adds to his attack rolls. Treat as a hand weapon if used on foot.

Spear: May be wielded one-handed with a shield, or two-handed, increasing its DR by +1. It may also be thrown up to close range.

RANGED WEAPONS

Hochland Long Rifle: May fire at a target at extreme range: add to the dice pool. Superior craftsmanship loses the Unreliable quality.

Improvised Missile: Anything heavy enough to do damage but not designed to be aerodynamic.

Javelin: Counts as an improvised weapon in melee combat.

Lasso: The wielder may force an ensnared enemy to be dragged into an engagement with him by the *Perform a Stunt* action and passing an opposed STR check versus the target.

An ensnared character can escape if he spends a manoeuvre and passes an **Average (1)** AG check.

Longbow: May fire at a target at extreme range: add to dice pool.

Net/Bola: An ensnared character's only possible manoeuvre is to remove the net (no check required).

Repeater Crossbow: While the magazine is loaded, it is a free action to cock another bolt into place. Once empty, it takes 4 manoeuvres to reload the magazine.

Repeater Handgun/Pistol: Once all 6 barrels are expended, it takes 6 manoeuvres to reload the magazine.

Sling: Gains no benefit from being of 'superior craftsmanship'. The values given are based on the use of crafted bullets, but stones may also be used.

Staff Sling: May fire at a target at extreme range by adding to the dice pool. Gains no benefit from being of 'superior craftsmanship'. Can be used as a quarter staff in melee.

Throwing Dagger/Star: Any knife, dagger, shuriken, or dart balanced for throwing. Count as improvised weapons if used in melee.

AMMUNITION

Arrows/Bolts: If a character wants to retrieve these, roll for each when fired; on a the ammunition is recovered intact and usable.

ARMOUR & SHIELDS

Armour and shields add to the user's **Defence** and **Soak** values. Benefits stack.

Buckler: A spiked buckler can be used as a gauntlet in melee.

Round/Kite Shield: May be used as an improvised weapon.

EQUIPMENT LIST



MELEE WEAPONS

Weapon	DR	CR	Group	Qualities	Cost	Encumbrance	Rarity
Dagger	4	3	Ordinary	Fast	10s	2	Plentiful
Flail	7	3	Flail	Slow, Vicious, Two-Handed	90s	6	Rare
Gauntlet	4	4	Unarmed	–	as armour	as armour	as armour
Great Weapon	7	2	Great Weapon	Two-Handed	1g	6	Rare
Halberd	6	2	Polearm	Special, Two-Handed	75s	5	Common
Hand Weapon	5	3	Ordinary	–	25s	3	Plentiful
Improvised	3	3	–	–	–	2	Abundant
Lance	6	2	Cavalry	Pierce 1, Special	75s	4	Common
Main Gauche	4	4	Fencing	Fast, Defensive	35s	2	Rare
Morning Star	6	3	Flail	Slow, Special	60s	4	Rare
Quarterstaff	4	4	Staff	Defensive	10b	3	Abundant
Rapier	5	3	Fencing	Fast	90b	3	Rare
Spear	5	3	Spear	Fast, Unreliable 2	20s	4	Plentiful
Unarmed	3	4	Unarmed	–	–	–	–
Sabre	5	3	Cavalry	Special	40s	3	Rare

RANGED WEAPONS

Weapon	DR	CR	Range	Qualities	Group	Cost	Encumbrance	Rarity
Blunderbuss	5	2	Close	Blast, Reload, Two-Handed, Unreliable 2	Blackpowder	2g	4	Rare
Crossbow	6	3	Long	Reload, Two-Handed	Crossbow	60s	4	Common
Crossbow Pistol	4	3	Close	Reload	Crossbow	80s	2	Rare
Handgun	6	2	Medium	Pierce 1, Reload, Two-Handed, Unreliable 2	Blackpowder	9g	4	Rare
Hochland Long Rifle	6	2	Long	Pierce 1, Reload, Two-Handed, Special, Unreliable 2	Blackpowder	15g	5	Exotic
Improvised	3	4	Close	Thrown	Thrown	–	Varies	–
Javelin	5	3	Close	Thrown	Thrown	1s	1	Common
Lasso	–	–	Close	Entangling	Thrown	1s	2	Plentiful
Longbow	5	3	Long	Pierce 1, Two-Handed, Special	Bow	40s	4	Rare
Net	–	–	Close	Entangling	Thrown	3s	3	Common
Pistol	6	2	Close	Pierce 1, Reload, Unreliable 2	Blackpowder	5g	2	Rare
Repeater Crossbow	4	3	Medium	Special, Two-Handed	Crossbow	3g	4	Exotic
Repeater Handgun	6	2	Medium	Pierce 1, Special, Unreliable 1	Blackpowder	16g	5	Exotic
Repeater Pistol	6	2	Close	Pierce 1, Special, Unreliable 1	Blackpowder	12g	3	Exotic
Shortbow	5	3	Medium	Two-Handed	Bow	20s	3	Common
Sling	4	3	Long	Special	Sling	3b	–	Plentiful
Spear	5	3	Close	Thrown, Unreliable 2	Thrown	20s	4	Plentiful
Staff Sling	5	3	Long	Two-Handed	Sling	1s	4	Rare
Throwing Axe/Hammer	5	3	Close	Thrown	Thrown	10s	3	Common
Throwing Dagger/Star	4	4	Close	Thrown	Thrown	10s	1	Rare
Whip	3	5	Close	Entangling	Thrown	10s	3	Plentiful

ARMOUR

Armour	Defence	Soak	Cost	Encumbrance	Rarity
Cloth	0	1	12b	1	Plentiful
Robes	1	0	5s	2	Rare
Leather	0	2	5s	3	Plentiful
Brigandine	1	1	20s	5	Common
Mail Shirt	1	2	50s	4	Common
Chainmail	0	3	1g	6	Common
Scale	0	4	3g	7	Rare
Ulthuan Scale	1	3	6g	5	Exotic
Breastplate & Chain	1	4	5g	6	Rare
Fill Plate	1	5	20g	8	Rare

SHIELDS

Armour	Defence	Soak	Cost	Encumbrance	Rarity
Buckler	1	0	20s	2	Common
Buckler, Spiked	1	0	25s	3	Common
Round/Kite	1	1	25s	4	Common
Tower	2	1	1g	5	Rare

AMMUNITION

Item	Cost	Encumbrance	Rarity
Arrows (12)	1s	2	Common
Ball shot and powder (12 shots)	12s	1	Rare
Bolts (12)	2s	2	Common
Sling Bullets (12)	1s	1	Common

MISCELLANEOUS ITEMS

Item Type	Abundant	Plentiful	Common	Rare	Exotic
Academic & Writing Tools	5b	5s	N/A	1g-10g	10g-100g
Bindings	2b	10b	10s	1g	N/A
Camping/Survival	3b	2s	1g	3g +	N/A
Climbing Tools	N/A	10b	2s	8s	N/A
Food	Special	Special	Special	Special	Special
Hand Tools	1s	3s	N/A	N/A	N/A
Illumination	1b	5b	2s	N/A	N/A
Medical Supplies	2b	5b	10s	1g	N/A
Services	4b/day	10b/day	2s/day	15s/day	2g/day +
Trade Tools	N/A	4s	10s	2g	15g



1 gold = 100 silver = 2500 brass

The Three Economies

The Tier of Gold (The Wealthy and the Noble): Rich merchants and noble houses. They are concerned far more with status and appearance than function; reputation appears to be everything, and this can be frustrating to practical men. To trade within this tier, you must look and act as if you belong.

The Tier of Silver (The Tradesmen and the Burgher): Practicality and profit. The tradesman cares not who you are or where you came from; all he wants to see is your silver. Haggling and hard bargaining are the norm amongst the newly emergent middle class. The silver tier is on the march. As towns and cities grow and prosper, trade is ever expanding. Silver is the coin of social change.

The Tier of Brass (The Labourer and the Serf): The lowest tier is one of sustenance and survival. Peasants, labourers, and bone pickers have little time for noble pleasantries or incessant haggling. But when a man owns nothing, nothing is at risk, and these hard-working people are often thankful for what little they do have.

Approximate Incomes in the Reikland

Career	A day's work	A month's take	A year's income
Peasant worker	12b	12s	1g, 25s
Labourer	1s	24s	3g
Innkeeper	4s	1g	12g
Skilled Artisan	5s	1g, 25s	15g
Mercenary	10s	2g, 50s	30g
Successful Merchant	1g	25g	300g
Landed Noble	4g	100g	1200g

The Right Tool for the Job

If a character has the proper tools or resources for a task, award a or two for a related skill check.

If he has poor tools or lacks resources, can be added, or the difficulty of the task can be increased.

Craftsmanship & Rarity

Using a **poor quality** item adds 1 to all related dice pools.

Using a **superior quality** item adds 1 to all related dice pools in a relevant circumstance.

Craftsmanship	Cost	Rarity
Superior	x10	+1 level
Average	x1	as item
Poor	x1/2	-1 level

Knowing where to look for an item requires a *Folklore* check modified by the item's rarity. *Charm* or *Guile* may apply.

Rarity	Difficulty
Exotic	Daunting (4 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>)
Rare	Hard (3 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>)
Common	Average (2 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>)
Plentiful	Easy (1 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>)
Abundant	Simple (0 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>)

Haggling

Haggling for important purchases is resolved with a *Charm* (opposed with the merchant's *Charm*) or *Guile* (opposed by the merchant's *Intuition*) skill check.

If the check is failed there is a 25% markup.

Customer Rating	Cost	Achieved With
Favoured	50%	4+ successes
Friendly	75%	2-3 successes
Normal	Normal	1 success
Outsider	125%	0 successes, no banes
Disliked	150%	0 successes, no banes

Encumbrance

A character's encumbrance limit is his STR x5, plus 1 additional point for each associated with his STR. Dwarfs add 5 to their limit.

When encumbered, a character gains 1 to all STR, TO, and AG checks for every point of encumbrance over his limit. If he is encumbered by an amount equal to or greater than his Strength, he no longer receives a free manoeuvre each turn (each costs 1 fatigue instead).

When a character is attempting to lift, move, or manipulate a single heavy object or perform other feats of strength, make a Strength check, adjusting the difficulty to suit the circumstances.

