



4TH EDITION

# WARHAMMER FANTASY ROLEPLAY

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QUICK REFERENCE SHEETS

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Version 1.7 by Anders H. Larsen

## TESTS & COMBAT

### TESTS (pg. 49)

#### SIMPLE TESTS

Roll a d100 under skill (modified by difficulty) to determine Success / Failure.

#### DRAMATIC TESTS

Like a *Simple Test*, but the effectiveness of the test is determined by **Success Levels (SL)**. See *Outcomes Table* below.

#### SUCCESS LEVELS

Skill 10s die - Rolled 10s die

#### FAST SL

On Success, use 10s die as your SL. (34 = 3 SL)

On Failure, Skill 10s die - Rolled 10s die.

#### OPPOSED TESTS

Same as *Dramatic Test*, but with two parties making a test, comparing SL. The **difference in SLs** equals the final SL of the *Opposed Test* (+2 SL vs. -6 SL = 8 SL).

#### EXTENDED TESTS

Like *Dramatic Test*, but the SL scored from multiple rolls are added together to reach a specified target SL.

(*Optional*) 0 SL results in +1/-1 depending on success / failure.

#### ASSISTING TESTS

Each assisting character gives a **+10 modifier** to the test. Assisting characters must:

- Have at least 1 advance in the skill being tested.
- Be adjacent to the testing character.
- Number of assisting characters cannot exceed appropriate Characteristic Bonus of the testing character.

#### AUTOMATIC SUCCESS / FAILURE

A roll of 01-05 is considered an automatic Success.

A roll of 96-00 is considered an automatic Failure.

### DIFFICULTY TABLE

Difficulty	Test Modifier
Very Easy	+60
Easy	+40
Average	+20
Challenging	No Modifier
Difficult	-10
Hard	-20
Very Hard	-30

### OUTCOMES TABLE

SL	Result	Succeeded?
+6 or more	Astounding Success	Yes, perfectly!
+4 to +5	Impressive Success	Yes, exceeded expectations
+2 to +3	Success	Yes
+0 to +1	Marginal Success	Yes, but side-effect
-0 to -1	Marginal Failure	No, but partial success
-2 to -3	Failure	No
-4 to -5	Impressive Failure	No, and it gets worse
-6 or less	Astounding Failure	No, and everything goes wrong

### TURNS & ROUNDS (pg. 156)

In Combat, the exact timing of actions matters more, so time is organised into:

- **Turns:** During a Round, each combatant has a Turn to perform an **Action** and a **Move**.
- **Rounds:** Enough time for all characters to take their turns. Usually a few seconds in duration.

### COMBAT SUMMARY (pg. 156)

1. **Determine Surprise:** Opposed Stealth vs Perception Test, using lowest Stealth opposing all spotters. On Success, target group gain the Surprised Condition.
2. **Roll Initiative Order:** 3 options when rolling for initiative:
  - Initiative Test to determine SL
  - 1d10 + Initiative
  - 1d10 + Agility Bonus + Initiative BonusA single roll can be made for a group of combatants.
3. **Characters Take Turns:** In Initiative order (highest to lowest), each combatant takes a Turn. 1 Move, 1 Action, + 1 free Action.
4. **Round Ends:** When all combatants have taken a turn.
5. **Repeat Steps:** Repeat steps 3 & 4 until combat is resolved.

#### TAKING YOUR TURN

**Move:** On your turn, you can move around the battlefield. Difficult terrain will also require an Action to be traversed.

**Action:** Can be used to do anything, from swinging a sword to jumping from a rooftop. Your actions are only limited by your imagination. They often require a Test to be made.

**Free Action:** Smaller, easier Actions not requiring checks, can be made for free. Shouting a warning, drawing your weapon, drinking a potion, etc.

### COMBAT MOVEMENT (pg. 165)

#### RUNNING DISTANCE

Use Action to sprint. Running distance equals: Run Movement + SLs of **Average (+20) Athletics Test**.

#### CHARGING

If not Engaged, Move can be used as a Charge up to 2x Movement. If Charge distance > Movement, gain +1 Advantage.

- Action for the *Turn* must be a **Melee Test**.

#### ENGAGING

You are Engaged when attacking or being attacked.

If you stop attacking and you are not attacked for a full round, you are no longer Engaged.

#### DISENGAGING

The following are options for Disengaging:

##### Use Advantage:

- Must have Advantage greater than opponent.

Reduce Advantage to 0 and Move as normal.

##### Use Dodge:

- Advantage equal or less than opponent.

Use Action to make an **Opposed Dodge/Melee Test**.

On Success, gain +1 Advantage and Move as normal.

On Failure, opponent gains +1 Advantage, you cannot Move.

#### FLEEING:

Voluntary or Involuntarily leaving combat.

- Opponent gains +1 Advantage.
- Opponent gets 1 free unopposed **Melee Test** with +20.

If hit, enact a Challenging (+0) Cool Test.

On Failure (Cool Test), gain *Broken Condition*, +1 per SL below 0 and Move as normal.

### FALLING (pg. 166)

Jumping down requires an **Average (+20) Athletics Test** to lessen the damage.

On Success, yards fallen are reduced by 1 yard + 1 per SL. If distance is 0 or less, suffer no damage.

#### (HOUSE RULE) FALLING DAMAGE

1d10 + (falling height in yards) x 2.

- Damage is reduced by your Toughness Bonus only.
- If Wounds suffered > Toughness Bonus, gain Prone Condition.

