



Hafner Campaign House Rulebook

Version: August 7, 2012

This campaign and house rulebook is designed to encourage extra background and express a "rules medium" approach to WFPR3. Your party is in Reikland pursuing their dreams of not ending up as starving farmers and enslaved tradesmen. The current year is 2522. The Storm of Chaos is brewing...

Legal for Play

- Everything official and [Liber Fanatica](#) with the [Official Errata/FAQ](#). There are also individual supplements and materials listed elsewhere in the house rulebook
- [Character Sheet](#) PREFERRED VERSION

Chapter 1 – Character Basics

- **Max starting characteristic score** is 4 and 5 for Rank 2 character replacements. (max 5 for starting ogre strength and max 3 for starting halfling strength)
- **Corruption Threshold** is 5 +Tou for all races. All races may gain mutations except elves and halflings (who gain permanent insanities instead).
- **No Bonus Disease Resistance** for any race.
- **Affluent Starting Wealth:** Gain *Education* skill "acquired."
- **Replacement Characters** come in with one less advancement as your last character; at creation wealth plus 50 silver per 5 advancements of the last character. All other, non-campaign gear/loot is buried with the dead character. You can switch back and forth between living characters if you want.
- **Advancement: Career Completion bonus specializations:** character learns a free skill specialization for each of that career's key career skills he trained during his time in that career (This, includes training at creation for your first career).
- **Advancement: Advanced Skill Cost – In-career cost** point each: acquired (1), and trained(+1). **Out of career** costs TWO points to acquire and TWO per training.
- **For additional background depth, you may choose an organization to be affiliated with.**
- All characters should roll for their "Dooming" see appendix.



Chapter 2 - Races

Human (Reiklander) – See Hero's Call for alternate Imperial regional choices beyond "Reiklander."

Birthplace: roll d20 or choose. (Reference info from Sigmar's Heirs book.)

1-3. Altdorf (city, Reikland)(SH:81), 4. Averland (SH:43), 5. Hochland (SH:49), 6-7. Middenheim (City) (SH:55), 8. Middenland (SH:53) 9. Nordland (SH:63), 10-11. Nuln (city, Averland) (SH:96), 12. Ostermark (SH:68), 13. Ostland (SH:73), 14-17. Reikland (SH:77), 18. Stirland (SH:85), 19. Talabecland (SH:85), 20. Wissenland (SH:94).

Naming (Germanic): **Male:** Adelbert, Albrecht, Berthold, Dieter, Eckhardt, Felix, Gotfried, Gustav, Heinz, Johann, Konrad, Leopold, Magnus, Mannsleib, Mannricht, Mannsfried, Mannfred, Otto, Pieter, Ranelf, Rannalt, Ralf, Rudiger, Seiger, Sigmunt, Sigmund, Siegfried, Talecht, Ulli, Ulfred, Ulrich, Ulrier, Waldemar, Wolfgang. **Female:** Alexa, Alfrida, Beatrix, Bianka, Carlott, Elfrida, Elise, Gabrielle, Gretchen, Hanna, Hannath, Ilsa, Klara, Jarla, Ludmilla, Mathilde, Regina, Renata, Sigmunda, Sigrid, Sigunda, Solveig, Talima, Theodora, Ulrica, Wertha, Wolfhilda.



Non-Human Races

Dwarf (See Hero's Call for alternates to Azgaraz)

Additional allowed material: <http://forum.strike-to-stun.net/viewtopic.php?p=64211#64211>

Homeland Options (ROLL d20): Grey Mountains (West): 1-4. Karak Azgaraz (new - central Grey Mountains), 5. Karak Norn, 6. Karaz Izor (Copper Mountain), 7. Karak Hirn, 8. Imperial Province-born (ROLL there instead) Worlds Edge Mountain (East): 9. Karak Vlag (North), 10. Karak-Ungor (Red Eye Mountain), 11. Karak Kadrin (Slayer Keep), 12. Zhufbar (on Blackwater Lake), 13-16. Karaz-A-Karak (Everpeak), 17. Barak Varr (Dwarf Sea Fortress on the Black Gulf), 18. Karak Azul (South) 19. Kraka Drak (Norse Dwarf of Dragon Hold), 20. Karak Azgal (South)

Naming (create a clan and guild name to go with it): **Male:** Bardin, Brokk, Dimzad, Durak, Dvergr, Dweorg, Gartil, Gottri, Grundi, Hargin, Imrak, Karfun, Jotunn, Magnar, Mordrin, Nargond, Orzad, Ragnar, Norri, Torri, Thingrim, Twerc, Ugrim. **Female:** Anika, Asta, Astrid, Berta, Birgir, Dagmar, Dvergra, Elsa, Erika, Franziska, Greta, Hunni, Ingrid, janna, Karin, Petra, Sigrid, Sigrun, Silma, Thylda, Twerca, Ulla

Halfling Mootlander – See Hero's Call

Careers: Halflings can be any human-available career that does not include the Arcane, Priest, or Religion traits.

Homeland Province: Empire Province or Moot settlement: Eicheschaten Town, Birnbaum v, Dreiflussen Town, Einsamholz Town, Fallenblatt v, Gipfel v, Grunhugel v, Heukern v, Sauerapfel Town. Lustrian Pigmy (GMs permission).

Male: Adam, Albert, Alfred, Axel, Carl, Edgar, Hugo, Jakob, Ludo, Max, Niklaus, Oskar, Paul, Ralf, Rudi, Theo, Thomas, Udo, Viktot, Walter

Female: Agnes, Alice, Elena, Esmeralda, Eva, Frida, Greta, Hanna, Heidi, Hilda, Janna, Karin, Leni, Marie, Petra, Silma, Sophia, Susi, Theda, Ulla, Wanda

Organization: Quinsberry Lodge (SOE)

Ogre – See Hero's Call or Warhammer Fantasy Battles - Ogre

Rule: Ogres can start out as any career they would normally have access to (not just maneater).

Initiate of the Great Maw - Spellcasters practice Gut magic; also known as *Gastromancy*, Shamanic Victuals, Thaumaphagy or Corpomancy. They use the Myrmidia spell list, but names and descriptions of casting are in Ogre Kingdoms p.60+.

Homeland (also choose a tribe): Mountains of Mourn, Ogre Kingdoms or Empire. **Primary Tribes (p56-7):** Tribe of Shrewd Fulg, Feastmaster, Eyebiter, Ironskin, Mountaineater, Great Tribe of Ghuth Spawnchomper, Angry Fist, Lazarghs. **Secondary Tribes (p.47):** Rocksplitter, Moonbiter, Deathmaw,

Slashed gut, Sons of the Mountain, Goldtooth, Mighty Fist, Skultaker, Suneater.

Naming: they typically have a ogre-sounding name like Koreg or Maklaw and then a descriptor such as "the smelly" or "the nasty" or "the large-gut-who-ate-seven-cows-for-breakfast-once."

Organizations: Imperial mercenary unit (any career)

High Elf (Asuri) – See WFB army book for background

Until an official product is released, I am allowing Yepsnopes material here:

<http://dl.dropbox.com/u/3165726/The%20Asuri.zip>

Homeland Island Options (roll d8): 1. **Avelorn** (High elves that still live in the woods; Everqueen's province), 2. **Caledor** (mountains, fortresses and dragons)

3. **Chrace & Cothique** (at perpetual war with the Dark Elves land and sea), 4. **Eataine** (contains Lothorn, the greatest city and port in the known world; seat of Phoenix king), 5. **Ellyrion** (horselands), 6. **Saphery** (land of wizardry, Tower of Hoeth), 7. **Tiranoc** (perpetual rebuilding from war), 8. **Yvresse** (land of mist and deep coniferous forest)

Naming: Male: Aluthol, Amendil, Angran, Cavindel, Dolwen, Eldilor, Falandar, Farnoth, Gildiril, Glam, Harrond, Imhol, Larandar, Laurenor, Mellion, Mormacar, Ravandil, Torendil, Urdithane, Valahuir, Yavandir. **Female:** Alane, Altonia, Davandrel, Eldril, Eponia, Fanriel, Filamir, Gallina, Halion, Iludil, Ionor, Kaia, Lindara, Lorandara, Maruviel, Pelgrana, Scarloc, Siluvaine, Tallana, Ulliana, Vivandrel, Yuviel

Organizations: Noble houses, Lothorn Sea guard, Ellyrian Reavers/cavalry, Dragon Princes of Caledor, Swordmasters of Hoeth, Shadow Warriors (scouts), Phoenix Guard, White Lions of Chrace (guardian at Rank2), Silver Helms (noble),



Wood Elf (Asrai) – See WFB army book and Wiki for background

Theme: Wood elves in my campaigns are barely civilized and have a twisted and alien culture with strange, dangerous habits and rituals that they refuse to explain to anyone. Their naming is the same as High Elf, except more woody. Wood elves may have Spites as pets and familiars.

2E Inspiration: http://www.liberfanatica.net/Defenders%20of%20the%20Forest_Beta_print.pdf

Homeland: Athel Loren (primary) or Laurelor Forest (Nordland, Empire)

Wood Elf Kindreds/ Kithbands (roll d8): 1. **Caidath** (Wardancer kindreds, shadow dancers of Loec, Feast Fasters, Bladesingers and Deathdancers), 2. **Selathoi** (Winter warriors of the forest), 3. **Laith-Kourn** (Alters, shifters or wild-kin; animalistic), 4. **Arahain** (Sentinels, wayferers, hawkeyes and scouts), 5. **Auryaur** (Wild riders, Spears of Kurnous, Bretheren of Orion, Pyrewards), 6. **Nymraif** (Waywatchers, Wood Haunters, Pathwatchers, Shadow Striders and Mist Walkers), 7. **Yenayla** (Glamourweavers, Shapers, Tree-Singers, Skinweavers, Shadow-Walkers, Changelings, Wood-Seers, grovekin, Wood-shapers; act as emissaries to the outside world and maintain balance within the forest), 8. **Lorhain** (trading kithbands).

Organizations: Warrior types are associated with the Wardancers, Glade Guard, Glade Riders, Lord Orion's Bowmen, Warhawk Riders. Elite soldiers are called Eternal Guard and Wild Riders of Kurnous and serve with nobility. The advanced version of the Waywatchers are called the Shadow Sentinel. Dogs of War mercenaries include: The Lost Kindred and Scarloc's Wood elves. **Dryad's Zoats, and Branch Nymphs:** lesser versions of these races may be playable in a Wood Elf campaign. Consult with your GM. **Spites may be taken as pets, however the condition they grant on an action check (two eagles) are limited:** Common – exposed, Terror – terror, Mischief – perplexed, Malevolent – sluggish, Netling – entangled, Luminescent – blindness, Despair – cowed and rattled, Shrike (red cap) – demoralized, Radiant Shrike – Opponent gains 1 purple to curry favor or channel power.