Wizards & Armour

Whenever making a *Channelling* (WP) or *Spellcraft* (INT) check, an arcane caster must add 1 to his dice pool for each point of soak value provided by any armour and shield he has equipped.

Soak values from other sources, such as magic spells, do not impede spellcasting.

This penalty applies to arcane magic users only; priests and divine characters who invoke blessings are not affected.





Spellcasting characters **generate power** by channelling the Winds of Magic, then spend that power to **cast spells**.

The default **difficulty** for casting a spell is **Simple (0♦)** but may be modified by the GM.

Optional: Compare the character's rank with the spell's rank (do not use rank-based difficulty values for opposed checks):

PC two or more ranks higher	Simple (0♦)
PC one rank higher	Easy (1♦)
PC equal in rank	Average (2♦)
PC one rank lower	Difficult (3♦)
PC two ranks lower	Daunting (4♦)
PC three or more ranks lower	Cannot attempt

Gaining Power (*Channelling*)

When a spellcaster is holding power equal to his WP, he is at **equilibrium**.

When his power is below equilibrium, it slowly recharges; when higher, it slowly dissipates. During story mode, or entering encounter mode, he is always at equilibrium.

To **generate power**, the spellcaster selects the *Channel Power* action, makes a *Channelling* check based on his WP, and takes tracking tokens equal to the power generated.

A spellcaster holding an item attuned to his Wind of Magic adds bonus to his check equal to its *Attuned* rating.

Excess Power

During his End of Turn phase and his Rally step, a spellcaster who is *above* his equilibrium must perform a manoeuvre or lose 1 power. If he is *below* his equilibrium he gains 1 power.

If he is storing more than twice his WP in power, he must spend a manoeuvre *and* suffer 1 stress, or his power returns to equilibrium and he immediately suffers 1 fatigue per point vented, and rolls 1 ■ per point vented.

For every ✕ he suffers 1 wound, and for every ☠ 1 stress.

Losing Power

If a spellcaster is forced to lose power, it is immediately removed from his current supply. If he does not have enough, he is reduced to 0 power and suffers 1 stress.

If a spellcaster is forced to lose power and he is already at 0 power, make a *Discipline* check, with ♦ equal to the amount of power he is unable to lose. On a success, he suffers 1 stress.

On a fail, he suffers 1 stress and a temporary insanity with the *Chaos* or *Trauma* trait, placing tokens on the card equal to the difficulty of the check.

Spellcasting

To **cast a spell**, a spellcaster must fulfill the requirements of the appropriate action card, then (usually) make a *Spellcraft* check based on his INT.

The power is consumed first, whether or not the spell is successfully cast.

Quickcasting

Spellcasters may try to channel power and cast a spell on the same turn. Add an extra ♦ to the *Spellcraft* check.

Reckless Casting

When a spellcaster in a reckless stance generates a ✨ on a *Spellcraft* check, increase the Party Tension meter by one.

Miscasts

When a spellcaster generates one or more ✨ on a *Spellcraft* check, not only are any appropriate card effects triggered, but he must draw

a **Miscast** card and find the line matching the number of ✨ rolled. If there are any symbols left over, he continues to draw cards until they are all used. Used cards are returned to the deck and the deck shuffled.

Higher Ranked Spells

A wizard who casts a spell from a higher rank adds 1 ♦ per rank difference. If he miscasts, he suffers a miscast as if he had generated 1 additional ✨ per rank by which the spell exceeds his own rank.

Magical Sight

Detecting the presence or absence of magic in the immediate vicinity or seeing major magical effects in his line of sight is automatically successfully for a character desiring to do so.

More information requires a skill check:

Easy (1♦) Determining the colour of a magical aura, locating the only aura in a room.

Average (2♦) Determining the colour of an aura from blended colours, distinguishing between multiple auras close together, determining the strength of a magical effect or aura, identifying a spell being cast that you already know.

Hard (3♦) Determining the purpose or nature of an enchantment or magic item, locating a particular aura in an area crowded with magic, identifying a spell being cast you don't know, gauging how much power another spellcaster is currently maintaining.

Daunting (4♦) Detecting the presence of magic through an obstruction, tracing a spell or effect back to its source after it's been cast, detecting the remnants of an aura not present.

Obstructions that block line of sight block magical sight, though magical sight is more effective in darkness. The *Magical Sight* skill can have specialisations.

Cantrips

Trivial (no roll required): Lighting a candle within reach, making a coin-sized object vanish into a hand, changing hair or eye color, conjuring a light, sweet-smelling breeze, pouring a glass of wine without touching, opening a book to a page.

Easy (1♦) Light every candle in a room at once, making a book-sized object vanish, conjure a small wind, shattering a bottle, causing someone to open a book to desired page, predicting the outcome of a coin of a coin flip or other random event.

Average (2♦) Lighting and maintaining a fire, pulling a rabbit from a hat, conjuring enough wind to move a small boat, pulling a small object into your hand across a room, predicting weather.

Proscribed Spells

A wizard trying to learn a spell from another order must attempt a **Daunting (4♦)** *Spellcraft* check, with 1 ■ per spell rank.

Always suffer 1 corruption for each ✨ result.

If the check fails, the character suffers 1 corruption. If the check succeeds, he may learn the spell, but increase its difficulty by 2♦.

On a failed cast he suffers 1 corruption. He always suffers 1 corruption for each ✨ result (in addition to other consequences).



Divine characters **invoke a blessing** from their god, then pray to **generate favour** necessary to fulfill the blessing.

The default **difficulty** for invoking a blessing is **Simple (0♦)** but may be modified by the GM.

Optional: Compare the character's rank with the blessing's rank (do not use rank-based difficulty values for opposed checks).

PC two or more ranks higher	Simple (0♦)
PC one rank higher	Easy (1♦)
PC equal in rank	Average (2♦)
PC one rank lower	Hard (3♦)
PC two ranks lower	Daunting (4♦)
PC three or more ranks lower	Cannot attempt

Gaining Favour (*Currying Favour*)

When a priest is holding favour equal to his WP, he is at **equilibrium**.

When his favour is below equilibrium, it slowly recharges; when higher, it slowly dissipates. During story mode, or entering encounter mode, he is always at equilibrium.

To **generate favour**, the priest selects the *Curry Favour* action, makes a *Piety* check based on his WP, and takes tracking tokens equal to the favour generated.

Excess Favour

During his End of Turn phase and his Rally step, a priest who is *above* his equilibrium must perform a manoeuvre or lose 1 favour.

If he is *below* his equilibrium he gains 1 favour.

If he is storing more than twice his WP in favour, he must spend a manoeuvre *and* suffer 1 stress, or his favour returns to equilibrium and he immediately suffers 1 fatigue per point vented and rolls 1 ■ per point vented.

For every ✕ he suffers 1 wound, and for every ☠ 1 stress.

Losing Favour

If a priest is forced to lose favour, it is immediately removed from his current supply. If he does not have enough, he is reduced to 0 power and suffers 1 stress.

If a priest is forced to lose favour and he is already at 0 favour, make a *Discipline* check, with ♦ equal to the amount of favour he is unable to lose. On a success, he suffers 1 stress.

On a fail, he suffers 1 stress and a temporary insanity with the *Enigma* or *Trauma* trait, placing tokens on the card equal to the check difficulty.

Invocation

To **invoke a blessing**, a priest must fulfill the requirements of the appropriate action card, then (usually) make an *Invocation* check based on his FEL.

A blessing resolves as soon as it has accumulated the required amount of **favour**. If a blessing is successful and the priest does not have enough favour, all of his favour is drawn out and placed on the card. On his next turn during his Beginning of Turn phase, a previously invoked blessing that still requires favour will automatically draw any new favour generated until it has satisfied the blessing's requirement and the effect goes off, or there is no more favour to draw.

If a priest aborts a blessing currently holding favour, all favour is lost. If this amount is equal to or less than his WP, he suffers 1 stress. If greater, he suffers 1 stress and 1 fatigue.

In Great Need

Priests may try to invoke a blessing and curry favour on the same turn. Add an extra ♦ to the *Curry Favour* check.

Higher Ranked Blessings

A priest may (rarely) buy a high-ranked blessing, but must spend one extra advance for each rank it is higher than his own. Invoking a blessing from a higher rank adds 1 ♦ per rank difference.

WITCHCRAFT

Upon entering a **witch** career, a character gains access to the *Hedge Magic* talent to acquire and use Hedge Magic spells. Witches can also purchase the Order specialty talent cards from any of the Colleges of Magic, and can then spend advances to purchase Rank 1 spells from that Order.

Witches can never learn any spells above Rank 1.

These specialty Order talents can be socketed to a witch character's Witchcraft talent slot. While so attached, the witch can cast spells (if he has the appropriate Spell action cards) of that type without penalty, and benefits from its special ability (though stance remains unchanged).

If he casts a spell from a College or talent card not socketed, he adds ♦ to the casting check. If no check is required, he may voluntarily suffer 1 corruption to trigger the spell.

Witches do not have access to the *Channelling* skill, and must rely on their innate power and equilibrium. Once during his turn, before casting a spell, a witch may voluntarily suffer 1 normal wound to gain 1 power. Or, he may convert a wound into a random critical wound (or suffer a critical instead of a normal wound) to gain power equal to its severity rating.

Warlocks do have access to the *Channelling* skill. A warlock may add 1 ■ to a casting check if he adds ✨ to the results.

SEVERE INJURY

Severe injury cards are shuffled into the Wound deck. The *basic effect* of a severe injury is applied like any other critical wound when the card is faceup.

When the total severity of critical wounds (including severe injuries and the card in question) equals or exceeds the card's **severity threshold**, the *severe effect* is also applied. If the severity later goes below this threshold, the severe effect is again ignored.

Severe injury criticals must be healed last after other criticals.

When a severe injury first becomes permanent, place a tracking token on it: the wound is unhealed. It counts as a critical wound, but it can never be turned facedown.

When it is healed, remove the token but keep the card: it is no longer a critical, but it does count as a permanent Wound card.

In the immediate aftermath of losing a limb, the character should make a **Disease 2** check, and drawing an Insanity card (*Trauma* or *Violence* trait) may also be appropriate.