### SIZES (pg. 341)

**Tiny:** Butterfly, Mouse, Pigeon.

**Little:** Cat, Hawk, Human Baby.

**Small:** Giant Rat, Halfling, Human Child.

**Average:** Dwarf, Elf, Human.

**Large:** Horse, Ogre, Troll.

**Enormous:** Giffon, Wyvern, Manticore.

**Monstrous:** Dragon, Giant, Greater Deamon.

### SIZE MODIFIERS (pg. 341)

#### FOR LARGER CREATURES

Compare size differences and consult the following.

##### One step larger:

- Gain **Damaging** weapon quality.
- Cause **Fear** in target.
- Ignore **Disengage** rules.
- Win **Opposed Strength Tests**, unless opponent crits.
- Can **Stomp** attack as a Free Attack (once pr. round), costs 1 Advantage. Damage equals Strength Bonus +0.

##### Two or more steps larger:

- Gain **Damaging** and **Impact** weapon quality.
- Multiply damage with number of steps larger (2 steps=x2, 3 steps=x3, and so on).
- Cause **Terror** in target.
- Ignore **Disengage** rules.
- Win **Opposed Strength Tests** automatically.
- **Stomp** attack (as above).

#### FOR SMALLER CREATURES

Compare size differences and consult the following.

- Gain a **+10 modifier** to hit on melee and ranged.
- When using **Melee** skill for defence, suffer -2 SL each step your opponent is larger than you.

### MOUNTED COMBAT (pg. 163)

#### MODIFIERS FOR RIDERS

- When Moving and Charging. Use mount Movement, Strength and Size Attributes.
- **+20 modifier** to hit when attacking targets smaller than your mount.
- **-20 penalty** to Dodge.
- If mount is bigger, they may cause **Fear** or **Terror**, and gain other advantages (see *Size Advantage*).
- A Mount without the **Skittish Trait** is effectively another combatant.

#### MODIFIERS FOR FOOTMEN

- Attacking rider on **larger** mount, suffer **-10 modifier** to hit.
- When attacking, choose whether to hit the rider or mount.

### ADVANTAGE (pg. 164)

Each Advantage adds +10 to Combat or Psychology Tests.

#### GAINING ADVANTAGE

The following grant +1 Advantage in combat:

- Attacking a **Surprised** or **Stunned** opponent.
- Gaining tactical advantage with a **Skill**.
- **Charging** into combat.
- Winning an **Opposed Test**.
- **Wounding** an opponent without **Engaging (Ranged)**
- **Defeating** an opponent.

#### LOSING ADVANTAGE

Lose 1 Advantage if you:

- Have accrued no **Advantage** for the round.
- End the round **outnumbered**.

Lose all Advantage if you:

- Lose an **Opposed Test**.
- Suffer any **Conditions**.
- Lose any **Wounds**.
- Spend a Round, not engaged

#### (HOUSE RULE) CAPPED ADVANTAGE

To reduce the impact of high advantage numbers, Advantage is capped at **Initiative Bonus**.

### DEFENDING

For defence, several skills can be used in the **Opposed Melee Tests**, such as Melee, Dodge, Intimidate, Charm, Leadership, and more.

- Only Melee skill can trigger **Critical Hits**.

#### ON THE DEFENSIVE

As your action, you can choose a skill to use defensively and you will get **+20** to **defensive Tests** using the skill until the start of your next turn.



## ATTACK, WOUNDS & FATE

### ATTACK SEQUENCE (pg. 158)

- I. **Adjust Combat Difficulty**
  - Apply combat modifiers
  - Add advantage modifiers
- II. **Roll To Hit**
  - Roll melee/ranged test
- III. **Calculate Damage**
  - Determine and apply damage

### I. ADJUST COMBAT DIFFICULTY

Combat Tests can be modified, similar to other Tests.

Modifier	Melee Examples
+40	Attacking an opponent you <b>outnumber</b> 3 to 1.
+20	Attacking from <b>above</b> . Attacking an opponent you <b>outnumber</b> 2 to 1. Attacking a target with the <b>Prone Condition</b> .
+0	A standard attack.
-10	Attacking from <b>below</b> . Attacking in <b>bad weather or terrain</b> .
-20	A called shot to a specific <b>Hit Location</b> . Fighting in an <b>enclosed space</b> . Attacking in <b>extreme weather or terrain</b> . Close combat in <b>darkness</b> . Using a weapon in your <b>off hand</b> .

Modifier	Ranged Examples
+40	Shooting a target at <b>Point Blank Range</b> . Shooting an <b>enormous target</b> (Griffon size). <sup>1</sup> Shooting at a <b>large group</b> (7–12 targets).
+20	Shooting a <b>large target</b> (Ogre size). <sup>1</sup> Shooting at <b>Short Range</b> : less than half weapon range. Shooting at a <b>small group</b> (3–6 targets) Shooting after <b>Aim Action</b> .
+0	Shooting an <b>average target</b> (Human size).
-10	Shooting at <b>Long Range</b> : up to double weapon range. <b>Shooting and Moving in the same Round</b> . Shooting a <b>small target</b> (Child size). Target in <b>soft cover</b> (behind a hedge).
-20	<b>Shooting into melee</b> and trying to avoid hitting allied target. <sup>2</sup> Shooting targets concealed by <b>fog, mist or shadow</b> . Shooting a <b>little target</b> (Cat size). Target in <b>medium cover</b> (wooden fence).

<sup>1</sup> If this modifier has been applied, subtract it's 10s value from test SLs. Minimum SL being +0 SL (e.g. +20 modifier equals -2 on test SL).

<sup>2</sup> If this modifier causes attack to fail, a random target opponent is hit.

### II. ROLL TO HIT

#### MELEE

- Must be Engaged with opponent.
- Perform **Opposed Melee Test**, applying the **combat and advantage modifiers** to the roll, highest SL wins.
- On **Success**, gain +1 Advantage and continue **Attack**.  
On **Failure**, lose all Advantage, opponent gains +1 Advantage and **Action** is finished.
- On **Ties**, the higher tested Skill or Characteristic wins.