Foreign Races

Note: Do not play a foreigner if you do not have access to their WFRP2 reference supplements.

Creation points (25 points)

Characteristic defaults: St: 2 To: 2 Ag: 2 In: 2 WP: 2 Fe: 2

Wound threshold: 9 + Toughness rating

Corruption threshold: 5 + Toughness rating

Racial Abilities: Reiklander or other Imperial regional variant from Hero's Call

Albion

Albion is a rainy, windswept island west of the Sea of Claws known for having mystical Stone Circles and strange magic.

<http://warhammeronline.wikia.com/wiki/Albion> <http://whfb.lexicanum.com/wiki/Albion>

Homeland: Great Ogham, Bol-a-Hat, Ochness

Araby

Arabian history and culture is based on the mythology of the *Arabian Nights*.

<http://warhammeronline.wikia.com/wiki/Araby>

Homeland (cities/regions): Lashiek, Copher, Martek, El-Haik

Border Princedoms (Renegade Crowns)

Borderlanders live in the disorganized and unstable lands of the Border princes. Their cultures are a hodgepodge of the cultures. They generalize towards Empire, Turkish and/or Baltic-like.

Careers Notes: **Apprentice Wizard** (p.28WoM), **Initiate** SoF p.28

Homeland: Badlands or Principality of Masserschloss (Renegade Crowns p117)

Names: Imperial, Bretonnian, Estalian or Tilean, or Arabic

Brettonia (Knights of the Grail)

Bretonnians match French culture with repressed commoners and wealthy elite.

Career Notes: **Apprentice Wizard** (Fay child or Grail Damsel) (p.28WoM; choose one school except bright). **Initiate** SoF p.28 of imperial deity or Lady of the Lake.

Homeland Provinces: L'Anguille (City profession or country commoner), Aquitaine (stubborn & warlike), Artois (rural and isolated), Bastonne (national pride and religious), Bordeleaux (drunkard, wine-makers), Brionne (poetic and romantic), Carcassonne (militant), Couronne (horsemen), Gisoreaux (generous and friendly), Lyonesse (feuding and scheming), Montfort (live for the moment), Mousillon (cursed, diseased and frequently mutated), Parravon (nature lovers), Quenelles (greenskin haters).

Naming Male: Aiden, Bertelis, Bretcois, Carloman, Chrodegang, Ferragus, Hrodbert, Jacen, Louis, Merovech, Orderic, Pandeleon, Piers, Redemund, Roland, Suidbert, Theudis, Waldon, Yonec.

Female: Armengild, Bertha, Chrodegard, Dhouda, Eleanor, Hrotswitha, heloise, Isabel, Isolde, Lisseut, marie, Mathilde, Nimugild, Pleresaut, Rhadegund, Rimengild, Sirisgard, Sonengund, Vermengard, Walswitha

Organizations: Knights of the Grail, Grail Damsels, Nobles, Grail pilgrims

Estalia (Wikipedia)

Estalians match the Spanish culture.

Career Notes: **Initiate** SoF p.28, **Apprentice Wizard** (p.28WoM)

Homeland Province: Bilbali port, Magritta port, Irrana mountains, Abasko mountains,

Naming Male: Abundio, Aguzti, Amerigo, Anier, Bairdo, Cecelio, Curro, Donzel, Eneko, Enreque, Fermin, Hector, Horacio, Jose, Luis, Manuel, Nacho, Oro, Pablo, Paco, Piarres, Rolando, Roberto, Serapio, Tiago, Ubaldo, Ysmael, Zelipe;

Female: (put an 'a' at the end of a male name)

Organization: Knights Magritta (Shades of Empire)

Kislev (Realm of the Ice Queen)

Kislevites match the Slavic or Russian cultures.

Career notes: **Initiate** SoF p.28, **Apprentice Wizard** (p.28WoM)

Homeland Provinces (also choose tribe): North Oblast, South Oblast, East Oblast, West Oblast, Troll Country (Northwest)

Tribes: Gospodar (southern, wealthy), Ungol (Northern or common)

Basic Career Notes (Gospodar or Ungol may be required): Ice Witch – Gospodar; use Bright Wizard cards, but change to ice effect.

Advanced Career Themes: Horse Master, Horse Archer, and Winged Lancer, Ice Maiden and Ice Witch, Ataman or Ambassador

Naming: See Realm of the Ice Queen p93-94

Marienburger or Marienburg Wastelander (1e Sold Down by the River)

These folk have a Dutch-like culture.

Homeland: Marienburg city, Aarnau T., Deiver v., Hollum v., Harskamp v., Loenen v., Ostwold v., Stedum v., Vasse T., Almshoven v, Broekwater v., Faulgimere, Salfen v, Lhemburg v, Melick v, Niddesdorf v., Klessen t.

Naming: Dutch sounding

Norsca (Tome of Corruption p.136+)

<http://www.freewebs.com/kalevalahammer/norsca.htm>

http://www.fantasyflightgames.com/edge_foros_discusion.asp?efid=166&efcid=3&efidt=622733&efnag=0#661103

Norscans match Norse Viking-like culture.

Racial optional ability: Ulfwerenar Mutation: The player may choose to have their character begin with the Ulfwerenar mutation (eats a talent slot permanently). Once per day, the character may become a berserker, wolf, badger, bear for one encounter per session.

Homeland Provinces: Graelings (NW), Bjornlings (W), Vargs (N), Skaelings (SW), Sarls (S), Aeslings (NE), Baersonlings (SE)

Naming Male: Adalsteinin, Bjorn, Egill, Falki, Fridrik, Hakon, Halfdane, Hallbjorn, Halldor, Haraldur, Hinrik, Hjortur, Hrafn, Hredric, Hrodgar, Iarus, Ludvik, Oskar, Ragnar, Sindri, Por, Porrir, Trygve, Ulfir, Vilhjajmur **Female:** Anna, Adalbjorg, Asdis, Astrid, Audr, Bera, Brynja, Drifa, Erika, Eydis, Finna, Fridr, Gudlaug, Gudrun, Halga, Hildir, Hjordis, Hygd, Lilja, Pala, Ragnhildur, Sigrun, Svanhildur, Valdis, Vigdis

Strigany (multiple references)

The Strigany are a displaced people from the Vampire lands of the old Southern Badlands. They are the travelling gypsies of the world.

Homeland: Choose either River Strigany or Land Strigany.

Naming Male: Brishen, Bedracaro, Camlo, Chal, Chik, Danior, Dukker, Durriken, Durril, Garridan, Jal, Lel, Lennor, Lensar, Mander, Pal, Pattin, Petunlengro, Pias, Pov, Tas, Vardomescro, Yarb; **Female:** Beti, Chavi, Chumomista, Dudee, Purrum, Rawnie

References: WFRP2core:25, NDM100 (Mystic), WFRP2 companion:25 (Riverman), OWB71, 117;

Tilean (Fan supplement, Liberfanatica.net)

Tileans match the Italian culture.

Career Notes: **Initiate** SoF p.28, Tilea supplement

Homeland Province: Republic of Remas, Principality of Luccini, Principality of Trantio, Principality of Pavona, Republic of Verezzo, Malavigna village, Raganos town, Pirate Principality of Sartosa (WFRP2comp2:72), Principality of Miragliano (overrun by Skaven in 2522), Principality of Tobarò (WFRPcomp2:79)

Naming: (Also see Tilea fan supplement) Male: Argento, Azzino, Beppo, Bosco, Carlito, Corfino, Donatello, Erasmo, Feretto, Frederico, Guido, Ilario, Luchino, Mario, Minaldo, Niccolo, Nunzio, Orfeo, Prospero, Rafael, Rufio, Spiglio, Terntino, Vasco, Vincenzo, Xaccheo, Zallio. **Female:** Agustol, Antonia, Bonagratia, Cceria, Cilia, Delfina, Fia, Gisella, Innocenza, Mabilia, Midonia, Orsa, Pietra, Richa, Rosella, Serviata, Sofia, Ysabella, Zira

Organization: Knights Magritta (Shades of Empire)



Ch. 3 –Careers

Some careers have special notes. Not all are listed. If talent slots are used, any career after your first gains a 3rd talent slot of your choice. You may re-take a career a second time and gain the special ability again. You gain the title "Master" or other appropriate title.

Suggested Organization Affiliations: cc = Career Compendium (WFRP2e), Liber Fanatica (LF), or other reference is noted with page. Work with the GM to help flesh out the goals, leaders, contacts and traits of an organization to help with roleplaying aspects.

Agent - Organization: **Roll d10:** 1- Noble (see Sigmar's Heirs for lists), 4 Religious, 5 Criminal, 6 Magical, 7-9 Merchant, 10-13 Random career organization, 14 House of Haessler (CC:31), 15 - August League – (CC:216), 16 - Agent of the Shroud (CC:8), 17 Courtier (CC:53), 18 - Cloaked Brother (CC:51), 19 - Master Vigilant (CC:138), 20 - Spy (CC:197).

Agitator - Organization: **Roll d12:** 1 – Solo, 2 - Anti Witch Hunter People's Liberation Front (LF7:6), 3 - The Republicans (LF7:7), 4 - Reikland Housewives for the Increased Punishment of Unruly Youths (LF7:9), 5 - The Workman's Pot (LF7:10), 6 – Dirty Jim's Protest Brigade (LF7:12), 7 - The Waterway Bandits (LF7:13), 8 – Sigmar's Army (LF7:15), 9 – The Purple Key (LF7:17), 10 Glorious Revolution of the People (SoE), 11 - The Commission for Demihuman Interests (AoM:17), 12 - The Veracitor (CC:152)

Apothecary - Organization: Apothecary's Guild – CC:14. Rule Errata: Apothecary can use Nature Lore to prepare herbs (normally Medicine required, see p.20 Liber Infectus or GMG:63).

Apprentice Wizard (High Elf, Wood Elf, or Human) - **Standard skill set is:** channeling, discipline, education, intuition, magical sight, observation, Spellcraft. PCs add the skills below to their in-career list: **Amber**: (Animal handling), **Amethyst** (Intimidation or Tradecraft), **Bright** (Leadership ; Max career ability of +3 bonus dmg per rank. Note errata!), **Celestial** (Tradecraft. Stars in WFRP2C:46), **Gold** (Tradecraft), **Grey** (Stealth, guile, or skullduggery), **Jade** (Nature Lore), **Light** (First Aid). **House rule:** Choose a 2nd wind of magic, and you may also choose spells from that list, but does not gain the 2nd order card (for example: Gold wizard with a subspecialty in Light magic).

Bailiff - Organization: Roll d10 1-5 - regional noble only, 6-7 House of Haessler – (CC:31), 8-9 Publican Union of Tlabheim – (CC:71), 10 August League – (CC:216) Career Ability Rules: If party sheet is not used, his ability becomes: may grant a free fortune point to self or one other party member once per session.