FOCUS

Adaptable When using to perform a check based on INT, you do not suffer stress unless you roll more than one result.

Aethyric Attunement Your *Channelling*, *Piety*, *Observation*, *Folklore*, *Education*, and *Intuition* checks gain when magic is involved.

Aethyric Conduit When you recover or lose power during your End of Turn step due to not being at equilibrium, you recover or lose 1 additional power (unless this would take you past equilibrium).

Air of Authority Add to *Intimidate* checks, and you may choose to base your *Intimidation* skill on your INT rather than STR.

Civil Tongue Exhaust to remove 2 from your dice pool when using a *Social* action.

Clear Minded Actions using Willpower checks gain:

Recover 1 stress.

Clever When spending fortune points on an INT test, the check gains:

Add to the results.

Clever and Determined *Epic (replaces both Clever and Determined)* When spending fortune points on an INT or WP check, the check gains:

Add to the results.

Contemplative If you are in a conservative stance, you may spend 1 fortune point to convert one more into a than your stance would normally allow.

Cool as Ice Whenever you suffer 1 or more stress, you may remove 1 recharge token from 1 or your recharging action or talent cards.

Creative Thinking Exhaust to choose and equip a new talent you possess of any type in this slot; it remains equipped until *Creative Thinking* recharges.

Deductive Reasoning INT checks gain to the results pool if at least are generated.

Determined When spending fortune points on a WP test, gain:

Add to the results.

Devious When making a FEL check in conservative stance, you only suffer a delay when rolling more than one .

Embrace the Maelstrom Whenever you suffer a miscast, gain 2 power after that miscast is resolved.

Fervant Belief Your *Leadership* and *Piety* checks gain .

Foresight Your Initiative checks gain:

Add to the results pool.

Genius *Epic* Exhaust when making any basic skill check to use INT instead of the characteristic normally associated with that skill. Add to the difficulty of the check.

Get It Right *Epic* After you fail an INT check, you may spend a fortune point and exhaust this card to perform the check again, this time as if you were in neutral stance.

I Seem to Recall... Exhaust to add 2 to any INT check.

I've Seen Worse... Exhaust to add 2 to any WP check.

Instinctive Add to *Intuition* checks.

Jack of All Trades You may suffer 1 stress to add to any skill check.

Keen Eyes Gain to *Observation* checks where vision is relevant.

Measure Twice, Cut Once Your *Tradecraft*, *Dwarf Engineering*, and *Education* checks in Conservative stance gain:

Add to the results pool, in addition to the normal effects.

Quick Wits Exhaust to remove 2 recharge tokens from one of your currently recharging cards.

Resolute Exhaust to recover 2 stress.

Righteous Servant When you recover or lose favour during your End of Turn step due to not being at equilibrium, you recover or lose 1 additional favour (unless this would take you past equilibrium).

Serene When you succeed at a WP check to recover stress, you may recover one additional stress.

Shadow Stalker Add to *Stealth* checks.

Sharp Wits *Epic (replaces Quick Wits)* Exhaust to remove all recharge tokens from one of your currently recharging cards.

Skeptical Add to any dice pools based on *Guile* checks targeting you.

Skygazer Your INT checks gain as you are under the open sky.

Smarter Than He Looks Exhaust and suffer 1 stress to treat your INT 1 point higher for a skill check, or when the target of an opposed check against your INT.

Spirited When a *Social* action targeting you generates at least one , you recover 1 stress.

Stable *Epic* Add to the result of each of your WP checks to see if a temporary insanity becomes permanent.

Steadfast *Epic (replaces Resolute)* Exhaust to recover 3 stress. If you have *Discipline* Mastery, recover 4 stress instead.

Suffused With Power You gain on all checks while you have favour or power in excess of the characteristic governing that check.

Unshakeable Add 2 to *Intimidation* checks targeting you.

Well-Read Gain on *Folklore* and *Education* tests.

REPUTATION

Ambitious You may spend a fortune point to convert one additional into a stance die.

Ascetic Upbringing Your *Resilience* and *Discipline* checks gain .

Better Lucky Than Good When you spend a fortune point to add dice to a check using a basic skill you do not have training in, you may add instead of .

Celebrity You are famous! NPCs may recognize you if you pass a *Charm* (FEL) check. The difficulty of the check is 6d, -1d for each character rank you have attained. If you are recognized, your *Charm*, *Guile*, and *Intimidate* checks gain:

Add to the results pool.

Charismatic When you spend fortune points on a FEL test, the check gains:

Add to the results.

Chosen by Fortune *Epic (replaces Favoured by Fortune)* After rolling an INT, WP, or FEL check, exhaust this card to reroll any or all and dice in your current pool.

Confident Exhaust to negate up to 2 generated during an INT, WP, or FEL check.

Connected Exhaust to add 2 to your dice pool when using a *Social* action.

TALENTS



Daredevil While you are strained (both fatigued and distressed), you gain the **Invigorated** condition until you are no longer strained.

Erratic During the Beginning of Turn Phase of social encounters, you may adjust your stance one additional space.

Fast-Talker Add 2□ to your Initiative checks for all social encounters.

Favoured by Fortune After rolling an INT, WP, or FEL check, exhaust this card to reroll all □ and ■ dice in the current dice pool.

Fearless Add □ to all *Discipline* checks to resist Fear or Terror. Exhaust to reroll a failed *Discipline* check against a Fear or Terror rating.

Fights With Flair Exhaust this card to remove up to 2 recharge tokens from an **Enhance** card.

Foul-Mouthed Your *Social* actions gain:

⚔⚔ Your target moves one step toward a more reckless stance.

Great Sense of Humour Your FEL checks gain:

⚔⚔ Move the party tension meter one space to the left.

Gregarious Add □ to *Charm* checks.

I Know a Guy... Exhaust this card to add 2□ to a FEL check. If the check fails, suffer 1 stress.

Icy Stare Your *Social* actions using *Guile* gain:

⚔⚔ The target must make an **Average** (2♦) *Discipline* (WP) check or gain the **Rattled** condition for 2 rounds.

Impulsive Exhaust to add □□ to a *Social* action. While this card is recharging, each time you suffer stress, suffer 1 additional stress.

Infamous *Epic* Exhaust to add Fear X to a *Guile* or *Intimidate* check. X is equal to your ranks of training in the skill used (maximum 3).

Influential Add an additional □ to all *Social* action checks against a target whose Noble Rank is above yours.

Intimidating Presence Your *Intimidate* checks gain:

⚔ The target suffers 1 stress.

Legendary *Epic* When you suffer fatigue, stress, and/or wounds, exhaust this card to reduce the fatigue, stress, and/or wounds you suffer by 1 to a minimum of 1.

Magical Empathy Gain □ to FEL checks or *Social* actions targeting a wizard.

More Money Than Sense When performing a *Social* action or skill check using FEL, you may make a conspicuous show of wealth by spending at least 1 gold coin during the resolution of the task. If you do, add □ to the dice pool.

Notorious Add □ to *Guile* checks.

Outgoing Exhaust to completely recharge a *Social* action.

Pious Gain □ to FEL checks or *Social* actions targeting a priest or devoutly religious character.

Power of Faith Exhaust to use WP rather than INT for a skill check. The check gains:

☠ Add ✕ to the results pool.

Protective Add □ to skill checks if a member of your party within medium range is critically wounded.

Reliable Exhaust to trigger a ⚔ or 🏹 effect a second time (you must still spend ⚔ and/or 🏹 as appropriate).

Resourceful Exhaust to add □ to an INT check.

Shady Your *Skulduggery* checks gain □.

Shameless Your Shame Threshold is one higher than normal. Add ■ to all *Charm* checks.

Silver Tongue FEL checks add ⚔ to the results pool if at least ⚔⚔⚔ are generated.

Social Butterfly Recover 1 stress whenever you succeed at a *Charm* or *Guile* check of at least **Easy** (1♦) difficulty.

Stalwart *Epic* (replaces Strong Willed) Exhaust to recover a total of 3 fatigue and/or stress. If you have either *Discipline* or *Resilience* Mastery you may instead recover a total of 4 fatigue and/or stress.

Stiff Upper Lip When you receive a condition card for a limited number of rounds, you may spend a fortune point to reduce the duration of the effect by 2 rounds.

Strong Willed Exhaust to recover 1 fatigue and 1 stress.

Stubborn As a Dwarf When you suffer any amount of stress, you may suffer 1 fatigue to reduce the stress suffered by 1. You may only do this once each time you suffer stress.

Supreme Confidence *Epic* (replaces Confident) Exhaust this card to negate up to ☠☠ generated on any check you make.

University Education Your *Education* or *Folklore* checks gain:

⚔⚔ Add ⚔ to the results.

Unflappable Exhaust to remove 1 tracking token from all of your temporary insanities.

Unflinching *Epic* (replaces Fearless) Add □ to all *Discipline* checks to resist Fear or Terror. Exhaust to reroll any or all dice in the results pool of a *Discipline* check against a Fear or Terror rating.

Voice of Reason Exhaust to use INT rather than FEL for a skill check. The check gains:

☠ Add ✕ to the results.

Wealthy You gain □ to non-combat checks that target those of a lower social tier than you. Such checks gain:

⚔⚔ Add ⚔ to the results.

Weatherbeaten When you suffer fatigue, stress, or wounds due to inclement weather or environmental effects, reduce the fatigue, stress, or wounds you suffer by 1 (to a minimum of 1).

You also suffer 1 fewer ■ from weather effects.

Well-Traveller You gain □ to *Charm*, *Education*, and *Folklore* checks pertaining to exotic people and places.

Exhaust to ignore a penalty on a *Social* action based on cultural differences.

TACTICS

Armoured in Speed When you use an *Active Defence* against an attack, your armour soak value against that attack becomes equal to your character rank (regardless of what armour you are wearing).

Catlike Reflexes Exhaust this card to add 2□ to any AG check, or 2■ to a *Dodge* attempt. If your AG check fails, suffer 1 fatigue.

Cavalry Specialist All attacks made while riding a mount gain □. All active defenses used while riding a horse contribute an additional ■ to incoming attacks.

Charge On the turn in which you first enter an engagement with the enemy, gain □ to all your *Melee Attack* actions.