#### RANGED

- Weapon must be in Range of opponent.
- Perform **Ranged Test**.
- On **Success**, add current Advantage bonus to SL, gain +1 Advantage and continue **Attack**.  
On **Failure**, **Action** is finished.

### IV. CALCULATE DAMAGE

#### DETERMINE DAMAGE

Weapon Damage + Opposed Test SL's.

#### APPLY DAMAGE

Damage - (Toughness Bonus + Armour Points)

- Minimum Wounds suffered is 1.

### WOUNDS & DEATH (pg. 172)

#### WOUNDS

If Wounds hit 0 or less, gain the **Prone Condition**.

If Wounds drop below 0, suffer a **Critical Wound**

You cannot remove **Prone Condition** or **Unconscious Condition** until 1 Wound is healed.  
Gain **Unconscious Condition** if not healed in Rounds = Toughness Bonus.

#### DEATH

To be at risk of **Death** you must meet all the following:

- You have 0 Wounds
- You have the **Unconscious Condition**
- You have **Critical Wounds** > Toughness Bonus

You die at the end of the Round.

#### SUDDEN DEATH

Used for minor foes, to determine death in a quick fashion.

- Target has 0 Wounds or less

Target dies in dramatic fashion or immediately gain the **Unconscious Condition**. GM's choice.

### HIT LOCATION

Roll	Location
01-09	Head
10-24	Left Arm (Secondary)
25-44	Right Arm (Primary)
45-79	Body
80-89	Left Leg
90-00	Right Leg

### CRITICALS, FUMBLES AND MISFIRES

**Criticals, Fumbles and Misfires** are resolved immediately. The attack action is then resolved as normal.  
Critical rolls can occur as an **attacker or defender**, when using **Melee skill**.

#### CRITICALS

Any **successful** Combat Test that scores a **double**.  
Roll for Hit Location, see *Hit Location Table (above)*.  
Roll for a Critical Wound, see *Critical Table (p. 174)*.

- **(Optional)** Ignore Critical Wounds on an armoured location. Damage the outer armour piece in the hit location, i.e. plate is damaged, mail and leather still functional.  
You still suffer the normal Wounds (with the lowered AP for the given armor location)

#### FUMBLES

Any **failed** Combat Test that scores a **double**.  
Roll 1d100 on the *Fumble Table (p. 160)*.

#### MISFIRES!

If Black-powder, Engineering or Explosive weapon and Fumble with an **even number**, the following happens:

- Weapon is destroyed.
- You take Weapon Damage + unit die from misfire roll on your Primary Arm.

### WEAPON RANGE

Point Blank = Range ÷ 10

Short = Range ÷ 2

Long = Range x 2

Extreme = Range x 3

Weapon	Point Blank	Short	Med	Long	Extreme
Bow	5	25	50	100	150
Crossbow	6	30	60	120	180
Pistol	2	10	20	40	60

### WEAPON LENGTH & IN-FIGHTING

Weapon Reach	Description
Personal	Your legs and fists, perhaps your head, and anything attached to those.
Very Short	Less than a foot in length.
Short	Up to 2 feet in length.
Average	Up to 3 feet long.
Long	Up to 6 foot long.
Very Long	Up to 10 feet in length; can Engage enemies up to 4 yards away, rather than just 2.
Massive	Anything over 10 feet long; can Engage enemies up to 6 yards away, rather than just 2.

#### (OPTIONAL) WEAPON LENGTH

If weapon reach is shorter then your opponents, suffer a -10 to hit modifier.

#### (OPTIONAL) IN-FIGHTING

As an **Action**, perform an **Opposed Melee Test** to step inside your opponent's weapon length. During in-fighting, any weapon longer than **Short** counts as an **Improvised weapon**.

### UNARMED COMBAT (pg. 163)

#### (OPTIONAL) PULL YOUR BLOWS

You're not actively trying to kill anyone. When pulling your blows, all critical hits are ignored.

#### GRAPPLE

To initiate a grapple roll for unarmed combat, as normal. On first **Success**, you and your opponent are now **Grappling**.

- Gain 1 Advantage.
- Opponent gets the **Entangled Condition**.

If already Grappling with an opponent, make an **Opposed Strength Test** for your action.

On **Success**, do one of the following:

- Deal **SB + SL Damage** using your Strength roll to determine Hit Location. Ignores Armour Points.
- Give your opponent an **Entangled Condition**.
- Remove an **Entangled Condition** from yourself, plus an extra one for each SL.

On **Failure**, you can do nothing but struggle as your opponent gains +1 Advantage.

**Attacks from outside** the Grapple gain a +10/+20 bonus to hit the grapplers (highest / lowest advantage).

**Break Grapple:** You may break the Grapple if you have a **higher Advantage** than your opponent, and do not count as being Engaged for your Move.

### FATE & RESILIENCE (pg. 170)

#### FORTUNE

- Reroll a failed Test.
- Add +1 SL to a Test after it is rolled.
- At the start of a Round, choose when to act in that Round.

**Regaining Fortune:** At the start of every gaming session, regain all points.

#### FATE

- **Die Another Day:** Instead of dying, your character is knocked out, left for dead.
- **How Did at Miss?:** You completely avoid the incoming damage by some extraordinary fluke.

**Regaining Fate:** Acts of extreme heroism, bravery, or significance, can grant 1 Fate point.

#### RESOLVE

- Immune to **Psychology** until end of next Round.
- Ignore modifiers from a **Critical Wound** until end of next Round.
- Remove a **Condition**. If **Prone** is removed, regain 1 Wound.

