

The book of house rules for WFRP 3rd ed



1. Character Creation and Development

1.1 Player Characters Races

1.1.1 Maximum number of wounds

- Humans: Starting number of wounds +9 wounds.
- Elves: Starting number of wounds +8 wounds.
- Dwarves: Starting number of wounds +10 wounds.
- Ogres: Starting number of wounds +12 wounds.
- Halflings: Starting number of wounds +7 wounds.

1.1.2 Dwarf player characters

To keep in line with previous editions of the Warhammer rpg as well as with Warhammer fantasy battles, the starting characteristics for a Dwarf player character are as follow:

Characteristic	Starting Value
Strength	2
Toughness	3
Agility	2
Intelligence	2
Will Power	3
Fellowship	2

1.1.3 Rising Characteristics limits

Some legendary characters can rise their characteristics above the normal limits of their race.

Once a character reaches rank 4 he can spend xp to rise one (or more) of his characteristics one point above the maximum of his race. The cost in xp and is the normal one, but the number of advancement slots is only 6.

- Elf build*: Elves of rank 4+ can rise Agility, Willpower, Intelligence and Fellowship up to 7.
- Dwarf build*: Dwarfs of rank 4+ can rise, Strength, Toughness and Willpower up to 7.
- Ogre build*: Ogres of rank 4+ can rise Strength and Toughness up to 8. No Ogre character can rise his Intelligence above 5.
- Halfling build*: Halflings of rank 4+ can rise Agility and Willpower up to 7. No Halfling character can rise his strength above 5.
- Human build*: Humans of rank 4+ can choose one single characteristic of their choice and rise it to 7.

1.2 Fortune dice on Characteristics

Fortune dice in characteristics are no longer available as advances. Instead, advances listed under Fortune in the career sheet become a sort of “wildcard” advance that can be used for talents, actions, skills, wounds...

1.3 Advancing a characteristic

A PC can advanced in a characteristic step by step. It is no longer required to spend the whole amount of experience points and advancement slots at once. Instead a player can buy a partial amount of advances to rise a characteristic for his character. Later, at any time he can invest the reaming experience points and advancements to raise the characteristic. A few considerations are needed.

- When the player has invested at least three career advances on a characteristic, he gains a temporal fortune die on that characteristic.
- When the player has invested at least five career advances on a characteristic, he gains two temporal fortune dice on that characteristic (this is instead of, not in addition to the fortune die gained after investing three career advances).

-When the player has invested the totality of the advances needed to rise the characteristic to its new value, the temporal fortune dice are replaced by the new characteristic die.

- As normal, a characteristic cannot be raised in between careers. It has to be raised within the career 6 free career advancement slots, or the career 5 non career advancement slots (if it is a non careers characteristic).

1.4 Skill training

Training a skill is no longer restricted by character rank. Nonetheless, the experience point cost to train a skill changes. The cost to train one rank in a career skill is equal to 1 xp plus 1xp per the number of ranks in that skill already trained during the same character's rank. The cost in advanced slots remains the same, only one, no matter the amount of experience invested.

For example, a character wanting to train a skill for the second time within the same character's rank has to invest 2xp. If the same character wants to train the same skill a third time while he is in the same character's rank, he has to invest 3xp, and so on.

As normal, acquiring an advanced skill cost 1 xp.

The same costs detailed above apply for non career skills, but a character has to invest 1 extra xp for a basic skill trained outside the career, and 3 extra xp for an advanced skill trained (acquired) outside the career.

1.4.1 Skill Mastery

In addition to the raw rules, the mastery level of a skill gives the possibility to reroll all the expertise dice for that skill once per session.

1.5 Mastering a career

Once a PC buys the dedication bonus for his career, he may choose to refresh all his career and non-career advances and stay in his career to master it. This process costs is 1 xp (0 xp for Reiklanders). The character is known by his peers by titles such as a Master, Expert, Elder or just Old geek. This can be done only once per career.