Combat Alertness Gain +1 Defence against *Melee Attacks* while you have no *Active Defence* actions recharging.

Combat Prescience *Epic (replaces Combat Alertness)* Gain +2 Defence against *Melee Attacks*, *Ranged Attacks*, or *Spells* and *Blessings* that target your defence while you have no *Active Defence* actions recharging.

Coordinated Efforts When spending fortune points on a AG check, the check gains:

👊👊 Add 🗡️ to the results.

Diestro Training While armed with a single fencing weapon, or a fencing weapon and dagger, gain +1 Defence.

Exceptional Training Exhaust this card to negate up to 🧟 generated during a STR, AG, or TO check.

Exploit a Weakness Add ☐ to your attack if the target is critically wounded.

Find the Rhythm *Epic* Your non-*Basic Melee Attacks* gain:

➡ You may immediately perform a *Melee Strike* action.

Flanking Manoeuvre When in an engagement with at least 1 ally, you and your allies add ☐ to *Melee Attack* dice pools against engaged foes.

Footwork You may spend 1 manoeuvre (only once per turn) to gain +1 Defence until your next turn or +1 damage on your next attack this turn.

Girding Oneself When spending fortune points on a TO check, check gains:

👊👊 Add 🗡️ to the results.

I'll Sleep When I'm Dead Exhaust this card to recover 2 fatigue.

Inexhaustible When you suffer any amount of fatigue, you may suffer 1 stress to reduce the fatigue suffered by 1. You may only do this once each time you suffer fatigue.

Juggernaut You may disengage without spending a manoeuvre from any enemy with a STR less than your soak value.

Lead By Example You may suffer 1 fatigue to perform the Assist manoeuvre during another hero's turn.

Lead From the Front In combat, if no enemies have acted yet during the current round, gain ☐ to one skill check you attempt on your turn.

Made of Iron When you suffer 2 or more fatigue at one time, reduce the amount of fatigue you suffer by 1 (to a minimum of 1).

Might Makes Right When spending fortune points on a STR check, the check gains:

👊👊 Add 🗡️ to the results.

Nimble *Epic* Exhaust this card to make 1 movement manoeuvre. This can interrupt another character's turn which continues after the manoeuvre is resolved. If you have *Coordination* Mastery, you may make up to 2 movement manoeuvres instead.

Oh No You Don't When you perform an attack, add ☐ to your dice pool for each *Active Defence* your target uses.

Outdoorsman Exhaust this card to recover 1 fatigue and restore 1 Obedience to your pet or 1 Wind to your mount.

Push It 'Til You Drop When you score a hit with a *Melee Attack*, you may convert one of your regular wounds to a critical wound. Deal extra damage on that attack equal to that critical's severity.

Relentless Approach After rolling a STR, AG, or TO check, exhaust this card to reroll all ☐ and 🟠 in the current dice pool.

Relentless Pursuit When you defeat the last enemy in your engagement, you may immediately perform a free manoeuvre.

Robust When your critical wounds are being treated or healed, the severity of each critical wound is reduced by 1 (to a minimum of 1). Critical wounds that are already at severity 0 are unaffected.

Roll With It Exhaust this card when you take damage to increase your Soak value by 2 against that source of damage.

Shield Wall When in an engagement where at least two allies are equipped with shields, gain +1 Defence.

Skilled Champion *Epic (replaces Girding Oneself, Coordinated Efforts and Might Makes Right)* When spending fortune points on an AG, STR, or TO check, the check gains:

👊👊 Add 🗡️ to the results.

Strength in Numbers While you are within close range of at least two allies, add 🟡 to *Discipline* checks and ☐ to *Leadership* checks.

The Bigger They Are Your attacks against targets larger than a human gain:

👊👊 +2 damage.

Timely Surge Exhaust this card to add 2☐ to any STR check. If the check fails, suffer 1 fatigue.

Tireless *Epic (replaces I'll Sleep When I'm Dead)* Exhaust this card to recover 3 fatigue. If you have *Resilience* Mastery, recover 4 fatigue instead.

Tough as Nails *Epic* When you suffer at least 1 critical wound from a single source, you may exhaust this card to choose 1 of the critical wounds and convert it to a normal wound.

Twist the Knife After you hit a target with a *Melee Attack*, you may perform a manoeuvre to cause the target to suffer 1 fatigue.

Untouchable You may suffer 1 fatigue to use the *Parry* active defence against a *Ranged Attack*.

Up Close and Personal When you make a *Melee Attack* against a target you are engaged with and they attempt to use the *Dodge Active Defence*, if your attack still hits, add 1 recharge token to their *Dodge* action.

Vigilant Exhaust this card to add 2☐ to an *Initiative* check.

Weapon Expert *Epic* When you perform an attack with a weapon you have a specialization in, you may trigger that weapon's CR as often as you like. If you also have Mastery in the skill you use to perform the attack, its CR is improved (reduced) by 1.

TRICKS

Bite and Shake While your pet is engaged with an enemy, *Melee Attack* and *Ranged Attack* actions from you and your allies that target the enemy gain ☐.

Good Dog Your *Animal Training* (FEL) checks gain:

👊👊 Your pet gains 1 Obedience.

Harrier Enemies engaged with your pet suffer 🟠 to all *Melee Attack*, *Ranged Attack*, *Spell*, and *Blessing* actions.

Man's Best Friend While you are engaged with your pet, gain +1 Defence against all *Melee Attack* and *Ranged Attack* actions targeting you.

Nip at the Heels Enemies engaged with your pet do not get a free manoeuvre on their turns. Your *Animal Training* (FEL) checks gain:

🧟 Your pet loses 1 Obedience.

Warning Bark You and your allies within medium range of your pet gain ☐ to *Observation* (INT) and *Initiative* checks.

SPECIALITIES



ORDER

AMBER ORDER Ghur, Lore of Beasts When you are in Beastform, you may spend 1 power to perform an extra manoeuvre on your turn. You may only gain 1 extra manoeuvre per turn.

AMBER ORDER Ghur, Shaman *Epic* Your *Channel Power* action is considered to have the *Beastform* trait. Your Beastform spells require 1 less power to cast.

AMETHYST ORDER Shyish, Lore of Death If a living creature dies on your turn after casting one of your *Amethyst Order* spells, you may immediately spend 1 power to add or remove a recharge token from any one of your *Amythyst Order* spells.

AMETHYST ORDER Shyish, Spiriter *Epic* After casting one of your *Amethyst Order* spells, you may exhaust this card to kill one henchman within close range of you or deal 2 wounds to all enemies engaged with you.

BRIGHT ORDER Aqshy, Lore of Fire When you perform a *Bright Order Spell* action that deals damage, for each 1 additional power you spend you may increase the damage by that *Spell* action by 1.

BRIGHT ORDER Aqshy, Pyromancer *Epic* When you perform a *Bright Order Spell* action that deals damage, you may exhaust this card to have the action gain +1 critical.

CELESTIAL ORDER Azyr, Lore of the Heavens When you perform a *Celestial Order Spell* action, you may spend 1 additional power to add to your check to cast that spell.

CELESTIAL ORDER Azyr, Astromancer *Epic* When you perform a *Celestial Order Spell* action, you exhaust this card to move the top-most hero marker on the initiative track up 2 spaces. You must act using this marker next turn.

GOLD ORDER Chamon, Lore of Metal When casting a *Gold Order* spell you may spend 1 power to convert 1 to a regardless of your current stance.

GOLD ORDER Chamon, Alchemist *Epic* After casting a *Gold Order* spell you may convert the next critical wound you suffer before the start of your next turn into a normal wound. If you do, exhaust this card.

GREY ORDER Ulgu, Lore of Shadows When you perform a *Grey Order Spell* action, you may spend 1 additional power to add or remove 1 recharge token to or from that action.

GREY ORDER Ulgu, Illusionist *Epic* When you perform a *Grey Order Spell* action, you exhaust this card to step through shadows and appear anywhere within close range.

JADE ORDER Ghyran, Lore of Life When casting a *Jade Order* spell whose season trait matches the current season, add to your dice pool. When casting a *Jade Order* spell whose season trait is the opposite of the current season, add to your dice pool.

JADE ORDER Ghyran, Elementalist *Epic* Your Spring or Summer spells gain:

Gain 2 power.

Your Autumn and Winter spells gain:

You may choose to have a target within medium range suffer 1 stress and 1 fatigue.

LIGHT ORDER Hysh, Lore of Light After you cast a *Light Order* spell, you may spend 1 power to add or remove a recharge token to that spell, or to a condition card generated by that spell.

LIGHT ORDER Hysh, Hierophant *Epic* After you cast a *Light Order* spell, you may exhaust this card to emanate a blinding light that adds to all attacks against you until the beginning of your next turn.

DARK MAGIC You can learn and cast *Dark Magic* and *Chaos* spells. When channelling power or casting a spell, add to your dice pool. If one or more are generated, add to the results. *Channelling* and *Spellcraft* checks gain:

Add to the results pool.

WITCHCRAFT When you cast a spell, you may suffer 1 corruption to add to the dice pool.

FAITH

MANAAN, God of the Seas Gain to *Invocation* and *Piety* checks while within long range of a natural body of water.

MANAAN, King of the Seas *Epic* Whenever you are at maximum depth in a stance, exhaust this card to adjust your stance to your maximum depth in the opposite stance.

MORR, God of Dreams & Death Once per turn, you may perform *Morr's Last Rites* over a dead or dying person within close range to gain 1 favour. This is a prepare manoeuvre.

MORR, The Reaper *Epic* Exhaust this card as a manoeuvre. While this card is recharging, the wound threshold of all characters within close range, including your own, is reduced by 1.

MYRMIDIA, Goddess of Warfare Gain 1 favour each time you generate one or more when performing a *Melee Attack*.

MYRMIDIA, Strength of the Eagle *Epic* Whenever you generate on a *Melee Attack* or *Blessing*, exhaust this card to add another to the results pool.

RANALD, God of Luck & Trickery You start each session with one additional fortune point. When you spend one or more fortune points on a skill check, if the check succeeds, gain 1 favour.

RANALD, The Trickster *Epic* Before you make a skill check, you may exhaust this card to add to the results.

SHALLYA, Goddess of Healing & Mercy Each time an ally within close range (other than you) is critically wounded, gain 1 favour.