**Regaining Resolve:** Act according to your **Motivation**, regain one or more points.

#### RESILIENCE

- **I Deny You!** Do not develop a **Mutation**. Keep all Corruption Points.
- **I Will Not Fail!** Instead of rolling, choose the result. You win by at least 1 SL. You may do this on a Test that has already failed.

**Regaining Resilience:** Acts of extreme importance to your **Motivation**, can grant 1 Resilience.



## CONDITIONS, HEALING & PRAYERS

### CONDITIONS (pg. 167)

#### ABLAZE

You are on fire!

At end of round, take 1d10 Wounds counting Toughness & Armour (min 1).

+1 damage for each extra Ablaze.

Remove with Athletics action, +1 additional *Ablaze* per SL.

#### BLEEDING

At end of round, take 1 Wound.

If at 0 Wounds, instead 10% per *Bleeding* to die from blood loss. If a double is scored on a roll that would result in death, your wound clots a little: lose 1 *Bleeding* Condition.

Remove with Heal/Bandage action, +1 additional *Bleeding* per SL, or spell that recovers Wounds.

If all are removed, gain *Fatigued*.

#### BLINDED

-10% penalty to tests involving sight.

+10% to be hit in Close Combat.

Remove 1 *Blinded* at the end of every other round

#### BROKEN

Must use your Action and Move to run away.

-10% penalty to tests other than running and hiding.

Remove with Cool at end of round if not engaged, +1 additional *Broken* per SL.

Spending a full Action with no enemies in line of sight removes 1 *Broken*.

If all are removed, gain *Fatigued*

#### DEAFENED

-10% penalty to tests involving hearing.

+10% to be hit in Close Combat from the flank or rear. (does not stack)

Remove 1 *Deafened* at the end of every other round.

#### ENTANGLED

You cannot move and all actions involving movement (including *Grappling*) suffer a -10% penalty.

Remove with opposed Strength action +1 additional Entangled per SL.

#### FATIGUED

-10% penalty to all tests.

Remove with rest (as determined by the GM).

#### POISONED

At end of round, take 1 Wound.

-10% penalty to tests.

If at to 0 Wounds, then can't heal Wounds.

If Unconscious, then make an Endurance test after Toughness Bonus rounds or die.

Remove with an Endurance test (end of each round) or a Heal test. +1 add. Poisoned per SL.

If all are removed, gain *Fatigued*.

#### PRONE

DOES NOT STACK

You are lying on the ground.

Your Move can be used to stand up or crawl at half Movement.

-20% to tests involving movement.

+20% to be hit in Melee Combat.

#### STUNNED

You take no Actions, and Move half your Movement. You can defend yourself, but not with Language (Magick).

Anyone attacking you gains 1 Advantage before the attack.

-10% penalty to all tests.

Remove with an Endurance test (at the end of each round). +1 additional *Stunned* per SL.

#### SUPRISED

DOES NOT STACK

You take no Actions. You can not move or defend yourself.

+20% to be hit in Melee Combat.

Remove at the end of the Round, or after the first attempt to attack you.

#### UNCONSCIOUS

DOES NOT STACK

You are knocked out and can do nothing.

Any Melee or Point Blank Ranged attacks targeting you hit at the location the attacker chooses. It does the maximum SL possible and inflicts a Critical Wound.

Remove based on cause (see pg 172). If removed, gain *Prone* and *Fatigued*.

### HEALING (pg. 181)

#### HEAL SKILL

INT

You've been trained to deal with injuries and diseases.

On success, do one of the following:

- Diagnose an illness, infection, or disease.
- Treat a disease (see page 188) and prevent disease from spreading to you. Each SL prevents others from contracting the disease.
- Heal wounds equal to your Intelligence Bonus + SL (only one Heal roll after each encounter). If sterile liquids or appropriate poultices and dressings are used, no Infection will develop from the injury (see page 181).
- Staunch a Bleeding Condition, with each SL removing an extra Bleeding Condition.

On failure, if your Intelligence Bonus + SL is less than 0, you cause Wounds.

On Astounding Failure (-6) you cause a *Minor Infection* (see page 187).

**A Good night sleep:** Average (+20) Endurance Test  
Wounds Healed = SL + Toughness Bonus

**Taking it easy:** No Test

Wounds Healed = Toughness Bonus

**Bandages:** A successful *Heal Test* or *Dexterity Test* removes +1 extra Bleeding Status. Using Heal can yield additional benefits.

**Healing Poultice:** Do not suffer any *Minor Infections*.

### PSYCHOLOGY (pg. 190)

#### ANIMOSITY (TARGET)

Upon encountering the *Target* make *Psychology Test*.

On Success, act normally with -20 Fellowship.

On Failure, you must attack *Target* either verbally or physically, gain +1 SL to attack.

Fear and Terror overrides Animosity.

#### HATRED (TARGET)

You are unable to socially interact with the *Target*. Upon encountering the *Target* make *Psychology Test*.

On Failure, you must attempt to destroy the *Target*, gain +1 SL on all *Combat Tests*.

Immune to Fear and Intimidate, caused by *Target*.

#### PREJUDICE (TARGET)

Upon encountering the *Target* make *Psychology Test*.

On Success, act normally with -10 to Fellowship.

On Failure, you must loudly insult *Target*.

### FEAR, TERROR & FRENZY

Fear and Terror are Psychological effects and are tested using *Cool Tests*.

#### FEAR (RATING)

Upon encountering a creature with *Fear* make an *Extended Cool Test* with a target SL = *Fear (Rating)*. Until passed, you are subject to *Fear*:

- Suffer -1 SL to all Tests affecting source of *Fear*.
- Cannot Move closer to source without **Challenging (+0) Cool Test**.
- If source comes closer to you, **Challenging (+0) Cool Test** or gain **Broken Condition**.