1.6 You can never learn too much

After a character hits rank 3 and he completes a career with 3 talent slots in its career card, he permanently can socket 3 talent slots in his future career cards, even if afterwards he enters a career that has less talent slots. In this case, the "extra" talent slot must be of the same type as one of the current career talent slots.

Following the same recipe, the same is valid for characters reaching rank 4 and completing an *Elite* career or for characters hitting rank 5 and completing a *Heroic* career.

1.7 Backup characters

Backup characters start with 0xp but they gain 2xp per session, until they have the same amount of xp as the PC with the most xp in the group.

Players that have a backup character with a interesting, funny or otherwise elaborated background

(that is answering the 10 questions found in the Player's Guide pg 41) will start with a bonus xp between 0 and 5 xp, under the GM criteria.

2. Game Mechanics: General

2.1 Chaos stars and game difficulty

In any check including four  or more challenge dice, any  Chaos Star counts as a  challenge, and it can be used as well to either activate a Chaos star effect, or it can be swapped for one  Bane.

2.2 Opposed check difficulty

The opposed check difficulty equals the opponent's characteristic plus the training rank of the relevant skill, the sum divided by two. The integer number is directly converted into an equal number of  challenge dice. Any .5 result is converted into a  misfortune die.

If the Opposing Characteristic is:

- If the sum of your opponent's characteristic and skill is 1, it's $1/2 = 0.5$ The check difficulty is .
 - If the sum of your opponent's characteristic and skill is 2, it's $2/2 = 1$ The check difficulty is .
 - If the sum of your opponent's characteristic and skill is 3, it's $3/2 = 1.5$ The check difficulty is  .
 - If the sum of your opponent's characteristic and skill is 4, it's $4/2 = 2$ The check difficulty is  .
 - If the sum of your opponent's characteristic and skill is 5, it's $5/2 = 2.5$ The check difficulty is   .
 - If the sum of your opponent's characteristic and skill is 6, it's $6/2 = 3$ The check difficulty is   .
- (and so on).

Other Opposed Check modifiers:

- Opposition has a Relevant Specialization: +1 misfortune die per related specialization
- GM Spends Aggression or Cunning: +1 misfortune die per die spent

2.3 Manoeuvres limitation and movement

A character cannot spend more than 1 fatigue per assault to gain an extra manoeuvre.

The following table sets a standard of distance which is defined by the long range of a crossbow based in the WFRP 2nd ed.

Range	Engaged	Close	Medium	Long	Extreme		
Yards	0-1	2-10	11-30	31-60	> 60		
Abstract space	To close 1	To Medium 1 To Engaged 1	To Long 2 To Close 1	To Extreme 3 To Medium 2			
Abstract space tracker	Engaged	Close	Md.	-	Lg.	-	Ext.

Creatures so have been modified so that a single creature can have both, the *Swift* and *Fast* traits, at the same time. The modifications have been done following the first and second editions of WFRP. The *Swift* trait will cover creatures with a movement characteristic between 6-7 in the WFRP 1st and 2nd editions, while the combination of the *Swift* and *Fast* trait will cover the creatures with a movement characteristic >8 in the WFRP 1st and 2nd editions.

2.4 Fortune Points

There is a new way to make use of fortune points:

- You can spend 1 fortune point during your turn to gain 1 free manoeuvre.

2.5 Socketing Talents

A character may find himself that at some point of his life he has talents obtained in previous careers that he cannot socket into his new career card because it lacks the proper talent slot. A possibility, of course, is the *Party Sheet*, but it seems still a bit unrealistic that all of a sudden a character forgets which are his talents and skills.

I used to be good at this...

A PC can always socket a talent into a slot which does not match the talent type. When doing so, the PC suffers 1 long term Fatigue and Stress.

2.6 Social Interactions and Perform a Stunt

Due to the lack of a basic social action card, like *Melee Strike* or *Ranged Attack* act for combat situations, player characters may use the *Perform a Stunt* action card to *Influence* their target. This is done by using the card normally as described in page 68 of the Player's Guide. The following guidelines apply though:

- If a *strong argument* is presented to the NPC an "Influence" result is obtained with the Single Success line.
- If an *average argument* is presented to the NPC an "Influence" result is obtained only with the Multiple Success line.
- If a *weak argument* is presented to the NPC an "Influence" result is obtained only with the Multiple Success line and Boons (or a better result).
- If a *very weak argument* is presented to the NPC an "Influence" result is obtained only with a at least a Multiple Success line and a Comet (or a better result).