SHALLYA, Mother of Healing *Epic* When you invoke a blessing that recovers at least 1 wound, exhaust this card to have the target recover additional normal wounds equal to the rank of the blessing invoked.

SIGMAR, God of the Empire Each time you inflict one or more critical wounds, gain 1 favour.

SIGMAR, The Heldenhammer *Epic* Whenever you roll one or more when making a check, exhaust this card to immediately gain 4 favour.

TAAL, God of Nature & Wild Places Gain to *Invocation* and *Piety* checks while in a forest or the wilderness.

TAAL, The All-Father *Epic* When you invoke a blessing, you may exhaust this card to immediately flip the action card so that the opposite stance side is revealed. Resolve the blessing using this opposite stance side.

ULRIC, God of Battle, Wolves, & Winter Gain 1 favour each time you suffer a critical wound.

ULRIC, The White Wolf *Epic* When you inflict a critical wound, you may exhaust this card to gain favour equal to the severity of the critical.

VERENA, Goddess of Learning & Justice You may attach a Focus talent to your Faith card as if it were a talent socket on your career sheet. While an active talent is socketed here, gain to *Education* checks.

VERENA, Scales of Justice *Epic* When you invoke a blessing in a neutral stance, exhaust this card to exchange some or all of the characteristic dice in your dice pool for conservative and reckless dice. Your dice pool must contain an even number of conservative and reckless dice.

SPECIALITIES



OATH

KNIGHTS GRIFFON You may spend 1 fortune point to recover 1 stress and 1 fatigue.

KNIGHTS OF THE BLAZING SUN After rolling an Initiative check, you may spend 1 fortune point to add **1** to your results.

KNIGHTS OF WHITE WOLF After you inflict a critical wound, you may spend 1 fortune point to discard that critical wound and draw a new critical wound. Inflict the new critical instead.

KNIGHTS PANTHER When you perform a *Melee Attack*, you may spend 1 fortune point to add **□□** to your dice pool. You may do this only once per turn.

ORDER OF THE FIERY HEART Your maximum fortune points is increased by 1 and you receive 1 extra fortune point at the beginning of each session.

REIKSGUARD You may spend 1 fortune point to remove up to 2 recharge tokens from 1 of your *Active Defences* (you can only play a given *Active Defence* once in response to a given attack).

INVENTIONS

Exo-Frame Modifies your *Athletics* (STR) checks.

Hypodermic Injector Modifies your *First Aid* (INT) checks.

Loudener Modifies your *Leadership* (FEL) checks.

Optical Lens Modifies your *Observation* (INT) checks.

Piston Assist Modifies your *Weapon Skill* (STR) checks.

Scope Modifies your *Ballistic Skill* (AG) checks.

CONDITIONS



Aura of Faith (D) Minions of Chaos and other evil-doers add ■ to any check that includes you as a target.

Blinded (L) Any checks you perform that require the sense of sight gain ♦.

Cowed (B) You cannot convert characteristic dice into reckless dice.

Daemonic Possession (B) On your turn, you can either perform the action the daemon (the GM) desires, or suffer 1 corruption and take your turn as normal.

Damaged (D) *Applies only to equipment.* Weapons have their DR reduced by 2. Armour has its Defence rating reduced by 2.

All other items add ■■ to any skill check in which they are used, until the damage is repaired.

Demoralised (L) *Cancels Inspired.* Add ■ to all skill checks.

'Ed 'Urtz (L) Add ■ to checks based on mental characteristics.

When you suffer any stress, you also suffer 1 wound.

Energised (B) *Cancels Sluggish.* During your turn, you may perform 1 additional manoeuvre without suffering fatigue.

Entangled (L) Suffer 1 additional fatigue when performing manoeuvres. When performing a physical action, suffer 2 fatigue.

Exposed (B) Attackers targeting you add □ to their dice pools.

Filthy (D) Until you can thoroughly clean yourself, you suffer ♦ to all FEL and *Social* checks and ■ to all other skill checks.

Freezing (B) Freezing counts as 1 fatigue. Movement manoeuvres cost 1 additional fatigue to perform.

Frenzied (B) *Cancels Cowed.* All your stance dice are reckless dice. Your *Melee Attacks* gain:

☠ Deal +2 damage, in addition to the regular ☠ effects.

Frightened (L) When engaged with a target that has a Fear or Terror rating at the beginning of your turn, suffer 1 stress.

While so engaged, you convert one less characteristic die into a stance die.

Ill-Fortuned (B) Suffer 1 stress each time you suffer 1 or more wounds.

Inspired (L) *Cancels Demoralised.* Add □ to all skill checks.

Intoxicated (L) Add ■■□ to all checks.

Invigorated (L) During your End of Turn phase, you may remove one additional recharge token from any one of your currently recharging cards.

Nurgle's Rot (D) Nurgle's Rot counts as a critical wound. While affected by this condition, your critical wounds and disease symptoms gain +1 severity.

Overwhelmed (B) Add ♦ to checks based on physical characteristics.

Perplexed (B) Add ♦ to checks based on mental characteristics.

Petrified (B) You are made of stone, crystal or metal. You cannot move or take any action. Your soak value is increased by 10, and you do not need to breathe or eat.

Queasy (D) Add ■ to all checks. Regain 1 less fatigue, stress, and wound from rest and recovery.

Rattled (B) You cannot convert characteristic dice into conservative dice.

Scorched (L) *Cancels Freezing.* During your End of Turn step, suffer 1 fatigue. If you are fatigued, suffer 1 wound instead.

Shock (L) You may not recover stress while in Shock. Mental skill checks gain ■.

Sluggish (B) *Cancels Energised.* Suffer 1 additional fatigue for each manoeuvre you perform during your turn.

Staggered (B) Your stance is considered 1 step closer to neutral. Add 1 additional recharge token to any *Active Defense* you perform.

Thunderstruck (L) Remove □ from your dice pool before each check. When you are dealt damage, you are dealt +1 damage.

Traumatised (L) Add ♦ to initiative checks. You may not use the first hero marker on the initiative track unless it is the only hero marker there.

Under the Weather (L) Whenever you would suffer 1 fatigue, suffer 2 fatigue instead.

Weakened (B) Add ■■ to STR checks. Attacks using STR inflict -2 damage.



City, Town & Village

Audience Chamber *Social* actions and attempts to use *Charm*, *Guile*, and *Intimidate* gain either or at the owner's discretion.

Back Alley Characters with a STR higher than their AG rating suffer 2 to all physical actions in the cramped alley. Characters in the gold or silver social tier suffer to all mental actions in the alley.

Ballroom When a character recovers at least 1 stress, he recovers 1 additional stress. When a character suffers at least 1 stress or shame, he suffers 1 additional stress or shame.

Barge, Burning A character on the barge during his End of Turn step suffers 1 fatigue. If the character is fatigued, he suffers 1 wound instead. All actions gain:

Suffer 1 fatigue.

Bridge, Dwarf The distance between the opposite sides of the river is medium range. Unless there is some sort of impediment on the bridge, it can be crossed with a single manoeuvre.

Bridge, Narrow No one may move past a character blocking the bridge without dislodging him or finding a creative way past.

Boats or swimmers 'shooting the rapids' beneath the bridge must make **Hard (3♦)** checks of the relevant skills or be battered against the bridge and suffer 1 fatigue. On a result, passengers fall overboard and swimmers smash their heads and may drown.

Building, Burning Build a progress tracker, with an event space partway down and a fire token in the start space that advances each round. Before the event space, characters in the building must pass an **Average (2♦) Resilience** (TO) check or suffer 1 fatigue each round. After the event space, characters suffer 1 fatigue each round and must pass a **Hard (3♦) Resilience** (TO) check or suffer 1 wound each round. At the end of the track, the building collapses.

City, Burning All actions gain:

Suffer 1 stress and 1 fatigue.

City, Gates As long as two or more allies are engaged with the gate, their enemies may not pass by it through ordinary means.

Clock Tower The tower is old and in poor repair.

Physical checks gain:

Suffer 1 fatigue.

Suffer 1 wound.

Entrance, Fortified Guards upon the gate gain a to all attacks or checks that target characters not on the battlements. They also gain +2 Defense.

Festival Grounds Add a to all FEL checks.

Forge The forge is full of improvised weapons (with +1 DR) and any character may snatch one up as a manoeuvre.

Physical actions gain:

You strike your head or shin. Suffer 1 fatigue and gain the **Staggered** condition for 1 rounds.

Height, Precarious If you're knocked over the edge, make a **Hard (3♦) Coordination** (AG) check. If you succeed, you catch yourself and can climb back up with a **Hard (3♦) Athletics** (STR) and a manoeuvre.

Hospice of Shallya Before taking an action, characters may pray to Shallya by performing the Prepare manoeuvre. If he does so, his action gains:

A character engaged with you recovers 1 wound.

Inn, Small Town Characters who do nothing else on their turn here may regain 1 fatigue or 1 stress. They may regain only 1 fatigue or 1 stress in this way per act.

Inn, Room Add to the dice pool of all physical action checks due to the low ceiling and close quarters. After a full night's rest here, recover a number of normal wounds equal to your TO+2.

Laboratory, Magic Characters can perform the Prepare manoeuvre to add to any *Spellcraft* or *Education* check related to magic or wizardry.

Manor, Run-Down Physical actions within the manor gain:

Your foot goes through the floor! You fall prone and suffer 1 fatigue and 1 wound.

Mansion, Noble's *Social* actions and attempts to use *Charm* and *Guile* in the mansion gain either or at the owner's discretion. The manor guards react poorly to violence or threats of violence.

Marketstrasse During market hours, all characters here are considered engaged with multiple noncombatant NPCs at all times. *Stealth* (AG) checks gain .

Maze, Hedge Physical actions gain:

You become snagged up in some long trails of briar. You may not perform any movement manoeuvres until you spend 1 manoeuvre to free yourself.

Passageway, Secret Engagements can have no more than 4 participants. When a fifth character enters the engagement, the GM chooses one of the others to remove from the engagement and place in close range.

Settlement, Rural Outsiders suffer 2 to all FEL checks that target locals. Local stubbornness increases the WP of all locals by 1 while within the settlement.