#### TERROR (RATING)

Upon encountering a creature with *Terror* make *Cool Test*. On Success, no effect.

On Failure, receive a number of **Broken Conditions** equal to *Rating* + number of SL below 0.

After *Cool Test* (Terror) is completed, the creature causes *Fear* with same *Rating*.

#### FRENZY

Become subject to *Frenzy* by passing a *Willpower Test*. While subject to *Frenzy*:

- Immune to all other *Psychology*.
- Will not flee or retreat for any reason.
- Must **Move** and **attack** closest enemy.
- Gain +1 **Free Action Melee Test** each Round.
- Gain +1 **Strength Bonus**.

Remain in *Frenzy* until all enemies are pacied or you receive the **Stunned** or **Unconscious Condition**.

After *Frenzy* is over, gain *Fatigued Condition*.

### CORRUPTION (pg. 182)

Upon encountering a Corrupting Influence make a **Challenging (+0) Endurance Test** or **Challenging (+0) Cool Test**.

#### MINOR EXPOSURE

Witness a Lesser Daemon, Exposure to Mutants, Warpstone, Chaos Artifact, Exposure to Skaven, Chaos Temple, Lairs, etc.

Success: No Corruption Points

Failure: Gain 1 Corruption Point

#### MODERATE EXPOSURE

Witness multiple Daemons, Contact with a Daemon, Warpstone, Chaos Artifact, Brief exposure to environments steeped in Chaos.

Success (2+ SL): No Corruption Point

Marginal Success (0-1 SL): Gain 1 Corruption Point

Failure: Gain 2 Corruption Points

#### MAJOR EXPOSURE

Witness a Greater Daemon, Prolonged contact with a Daemon, Warpstone, Chaos Artifact, Consuming refined Warpstone, Making a deal with a Daemon, Prolonged exposure to environments steeped in Chaos or dark magic.

Impressive Success (4+ SL): No Corruption Points

Success (2-3 SL): Gain 1 Corruption Point

Marginal Success (0-1 SL): Gain 2 Corruption Points

Failure: Gain 3 Corruption Points

#### CORRUPTING

Should you ever gain more Corruption Points than your **Willpower Bonus + Toughness Bonus**, make a **Challenging (+0) Endurance Test**.

Success: No effect. Test again next time.

Failure: Lose Corruption Points = Willpower Bonus and roll on the following table and afterwards consult the: appropriate *Corruption Table* (page 184-185) to see what happens.

	Elf	Halfling	Human	Dwarf
Body	-	1-10	1-50	01-05
Mind	1-100	11-100	51-100	06-100

### SIN POINTS

You have acted in contrary to your gods' will.

- If you violate any of the **Cult Strictures**, gain 1-3 Sin Points.
- Particularly pious displays may result in removal of Sin Points with a *Pray Test*.
- When rolling on the *Wrath of the Gods Table*, add +10 for each Sin Point. Remove 1 Sin Point after resolving the roll.

### PRAYERS (pg. 217)

**Bless:** Characters with the *Bless Talent* may enact Blessings.

**Invoke:** Characters with the *Invoke Talent* may enact powerful Miracles.

#### BLESSINGS AND MIRACLES

You must be able to speak to enact a Blessing or Miracle.

Each Blessing or Miracle can only be in effect once, meaning you have to wait for an existing one to come to an end before using the same prayer again.

Make a **Challenging (+0) Pray Test**.

On Success, Blessing or Miracle manifests according to its rules.

For every 2+ SL on a **Blessing**, choose one:

- Range: +6 yards
- Duration: +6 Rounds
- Targets: +1

For every 2+ SL on a **Miracle**, double one of the following:

- Range
- Duration
- Targets.

On Failure, Nothing happens.

**Wrath of the Gods:** When performing a *Pray Test*, if the result is a **Fumble** or the units die is =< Sin Points, suffer the **Wrath of the Gods** (p 218).



## MAGIC, QUALITIES & FLAWS

### MAGIC (pg. 233)

#### MEMORIZING SPELLS

Spells from the same Lore can transcribed to a **Grimoire** and be cast using said **Grimoire**.

To memorize Spells, you need to spend XP noted in your Spellcasting Talent.

#### INGREDIENTS

- Ingredients cost **Casting Number** (CN) in shillings.
- Ingredients are consumed on use.
- Ingredients reduce **Miscast** by one category. *Major > Minor. Minor > Nothing.*

#### CASTING SPELLS

Make a **Language (Magick)** Test. Must be able to see target and speak loudly, to cast a Spell.

Casting from a **Grimoire** require x2 the **Casting Number**.

- -1 SL if wearing inappropriate garb and for each Armour Point on best defended location.
- Ingesting **Warpstone** doubles the SL of the Test.

On Success, Spell goes off and continues for the Duration unless Dispelled.

For every 2+ SL, double one of the following: Range, Duration, Area of Effect or Targets.

On Failure, the Spell fails to cast.

**Malignant Influences:** If close to **Corrupting Influence**, units roll of an 8 cause a **Minor Miscast**. (8-pointed chaos symbol) If already a **Minor Miscast**, it becomes a **Major Miscast**.

#### CRITICAL CASTING

If Critical Success, roll on the *Minor Miscast Table (p. 234)*, unless you have **Instinctive Diction** Talent.

Additionally, choose one of the following:

- +1 **Critical Wound** if spell causes damage.
- Spell casts even with insufficient **Casting Number**.
- Spell cannot be Dispelled.

#### FUMBLING CASTING

If Critical Failure, roll on the *Minor Miscast Table (p. 234)*.

#### MAGIC MISSILES

Hit Location is determined by reversing the dice rolled on **Language (Magick)** Test and using the *Hit Location Table*.