Each NPC has his own motivations, personality, virtues and flaws. Therefore *strong*, *average*, *weak* and *very weak* arguments will depend from NPC to NPC. Typically PCs can obtain information on the motivations of different NPCs by investigation, most commonly by gossiping around or by using action cards such as *Scrutinise*; but no way of obtaining information is forbidden and PCs can find various creative (and often illegal) ways of obtaining it.

2.7 Action cards, limitations and traits

Apart from active defences, action cards are limited to two copies of each in the group.

Action cards with the trait *Ancestor* are restricted to Dwarf players only but Dwarf Slayers, since Slayers have failed to the eyes of their Ancestors.

Action cards with the traits *Slayer*, *Way of the Sword* or *Ritual Dance* are **NOT** restricted. Yet, a PC that is not a Slayer, a Sword Master or a Wardancer respectively, should consult the GM before buying the action card with his xp.

2.8 Wearing Armour

While a good weapon can finish off an enemy quickly, good armour is just as important as it will protect an adventurer when blows inevitably slip past dodges and parries. Combat can become very lethal very quickly in Warhammer and a good suit of armour can make all the difference between life and death. Although, it is a frustrating fact for many warriors that armours are so cumbersome, and without the proper training they can restrict as much as they protect.

2.8.1 Armour Levels and penalties

Armours are divided in categories or levels, armours crafted by races like the Dwarves, Humans or Elves fall in the first three levels, *Light* (or level 1) armours, *Medium* (or level 2) armours and *Heavy* (or level 3) armours. The **Armour Penalty** table shows the penalties incurred due to wearing a certain type of armour.

Additionally to these penalties, characters making a Observation check without removing the helmet (if the armour includes one) suffer a penalty of one ■ misfortune die per armour level.

2.8.2 Armour Levels and training

The old world is a dangerous place and most civilized cultures or races are prepared for the worst. From the warlike human societies like those of the Empire, or Bretonia, to the more educated reign of the Phoenix King and the Everqueen in Ulthuan, citizens are obligated to serve during a short period in the army where they get basic trainings in combat and survival.

Armour Penalty table

	Athletics	Coordination	Resilience (Fatigue)	Stealth	Additional Effects (Fatigue)
Level 1	■	-	-	-	-
Level 2	■■	■	■	■	☠☠☠ Suffer 2 fatigue
Level 3	■■■	■■	■■	■■	☠☠ Suffer 2 fatigue ☠☠☠ Suffer 2 fatigue
Level 4	■■■■	■■■■	■■■■	■■■■	☠ Suffer 1 fatigue ☠☠☠ Suffer 2 fatigue ☠☠☠☠ Suffer 2 fatigue
Level 5	■■■■■	■■■■■	■■■■■	■■■■■	☠ Suffer 2 fatigue (you may activate this effect multiple times)

Other cultures or habitants of isolated regions, because they are settled in dangerous or wild areas, are also force to learn how to defend themselves. Likewise basic skills, everybody has received the basic training to wear light armours without extra complications. In game terms, all characters are considered to have training in Light Armours (*Armour Training Level 1*).

Additionally, characters following a military career will obtain more advanced training in armours, how to take care of them, how to wear them, how to fight or move with them...

- You obtain *Armour Training Level 2* if your current career or any already completed career has the *Combat* or *Military* traits. Upon completing a second career with the *Combat* or *Military* traits you obtain *Armour Training Level 3*.

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-Dwarfs are naturally sturdy, which added to they belligerent society and the lurking dangers they have to defend themselves from, makes them more used to wear an armour than not to wear one. Dwarfs characters start with *Armour Training Level 2* and add +1 *Armour Training Level* to those granted by career traits. Thus a Dwarf character whose current career has either the *Military* or *Combat* traits is considered to have *Armour Training Level 3*.