Sewers, Broad Engagements can have no more than 4 participants. When a fifth character enters the engagement, the GM chooses one of the others to remove from the engagement and place in close range.

Sewers, Entrance Engagements can have no more than 4 participants. When a fifth character enters the engagement, the GM chooses one of the others to remove from the engagement and place in close range.

Physical actions gain:

You strike your shin. Suffer 1 fatigue and gain the **Staggered** condition for 2 rounds.

Shoppe, Scribe's Characters can perform the Prepare manoeuvre to add to *Education* checks by referencing materials in the shoppe. The proprietor may be literate and able to provide reading and writing services.

Sluice Drain Any character entering the drain gains the *Filthy* condition. A character wounded in the drain must make a Disease 3 check or contract a disease with either the *Wound* or *Filthy* trait.

Street, Busy Checks to gossip or uncover rumours gain .

Tavern, Homely When you recover stress or fatigue in the tavern, recover 1 additional stress or fatigue.

Tavern, Rowdy *Social* actions and *Charm*, *Guile*, and *Intimidate* checks gain:

You start a barroom brawl. Suffer 1 wound and 1 fatigue —and look for cover.

Temple, Grand All characters receive to all *Social* and FEL-based checks that target characters below them in the religious hierarchy of the temple's Cult, and to such checks targeting characters above them in that hierarchy. Laymen are ranked just above heretics and heathens (the very bottom rank) for these purposes.

Temple Hospice Characters can perform the Prepare manoeuvre to add to *First Aid* checks.

Characters receiving long term care here add to their *Resilience* checks to recover from their injuries.

LOCATIONS



Temple of Manaan Before taking an action, characters may pray to Manaan by performing the Prepare manoeuvre. If he does so, his action gains:

- ➔ Recover 1 fatigue and 1 stress.

Temple of Sigmar Before taking an action, characters may pray to Sigmar by performing the Prepare manoeuvre. If he does so, his action gains:

- ➔ Add **⚡** to the results pool.

Temple of Ulric Characters cannot suffer corruption within medium range of the Sacred Flame.

Tower, Magnus's Attacks directed against those within or atop the tower add **◆** (assuming that such an attack is possible, eg through an open door or arrow slit). Blowing the horn requires an **Average (2◆) Resilience (TO)** check.

Tower, Wizard's Spell actions gain:

- ➔ Immediately gain 2 power.

When you roll **⚡** on checks made here, draw 2 Miscast cards. The GM chooses how to apply the **⚡**.

Town, Mining Characters in careers with the *Menial* or *Rural* traits gain **□** to all *Social* actions in this town.

Treasure Vault The vault is full of treasure—refer to your GM for details.

Wharf District Characters of the brass social tier gain **□** to all mental checks. Characters of the gold social tier gain **■** to all mental checks.

Wilderness

Beastman Herdstone Clearing Any beastman beginning his turn engaged with the herdstone gains 1 STR and 1 WP until the end of his action.

Non-beastmen gain the following on mental checks:

- ⚡ Gain 1 *Supernatural* or *Chaos* insanity until the end of the current act.

Cave, Mysterious All characters treated as 1 step closer to Neutral stance.

Cliff, Steep Physical actions gain:

- ⚡ You fall off the edge and barely catch yourself. It requires a **Hard (3◆) Athletics (STR)** to climb up.
- ⚡⚡ You fall off the edge and don't catch yourself...

Forest Glade The distance from one edge of the glade to the other is long. Any characters further than long range are obscured by the trees and are not visible.

Fungus Patch Should you eat one of the mushrooms refer to your GM for instructions. The goblin spears are of Poor quality, but can be easily snatched up as a manoeuvre.

Height, Precarious If you're knocked over the edge, make a **Hard (3◆) Coordination (AG)** check.

If you succeed, you catch yourself and can climb back up with a **Hard (3◆) Athletics (STR)** and a manoeuvre.

Lava Flow Anyone within medium range of the lava flow gains the Scorched condition until he moves further away.

Actions performed while engaged with the lava flow gain:

- ⚡ You slip. Make an **Average (2◆) Coordination (AG)** check or fall into the lava and die.
- ⚡⚡ You fall into the lava and die.

Mist, Eerie Checks that require vision within the mist gain **■** per range increment between the target and the character making the check, in addition to any penalties from lack of light (this cannot be reduced by Night Vision).

Characters cannot see further than long range within the mist. All checks gain:

- ⚡ What was that? Increase party tension by 1.

Quickmire A character entering the mire or beginning his turn there must make an **Average (2◆) Athletics (STR)** check. If he fails, he gains a quickmire tracking token. If he succeeds, he discards one.

Characters with quickmire tokens may not move. With 3+ tokens you may take no action except trying to escape, and suffer **◆** to all checks.

With 5+ tokens you suffer 2 fatigue per round. Character with no tokens may move normally.

River, Deep Physical checks by the river's edge gain:

- ⚡ You fall into the river and are swept downstream. Your turn ends after this action resolves.

Characters in the river may attempt a **Hard (3◆) Athletics (STR)** check to keep from being swept downstream to medium range at the end of each turn. Characters on opposite sides of the river are at medium range from one another.

River, Underground The darkness and treacherous footing add 2 **■** to all physical actions performed here.

Physical checks gain:

- ☠ You slip on a piece of slick, phosphorescent fungus. Fall prone and suffer 1 fatigue.
- ⚡ You fall into the river and suffer 1 fatigue. You're now soaked.

Rocky Outcrop Anyone atop the outcrop gains **□** on checks targeting those below. Those below gain **■** on checks targeting those on the outcrop. Climbing any of the sheer faces is a **Hard (3◆) Athletics (STR)** check and the distance between the base and the summit is medium range.

Swamp, Desolate Each additional movement manoeuvre costs 2 fatigue, rather than 1. Any boon effect that allows a character to recover fatigue requires 1 additional boon. Physical actions gain:

- ⚡ Suffer 1 fatigue.

Tree, Hag PC actions gain:

- ⚡ Suffer 1 stress and 1 fatigue.

Servants of Chaos actions gain:

- ➔ Recover 1 wound.

Beastmen within close range of the tree are considered one space more Reckless than their default stance.

Vortex, Magical Wizard characters within close range of the vortex treat their WP as one higher for storing and accumulating power. Wizards who use the Wind of Magic that the vortex is attuned to (including Dark and High magic users) add **◆** to all checks to *Channel Power* and cast spells.

Warpstone Crater This is a Major source of corruption. Actions performed while within the crater gain:

- ⚡ Gain 1 corruption or suffer 1 stress and 1 fatigue (GM's choice).

Items

Boat, Weathered Actions performed in the boat while standing, or while it is rocking, add **■**. This does not apply if the acting character has *Coordination* trained.

Cart A character with a STR of 3+ can pull the cart with his free manoeuvre each turn, moving to a new location within close range. He must be engaged with the cart and gripping it with two hands or be harnessed to it. Moving the cart through difficult terrain or more than a single range band in a turn generally requires an **Average (2◆) Athletics (STR)** check.

LOCATIONS



Coach While under way, characters on or within the coach suffer 2 ■ to all physical checks. Reduce this by for each rank the character has trained in *Coordination* or *Ride*.

Ride checks to control the coach are exempted from this penalty.

Skiff, Dark Elf Actions performed in the boat while standing, or while it is rocking, add 2 ■. Reduce this by ■ for each rank of *Coordination* training the character has.

Checks to direct or sail the boat gain □.

Wagon, Merchant's Requires a **Hard (3♦)** *Athletics* (STR) check to move it within close range. To move it any faster requires more than one person. Properly harnessed draft animals can drag the wagon at speed.

While under way, characters on or within the wagon suffer a ■ to all checks unless they have *Coordination* trained.

Rural

Bandit Camp If a character doesn't perform the Prepare manoeuvre, he suffers 2 ■ to any skill checks he attempts during his turn.

Bridge, Narrow No one may move past a character blocking the bridge without dislodging him or finding a creative way past.

Boats or swimmers 'shooting the rapids' beneath the bridge must make **Hard (3♦)** checks of the relevant skills or be battered against the bridge and suffer 1 fatigue.

On a ✨ result, passengers fall overboard and swimmers smash their heads and may drown.

Dwarf Hold, Abandoned Dwarfs here increase their Grudge bonus by □. Non-dwarfs suffer 1 additional stress whenever they suffer stress.

Farm, Isolated Characters in a *Rural* career gain:

🛡️ Recover 1 stress.

Characters in an *Urban* career gain:

👤 Suffer 1 stress.

Mine, Abandoned When a ✨ is rolled on any check, or when the mine is subject to abuse, add a tracking token to this card.

When the number of tokens reaches a value secretly selected by the GM beforehand, the mine collapses.

River Ferry Station Physical checks on the wharf gain:

🌊 You fall into the water and your turn ends after this action resolves.

Road, Old Dirt It takes only 1 manoeuvre to travel between medium and long range along the old dirt road.

Toll House The occupant gains □ to all checks targeting characters in the road.

Characters in the road gain ■ to all checks targeting someone in the toll house (if they can see them).

Watchtower, Crumbling Attacks directed against those within or atop the tower add 2 ■.

Physical actions within the tower gain:

🌊 Suffer 1 wound.

Cemeteries, Ruins, Shrines, Monuments

Cairn, Wood Elf All actions gain:

➡️ The sprites of the forest decide to aid you. Add 🛡️🛡️ to the results pool.

🌊 The sprites of the forest capriciously intervene. Add ✨ to the results pool.

Cemetery, Abandoned Fear and Terror ratings +1.

WP tests gain:

🛡️🛡️ Add ✨ to the results.

Family Crypt To enter, a character must attempt a Fear 1 check. Once inside, all Fear or Terror ratings are increased by 1.

Hero's Memorial Characters engaged with the statue who reference the local hero during their diatribes gain □ to *Charm* and *Leadership* tests. Anyone attacking a target engaged with the statue with a *Ranged Attack* suffers 2 ■.

Mausoleum Fear and Terror ratings +1.

Monument, Ancestor The Grudge racial ability grants an additional □ within medium range of the monument.

Dwarfs gain □ to all *Discipline* checks while the monument is within their sight.

Morr's Garden Blessings dedicated to Morr gain □.