#### MISSILE DAMAGE

SL of Language (Magick) Test + Wp Bonus + Spell Damage

Damage is reduced by Toughness and Armour as normal.

#### TOUCH SPELLS IN COMBAT

Requires an **Opposed Melee (Brawling)** Test against Melee or Dodge Skill after completing the **Casting Test**.

### CHANNELLING MAGIC

Draw power from the Winds of Magic using channelling.

#### EXTENDED CHANNELING TEST

When SL reaches CN of the target Spell you have enough magic to cast powerful spells.

**Interruptions:** Make **Hard (-20) Cool Test** or suffer a **Minor Miscast** and lose all SL you have accrued.

- -1 SL if wearing inappropriate garb and for each Armour Point on best defended location.
- Ingesting **Warpstone** doubles the SL of the test.

On Success, next Round you may Cast using the normal rules. CN of target spell = 0.

On Critical Success, cast Spell next Round. Suffer a **Minor Miscast** unless you have **Aethyric Attunement** Talent.

On Failure, channeled energy is lost. Suffer a **Minor Miscast**.

On Critical Failure, or units die ends in 0 over your skill (so, 99, 90, 88, and so on): Roll on the *Major Miscast Table*.

### DISPELLING MAGIC

Make an **Opposed Language (Magick)** Test against the **Casting Test** of the caster.

- Spell must target you or a visible point within Willpower yards.
- You may only **Dispell** one spell per Round.

On Success, the target Spell has no effect.

On Failure, the caster uses the SL of the **Opposed Test** to determine if Casting was successful.

#### DISPELLING PERSISTENT SPELLS

Make an **Extended Language (Magick)** Test. When your SL reaches the CN of the Spell, it is **Dispelled**.

### ITEM QUALITIES (pg. 292)

#### DURABLE

Item can take +Durable Damage points before it suffers any negatives and gains a saving throw of 9+ on a 1d10 roll against instant breakage.

This Quality can be taken multiple times, improving the saving throw by 1 (e.g. From 9+ to 8+).

#### FINE

This Quality is a sign of social status and can be taken multiple times. The higher the quality, the more impressive it seems.

#### LIGHTWEIGHT

Reduce Encumbrance points by 1.

#### PRACTICAL

A failed test using this item receives +1 SL. If the item is a piece of armour, any penalties for wearing it are reduced by one level (for example from -30 to -20).

### ITEM FLAWS

#### UGLY

Ugly items attract negative attention, and related Fellowship Tests might even suffer a -10 penalty.

#### SHODDY

The item breaks when used in any failed Test rolling a double. Similarly, Shoddy armour breaks if any Critical Hit is sustained to a Hit Location it protects.

#### UNRELIABLE

A failed test using this item receives -1 SL. Further, penalties for wearing Unreliable armour are doubled.

#### BULKY

Increase Encumbrance by +1. Bulky clothing and armour are Enc 1 even when worn, and Fatigue penalties for armour are doubled.

### ARMOUR QUALITIES (pg. 300)

#### FLEXIBLE

Flexible armour can be worn under a layer of non-Flexible armour. You gain the benefit of both.

#### IMPENETRABLE

All Critical Wounds caused by an odd number to hit you, such as 11 or 33, are ignored.

### ARMOUR FLAWS

#### PARTIAL

The armour does not cover the entire hit location. Even rolls on hits or Critical Hits ignore the armour's APs.

#### WEAKPOINTS

The armour has small weakpoints. If your opponent has a weapon with the **Impale** Quality and scores a Critical, the APs of your armour are ignored.

### WEAPON QUALITIES (pg. 297)

#### ACCURATE

+10 to any Test when firing this weapon.

#### BLACKPOWDER

Targets must pass an **Average (+20) Cool Test** or take a **Broken Condition**, even if the shot misses.

#### BLAST (RATING)

All within (Rating) yards, suffers the **Damage and Conditions** the weapon inflicts.

#### DAMAGING

Use the higher score from either the **units die** or the **SL** to determine the Damage.

#### DEFENSIVE

Gain a bonus of +1 SL to any **Melee Test** when you oppose an incoming attack.

#### DISTRACT

Instead of causing Damage, a successful attack with a Distracting weapon can **force an opponent back** 1 yard per SL by which you win the **Opposed Test**.

#### ENTANGLE

Successful hits inflict the **Entangled Condition** with a Strength value equal to your Strength Characteristic.

When Entangling an opponent, you cannot otherwise use the weapon to hit. You can end the Entangling when you wish.

#### FAST

Choose when in the Initiative sequence to strike.

Opponents suffer a **penalty of -10** when defending using a **Melee Test**, given their weapon is slower.

Two opponents with Fast weapons fight in Initiative order, relative to each other.

#### HACK

If you hit an opponent, you **Damage a struck piece of armour or shield** by 1 point as well as wounding the target.

#### IMPACT

On a successful hit, cause **additional damage** equal to the result of the **units die**.

#### IMPALE

On successful combat tests, Impaling weapons also cause a **Critical Hit on any number divisible by 10** (i.e.: 10, 20, 30).

For ranged weapons, the ammo is lodged in the target's body.

Arrows and bolts require a **Challenging (+0) Heal Test** to remove. Bullets require the **Surgery Talent** to remove.

Each unremoved projectile prevents healing of 1 Wound each.

#### PENETRATING

Effective at penetrating armour. Non-metal APs are ignored, and the first point of all other armour is ignored.

#### PISTOL

You can use this weapon to **attack in Close Combat**.

#### PRECISE

When attacking, Gain +1 SL to any successful Test.

#### PUMMEL

If you score a Head hit, attempt an **Opposed Strength/Endurance Test** against the struck opponent. If you win the test, your opponent gains a **Stunned Condition**.