Barber-Surgeon - Organization: Barber-Surgeons' Guild CC:22

Boatman - References: Life and Death on the Reik supplement (2companion:20), Organization: 1- Fisherman's vessel, 2-3 - Imperial River Patrol (WFRP2C:22), 4 – River wrecker or sea pirate, 5 - Sons of the River (CC:77), 6 – River Merchant, 7 - Otto's Flats Ferryman (CC:77), 8 - Imperial Navy (SoE), 9 - River Strigany WFRP2C:25), 10 - Boatsmen's League of Talabheim (TiT10)

Bounty Hunter - Organization: The Hounds – CC:35

Burgher - Organization: Artisan's Guilds-CC18, Bowyers' Fraternity-CC213, Trusted Brotherhood of Brewers-CC213

Coachman - Organization: coaching house based in home region, Coaching Houses CC:52, Coachmen of Middenheim AOM22,28

Commoner - Organization: Friars of St. Olga CC:84, Town Militia of Schweinfeld-CC145, Militaman (cc), Yeoman(cc), Lay priest(cc), Mediator(cc), Village Elder(cc), Friar(cc). Fluff: good background should describe what their origin is: peasant farmer, chimneysweep, swamphaire, dung-collector, herdsman, charcoal-burner, drover, lamplighter, lay priest, swamp skimmer, frogwife, vagabond, woodsman, etc. Career Ability Rules: If party sheet is not used, may choose a free talent or action instead. Commoner may exchange any one skill at creation.

Dilettante - **Rule option:** may swap special for noble trait at creation. Organization: Bernloch Academy -CC:60

Dockhand - Organization: Stevedore's Guild-CC81, Altdorf Gang (SoE). References: WFRP2C:12, Death on the Reik supplement. Gain bonus white in Wharf District location card.

Dwarf Engineer (BFP) - *Begins with dwarf engineering acquired. Humans may also be engineers if from Nuln.

Fop (LoP) – Gain one additional skill of player's choice

Forger - Organization: Tagranden Merchant Consortium – CC76, Karkhazof League CC:171. Rules: Education is a career skill

Gambler - Minigames should be created from the dice and decks of WFRP.

Grave Robber - Organization: Ghosts of Grenstadt –CC:212, service of local physician's guild, Resurrection Men-CC64. Immune to Mausoleum and cemetery location card effect.

Hunter - Organization: Taals Chosen, - TiT9,CC105

Initiate (Wood elf may choose aspect of Taal)



Divine Manifestation Chart

2d10 Wrath of the Gods – ONE UNANSWERED CHAOS STAR

- (2) Demonic corruption. Your prayer is corrupted by the aethyr demons and if it was to do healing, it does half of the opposite (to friend and foe both if applicable). Take "Possessed" condition for 3 recharge.
- (3) Stinging rebuke: lose any remaining fortune points for the scenario.
- (4) Your god chooses this time to grant you a symbolic but confusing unearthly vision. You gain the *Perplexed condition*.
- (5) Prove your devotion: A few more prayers are needed to finish casting the spell. You gain the *Weakened condition* until your blessing is finished recharging.
- (6) You have sinned against me: You have somehow angered your god, you must immediately kneel and gain the *Queasy condition* for 3 recharge.
- (7) Your cause is unworthy: lose the ability to use this power for the remainder of the encounter.
- (8) What will you sacrifice for this boon? Power actually works to its maximum but you suffer a critical wound.
- (9) BLINDED by faith for the duration of this blessing.
- (10) You try my patience: Power not only fails, but you cannot use this power again for the remainder of the session.
- (11) Divine *Marked* See ToS p.242
- (12-15) Demonic interference: Your prayer is answered, but not by your god... Draw a Miscast card.
- (16-20) Your god deliberately ignores you! No effect.

Any Priest of any religion may access any one of the location card benefits at any consecrated shrine or temple per act: *Morr's Garden, Temple of Sigmar, Hospice of Shallya, Temple Hospice, Dilapidated Shrine, Grand Temple, Temple of Manaana, Hidden Shrine.*

Organization: choose a religion and/or organization from Signs of Faith. Skill Additions: Standard skill set is: Charm, Education, First Aid, intuition, Invocation, Piety. PCs add the skills below to their in-career list: **Manaana** (Folklore, Nature Lore), **Morr** (Discipline, Intimidate), **Myrmidia** (Leadership, Weapon Skill), **Ranald** (Skullduggery, Stealth), **Taal** –(Animal Handling), **Rhya** – (Medicine), **Shallya** (Medicine, Resilience. See also WFRP2C:53 Order of the Bleeding Heart), **Sigmar** (Discipline, Weapon Skill), **Taal & Rhya** (together)(Nature Lore), **Ulric** (Resilience, Weapon Skill), **Verena** (Discipline, Observation). **House rule:** Choose a 2nd Faith, and you may also choose blessings from that list, but does not gain the 2nd Faith card (for example: Manaana initiate with a subspecialty in Myrmidia).

Ironbreaker (Dwarf only) - Trappings: Armor is not plate. Instead gains Gromril Breastplate & Chain (armor gains reduce pierce 1).

Mercenary - Organization (choose a Dogs of War unit): <http://tinyurl.com/5nufle>

Messenger - Organization: Imperial Messengers Guild – (CC:144) or service of local nobility or town, Herald (cc:101)
Career Ability Rules: If party sheet is not used, may choose a free talent or action instead.



Mystic - Organization: Strigany riverfolk (or land gypsy), may also follow the teachings of some other charismatic figure such as Dagobert the Seer (CC:150), Order of Ancillius Stargazer (cc:21). Immune to the Cursed Ruins location card. May draw from a Tarot (or equivalent) deck for chaos/comet effect inspiration. May purchase the OMEN spell and use it once per Act without power required.

Navigator - Organization: League of Merchant Adventurers - CC:66, Imperial Navy-SOE, Imperial Graphic Society CC151, Navigator's Club-CC151, Navigator Guild of Explorers-CC151

Pedlar - Organization: Brothers of Handrich (Business Cult) –SOE16 or Fence (cc:76)

Performer - Starting Organization –Roll d10: 1-2 – Solo, 3 – Freaks, etc. (WFRP2C:12) – 4 Mordechai's Waxworks, 5 Traveling Shrine of Healing, 6 The Smoke, 7 Deiter's Fighting Pitwives, 8 Imperial Circuit (CC67), 9 Minstrel School of Nuln-(CC147), 10 Royal College of Music in Middenheim (AoM21). May create Festival Grounds location card by expending one fortune points and roleplaying.

Pit Fighter - Organization: The Secret Guild-CC165, Judicial Champion (cc:118). Rules: Also see official clarification in the FAQ & Errata document.

Rat Catcher - Starting Organization (roll d10): 1-3 Solo, 4-5 Fauschlag Delvers CC:190, 6-9 local rat-catchers' union, 10 -Deepwatcher (cc:58). Rule: Ignore effect of sewer entrance Location card.

Roadwarden - Organization: Roadwardens –See Shades of Empire, ToC128,CC177 for additional background.

Scout (Dwarf may also be a scout)- Organization: The Satchel Boys-CC158, also see Navigator or 2nd edition Outrider. The high elf version is called a Shadow Warrior (and advanced version is Shadow-Walker).

Scribe - Career Ability note: If party fortune is not used, your ability grants one fortune point to one character (once per session). Also see Scribe Shop location card. Organization: Worshipful Guild of Legalists – AoM18, Imperial Graphic Society CC151 Faithful Brotherhood of Scribes CC:184, Pussiant Fellowship of Skilled Cartographers-CC213, Cartographer (cc), Litigant (cc), Trial Rules (WFRP2c:67)

Servant - Rule: Gain 2 white to haggle room and board.
Organization: local noble or organization or Pub (WFRP2c:93), or Innkeeper (cc)

Smuggler - Career Ability note: If party fortune is not used, your ability may be used once per encounter: grant one fortune to a character.
Reference: WFRP2c:43, Liber Fanatica #8
Organization: local crime syndicate, or Fence (cc)

Soldier - Career Ability note: If Rally Step is not used, your ability may be used once per encounter, as a free maneuver. Organization: Noble and/or Religious order, Diesdorf Military College cc:37, Imperial Navy-SOE, Town Militia of Schweinfeld-CC145, Pistol Korps CC:164, Imperial Military /Reiksguard /Imperial Guard – SH, Nuln Imperial Gunnery School – FoN. Rules & Fluff: See Uniforms & Heraldry of The Empire, Warhammer Fantasy Battles (Empire) or relevant country book from WFRP2. PC is considered to be on leave until summoned by his commander.

Student - Rules: May trade one skill for any other skill or advanced skill.

Organization: engineering (Nuln), magic college, religious order, University of Altdorf, etc., Order of Acillius Stargazer CC:21, Diesdorf Military College cc:37, Dwarfen Engineers Guild, Middenheim AOM25, Imperial School of Engineers - CC:66 (or Uniforms:66), Travelling School-CC181, Collegium Thelocia, Ulric, Middenheim AOM34, Imperial Gunnery School of Nuln (WFRP2c:99), Engineer (cc), Wall Warden(cc)

Sword Master (High Elf only) - (No longer Basic - Advanced Only). The advanced version is known as a Bladelord.

Thief - Organization: local crime syndicate or Outlaw Band of Heinz Gerber-CC156, Cat Burglar(cc), Master Thief(cc), Guildmaster(cc), Outlaw (cc), Highwayman (cc), Outlaw Chief (cc), Faceless (cc)

Thug - Organization: Noble, House of Haessler – CC:31, The Deadfish Gang of Nuln-CC210, or Racketeer (cc), Enforcer (cc)

Wardancer - Also see the FAQ & Errata clarification.

Watchman - Career Ability note: If Rally Step is not used, your ability may be used once per encounter, at any time, as a free maneuver. Organization: local city watch, noble, religion, Deepwatcher(cc), Jailer (cc), Grave Warden(cc)
Rules: See Uniforms and Heraldry of The Empire or relevant country book.



Witch – may take Curse (celestial) for one advance.

Zealot - Rules: See Liber Fanatica #7 for various faith bonus skills. They must purchase their starting insanity as a talent if they use the bonus skills above.
Organization: Choose a religion, or Brotherhood of St. Soeren of the Sword – CC:235, Wolf Kin, Zealots of Ulric – AoM9. May purchase Penitent Zeal (Sigmar, any religion) for 1 advance (no 'power' required).

Advanced Careers

Assassin – See Assassin's Blade.