-Some human priestly cults are very warrior like and

their initiates already receive some advanced combat training. PCs in the Initiate career for the Sigmar and Ulric deities, may choose to swap the *Academic* career trait for the *Combat* trait. Similarly, PCs in the Initiate career for the Myrmydia deity may choose to swap the *Academic* trait for the *Military* trait. This must be done before entering the career and it has to be taken into account both, when entering the career and when exiting the career.

-Wearing armour without the proper training is normally a bad idea. When checking for penalties due to wearing armour in the **Armour Penalty** table, increase the armour's level by one by each point of difference between your *Armour Training Level* and the your *Armour Level*. For example, if you are wearing a Chainmail (medium armour / armour level 2) but you only have armour training level 1, your chainmail gives you penalties as if it would be a level 3 armour. This does not apply to the penalties imposed to Observation checks due to wearing a helmet.

2.9 Skills

Follow trails: Follow trails is tested with Nature Lore, and it is a nature lore specialization.

2.10 Action cards

2.10.1 Ranged action cards

- Immobilising shot* has been changed
- Bullseye* has been changed
- Rapid fire* has been changed
- Inescapable Death* has been changed
- Archer's Paradox* has been changed

2.10.2 Melee action cards

- Acrobatic Strike* has been changed
- Giant Feller Strike* has been changed
- Reckless Cleave* has been changed
- Thunderous Blow* has been changed
- Troll Feller Strike* has been changed

2.10.3 Support action cards

-*Guarded position* and *Improved guarded position*: A group of allies in an engagement can only benefit from one single Guarded or Improved Guarded Position action, the best result applies. Replace *Discipline* by *Leadership (Fel)* (tactics) as skill check. Alternatively, anyone can use the Guarded or Improved Guarded Position action to affect only himself using a normal Discipline (WP) check.

2.11 Talents

-*Protective* (reputation): Change the wording of the talent by "Add to skill checks if you are engaged with a critically wounded ally".

3. Game Mechanics: Combat

3.1 Ranged combat

3.1.1 Firing from an engagement

The same rules applied for spellcasters are used here. Unless stated in the action card as a requirement (like in *Close Quarters Shot* or *Execution Shot*), characters add one ♦ challenge die to their dice pool when firing from an engagement. Additionally, enemies engaged with the character automatically get one □ fortune dice to their next action against the firing character.

3.1.2 Firing into an engagement

When firing into an engagement without the proper action card, add one ♦ challenge die to the dice pool. You may lower the penalty down to two ■■ misfortune dice by performing the prepare manoeuvre. In addition, if the attack check succeeds but it generates at least one ☼, that ☼ is automatically spent to make the attacker hit one of the individuals engaged with the target, instead of the target (GM choice as normal).

3.1.3 Reloading ranged weapons

All ranged weapons but those listed as repeating have been modified to have either the *Reload* or the *Reload X* quality, where X is the amount of manoeuvres you have to spend to reload the weapon.

3.2 Fleeing from a combat

3.2.1 From encounter to history mode

If none of the parties is interested in pursuing the other, fleeing a combat is as easy as disengaging and reaching *Close* range. Similarly, any character that starts his turn at *Extreme* range from his enemies can choose to leave the combat without more complications by spending 1 manoeuvre.

One the other hand, if one of the parties wants to avoid the fleeing party from escaping combat, a more elaborated mechanics are needed. In the easiest case, where a whole group wants to flee from a whole group, when the first initiative token from the fleeing group is reached, an opposed ***Fleeing group lowest Athletics (St) vs Enemy group highest Athletics (St) check*** is resolved as an action. Add two ■■ misfortune dice if at least one member of the fleeing party is engaged with an enemy. Add one □ fortune die if there are members from the fleeing party found

the closest enemy. Add two □□ fortune dice if there are members of the fleeing party found at *Long* range from the closest enemy. If the check fails the fleeing group has to fight one more round. If the check is successful, the fleeing party has escaped combat and a chase may begging...