Priests of Morr suffer no penalty for invoking a *Blessing* and attempting to *Curry Favour* in the same turn.

Ruins, Crumbling Physical checks gain:

🌊 Suffer 1 wound, ignoring TO and Soak value.

Ruins, Cursed All checks gain:

🌊🌊 Gain 1 corruption.

Shrine, Ancient Elf Elven characters gain □ to WP and INT checks and the place feels familiar and comfortable to them. Dwarfs suffer ■ to such checks and feel uncomfortable.

Shrine, Dilapidated PC actions gain:

➡️ Recover 1 wound, 1 stress, and 1 fatigue.

Shrine, Hidden When you rest here, you regain 1 more stress and fatigue than you would otherwise.

PC actions gain:

➡️ Recover 1 stress and 1 fatigue.

Special

Realm of Khorne Add ✨✨ to all *Channelling*, *Invocation*, *Magical Sight*, *Piety*, and *Spellcraft* checks and add 🛡️ to all *Ballistic Skill* and *Weapon Skill* checks. Power and favour do not recharge automatically here.

Realm of Nurgle Add ♦ to the dice pools of all actions involving movement and AG. The manoeuvre cost of moving between range bands is increased by 1.

Add ■ to the dice pools of all INT and WP checks. During each rally step, each character must succeed at a Disease 2 check or contract a disease with either the *Filth* or *Miasma* trait.

Realm of Slaanesh Add ♦ to the dice pools of all *Discipline* (WP) checks of all non-Slaanesh characters.

All actions by non-Slaanesh characters gain:

🌊 Gain the **Weakened**, **Perplexed**, **Overwhelmed**, or **Sluggish** condition (GM choice) for 2 rounds.

Realm of Tzeentch Add 2 ■ and 2 □ to the dice pools of all *Channelling*, *Magical Sight*, and *Spellcraft* checks.

In addition, all *Spellcraft* checks gain:

👤 Add ✨ to the results pool.

The Equilibrium score of a spellcaster in the Realm of Tzeentch is equal to twice his WP.



Experience

Experience represents the character's lifetime achievement and never decreases. One point is earned by each character at the end of every session (the GM may award an extra bonus point to all characters for an exceptional session).

Advances

Advances purchase character improvements. One advance is earned for each experience point. Advances are tracked on the back of the character sheet on the **Advancement Worksheet**.

Rank

Rank measures a character's overall power and prestige. Some action cards have a rank listed. You may acquire a card above your current rank by spending one additional advance for each difference in rank.

Action and talent cards, party sheets and enemies with the **Epic** trait cannot be acquired or used by characters below Rank 4.

A character may only **train** an individual skill once per rank, to a maximum of 3 ranks of training. **Acquiring** a skill does not count against this limit.

Experience	Rank
0-9	1
10-19	2
20-29	3
30-39	4
40-49	5

Skill Mastery

Characters of at least Rank 4 may train a fourth rank in a skill, but instead of adding an additional , it counts as **Mastery** in that skill. The character then gains the additional benefits to checks using that skill:

- the character does not have to roll for **Simple** (0♦) checks unless the check targets an enemy character. If he does not roll, treat the result as a single success with no other effects.
- the character may remove all his from the pool before the roll and replace them with 1 result. If 1 or more have already been removed, he must have at least 1 in the pool to trigger this ability.

Tiered Careers by Trait (Optional)

Strict: each rank is restricted to characters of at least that rank.

Relaxed: only the elite and heroic careers are restricted by rank.

Basic careers are available to characters Rank 1 and above.

Intermediate careers become available at Rank 2.

Advanced careers become available at Rank 3.

Elite careers become available at Rank 4.

Heroic careers become available at Rank 5.

General Career Advances

General Career Advances track individual advances for the current career.

The first 4 **Fixed Career Advances** are available to every career:

1. A new **Action card**
2. A new **Talent** that fits one of the eligible slots on the player's career card
3. **Skill Training** (or acquiring a specialisation) in a skill listed on the player's career card, and
4. An increase of one to the player's **Wound Threshold**.

These advances are not limited by the available advancement options listed on the front of the career card.

The next 6 **Open Career Advances** allow the player to choose advances limited in number and type by the **Advances** section on the front of his career card.

These are: **Action and Talent cards**; **Skills**; **Wounds**; **Fortune dice** (a permanent addition to a characteristic's dice pool); and **Stance pieces** to permanently upgrade the player's stance meter.

Career Completion Advances

Career Completion Advances track a **Career Transition** and a **Dedication Bonus** for completing the current career.

When all 10 **General Career Advances** are taken, the character has completed that career.

Moving to another career usually costs 4 advances.

Compare the traits listed on the career cards: **for each trait the careers have in common the transition costs one less advance**. When returning to a previous career, only one advance is required.

A character entering a new career from a fully completed one spends one fewer advance (minimum of one) on the transition.

A character may not enter an **advanced career** until he has achieved at least Rank 2. A character may not enter an **epic career** until he has achieved at least Rank 4.

If a character completes all 10 of his career advances, he may spend an advance to check the **Dedication Bonus** box. The career's special ability becomes permanent, and he learns a free specialisation for each of the career's key skills he trained during his time in that career (not during character creation).

Non-Career Advances

Non-Career Advances track advances spent on development *outside* the current career. These do not count toward completing the current career, and cost as follows:

2 Advances: Training a basic skill outside the current career.

2 Advances: Acquiring a talent outside the current career.

4 Advances: Acquiring an advanced skill outside the current career.

4 Advances: Training an advanced skill (it must be acquired first) outside the current career.

Characteristic Upgrades

Characteristic Upgrades cost a number of advances equal to the new rating if it is one of the current career's primary characteristics, and one additional advance if it is not.

Advancing a primary characteristic of a career counts as the number of **Open Career Advances** as the increase cost. If not a primary characteristic, they count as **Non-Career Advances**.

The maximum a character may increase a primary characteristic to is 6, and a non-primary characteristic 4.

Managing a New Career

Take the new career card and its special ability. You lose access to the old career's special ability if you did not fully complete the career and take the Dedication Bonus. Assemble the new career's stance meter, plus any permanent stance pieces. Use a new character sheet for each career.

Leaving a Casting Career

A character leaving a priest or wizard career does not lose the ability to invoke blessings or cast spells, but he does lose access to his Faith or Order card if his new career does not have the appropriate socket.

Such a career transition is highly unusual.



i. Choose or Randomly Select a Race

Humans, All

Diversity: Start with 25 creation points.

Wound Threshold: 9 + TO.

Corruption Threshold: 5 + TO.

Humans, Aeverlander

Greenskinners: Each time you kill a non-henchman greenskin, recover either 1 stress or 1 fatigue or perform a free manoeuvre.

Superior Stock: ST of any horse you ride is increased by 1.

Humans, Hochlander

Rustic Composure: Gain 2 on initiative checks in a rural setting.

Marksman: When spending a fortune point on a Ballistic Skill check with a weapon with which he is specialised, add to the check instead of .

Humans, Middenlander

Spirit of the Wolf: Once per session, when targeted by an attack, may increase Defence value by an amount equal to AG.

Slayers of Beastmen: All *Melee* or *Ranged Attacks*, or *Spells* or *Blessings* that target the defence of a beastman gain:

⚔⚔ +2 damage.

Humans, Nordlander

Nautical: Add to any check made to handle a boat, navigate a ship, swim, or work with ropes.

Northerners: 2 fewer are added to your dice pool for any effects from cold, wind or bad weather.

Humans, Ostermarker

Monster Slayers: Gain to all *Melee* or *Ranged Attacks*, or *Spells* or *Blessings* that target the defence of any creature with a Fear or Terror rating.

Stoic Defenders: Add to all *Melee* or *Ranged Attacks*, or *Spells* or *Blessings* that target your defence whenever you are outnumbered.

Humans, Ostlanders

Stubborn: Mental characteristics are one higher for the purposes of determining whether the character is *distressed*.

Fighters Against Chaos: Treat the difficulty of Fear ratings of Chaos-aligned foes as 1 less than normal (minimum 1). Terror ratings of such foes are treated as (unreduced) Fear ratings instead.

Humans, Reiklanders

Adaptable: Career transitions cost one less advance (may reduce the cost to zero).

Favoured by Fate: Once per session, may add 2 to any single check.

Humans, Stirlanders

Poor: It costs 3 creation points to start as comfortable, and 4 to start as affluent.

Unflinching: Treat the difficulty of Fear ratings of undead as 1 less than normal (minimum 1). Terror ratings of undead are treated as (unreduced) Fear ratings instead.

Hatred of Undead: Gain the *Invigorated* condition when within long range of undead.

Humans, Tabeclanders

Lore of the Wilds: When spending a fortune point on a Nature Lore check, add to the check instead of .

Trackers: Add to all *Observation* checks in a rural setting.

Humans, Wissenlander

Devout: After resolving an action in which you spent a fortune point, roll ; if the result is a , gain 1 fortune point.

Grim: When performing an action, ignore the first that is not cancelled by a , before triggering any bane effects.

Dwarfs, All

Sturdy: +5 to encumbrance limit.

Night Vision: 2 fewer added to dice pool for any effects from darkness or lack of sufficient light.

Wound Threshold: 10 + TO.

Corruption Threshold: 10 + TO.

Dwarfs, Barak Vár

Born Traders: During creation, may train one of these basic skills for free: *Charm*, *Discipline*, or *Resilience*. When you make a successful *Charm* or *Guile* check when haggling, add to the results pool.

Grudge: Gain to all *Melee Attack* and *Ranged Attack* actions against greenskins, and against any target who has wounded you. Bonus lasts until the end of the encounter.

Dwarfs, Karak Azgaraz

Children of Grungni: During creation, may train one of these basic skills for free: *Discipline*, *Resilience*, or *Weapon Skill*.

Grudge: Gain to all *Melee Attack* and *Ranged Attack* actions against greenskins, and against any target who has wounded you. Bonus lasts until the end of the encounter.

Dwarfs, Karaz-a-Karak

Eternal Grudge: Gain to all *Melee Attack* and *Ranged Attack* actions against greenskins, and any individual that has ever wounded, tainted or insulted you. May choose to suffer stress to add additional to the dice pool of any such action, on a one for one basis.