Charlatan - Organization: Liars Guild CC:172

Investigator -House rule: Gains 3rd talent slot of your choice. Organization: Master Vigilant (PI for Magic Colleges)-NDM99,CC138, Vernean Investigator-SHp124(PI for Religions),CC218, also see Witch Hunter organizations

Ironshield (dwarf) (BFP) – gain Gromril plate if from Ironbreaker

Merchant- Organization: League of Merchant Adventurers - CC:66, Crafter, Builder, Commerce, Labor Guilds - CC94

Physician - Organization: Physician's Guild-CC162, Middenheim Guild of Physicians – AoM17

Sergeant (OoW) – If party fortune is not used, his ability becomes: May grant a free fortune point to one other party member once per session.

Scholar - Organization: Travelling School-CC181, Collegium Thelocia,Ulric, Middenheim AOM34

Witch Hunter – see: *Witch Hunter's Handbook: Organizations:* Agent of the Witch-Finder-General-CC230, Agent of Fellowship of the Shroud-NDM14,96,CC8 (Morr), Andanti Vampire Hunter -NDM15 , Cloaked Brother Chaos Hunter – ToC126,CC51, Dreamwalkers of Morr, Vampire Hunters–SOE28, Ordo Fidelis Witch Hunters (Sigmar)– AoM, ToC123+, Sigmarite Exorcists – ToC126, Tsaravich Pavel Society Vampire Hunters – NDM14

Other Organizations & Guilds:

LoP:The Gourmand Society, The Dove & Rose, The Brotherhood, Young Blades, Aesthetes, The Bootstrappers

Ch. 4 – Equipment

General Equipment Rules

Loot Value - Unless otherwise specified by the GM, all loot and gear found is of poor quality and not saleable. Average or superior stuff sells for 20% of listed price (pending haggling). Monetary Rewards per PC per session average 65s (at the GMs whim). Availability of items for purchase is up to your GM.

HOUSE RULE: You can spend 1 x.p. per 7.5g to purchase items (for example upgrading a wizard's attuned staff to rank 2).

Expanded Equipment List & Superior Items

Not On This List: Incidental items such as chalk, spoons, etc. are not listed and may essentially be taken at no-cost when they would be reasonably available.

Superior quality item prices have been modified. Table E-1 expands prices for superior quality items beyond the white die. If an item is listed in the equipment list with just a letter, price depends on the bonus die listed below and is added to the original item price. Also as a rule, bonus items may only affect specific skill checks or specialization circumstances and NEVER characteristics. **Use:** A single use item is expended upon successful use during an encounter (e.g a blue potion of athletics is used up when the character finally succeeds in an athletics check). Use requires a maneuver or perform stunt action (as appropriate). **Price considerations:** Items that affect multiple creatures cost next die type price up (each). Items that affect a less-common specialization should cost 33% less. **Multiple round** single use items or multiple dice (single round) can be purchased for up to 3 rounds of effect (3x cost added to the average price of the item). **Stacking Limits:** PC cannot benefit from two same item effects at the same time (e.g. two luckstones or two superior barber tools). Maximum dice is 3 white or two of another type. **Availability** of all items is always subject to GM interpretation.

Table E-1: Price of Superior items (single die)

Quality	Single Use (S)	Luck (L) 1x/SES	Tool (T) 1x/enc.	Constant (C) Item (weapons/armor)
Black (poor)	50s	50%	50%	50% (Poor quality)
Black (bonus)	10s	+1g	+5g	+7.5g
White	10s	+1g	+5g	+7.5g
2 White	20s	2g	10g	15g
3 White	30s	3g	15g	22.5g
Blue	15s	1.5g	7.5g	12g
2 Blue	30s	3g	15g	24g
Yellow	25s	2.5g	12.5g	18g
2 Yellow	50s	5g	25g	36g
Red	25s	2.5g	12.5g	18g
2 Red	50s	5g	25g	36g
Green	30s	3g	14g	20g
2 Green	60s	6g	28g	40g
Purple	30s	3g	14g	20g



Other Superior Upgrades - Cost is 7.5g each (max 1 each)

Armor: +1 Soak, +1 Defense, 50% less encumbrance, , cancel a critical once per session

Shield: +1 Block, 50% less encumbrance

Weapon: +1 white die to attack, +1 DR, -1 CR (min. 2), +1 Pierce, +1 defensive, Vicious, +1 white to parry

Great Weapon: Enhancements to great weapons cost an extra upgrade cost.

Attuned item: +1 Power point increase.

Poor quality: 50% cheaper but has the damaged condition.

Basic Adventurer's Kit

Price: 10s - This gear kit contains a backpack, bedroll, belt pouches, 5 torches, flint and steel kit, waterskin, tin mug, wooden spoon, small knife, and (5) days trail rations.

Weapons

Weapon	DR	CR	Enc	Cost	Group, Qualities
Dagger	4	3	2	10s	Ordinary Fast
Flail	7	3	6	90s	Slow, Vicious, Two-Handed
Gauntlet/buckler	4	4	-	-	Unarmed, spiked buckler
Great Weapon	7	2	6	1g	Great Weapon Two-Handed
Halberd	6	2	5	75s	Polearm Special, Two-Handed
Hand Weapon	5	3	3	25s	Ordinary
Improvised	3	3	-	-	(or shield)
Lance	6	2	4	75s	Cavalry Pierce 1, Special
Main Gauche	4	5	2	35s	Fencing Fast, Defensive
Morning Star	6	3	4	60s	Flail Slow, Special
Quarterstaff	4	4	3	10b	Staff Defensive
Rapier	5	3	3	90s	Fencing Fast
Spear	5	3	4	20s	Spear Fast (USE ERRATA)
Unarmed	5	2	-	-	Unarmed
Sabre	5	3	3	40s	Cavalry Special

Weapon	DR	CR	Enc	Cost	Group, Qualities
Acitus sword	6	3	-	-	See item card
Assassin's Blade	4	2	-	-	Assassin only (See item card)
Biting Axe	5	3	-	-	See item card
Blessed Weapon	7	3	-	-	See item card
Bless Wrhammer	7	2	-	-	See item card
Bomb/Incindiary	4	3	2	-	Close, unreliable2, blast, powder
Bow, Athel Loren	5	3	-	-	See item card (elf only)
Canon, small	7	2	20	-	Close, unreliable2, blast
Kordren's Hamr	5	3	-	-	See item card (dwarf only)
Grtsword, Hoeth	6	2	-	-	See item card (elf only)
Rune Axe	5	3	-	-	See item card (dwarf only)

Ranged Weapon	DR	CR	Enc	Cost	Range/Group, Qualities
Blunderbuss	5	2	4	2g	Close, Blast, Reload, 2-Hand, Unreliable
Crossbow	6	3	4	60s	Long, Reload, 2-Hand
Crossbow Pistol	4	3	2	80s	Close, Reload
Handgun	6	2	4	9g	Med, Pierce 1, Reload, 2-Hand, Unreliable 2
Hochland Rifle	6	2	5	15g	Lng, Pierce1, Reload, 2-Hnd, Spec, Unreliable 2
Improvised	3	4	-	-	Close, Thrown
Javelin	5	3	1	1s	Close, Thrown
Lasso	-	-	2	1s	Close, Entangling
Longbow	5	3	4	40s	Long, Pierce 1, Two-Handed, Special
Net	-	-	3	3s	Close, Entangling
Pistol	6	2	2	5g	Close, Pierce 1, Reload, Unreliable 2
Repeat Crssbow	4	3	4	3g	Med, Special, Two-Handed
Repeat Hndgun	6	2	5	16g	Med, Pierce 1, Special, Unreliable 1
Repeater Pistol	6	2	3	16g	Close, Pierce 1, Special, Unreliable 1
Shortbow	5	3	3	20s	Med, Two-Handed
Sling	4	3	-	3b	Long, Special
Spear	5	3	4	20s	Close, Thrown
Staff Sling	5	3	4	1s	Long, Two-Handed
Axe/Hammer	5	3	3	10s	Close, Thrown
Dagger/Star	4	4	1	10s	Close, Thrown
Whip	3	5	3	10s	Close, Entangling

Ammunition	Cost	Enc
Arrows (12)	1s	2
Ball shot & powder (12)	12s	1
Bolts (12)	2s	2
Sling Bullets (12)	1s	1
Blessed Round Shot	30s	1
Cannon shot & powder(4)	12s	4

See item card (each)

Armor

Medium armor adds one misfortune die to athletics, coordination and stealth checks. **Heavy armor** adds two misfortune dice to athletics, coordination and stealth checks. You cannot dodge or improved dodge in heavy armor. **Poor quality armor** has the "damaged" condition.

Armor	Def	Sok	Cost	Enc	Notes
Cloth, durable	0	1	12b	1	
Robes	1	0	5s	2	
Leather	0	2	5s	3	Leather skull cap
Brigandine	1	1	20s	5	Med, metal helm, metal gauntlets
Mail Shirt	1	2	50s	4	Med, no helm, no gauntlets
Chainmail	0	3	1g	6	Med, chain coif, mail gauntlets
Scale	0	4	3g	7	Heavy, metal skull cap, heavy gauntlets
Ulthuan Scale	1	3	6g	5	Heavy, metal helm, metal gauntlets
Brstplate&Chain	1	4	5g	6	Heavy, chain coif, metal gauntlets
Full Plate	1	5	20g	8	Heavy, full metal helm, metal gauntlets

Shields

Buckler	1	0	20s	2	
Buckler, Spiked	1	0	25s	3	Can be used in melee
Round/Kite	1	1	25s	4	Wood or metal
Tower	2	1	1g	5	
Gauntlets	-	-	10s	2	(chain or better includes)

Special	Def	Soak	Enc	Cost	Notes
Dwarf Gromril Plate	2	5	7		Special (dwarf only)
Gromril metal	+1	+1	-		dwarf only
Ithilmar metal	+1	+1	-		Ulthuan elf only
Moot leather	+1	-	-		Leather armor only
Dragon Armor	+1	+1	-1		Ithilmar Elf only
Enchanted shield	+1	+1	-		See item card
White Lion Cloak	+1	0	-		Stacks (Elf only)
Ogre Guttplate	+2	+1	-	4	Special (Ogre only)

Dwarf Items: (Black fire Pass): Inquire: Hammer of lost clan, rune axe, master's handgun, rune shield, ancestry badge, book of grudges (5g), Dwarf Horn T See item card

Military Items

Flag/Banner 1g Leadership /discipline for loyalists
Horn, Battle 25s Leadership, Discipline for some
Standard, Military T Discipline for relevant in group

General Equipment List

Item Price Example Skill Check Use (bonus only if superior)