3.2.2 Chasing

After a successful check to abandon a combat, a chasing encounter can be then started in history mode if the any party is interested in pursuing the fleeing party. Place an nine space progress tracker with an event space in the third, fifth and ninth spaces. The token representing the chasing party starts at the first space, while the token representing the fleeing party starts at a space equal to his range band when they fled the combat, i.e. *Close* = 2st space, *Medium* = 3rd (or 4th) space, *Long* = 5th (6th or 7th) space and *Extreme* = 8th space. If there were mixed distances at the point of abandoning the combat, choose the closest one. Both parties roll an ***Athletics check*** (using the lowest *Athletics* in each group) with a difficulty based on the terrain e.g. *Average* (2d) for a road, *Hard* (3d) for woods, *Daunting* (4d) for a mountain path... Add misfortune and fortune dice as usual due to environmental conditions, clever or poor ideas etc. Every success beyond the other party's roll moves the counter along by the same number.

If the fleeing token reaches (or starts at, or passed) the third space in the progress tracker, the fleeing party gets one □ fortune die on their *Athletics* check. When they reach (or start at, or passed) the fifth space they get a second fortune die on their *Athletics* check. If the fleeing token reaches the ninth space they have managed to leave behind their pursuers. If the chasing token reaches the fleeing token, then the combat starts over again, with both parties starting at any distance chosen by the chasers.

This situation supposes that all integrants of the parties are using their two manoeuvres every turn to move. In case they only use one manoeuvre to move, increase the *Athletics* check difficulty by one ♦ challenge die. For each extra manoeuvre that any of the parties invest during a single round, add □□ to the *Athletics* check. Note that in case of riders, a *Ride* check replaces the *Athletics* check, and wind is spent in place of fatigue.

3.2.3 Extra considerations

This situation can get as complex as one can imagine and these rules can only be taken as guidelines at best. What follows are some extra considerations that can be taken to account for other situations where a chasing may occur.

- If the fleeing and /or chasing party does not want to flee /pursue as a whole, and rather prefers to do it as individuals. Probably, the easiest way to solve this situations is to place individual tokens to represent PCs and group of monsters. When a chasing token reaches a fleeing token a combat starts, with the two groups represented by these tokens set at a range from each other chosen by the chaser. The rest of tokens are set at a relative position from this group equal to their separation in spaces in the progress tracker.

- In some situations it may not be necessary to reach Extreme range to shake off a group of pursuers. For example if the chase takes place in a city or at night, the GM may decide that reaching the *Long* or *Medium* distance band is enough.

- A group may also try to hide from their opponents once they have gather a certain safe distance from their chasers. In such situation, in place of the *Athletics* check, the GM may allow for *Stealth* checks opposed by the pursuers *Observation* and modified by factors such as terrain, light conditions... This is though a risky shot, since in case it fails the fleeing party is not rolling for Athletics.

3.3 Spellcasters: Quickcasting & In Great Need

A spellcaster who casts a spell and channels power or curries for favor in the same turn, does so by spending a manoeuvre.

3.4 Under Cover

Character who place themselves under cover can gain bonuses to their defense.

Light Cover: Add ■ to attacks targeting your defence. Behind a rock, crate, wall, in general when more than $\frac{1}{4}$ of the body is covered, but less than $\frac{1}{2}$.

Medium Cover: Add ■■ to attacks targeting your defence. In general when more than $\frac{1}{2}$ of the body is covered, but less than $\frac{3}{4}$.

Heavy Cover: Add ■■■ to attacks targeting your defence. Like when firing through arrow slits behind a

wall. In general when more than $\frac{3}{4}$ of the body is covered. It may be difficult or impossible to perform any activity while under *heavy cover*, without exposing yourself.

3.4 Critical

When a critical wound is inflicted, before revealing the critical wound, the player (or the GM) may choose either to apply the critical wound effect, or to inflict extra damage equal to half the severity value rounded up of the critical wound. This must be decided before flipping the normal wound into a critical wound.

4. The World

4.1 Healing

4.1.1 Critical wounds and infections

If a PC gets one or more ☼ chaos stars when recovering from a critical wound he must make an **Average (2d) Disease check**, fortune or misfortune dice can be added due to circumstances. If the PC fails his check, he acquires a random disease with the *wound* trait.