#### REPEATER (RATING)

Your weapon **holds (Rating) shots**, automatically reloading after each time you fire. When you use all your shots, you must fully reload the weapon using the normal rules.

#### SHIELD (RATING)

You count as having (Rating) **Armour Points on all locations** of your body. If Shield Rating of 2 or higher, you may also Oppose incoming missile shots in your Line of Sight.

#### TRAP BLADE

Can trap weapons when scoring a Critical Hit on defence.

Instead of rolling the Critical Hit, roll an **Opposed Strength Test**, adding your SL from the previous **Melee Test**.

On Success, your opponent drops the blade.

On **Astounding Success**, disarm and break the blade.

On Failure, disarm fails and combat continues as normal.

#### UNBREAKABLE

This weapon will not break, corrode, or lose its edge.

#### WRAP

Melee Tests opposing an attack from a Wrap weapon **suffer a penalty of -1 SL**, as parried strikes wrap over the top of shields, or around blades.

### WEAPON FLAWS

#### DANGEROUS

Any failed test including an 9 (on either 10s or units die) results in a Fumble.

#### IMPRECISE

Suffer a **penalty of -1 SL** when attacking with weapon.

#### RELOAD (RATING)

An unloaded weapon with this flaw requires an **Extended Ranged Test** for the appropriate Weapon Group **scoring (Rating) SL** to reload. If you are interrupted while reloading, you must start again from scratch.

#### SLOW

Characters using Slow weapons **always strike last in a Round**, regardless of Initiative order. Further, opponents gain a bonus of +1 SL to any Test to defend against your attacks.

#### TIRING

You only gain the benefit of the Impact and Damaging Weapon Traits on a **Turn you Charge**.

#### UNDAMAGING

All APs are doubled against Undamaging weapons. Further, you do **not automatically inflict a minimum of 1 Wound** on a successful hit in combat.



## BASIC & ADVANCED SKILLS

### BASIC SKILLS (pg. 117)

<b>ART</b>	<b>DEX</b>
Create works of art in your chosen medium.	
<b>ATHLETICS</b>	<b>AG</b>
Run, jump and move with speed or grace.	
<b>BRIBERY</b>	<b>FEL</b>
Judge how likely a person is to accept a bribe, and how to best offer one. On success, guess the target amount and GM will tell if the price is higher / lower / equal. Each SL gives you another guess.	
<b>CHARM</b>	<b>FEL</b>
Influence the behaviour of one or more targets, up to a maximum of Fellowship Bonus + SL. Opposed Charm/Cool Test are typically used. Difficulty is determined by Status difference, attitude and other factors. In combat, it can be used to avoid violence (+1 Advantage). It can also be used for public speaking and begging (p. 120).	
<b>CHARM ANIMAL</b>	<b>WP</b>
Influence the behaviour of one or more animals, to a maximum of Willpower Bonus + SL. Depending on the animals, the Test is either Unopposed or an Opposed Charm Animal/Willpower. In combat, use Charm Animal to avoid getting attacked and gain +1 Advantage. Once you fail a test or choose to stop, you have no further influence on the creature.	
<b>CLIMB</b>	<b>S</b>
The ability to ascend steep or vertical surfaces.	
<b>CONSUME ALCOHOL</b>	<b>T</b>
Your ability to handle alcohol. Make a Consume Alcohol Test, modified by the strength of the drink. On failure, you suffer a –10 penalty to WS, BS, Ag, Dex, and Int, to a maximum of –30 per Characteristic. When you fail a number of tests equal to your Toughness Bonus, roll on the <i>Strinking Drunk Table</i> (p. 121).	
<b>COOL</b>	<b>WP</b>
Remain calm under stress, resist fear and terror. Cool is also used to resist other Skills – Charm, Intimidate, and similar.	
<b>DODGE</b>	<b>AG</b>
Dodge is your ability to avoid things, through ducking, diving, and moving quickly.	
<b>DRIVE</b>	<b>AG</b>
Drive lets you guide vehicles along the roads of the Empire. If you possess the skill, checks are only needed when conditions are less than ideal – rocky roads, bad weather, and so on. On failure, an Astounding Failure (–6) means something bad happened, consult the <i>Drive Test Table</i> (p. 122).	
<b>ENDURANCE</b>	<b>T</b>
Endure hardship, withstand deprivation, or survive harsh environments. Endurance is Tested to resist or recover from various Conditions and helps you recover lost Wounds.	
<b>ENTERTAIN</b>	<b>FEL</b>
Delight crowds with the spoken word, perhaps by singing, acting, or attempting a few jokes.	
<b>GAMBLE</b>	<b>INT</b>
Measure the likelihood that a bet will pay off, as well as successfully engage in various games of chance. Gambling matches can be resolved using Gamle Tests and SLs to determine a winner.	
<b>GOSSIP</b>	<b>FEL</b>
You can quickly ferret out interesting and useful news, and spread rumours of your own. Test difficulty is determined by Status difference, attitude and other factors.	
<b>HAGGLE</b>	<b>FEL</b>
Haggle allows you to secure better deals when negotiating with others. Commonly an Opposed Haggle Test is used.	
<b>INTIMIDATE</b>	<b>S</b>
Intimidate is often Opposed by your target's Cool Skill. On success, you can intimidate a number of targets up to your Strength Bonus + SL. In combat, you cause Fear in all Intimidated targets. Intimidate can be used both offensively and defensively, and stops working once a test is failed. It may sometimes be attempted again later with negative modifiers.	

#### INTUITION

Feeling for your surroundings, noticing when something is wrong, and sensing when people may be hiding something from you. If someone is trying to hide their intent, they may oppose your Intuition with Cool or Entertain (Acting).