Academic & Bureaucratic

Abacus	1g	Tradecraft, Calculations
Badge/Writ/Insignia	50s	By profession or forgery (1.5g)
Bailiff's Coffin	1g	Locks, secure to surface
Book (subject)	1g	Any single subject (knowledge)
Chalkboard	10s	Observation
Chemical kit	2.5g	Tradecraft
Citation/Medal	50s	Awarded or forgery (1.5g)
Contract, Agency	50s	By profession or forgery (1.5g)
Engraving kit	1g	Forgery, haggling
Grease of Caccino	1g	Waterproofing for one book
Homing Pigeon	5s	Includes cage - Send reports, trained
Hourglass	1g	Timing
Ink / Paint	10s	Forgery/ scribe/ art
License / Seal	50s	Wizard license, guild, etc. or forged (1.5g)
Magnifying Glass	1.5g	Observation
Magnet	1g	Intuition (evaluate), etc.
Map (province)	1g	Geography
Paper/parchment	5s	Sheet. (see book)

Print tools, press	2g	Tradecraft, forgery
Quills / Brush	5s	Scribe, Forger, etc.
Scales & weights	5g	Haggle/estimate, Intuition
Seal, official	50s	By profession
Sextant/compass	20g	Direction, travel
Telescope, etc.	20g	Observation, Nature Lore

Arcane Items (Winds of Magic p.34+)

Skill Potion	S	Any 1 skill
Energize Potion	S	Gain Energized condition
Luckstone	L	Reroll 1 die/session, see WoM:34
Lucky Charm	2g	See item card
Channelpath Potion	S	Channeling
Potion of Power	S	Spellcraft
Scroll, Spell, Petty	25s	Winds of Magic p.35 single, see item card
Scroll, Spell, Rk 1	50s	Winds of Magic p.35 single, see item card
Scroll, Spell, Rk 2	1g	Winds of Magic p.35 single, see item card
Scroll, Spell, Rk 3	3g	Winds of Magic p.35 single, see item card
Staff, Attuned	7.5g	Winds of Magic p.37 single, see item card
Wand, Spell	15g	Winds of Magic p.35 single, see item card
Wand of Feathers	S	See item card
Wizard's Staff	5g	See Item Card
Mystic's Ball/bones	1g	Intuition, etc.
Mystic Cards	50s	Intuition, etc.
Gobspite's Brain Rock	20s	See item card
Toad Familiar	5g	See item card (may be any non-stat animal)
Arcane Orrey	10g	See item card, tradecraft, channeling
Foal's Head Charm	5g	See item card

General Equipment

Animal trap	5s	Nature Lore
Backpack/Rucksack	2s	Avoid dropping gear
Bag, large	1s	Carry more gear
Belt pouches (2)	1s	Carry specific gear
Bedroll	1s	Resilience
Binding rope (10')	5b	Binding
Box/barrel/chest	5s	Containing, item card
Buoy, Life	25s	Observation, swim
Chain (10')	1g	Securing
Fishing hooks/pole	5s	Tradecraft (fishing)
Ice Crampons	4s	Climb/coordination on ice; used with axe
Manacles	10s	Restraint
Glue (in pot)	1s	Securing
Grappling Hook	15s	Climbing
Ladder 12'	5s	Climbing
Lock with Key	1g	Securing
Piton/Spike	1s	Securing
Rope (50')	5s	Climbing
Waterskin	10b	Carry half-gallon of liquid
Whistle, signal	1s	Observation (listener)

Clothing

Boatman's Pitch Jacket	10s	Weather
Clothes, Social	1s	Social
Clothes, Traveling	2s	Resilience (non-winter weather, terrain)
Clothes, Profession	2s	Relevant Skill check
Clothes, Flamoyant	5s	Social
Clothes, Winter fur	5s	Resilience (winter weather)
Jewelry, Noble	1g+	Social checks with Gold Tier
Perfume	10s	Charm
Skates, wooden	4s	Movement on ice
Skis and Poles	10s	Movement on snow
Sled, drawn	1g	Movement on snow; dogs or horses
Snow Goggles, slitted	2s	Observation in bright snow
Snowshoes	7s	Movement on snow
Wig	50s	Social



Divine Items (Signs of Faith p.36+, ToS248) (only 2 may stack /check)

Artifact/relic, minor	T	Piety
Holy Symbol	T	Discipline
Holy Water	S	Piety & Invocation, vs. Undead
Prayerbook	T	Piety & Invocation
Sacrifice at Shrine	L	Gain <i>Aura of Faith</i> -1enc.
Seal of Faith	T	Piety (See Seal of Sigmar item card)
Standard, Religious	T	Discipline for pious in group
Faith Prayer Scroll	S	Gain <i>Aura of Faith</i> condition

Specific Divine Items

Blessed Warhammer	C	See Item Card from Faith of Sigmar
Handrich's Reaper Stone	L	Tradecraft
Mana'an's Sacred Charm	T	Nature (navigate), Obs.or resist disease
Morr's Bone or Burial Charm	T	Fear and terror or Resilience
Morr's Black Pomander	T	+1 Def vs undead
Myrmidia's Blessed Shield	C	Block (extra black)
Myrmidia's Cavalry Charm	L	Ride
Ranald's Coin	10g	Bearer may leech a FP off another
Ranald's Charm	L	Gamble or Consume Alcohol
Rhya's Blessed Charm	L	Charm
Shallya's Prayer Parchment	T	Resilience
Sigmar, Holy Pendant of	T (5g)	See Item Card – Faith of Sigmar
Sigmar's Seal of Devotion	T	+1 Def
Taal's Charm (antler or tear)	L	BS or Nature Lore
Ulric's Wolf-Head Charm	L	WS
Ulric's White Wolf Cloak	T	Immune to cold; bonus vs cold att.
Verena's Owl Amulet	T	Observation or Intuition
Dwarf Axe Charm	L	(one skill; dwarf only)
Elven Griffon Charm	L	(one skill; elf only)

Food & Alcohol (1 drink per Tou before Intoxication)

Food, meal	5b	Resilience
Food, preserved (5d)	2s	Resilience (Five days of Trail Rations)
Horse feed	5b	Combat mounts
Ale/beer in mug	5b	Get drunk, stupid and in fight
Wine, in goblet	10b	Look snooty
Bottle of Wine	s	5 drinks
Flask of Spirits	3s	5 drinks
Small Keg of Beer	3s	15 drinks , heavy encumbrance
Wine of Dreams	10g	5 drinks ; Clairvoyance, Youth; illegal
Bugman's XXXXXX	30s	Green to fear/terror, intox as 4 drinks
Liquid Courage	25s	Yellow to fear/terror, Intox as 3 drinks
Thunderwater ale	4s	Mug (See item card)
Tobacco, Lustrian	10s	Look snooty

Hand Tool (rake, file, saw, shovel, chisel, hammer, brand, crowbar, drill, cooking, nails, wheelbarrow, blacksmiths tongs, goggles, etc.)

Burgher's Tools	1g	Tradecraft (e.g smith)
Cold Iron item	half	Poor quality except vs. undead, grants white
Tool, wooden	10b	Tradecraft
Tool, metal	5s	Tradecraft
Repair kit	10s	Tradecraft – specific
Silvered item	+75s	Ammo group or item

**Illumination**

Blackpowder Charges	1g	See item card
Candles (5)	1s	Observation; Spellcraft, 5'r.
Fireworks	1s	4 little bottlerockets and 1 big firecracker
Flint & steel	10b	Coordination to light fire
Lamp	1s	Observation, Close
Lantern, average	10s	Observation, Medium
Lantern, storm	30s	Observation, Medium
Helmet lantern	75s	Observation, Medium
Matches (10)	20b	Superior are specially waterproofed
Oil - lamp/lantern	10b	Observation
Oil, Naptha	10s	Ballistic damage
Torches (5)	1s	Observation, Medium,

Medical & Herbal (liber infectus:20)

Item	Price	Skill Use
Antitoxin vial	30s	Bonus 3 white vs. Poison
Apothecary's Kit	1g	Prepare herb (nature lore), inclu.cauldron
Barber-surgeon kit	1g	First Aid, Tradecraft (includes bloodletting fleam)
First-Aid Kit	2s	First Aid (required)
Heal draught avg	20s	(4w) Healing on successes, boons for crits
Heal draught poor	10s	(3w) Healing on successes, boons for crits
Heal draught superior	1g	(5w) Healing on successes, boons for crits
Pestilent Vapours	90s	see item card (illegal)
Physician's Kit	2g	First Aid, Medicine, Tradecraft
Restore draught	10s	(4w) As heal, Fatigue/stress per success.
Red Bandages	30s	1Y+1PFull heal on comet. Disease on star.

Herbs

Cococo Tonic	S	Ignore top symptom for each disease; black to physical checks on following day
Debauch's Friend	20s	2 bonus white to intoxication condition
Dwale (hemlock)	S	Medicine (critical wound surgery)
Earth Root	S	Extra recovery vs. black plague
Echinacea	S	Resilience vs. disease with Virulent symptom
Esmeralda's Tonic	30s	Ignore one insanity for one enc.; Gain Under the Weather condition for the day after
Faxyoryll	S	Resilience vs. disease with Wound trait
Gesundheit	S	First Aid or Medicine vs. disease
Graveroot	S	Resilience vs. disease with Undead trait
Leeches & Maggots	12b	Medicine
Lindane Leaf	S	Resilience vs. Bog Lice and Flea Bubbles; roll 1P. Star = treated person gains 1 wound
Salwort sprig	S	Allows a resilience or discipline check to remove some conditions. (like smelling salts)
Speckled Rustwort	S	Resilience vs disease with fever symptom
Spiderleaf	S	Bonus die to healing draught roll
Valerian	S	Heal extra wound overnight and bonus to next Resilience check
Lizardlimbwort	5g	Regrow limb. Roll 1P. Star = Wrong place
'Questionable' herb medicine	10s	2 Blue + Purple=gives bonus, but any purple or result means it is worthless and star =exploding + wound; may attempt 10x/day

Prosthetics & The Like

Wooden Leg/hand	1g	See Lib.Carn. p.12
Cheap prosthesis	10s	See Lib. Carn.p.12
Hook weapon	80s	See Lib.Carn.p.15
Sword Arm weapon	2g	See Lib.Carn.p.15
Gauntlet weapon	1g+	See Lib.Carn.p.15
Shield Arm (shield)	1.5g	See Lib.Carn.p.15
Golden Hand	12g	See item card
Von Finklemann's Fantabulous fingergun	4g	See item card
Ear Horn	12s	Bonus to observation (listen)

Rogue

Assassin's Blade	12g*	See item card
Bounty, purchased	10s	By profession
Disguise/Theater Kit	1g	Disguise
Games/cards	5s	Gambling, Guile
Jugglers Kit	5s	Tradecraft (performance)
Lockpicks	2g	Skullduggery (Illegal)
Mask, entertainer	2s	Tradecraft
Messenger Pouch	50s	Secret pouches
Mirror, small	25s	Stealth, etc.
Musical Instrument	50s-1g	Tradecraft (performance)
Slackfungus Bomb	30s	see item card
Smugglers Box	1g	Small, Secret bottom
Smoke bomb	30s	Stealth, escape, etc. (See Item Card)
Tattoo	10b	Skin marking
Torture Device	20s	Interrogation