Proud and Strong: Ignore the first point of stress and the first point of fatigue suffered each session.

Dwarfs, Zhufbar

Natural Engineers: During creation, may train one of these basic skills for free: *Discipline* or *Resilience*. Alternatively, may acquire (not train) the advanced skill *Tradecraft* for free, or acquire (not train) the advanced skill *Dwarf Engineering* for free.

Grudge: Gain to all *Melee Attack* and *Ranged Attack* actions against greenskins, and against any target who has wounded you. Bonus lasts until the end of the encounter.

Elves, All

Night Vision: As above.

Wound Threshold: 8 + TO.

Corruption Threshold: 10 + TO.

Elves, High

Composure: During character creation, may choose one Focus talent for free (no creation point cost).

Erudite: During character creation, acquire (but do not train) the advanced skill *Education* for free.

Isha's Chosen: During character creation, may train one of the following basic skills: *Discipline*, *Intuition*, or *Observation*.

Corruption Threshold: 10 + TO.

CHARACTER CREATION



Elves, Wood

Forest Walk: May ignore terrain-based manoeuvre and up to 2 ■ penalties to movement and actions performed while in woodland terrain.

Nature Bond: Gain 1 **fortune die** □ to combat initiative, as well as to *Observation* and *Stealth* checks while you are in woodland terrain.

Orion's Favoured: During character creation, may train one of these basic skills: *Ballistics Skill*, *Nature Lore*, *Observation*, or *Stealth*.

Halflings

Career Restrictions: Can enter any career a human can enter that possesses the *Menial* or *Rogue* trait.

Roguish Pursuits: Before investing creation points, may train either *Ballistic Skill*, *Guile*, *Skulduggery* or *Stealth* for free.

Naturally Sneaky: All *Observation* checks to detect the halfling add 2 ■ to the dice pool.

Night Vision: 2 fewer ■ added to dice pool for any effects from darkness or lack of sufficient light.

Wound Threshold: 7 + TO.

Corruption Threshold: 15 + TO.

Ogres

Starting Career: All ogres begin play as a Maneater.

Career Restrictions: Can enter any career that both a human and a dwarf can enter.

Thick Skin: +1 Soak.

The Great Maw: Must eat a pound of meat an hour or add ■ to all checks for each meal skipped. Keep adding ■ until able to eat enough meat to make up for skipped meals. If the number of ■ added exceeds TO, he either descends into a murderous rage or slumps to the ground (player's choice). Ogres gain 2 □ to any check to resist ingested toxins, diseases, or other hazard encountered through eating.

Bigger & Stronger: May improve ST and TO scores at a cost of 1 fewer creation point or advance and may increase these scores to 7, though normal starting limits of 5 apply).

Fearless: Treat the difficulty of Fear ratings confronting them as 1 less than normal (minimum 1). Terror ratings are treated as (unreduced) Fear ratings instead.

Wound Threshold: 12 + TO.

Corruption Threshold: 10 + TO.

2. Draw 3 Careers, Keep 1

Draw **careers** until you have 3 compatible with your race, then select one from these 3. Take the appropriate career sheet and special ability card.

3. Invest Creation Points

Characteristic	Human	Dwarf	H/Elf	W/Elf	Halfling	Ogre
Strength (STR)	2	3	2	2	1	3
Toughness (TO)	2	3	2	2	2	3
Agility (AG)	2	2	3	3	3	2
Intelligence (INT)	2	2	3	2	2	1
Willpower (WP)	2	2	2	3	2	2
Fellowship (FEL)	2	2	2	2	3	1
Creation Points	25	20	20	20	20	20

Start with your race's default starting characteristic values, then increase each of your starting career's Primary Characteristics by 1.

Now invest the number of **creation points** given by race to customise your values.

Each time a characteristic is increased by 1, points must be spent equal to the new value.

No single characteristic may be increased to more than 5. Investments made during character creation do not count towards career completion.

0-3 creation points may be spent in each of the following 4 categories: **wealth**, **skills**, **talents**, and **actions**.

Creation Points	Wealth	Skills	Talents	Actions
0	Broke	1	0	1
1	Poor	2	1	2
2	Comfortable	3*	2	3
3	Affluent	4**	3	4

* +1 specialisation ** +2 specialisations

Wealth

Characters do not start with a career's **Typical Trappings**; they are guidelines only.

Broke: clothes on your back; and either a dagger or quarterstaff. 5 brass coins.

Poor: durable, comfortable clothes and a cloth rucksack; and either a dagger, quarterstaff, crossbow or hand weapon. 50 silver coins.

Comfortable: a set of travelling clothes; a bag with another set of clothes and a few knick-knacks such as candles and a tinderbox; and either a dagger, quarterstaff, crossbow or hand weapon. 2 gold coins.

Affluent: an exceptional set of clothes; a sturdy bag or backpack with another set of clothes, a healing draught, a dagger, and a few knick-knacks such as candles and a tinderbox; and either a rapier, longbow, great weapon, or hand weapon. 5 gold coins.

Skill Training

Skills may be trained or assigned a **specialisation** from the list on your career card. If a **basic skill** is trained, check the box next to the skill.

If an **advanced skill** is selected, it is *acquired* but not trained; write it on the character sheet. You may only acquire specialisations for skills you have trained.

No skill can be trained more than once during character creation. Skills trained (but not skills *acquired*) count towards the limit of one rank of skill training per character rank.

Apprentice wizards start the game with the *Channelling* and *Spellcraft* advanced skills already acquired.

Talents

If you have a character with a dedicated talent slot, take the corresponding card for free. Otherwise, talents may be chosen from any of the talent types as long as they match the slots on your career card.

Careers that can socket non-standard cards can acquire these during character creation as though they were talents.

Action Cards

Actions beyond the basic ones can be acquired.



4. Acquire Action Cards

All characters start with one each of the following basic action cards he meets the requirements for:

<i>Assess the Situation</i>	<i>Guarded Position</i>
<i>Melee Attack</i>	<i>Block</i> (TO 3+)
<i>Ranged Attack</i>	<i>Parry</i> (STR 3+)
<i>Perform a Stunt</i>	<i>Dodge</i> (AG 3+)

Then add additional action cards based on your creation point investment.

Apprentice wizards start the game with the *Cantrip*, *Channel Power*, *Counterspell* and *Magic Dart* actions cards.

Initiates start the game with the *Curry Favour*, *Blessing of Health*, *Minor Blessing*, and *Minor Ward* actions cards. (They do not start with the *Piety* or *Invocation* advanced skills however, and must acquire these skills during character creation to invoke blessings immediately.)

5. Determine Stances & Other Values

Record your starting stances, as indicated on your career card, on your character sheet.

Whichever stance (**conservative** or **reckless**) has more spaces checked is your **dominant stance** (and the side of an action card referred to if you are in a neutral stance).

If equal, choose a dominant stance.

Take stance pieces and set up your **stance meter**, then take an activation token and place it on the central neutral space.

Record your wound threshold, corruption threshold, defence value and soak value on your character sheet.

6. The Party Selects a Party Sheet

CHARACTERISTICS

Physical Characteristics:

Strength (STR)

Toughness (TO)

Agility (AG)

Mental Characteristics:

Intelligence (INT)

Will Power (WP)

Fellowship (FEL)

Each characteristic rating determines how many **◆** are used for checks based on that characteristic.

Characteristics may have associated **□** added to dice pools that use that characteristic.

Fortune

At the beginning of a session each player receives **3 fortune point tokens**. These can be spent on a 1-for-1 basis to:

- add **□** to a dice pool.
- remove **tracking tokens** from a talent or action card to speed up the recharging of an exhausted card

The GM may also reward the party by adding fortune tokens to their **party sheet**.

When the number of tokens matches the number in the party, fortune *refreshes*, and a character who has less than or equal to his maximum number of fortune points may claim a token from the sheet (it must be spent immediately if he currently has his maximum number of points). Any remaining tokens stay on the party sheet.

Fortune points are an immediate GM resource to reward good roleplaying, a clever idea, or a funny line of dialogue; and to help confirm to players they are on the right track and enhance their immersion in the world.

Skills & Expertise

Basic skills are available to all:

Physical: Athletics, Ballistic Skill, Coordination, Intimidate, Resilience, Ride, Skulduggery, Stealth, and Weapon Skill.

Mental: Charm, Discipline, First Aid, Folklore, Guile, Intuition, Leadership, Nature Lore, and Observation.

Advanced skills cannot be attempted untrained and are written on the character sheet when *acquired*. They must first be acquired, then they can be *trained* like a basic skill.

When a skill is trained, check a box next to the skill. For each box checked, the character may add 1 **■** to relevant checks.

A character may only **train** an individual skill once per rank, to a maximum of 3 ranks of training.

Basic and advanced skills can have any number of unique **specialisations**, each of which adds 1 **□** to relevant checks. Multiple specialisations can provide bonuses to a task.

Talents

Focus: intellectual knack or dedicated knowledge of subject.

Reputation: socially-oriented, habits, stature, things the character is known for.

Tactics: combat-oriented, training, strategy, cunning.

Characters can only have a number of talents active at one time that will fit in the appropriate sockets on their character sheet. A talent not socketed is inactive.

Exchanging talents can be done freely during story mode or by performing one manoeuvre during encounter mode. Only active talents can be exchanged, not exhausted ones.

Talents may have a passive benefit, or may need to be *exhausted* (placed facedown) to be triggered.

Exhausted cards have 4 tracking tokens placed on them; one is removed at the end of each of the character's turns. Once all tokens have been removed the card is turned faceup and is active.

Epic Order and Faith talent cards can be purchased like any other talent by wizard or priest characters of the appropriate order or faith (and of Rank 4 or above). These can be swapped with the original Order or Faith card as normal, the stance meter on the original card remains in effect.

Party Sheets

Party sheet **talent sockets** can be filled by party members, thus allowing the benefit to be used by the entire party.

Cards that need to be exhausted for their benefit can be triggered by any party member. Any party member can also spend fortune points to speed up recharging.

Each party sheet has a unique **special ability**, a space to place party **fortune tokens**, and a party **tension meter**.

The GM moves a tracking token along the tension meter in response to events that raise the party's tension, triggering effects when certain spaces are reached. The meter resets to zero once the final space is reached.