4.2 Insanities

4.2.1 Fear

If a PC fails a fear check and he obtains one or more ☼ chaos stars, he must immediately draw an Insanity card. If the insanity has the trauma, or any appropriated trait for the situation, the PC obtains the insanity as a temporary insanity. Place as many counters as banes have been produced by the dice pool. Follow the rules for temporary insanities.

4.2.2 Terror

If a PC fails a terror check and he obtains one or more ☼ chaos stars, he must immediately draw an Insanity card. The PC has to keep drawing insanities until one of the traits fit with the given situation and the PC obtains the insanity as a temporary insanity. Place as many counters as banes have been produced by the dice pool. Follow the rules for temporary insanities.

4.3 Fatigue and Stress

Short-term Fatigue and Stress: This is typically fatigue or stress that builds up rapidly during encounter mode. Similarly, with a quick rest, short-term fatigues refreshes fast.

Long-Term Fatigue or Stress: Long-term fatigue or Stress results from extended activities, such as travelling, performing rituals, doing physical jobs for hours. Long-term fatigue or stress is only recovered by sleep and sufficient food. A full night's sleep will usually recover all fatigue.

4.4 Illumination

-What follows are rules to account for penalties caused by the lack of illumination on any check where sight is involved. Note, that this penalties are

cumulative with other modifiers not covered here, like the size of the object, how well hidden or how far away it is, or any other modifier the GM finds appropriate.

- Two kind illumination sources are hereby defined, *extended* and *local*.

-*Extended* source lights are those which illuminate an arbitrarily large volume of space without decaying in intensity. They define the background light level for PCs and NPCs. Typical examples are meteorology effects, like rain or fog; everywhere present sources of light, like the moon or the stars; or array of smaller sources, like the lanterns in the streets of a city.

-*Local* source lights are those which illuminate locally but their intensity decays as the volume of space increases. Typical examples are lamps, torches, candles, the light projected by a wizard...

The absence of any light is defined as *Pitch blackness*, it represents total darkness and it is equivalent as being totally blind. *Light level 0*.

4.4.1 Extended sources of light

- *Light level 0:* Pitch blackness or totally blind. It imposes a penalty of ◆◆ to any test where sight is involved.

- *Light level 1:* a starry sky or a dense fog. It imposes a penalty of ◆■ to any test where sight is involved.

- *Light level 2:* a full moon night, a light fog or a heavy rain. It imposes a penalty of ◆ to any test where sight is involved.

- *Light level 3:* an overcast sky, the lamps in a city street, or a moderate rain. It imposes a penalty of ■ to any test where sight is involved.

- *Light level 4:* clear day, a light rain or a fine mist. No penalties due to the lack of light are imposed.

4.4.2 Local sources of light

-*Faint light* sources, like a candle or a lamp. Increase the *light level* by 1 at close range.

-*Moderate light* sources like a torch or a lantern. Increase the *light level* by 2 at close range and by 1 at medium range.

-*Strong light* sources like a camp fire or a street lamp. Increase the *light level* by 3 at close range, by 2 at medium range and by 1 at long range.

4.4.3 Special conditions or traits

- *Night vision*: Increases the *light level* by 2.
- The *Blinded* condition decreases the light level by 2
- *Blind*: The *light level* is reduced to 0 independently of the light source or other effects.

4.5 Literacy and Education Skill

4.5.1 Speaking

All characters can speak their native tongue. Additionally, Elves and Dwarfs have a basic knowledge of the human tongue which is more than enough for everyday communication.

The GM is free to add misfortune dice to any social interaction dice pool if the conversation is too technical, the NPC and the PC speak different dialects, or other situations. Similarly, in extreme cases the GM may ask for an Intelligence check to fully grasp the meaning of a conversation.

4.5.2 Read and Write

Characters without the *Education* skill are considered Illiterates, but still may attempt an Intelligence check to read or write a text in a tongue they can speak.