Shelter & Property

Bivouac, oiled, single	12s	-
Tent, single	10s	Resilience, weather
Tent, double	50s	Resilience, weather
Tent, pavilion	10g	Resilience, Social, weather
Property & House	Buy/Rent per year	(details in Old World Armory)
Rural Property -own	10g/1g	Per acre
Urban Property-own	50g/5g	Per quarter-acre
Rural House	30g/50s	2-4 rooms with thatch roof
Urban House	50g/2g	2-4 rooms with tile roof
Manor	600g	Stone/brick with multiple rooms
Lodging per day (includes meal)		
Back Alley	5b	1 purple to <i>Resilience</i> +1 purple if winter <i>Back Alley</i> location card
Bath/wash, soap	10b	Bonus white to Filth trait disease recovery
Isolated Farm barn	10b	1 black to <i>Resilience</i> ; See location card
Com. Rm, Fleabag	1s	1 black to <i>Resilience</i> ; <i>Homely/Rowdy Tavern</i> Location card
Com. Rm, Straw Tick	5s	Normal <i>Resilience</i>
Private Rm, Poor	10s	Normal <i>Resilience</i>
Private Rm, Avg	20s	1 white to <i>Resilience</i>
Private Rm, Superior	1g	2 white to <i>Resilience</i> ; day servants (2)
Wilderness, ground	5b	2 black to <i>Resilience</i> + 2 purple if winter
Wilderness, tent	10b	1 black to <i>Resilience</i> + 1 purple if winter

Research, Asylums, and Hospices

Asylum for the Insane	90s/mo	<i>Discipline</i> gains 2 white/MONTH. Gain <i>Committed</i> condition
Hospice, Shallyan	20s/d.	Long term care only possible here ; See <i>Temple Hospice</i> location card.
Scribe's Shop/Library	5s	Libraries are not free; <i>Scribe Shop</i> location card
Magical Laboratory	50s	See location card; must earn permission

Wizard's Tower/lab	50s.	See both wizards tower and mag.lab loc. Cards Channeling & Spellcraft; see location cards for
Meditation Visit (if nearby)	S	Gain bonus when needed; use location card: <i>Ancestor Monument (Dwarf)</i> , <i>Hero Memorial (Human)</i> , <i>Wood Elf Cairn</i> , <i>Ancient Elf Shrine</i> , <i>Abandoned Dwarf Hold/shrine</i>

Transportation

Mounts (with gear) – See Omens of War for Horses

Horse, draught/Ox	75s	Pull cart or wagon
Riding horse/pony	2g	Ride
Warhorse	10g	Ride and combat
Mule/Donkey	75s	Rough terrain, pack

Vehicles

Airship	150g	Requires fuel and maintenance
Balloon, hot air	100g	Requires fuel and maintenance
Boat, Row (holds 5)	4g	see <i>weathered boat</i> location card
Boat, River	60g	see <i>weathered boat</i> location card
Boat, River, Steam	150g	see <i>weathered boat</i> location card
Cart, Hand	1g	see location card
Cart, Drawn	3g	see location card
Coach (6-8)	30g	see Merchant's wagon location card for effects
Dwarf Gyrocopter	150g	Requires fuel and maintenance
Merchant's Wagon	6g	see location card
Ship	750g	See Dark Elf Skiff location card for effects

Chartered Services per Day

(max stat 4 +1 yellow is avg. (Signing minimum and often advance required))

Chartered Travel (per day)

Peasant cart	1s	See <i>Cart</i> location card (max 5 miles)
Drayage wagon	3s	See <i>Cart</i> location card (max 10 miles)
Coach route/day	10s	see <i>Merchant's wagon</i> location card for effects
Riverboat/day	30s	See <i>Weathered Boat</i> location card; see <i>River Ferry Station</i> location card.
Sea vessel	60s	See <i>Dark Elf Skiff</i> location card for effects
Stabling, Horse, avg	5b	Normal recovery bonus
Stabling, Horse	20b	Recovery bonus

Hirelings

Unskilled	12b	Peasant worker
Skilled	1s	Laborer, servant, prostitute, messenger
Specialist	2s	Blacksmith, Scribe, etc
Specialist	15s	Engineer
Specialist	2g+	Wizard, Alchemist, etc. skill only
Barber-surgeon avg	15s	One first aid check per day
Physician avg (4b+2y)	40s	One medicine check per day
Bribe	Use	LoP BRIBERY action card as maneuver
Audience w/Noble	10s+	<i>Audience Chamber/Noble Mansion</i> location card
Lure of Power Retainers	Requirements	
Money Counter	40s/w	Personal wealth of 20g+; limited % earning
Master Chef	30s/w	n/a
Man at Arms	1g/w	Noble Rank 1
Herald	25s/w	Noble Rank 2
Valet	20s/w	Character Rank 3
Steward	30s/w	Noble Rank 2



Ch 5 – Game Play

NOT USED: Active Defense Recharge - Your highest active defense (block, dodge, parry, improved parry, etc.) is now constant; plus your armor defense score makes your **Total Defense Score** that you will report to the GM when you are attacked. Any affected card will be house ruled (reaction cards may be used once per round as before and effect lines take a universal effect instead).

NOT USED: Talent Socketing –They are always “on.” Exhaustable talents recharge at the end of the encounter and are not recharged otherwise. DISEASE/insanity cancels one talent category until cured on individual. If talent socketing is crucial to your career, we will discuss options.

NOT USED: Party Sheet - Fortune generally only recharges at each new session or with well-roleplayed activities. Any effect on party tension or talent slot instead causes relevant characters to lose/gain one fortune point for each session this is active (for example: Infectious Diseases, Paranoia insanity).

NOT USED: Rally Step - If your career or ability has something to do with rally step, let the GM know and we’ll house rule.

Skills

Tradecraft –Trained is required to make money between adventure. 1 difficulty unless GM specified. Each success = d10s earned per week. Unresolved star equals 2d10 silver loss.

RULE HEALING TYPE STACKING LIMITS: A person can only benefit from one **First Aid** check **AND** one **Medicine** check per day for **each** type of care: Overnight R&R, Immediate Care, and to Ignore a Critical Symptom.

- **First Aid Assistance During Overnight Rest & Recovery (1x/day):** Check equal to level of wound (1d –Light; 2d-critical). Patient gains 1 fortune die for each success and for 2 boons. Fail and 2 banes, victim gains 1 fatigue and 1 stress. If tx of critical then victim also gains 1 wound. (Core p.64). **Normal recovery check un-aided** is: 8 hours of sleep regains his Toughness in wounds and allows a (2d) **Resilience** check for recovery of critical equal to the successes plus additional wound recovery equal to boons.
- **First Aid For Immediate Care of Wounds (1x/day):** recover wounds equal to successes (max of Toughness rating). Fail and 2 banes, patient gains 1 fatigue and 1 stress. If treatment of critical then victim also gains 1 wound.
- **First Aid to Temp Ignore Crit for One Day (1x/day):** Successes must equal severity rating. Fail and 2 banes grants 1 fatigue, 1 stress and 1 wound.
- **Medicine Skill:** (core p.65): As **First Aid** above, however cannot be performed during combat **AND** it takes 3 banes to have a negative effect. **Note HOUSE RULE: Long-term care may ONLY be effectively provided at a hospital (see Lodging, Shallyan Hospital).**
- **Medicine to Treat Disease:** L.I. p.18. Patient gains one fortune die to his Resilience check for each level of Medicine trained.

Encounters

Encounter Mode Begins With Dice! It begins as soon as the dice are rolled and PCs always begin an encounter in neutral stance. **Social**

Social Interactions: Immediately go to encounter mode if dice are rolled. In order to influence people the progress tracker of number of successes before fails is usually equal to the WP of the NPC.

Recovery between Encounters: PCs fully recover all Stress, Fatigue and Shame between encounters unless the GM says otherwise.

Combat

Ranged attacks when engaged - All ranged attacks except when using pistols get +1 purple die if engaged by an enemy.

Action Cards

Double Strike and Rapid Fire Errata is Required! (Note this was **not** updated in the Player’s Guide) <http://tinyurl.com/5tce2ec> . If a person wants to do this without being trained, add an extra purple and use the card.

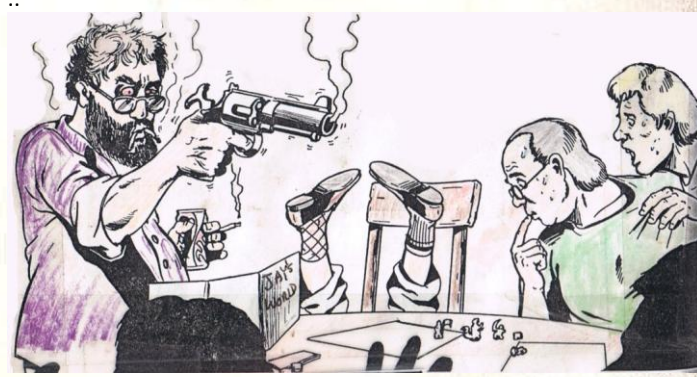
New: Subdual Melee Attack (basic, conservative only): -1 damage; additional purple die. This allows you to bring an opponent to unconsciousness without killing them.

Common skill checks that have action cards for reference: Bribery & Flirt (LoP), Grapple, Disarm. Add 1 purple if you don’t have the action.

Action Card Trait Restrictions:

- **Rank 2:** If you are rank 1, these cost an extra point.
- **Advanced:** Must be in 2nd or later career to take one of these.
- **Ancestor, Saga (dwarf only); slayer (slayer only)**
- **Ritual Dance (wardancer), Way of the Sword(swordmaster) or Watcher(elf)**
- **Epic:** Must be rank 4+

DICE: Chaos star is canceled by two boons.



Glossary of Conditions and Effects

DURATION OF EFFECTS AND CONDITIONS

Brief Effect (generally begin with three tracking tokens). They do not stack. **Dependent Effect** (lasts until causative factor removed) E.g. Engaged with Creature with Fear Trait or damaged item until repaired.

Lingering Effect (last until end of encounter or rally phase; whichever comes first). They do not stack. **Permanent Effect** (lasts until cured). E.g. insanity or disease. **Stacking Limits:** The GM may stack the same condition in certain circumstances.

CONDITIONS

Aura of Faith (Dependent) Minions of Chaos and other evil-doers add 1 black to any check that includes you as a target.

Bewildered (Brief) – See overwhelmed

Blinded (Lingering Effect) any check you perform that requires the sense of sight gains one Purple die.

Cramped Quarters: NEW (Dependent). Broad sewers, secret passageways and the like. Engagements can have no more than 4 participants. 5th participant forces one of the 5 to get bumped to close range.

Committed: NEW: (Dependent) Recovering in an Asylum. While in the asylum, the character is temporarily retired.