In combat, a successful Intuition Test (while not being attacked) may be used to give you +1 Advantage as you weigh the environment and your opponents.

#### LEADERSHIP

A measure of your ability to lead others and command their respect. Tests can be Unopposed and Opposed Leadership/Cool Tests.

On success, issue orders to a number of targets equal to your Fellowship Bonus + SL.

In combat, a successful Test allows for one of the following:

- Give allies +10 to all Psychology Tests until the end of the next round.
- Transfer 1 Advantage to an ally of your choice, each SL allows for an additional transfer of your choice.

#### MELEE

The Melee Skill represents specific training with a single type of close combat weaponry.

If you don't have the correct Specialisation, refer to *Chapter 11: Consumers' Guide* for the correct Weapon Group entry to see what penalties you will suffer.

#### NAVIGATION

Navigation allows you to find your way in the wilderness using landmarks, stellar bodies or maps. If you possess the skill, checks are only needed when you are disoriented or travelling far from the beaten path.

#### OUTDOOR SURVIVAL

Survive in the wild, including the ability to fish, hunt, forage, and build fires and shelters.

When camping, a successful Outdoor Survival Test provides yourself with sustenance and shelter for the night. Each SL allows you to provide for one more character. A failed test, requires you to succeed in a Challenging (+0) Endurance Test or suffer the Fatigued Condition.

In combat, you may make an Outdoor Survival Test to receive +1 Advantage, in the same way as Intuition.

#### PERCEPTION

Your ability to notice things with your senses — sight, smell, hearing, touch, and taste, and any other senses you may possess, such as magical or non-Human senses.

#### RIDE

How proficient you are at riding a particular group of animals. If you possess the skill, checks are only needed when doing something out of the ordinary, such as racing, traversing dangerous terrain, or charging into combat.

#### ROW

Your prowess at pulling an oar and moving a boat through the water. If you possess the skill, checks are only needed when attempting unusual or dangerous feats.

#### STEALTH

Allows you to creep quietly and conceal yourself in shadows more readily than most. Stealth is generally Opposed by an opponent's Perception Skill, modified by other factors such as lighting, camouflage, and so on.

In combat, stealth has several applications, such as hiding in preperation for an Ambush or creep up on an opponent from behind.

### ADVANCED SKILLS

#### ANIMAL CARE

Lets you tend and care for animals, and heal them should they fall sick or become wounded.

In combat, you may appraise an enemy animal with an Animal Care Test. If successful, you and all you inform gain +10 to hit when attacking that animal.

#### ANIMAL TRAINING

Understanding of a particular type of animal, and your ability to train them. A successful use of the Skill allows you to identify the Trained abilities possessed by an animal belonging to your Specialisation.

Undertake the Animal Training Endeavour between adventures.

In combat, a successful Opposed Animal Training/Willpower Test causes Fear in a single animal of your Specialisation.

#### CHANNELLING

Ability to call upon and control the various Winds of Magic.

#### EVALUATE

Identify the value of curious and unique items. A successful Evaluate Test may also alert you if the goods (or coins) you are studying are counterfeit — this Test will usually be Opposed by the forger's SL on their Art or Trade Test.

#### HEAL

See *Healing* section for a detailed description.

#### LANGUAGE

You can speak and understand the language. Difficult dialects or vocabulary requires a test.

#### LORE

You are broadly knowledgeable in the specialisation. Test for skill when seeking less well-known information.

In combat, successful Lore Tests may afford you +1 Advantage if appropriate.

#### PERFORM

You've learned a physically demanding art. Allows you to entertain all patrons close enough to see and hear you.

In combat, certain physical Perform specialisations may give you an edge.

#### PICK LOCK

Picking a lock is often an Extended Test, target SL dependent on the complexity of the lock (see *Locks Table* (p. 127)).

#### PLAY

Your ability to play an instrument.

#### PRAY

Your ability to invoke, or otherwise commune with, a deity.

In combat, if appropriate, you may spend a round praying. If successful, gives you +1 Advantage, up to a max of Fellowship Bonus.

#### RANGED

The Ranged Skill represents specific training with a single type of ranged weaponry, such as bows and guns.

If you don't have the Ranged Specialisation for a weapon you wish to use, refer to Chapter 11: Consumers' Guide to see what penalties you will suffer when using the weapon.

#### RESEARCH

Pulling useful and frequently obscure knowledge from libraries and information storehouses. Typically an Extended Research Test, with the Difficulty modified by the library size, and the target SL depending upon the obscurity of the topic. Requires the Read/Write Talent.

#### SAIL

Your ability to operate and manoeuvre a sailing vessel. Only use the Sail Skill when you must push your vessel to perform.

Having any Sail Speciality makes all other Sail Specialities Basic Skills for you.

#### SECRET SIGNS

You've been taught how to use clandestine markings only intelligible to members of a select group. This Skill does not usually need to be Tested.

Most messages are very simple, no more than three words.

#### SET TRAP

Your ability to set and disarm traps of all varieties. A Test is only required if attempting to use the Skill swiftly or if otherwise under pressure, or if the trap is especially complex.

#### SLEIGHT OF HAND

Lets you pick pockets, palm objects, and perform minor tricks, as well as cheating with games of chance. Typically the Test is Opposed by the Perception Skill of your target.

In gambling, Sleight of Hand Tests can be used to reverse your Gamble Test to score a success.

#### SWIM

Your ability to swim in water without drowning. Only testet in difficult circumstances.

#### TRACK

Follow difficult trails across the wilderness. Typically an Extended Track Test with Difficulty modified by track quality and conditions.

#### TRADE

Your ability to create something or provide a service, as well as your knowledge of the relevant lore surrounding your trade. Crafting is often an Extended Test, with the SL and time requirements dependant on the scope or scale of what is being produced.