Corrupted: Lib.Mut.p.16+ Character has failed Resilience check and gained corruption points. If Corruption Threshold is surpassed, character gains the Mutated condition or an insanity (as applicable by race). Corruption points may be gained by performing “evil” actions or allowing evil actions to occur in addition to other opportunities in the core rules. Corruption points are lost through heroic actions and asking your GM.

Cowed (Brief Effect) cannot convert characteristic dice into reckless dice.

Cursed: NEW: (Dependent) –See Ill-Fortuned; sometimes variable.

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

Damaged (Dependent). This applies only to items. Weapons have their DR reduced by two. Armor has its defense reduced by two (transfer additional damage to soak). All other items add two Black dice to any skill check in which they are used, until the damage is repaired. Cost to repair is percentage of DR/defense reduced.

Darkness: NEW: (Dependent; environmental) **Pitch blackness** imposes 4 black dice. Faint light source (candle) reduces penalty by 1 die (can see close range). Moderate light source (torch or lantern) reduces penalty by 2 dice (close range). Strong light source (several torches, Bright Wizard's flaming staff) reduces penalty by 3 dice (medium range vision). Night vision reduces penalty by 2 dice.

Dead (extremely permanent): (Wounds > WT and Critical cards > Toughness). Character is retired.

Deafened: NEW (Brief) Any check you perform that requires the sense of hearing gains one 4 black dice.

Demoralized (Lingering Effect). Cancels Inspired. Add one black die to all skill checks.

Diseased (Dependent): See Liber Infectus p:15. Dwarfs and elves gain two white fortune dice to all Disease checks. Recovery is nightly and is a 2d Resilience check. Successes must equal severity. Difficulty is +1 if two or more diseases. If fail plus chaos star, then draw new disease. Death occurs if severity > WT. (also see Nurgle's Rot)

Distressed (Stress > mental characteristic). Checks using mental characteristics add one extra Black die per point greater. The GM assign “Critical Stress” which requires special conditions to recover.

Distressed Willpower (Stress > WP) – Gain a temporary insanity card. Each additional stress gains a tracking token.

'Ed 'Urtz (Lingering) Oi! Yer 'ed 'urtz! Add one black to checks based on mental characteristics. While you suffer any amount of stress, you also suffer 1 wound.

Eerie Mist/Fog (location card). Vision-related checks gain 1 black per range increment (long max). Star generates 1 tension.

Enchanted (dependent; item) NEW: gains bonus die/effect.

Energized (Brief Effect). Cancels Sluggish. During your turn, you may perform one additional maneuver without suffering fatigue.

Entangled (Lingering Effect). Suffer one additional fatigue when performing maneuvers. When performing a physical action, suffer two fatigue.

Exposed (Brief Effect). Attackers targeting you add one White die to their dice pools.

Fatigued (Fatigue > Toughness). Checks using physical characteristics add one extra Black die per token greater than the characteristic. The GM assign “Critical fatigue” which requires special conditions to recover.

Fallen to Chaos (Mutation cards > Toughness) Character transforms into Chaos Spawn and is retired. **LMP.19**

Freezing (Brief) Counts as 1 fatigue. Movement maneuvers cost 1 additional fatigue to perform.

Frenzied (Brief) Cancels cowed. All your stance dice are reckless dice. Your melee attacks gain: exertion symbol – Deal +2 damage, in addition to the regular exertion effects.

Frenzied: (Brief) All Stance dice are reckless; melee gains: 1 fatigue deals 2 dmg to self

Frightened (Dependent Effect). While engaged with a target that has a Fear or Terror Rating, you convert one less characteristic die into a stance die. At the beginning of your turn you suffer one 1 stress.

Frightened & Panicked: (Dependent). You are frightened and must flee from the source of your fear as quickly as you can. You may choose the path of your flight. Once out of observation range, you may act normally.

Grappled: NEW (Dependent) See Grapple melee action card.

Helpless: Paralyzed, held, bound, sleeping, unconscious or otherwise at the mercy of an opponent. Using a single melee action and a maneuver, an opponent can *coup de grace* the helpless person. Ranged attacks automatically gain +1 critical.

Ill-Fortuned (Brief Effect). Suffer one stress each time you suffer one or more wounds.

Incorporeal: NEW: (Dependent) You cannot affect or be affected by normal physical attacks. Other effects as adjudicated by GM such as blessed weapons, spells etc. You may gain a Fear rating of 1.

Inspired (Lingering Effect). Cancels Demoralized. Add one White die to all skill checks.

Insane, Temporary (strained or stress > WP). Draw an insanity card. If it matches, then it is gained, otherwise not gained. Recovery is a WP check at the end of the day for each card. Successes must equal the severity.

Insane, Permanent (failed WP check for temporary insanity at end of act).

Intoxicated (Lingering Effect). (Drinks > Toughness) Add two Black dice and one White die to all checks. Become unconscious/passed-out when drinks > 2x Toughness. Recovery is 1 hour per drink.

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

Invisible (NEW). As Shroud of Invisibility spell. Two purple to affect if unaware of your location. One purple to all actions targeting you, even after you have been detected. Close range may make a (3d) Observation check to detect location. Your attacks gain 1 white. As Shroud of Invisibility Grey Wizard Spell p.263

Madness (WFRP 68): Number of permanent insanities > Willpower. Character is temporarily or permanently retired.

Marked: Character has gained a Chaos or other mark. **Lib.Mutatisp.20**

Mutated: (Corruption > CT) **LMP.18** -Draw a mutation. If number of mutations goes beyond toughness, then character gains *Fallen To Chaos* condition.

Nurgle's Rot (Dependent) Counts as a critical wound. While affected, your critical wounds and disease symptoms gain +1 severity.

Overwhelmed (Brief Effect). Add one Purple/Challenge die to checks based on physical characteristics.



Perplexed (Brief Effect) Add one Purple/Challenge die to checks based on mental characteristics.

Petrified (Brief) You are made of stone, crystal or metal. Cannot move or take any action. Soak value increased by 10 and no need to breathe/eat.

Poisoned:NEW (Lingering) Suffer fatigue equal to the critical drawn. Mark with a token to indicate that it is a poison critical.

Prone/Knocked-Down/Flattened:NEW (Dependent) Gain +1 defense to ranged attacks. If engaged: Opponent gains 1 white die to attack you. Lose your free maneuver and you must spend a maneuver to safely arise from prone or scramble away to close range without granting engaged opponents a free attack.

Queasy (Dependent) Nauseated. Add 1 black to all checks. Regain 1 less fatigue, stress and wound from rest and recovery.

Rattled (Brief Effect). You cannot convert characteristics dice into conservative dice.

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

Shamed: (LoP:36): (Lingering) Shame points acquired. When Shame > Shame Threshold (WP+noble rank), character must withdraw from activities (gain *Shamed & Withdrawn* condition).

Shamed & Withdrawn: (Shame>Shame Threshold) (Lingering) You cannot affect the cause socially for one act. Become insecure, afraid, angry, frustrated or stressed out enough that you convert one less characteristic die into a stance die for relevant checks towards the cause of the shame.

Shock (Lingering Effect). You may not recover stress while in Shock. Mental skill checks gain one Black die.

Sleeping: NEW: (Dependent) Character is helpless, but coup de grace requires a melee attack. Waking is a relevant observation check. Also see Rest & Recovery.

Sluggish (Brief Effect). Cancels Energized. Suffer one additional fatigue for each maneuver you perform during your turn.

Staggered (Brief Effect). Stance is considered one step closer to neutral. Add one additional recharge token to any *Active Defense* you perform.

Strained (Distressed and Fatigued at the same time). Draw insanity cards until one fits. Any new stress/fatigue grants extra severity token to that card.

Stressed ~ see Distressed - The GM assign "**Critical stress**" which requires special conditions to recover.

Stupefied/Dazed/Stupidity: (see Perplexed)

Superior (item): This quality imparts bonus dice to relevant checks.

Thunderstruck (Lingering) Remove an expertise die from your dice pool before each check. When dealt damage, you are dealt +1 damage.

Traumatized (Lingering Effect). Add one Purple/Challenge die to initiative checks. You may not use the first hero marker on the initiative track unless it is the only hero marker there.

Unconscious (Dependent; Wounds>WT or Stress>2xWP or Fatigue >2x Tou, passed-out). Character is knocked out/passed-out/exhausted and helpless. If from wounds, change one normal wound to a critical.

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

Weakened (Brief Effect). Add two Black dice to Strength checks. Attacks using Strength inflict two fewer damage/wounds.

Wounded, Light: No critical wounds. One Purple on First Aid/medicine checks.

Wounded, Critically: Has critical wound. Two Purple for First Aid/medicine checks.

Wounded, Severely: See Liber Carnagia p:13

Wounded/Injured, Permanently: See Liber Carnagia p.:13

Wounded, Mortal: Hero's Call. Can't recover other crits while affected.

Chapter 6: GM's Special Rules

GM's Suggested Effects for Unresolved Star or Comet (PG:57)

Chaos Star Effect

1. Fall prone or drop an important item or weapon
2. Suffer severe penalties (one purple or more) to figure related tasks or render them impossible (i.e. break a lock you were attempting to pick, if you also failed the check; get ejected from court for offending a powerful noble, etc.)
3. Suffer an environmental mishap, such as falling from a high place, breaking through ice, or spraining an ankle on debris (fall prone)
4. Discover a new or unexpected hazard or enemy, suffer the effects of worsening conditions (weather, mud, etc.) or otherwise advance the story to the detriment of the active player.
5. Suffer a large amount of fatigue or stress (1-3 short of unconsciousness) – or gain a Condition!
6. Suffer a wound or convert a normal wound to a critical
7. Make an enemy or attract the attention of foes
8. Cause two members of your party a misfortune.
9. Weapon or item gains the *Damaged* condition or lose your free maneuver.
10. Hamper an allies action (grant them a purple) or other ill effect (Players suggest!)

Sigmar's Comet Effect (in addition to critical)

1. Cause critical effect or extra progress on a progress tracker
2. Gain yellow or blue to a future related task or confer bonus to ally
3. Receive aid from unexpected source, make new ally
4. Open a new avenue of approach, reveal an unsuspected information source, or otherwise advance the story for the benefit of the player
5. Recover 2 fatigue and 2 stress or cause armor damage to opponent.
6. Cause a foe to suffer an environmental mishap, such as knocking him off a bridge or dropping a chandelier on him.
7. Reveal an OMEN, lose a corruption point, or other similar.
8. Opponent drops a weapon or shield (maneuver to recover); or
9. Opponent's weapon or armor gains the *damaged* condition.
10. Regain a fortune point or Other positive effect (Players Suggest!)

Roles during Travel/Between Acts (T.O.R. adaptation): guide, scout, leader, provider, and specialist. PCs will make appropriate skill rolls to benefit or disappoint the party. GM will adjudicate effects and if characters are missing. http://www.fantasyflightgames.com/edge_foros_discusion.asp?efid=166&efcd=3&efidt=601741&efpag=1

Rewards: GM will assign bonus fortune points for enhanced roleplaying. Typical per-session monetary rewards is around 50s/PC.



Reference Table of Errata/FAQ Topics

(9/22/2011 version)

Page 1

WARHAMMER CORE SET

Misprint: page 43 regarding Opposed Check difficulty

Misprint: page 60 regarding Accurate Shot Action

Fast Items: corrected (e.g. SPEAR)

Misprint: page 80 regarding scarcity of trade tools

Tome of Adventure: regarding bestiary fortune dice listing

CORE COMPONENTS & CARDS

Insanity: Unhinged trait should read enigma, supernatural

Misprint: Talent card: Icy Stare: corrected to Avg (2d) check

Page 2

Talent Card: Aqshy Lore of Fire Order Card. Bright wizard: +1 dmg /extra power spent on a spell.

Action: Double Strike: Recharge is 2

Action: Rapid Fire: Max attacks is 3.

RULES CLARIFICATIONS

Actions: Banes & Boons can still be triggered if the action fails.

Actions: Default difficulty for casting spell or invoking blessing is Simple(0d) unless it says "vs. Target Defense" in which the default is Easy (1d) plus target's defense rating.

Actions: Reactions (clarification) – note house rule only allows one active defense use against each attack.

Actions: Success line selection (clarification)

Career Transitions: Leaving a Casting Career -

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Character Creation; Starting Skills and Abilities

Character Development: Fixed Career Advances

Character Development: Completing a Career and Dedication

Character Development: Characteristic Upgrades

Character Development: Non-Career Advances

Engagements: Clarifications to Engage or Disengage (maneuver required to disengage or the opponent gets a free, immediate reaction attack).

Equipment: Typical Trappings

Page 4

Game Term: Equilibrium

Game Term: Trait (note we use some restrictions)

Initiative: Agility is a Simple (0d) check. Social checks use Fellowship Simple (0d) check.

Initiative: When participants die (clarification)

Insanity: Strained Raminifications (clarification)

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Insanity: Preventing a Permanent Insanity (clarification)

Maneuvers: Disengaging requires maneuver or opponent gets free, immediate reaction melee attack.

Maneuvers: Moving through multiple ranges (clarification)

NPCs & Adversaries: Additional maneuvers (clarification for henchmen)

Priests: Managing Favor: Equilibrium (clarification)

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Priests: Excess Favor (clarification)

Priests: Initiate Starting Skills & Abilities

Rally Step: Timing

Recharge: Timing Clarification

Rest & Recovery: Clarification

Skills: Advanced Skill Clarification and Cost – House Rule: This is regarding IN-CAREER only. Out of career cost is 2 points to acquire and 2 to train.

Skills: Education Advanced Skill

Specialization: Clarifications

Specialization: Active Defenses

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Stances: Neutral Stance Clarification

Talents: Career by Career (slots are not cumulative) **House Rule:** You can still use them in the Party Sheet even if you no longer have the talent slot for them.

Talents: Non-Standard Talent (e.g. Insanity into Zealot talent slot).

Wizards: Managing Power (equilibrium and excess power)

Wounds & Damage: Clarifications: "Inflicts critical damage" equals "+1 critical damage." (PLAYERS GUIDE)

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Wounds & Damage: Triggering Critical Effects

Talents: Party Talent Sockets

Equipment: Spear (CORRECTED)

THE ADVENTURER'S TOOLKIT

Career Ability: Pit Fighter (sheet)

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Career Ability: Wardancer

Item: Greatsword of Hoeth

Item: Gromril Armor

New Traits: Pet is a restriction

THE GATHERING STORM ERRATA

GAME MASTER'S TOOLKIT ERRATA

PLAYER'S GUIDE ERRATA

Healing Limits Clarification: First Aid

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Players Guide (continued)

Boatman Career

Scribe and Servant Career

Thief Career

Investigator Career

Basic Action: Assess the Situation

Basic Action: Guarded Position

Blessing Action: Destroy Undead

Blessing Action: Speed Morr's Hand

Spell Action: Combustion

(NEW): Amber Order Beastforms

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PLAYER'S VAULT

CREATURE GUIDE

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CREATURE VAULT

Page 13

THE WITCH'S SONG

OMENS OF WAR

FREQUENTLY ASKED QUESTIONS

Increasing Toughness & Wound Threshold

Engaging a Friendly Character

Engagements

Fortune Point Maximum

Recharging: You place and remove one token the same round

There are no specific charts for every circumstance

Page 14

A Skill Check is also a Characteristic Check

Raising an ability score does not automatically grant the active defenses. You have to then purchase them with advances.

Character creation points do not count towards career completion.

Monsters gain a CR if they are using a weapon other than their generic attack.

Monsters and NPCs can spend dice from ACE budget to add to initiative rolls.

Enemies ACE dice can be used to resist an attack that isn't otherwise opposed.

It takes one action to load and fire a bow.

Manage equipment clarification

A wood elf does not gain one white to intuitive outside of woodland terrain.

Only one exertion is applied even if multiple symbols come up on your dice roll.

If an unconscious character takes additional damage, he takes an additional critical each time wounds are applied.



Playtest rules and future additions

ENLARGE TEXT FOR THE EQUIPMENT SECTION TO BE MORE LEGIBLE, INCREASE PAGE COUNT FOR THAT TOO.

K7e9 said: Superior quality armour and shields could provide fortune dice when using skills outside of combat. For example when using Leadership to gather up villagers for a militia, or on a charm check because the superior armour looks good. Other, similar, bonuses could be invented and I encourage my players to decide in what manner the armour is superior. A suit of armour with spikes, skulls etc. adds fortune to intimidation. While an armour with gold details can be used to impress members the brass and silver tier. A night black armour might provide a bonus to stealth. A well crafted armour with pockets and easy -to-reach medical supplies/instruments can add a fortune die to first aid checks, while an armour set with warpstone-gems might add a fortune die on spellcraft checks (while forcing the player to do a lot of corruption rolls as well) :P It's really up to the players to decide. This allow the players to define more things about their characters, while granting them a bonus on something relevant to them. And it makes them more unique. Oh, and I also use the -1 encumbrance rule on superior armours and shields, as they are of a better make and fit.

expand the chaos star effect: break down by combat or skill

make a random item chart.

Need variant magical sight effects (realms of sorcery)

206/7 corruption

p35 winds , also need dark, necro, skaven?, rune, etc

Diseases and Cures

Choose some spells that are relevant to different careers.

Hazards: <http://forum.rpg.net/showthread.php?p601808-100-Hazards-The-One-Ring/page2>

NEED TO EXPAND THE CHAOS EFFECTS TO INCLUDE RANDOM "CONDITION" ROLL.

Add "Dooming" to this document.

2 Banes

Suffer a Δ misfortune die to your next attempt at the task or next related task

Grant a fortune die 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 fortune die on your next attempt at the task or next related task

Grant a fortune die to an ally

Inflict a Δ misfortune die on an enemy

Recover fatigue or stress

Gain a free manoeuvre

Increase the quality of success, if the check is successful (critical effect, additional target)

Ameliorate the effects

MAGICAL SIGHT SUMMARY (p.113 Player's Guide).

Player tells you what he's looking for in the Winds of Magic (use chart below).

Simple (0d): Determine if an aura exists in an area

Easy (1d): determine color or location of only aura in room

Average (2d): Color if more than one. Distinguishing between different auras if more than one in a close area. Strength of aura (1,2,3). Identify spell being cast that you already know.

Difficult (3d): Purpose/nature of enchantment, ID magical item, Locate particular aura in crowded area. ID spell you don't know. Gauge how much power a caster is currently maintaining.

Daunting (4d): Detect magic through a wall/door (within close range). Trace spell back to source after being cast (within same encounter, close range..add one black per range increment). Detect remnants of aura that is no longer active.

Modifiers:

Range: Close or engaged (0), Medium away (1 black), Long (2 black), Extreme (3 black)

Strong (1 white – example: Rank 3 wizard)

Obstruction: Crowded room (1 black), heavy fog (2 black)

.. They don't "stack" with original original block/parry/dodge, instead they give some very powerful benefits.

Improved Block:gives a purple, PLUS you get +1 soak to the remainder of your next turn (improved block).

Improved Dodge: purple PLUS free maneuver if missed (max 1 per character rank ~house rule)

Improved Parry: purple PLUS reduce recharge of a melee action if missed (max 1 per character rank ~house rule)

Thus, improved versions become very powerful under my house rules that only a Reikland Eel Smoker would leave home without them!

Fault of form: brittle condition

Put the optional human race info in here



Diseases - Roll d30

1. Blacklegge
2. Bog Lice
3. Boil Lurgy
4. Flea Buboes
5. Galloping Trots
6. Ghastly Vapours
7. Ghoulpox
8. Giddy Haunts
9. Green Pox
10. Grimdark Fever
11. Gutter Worms
12. Morley's Revenge
13. Oozing Eye
14. Purple Brain Fever
15. Rattlelung
16. Red Pox
17. Scarlet Ague
18. Skinflake
19. Slackjaw
20. Stenchfoot
21. The Grim Ague
22. The Plague
23. Tomb Rot
24. Weevil Cough
25. Yellow Skull Fever
- 26-30 ROLL AGAIN



OMEN

Rank 1, Celestial Order, Ongoing

SPELLCRAFT (INT)

3 power, a clear view of the stars or a suitable divining instrument (deck of cards, dice, etc.)

Effect: Glimpses of the future are revealed to you. While this card is recharging, you may remove 1 recharge token from it to re-roll all ■ and □ in your dice pool. You may do this only on your own rolls and only once per turn.

- ♣ You cast the spell
- ♣♣ Add 1 recharge token to this card
- ♣♣♣ Add 1 recharge token to this card
- ♣♣♣♣ Remove 1 recharge token from this card



Smogg wrote on the FFG forums

I use the following system for quick conversions. The monster conversion does its job for most encounters. For the more important encounters I put a bit of effort into action cards before the game and maybe a few adjustments.

Currency:

20 Gold → 1 Gold
1 Silver → 1 Silver
1 Brass → 1 Brass

Skill Checks:

Very Easy (30) → Simple (0d)
Easy (20) → Easy (1d)
Routine (10) → Average (2d) + Fortune Dice
Average (0) → Average (2d)
Challenging (-10) → Average (2d) + Misfortune Dice
Hard (-20) → Hard (3d)
Very Hard (-30) → Daunting (4d)

Monster Profiles:

Stats: Use full 10th
Wounds: Same
Soak: Body Armor
Defense: Number of Dodge, Parry or Block skills
Aggression: Highest 10th of WS/BS
Cunning: Highest 10th of Int/Fel
Expertise : Attacks