Read and Write checks

Simple (0d): Read /Write a simple sentence e.g. "Menu of the day"

Easy (1d): Read /Write a whole (not too technical) paragraph, or a technical sentence.

Average (2d): Read /Write a whole (not too technical) page, or a technical paragraph.

Hard (3d): Read /Write a whole (not too technical) pamphlet or book chapter, or a technical page.

Daunting (4d): Read /Write a whole (not too technical) book, or a technical pamphlet or book chapter.

Heroic (5d): Read /Write a whole technical book.

Dwarven and the Asray societies are more literate than the human, Dwarf and Wood Elf characters without the *Education* skill, reduce the level difficulty of reading /writing texts in their native language by 2 levels.

The High Elf is typically a highly educated society. High Elf characters are considered as to have the *Education* skill acquired when reading /writing a text in their native language.

Possible boons and banes effects

- ☞ You grasp /imprint some hidden content or double sense
- ☞ You read /write at faster pace
- ☞ You gain one fortune die to the next check related with the subject of the text
- ☠ You misunderstand or misinterpret some parts
- ☠ You read /write at slower pace
- ☠ You gain one misfortune die to the next check related with the subject of the text

Possible Chaos Star effects

- ☼ You gain a temporal insanity (*Enigma* trait)
- ☼ You gain extra corruption (corrupted tomes only)
- ☼ You spend an insane amount of time to read /write the text and suffer a big amount of stress and or fatigue
- ☼ The flame of a candle starts a fire, the destruction ranges from a few wounds due to some burns, the destruction of the book or the whole destruction of the chamber (in function of the number of chaos stars rolled)
- ☼ You suffer one extra challenge die to the next check related with the subject of the text
- ☼ You understand /write the text in its completely opposite meaning

Possible Comet effects

- ☾ You read /write the text at an unbelievable speed
- ☾ You gain an expertise die to the next check related with the subject of the text
- ☾ You uncover all hidden meanings or messages in the text, or you write hidden messages in a code extremely difficult to break
- ☾ If a profane text, you gain an expertise die to the resist its corrupting or maddening influence

4.5.3 Education Skill

Once a character has acquired *Education*, he is considered literate, knowing the basics of the written language, for his native tongue. Reduce the check difficulty by 3 levels.

With each rank of training in *Education*, the character's literacy skills and grasp of the written word improve. Reduce the difficulty of any Read /Write check 1 additional level.

Notice that if the level decreases below Simple (0d) there is no need for a test anymore.

Additionally, a character may spend 1 exp to buy a specialization in Education to gain the skill to speak, read and write one additional language, following the rules described above for native languages.

4.6 Weapons & Armour Revised

4.6. 1 New Melee and Ranged Weapons

Hand and a Half Weapon: The hand-and-a-half weapons, like the Bastard sword, Long Sword or Claymore, falls somewhere between the hand weapons and the great weapons. The benefit lies in its versatility. Useable in either one hand or two, it provides a great deal of flexibility to warriors who would use shields while fighting, but need to be able to fall back on the damage potential of a great weapon. It seems to have been developed simultaneously in the Empire and Bretonnia, so who in fact can be credited with its design is subject to great debate. The wielder can perform a manoeuvre to change his grip and use the sword with two hands, gaining +1 CR and losing its Slow quality.

White Wolf Hammer: The White Wolf Hammer is a huge hammer only carried by the Knights of the Inner circle of the White Wolf order in Middenheim. The White Wolf Hammer are always best quality and adds \square to all attacks. It can be wielded with one or two hands, the wielder can perform a manoeuvre to change his grip and use the hammer with two hands, gaining +1 CR and losing its Slow quality. Moreover, if a mounted character armed with a White Wolf Hammer is trained in Ride, he adds a further \square to his attack rolls.

High Elf Double Bladed Sword: Crafted from Ithilmar, the double bladed elven swords are light and deadly. The High elves elite warriors treat this weapons as an extension of their own body and as such no High Elf will ever sell or trade such a masterful weapon. Elven double bladed swords are always best quality and add \square to all attacks. It can be wielded with one or two hands, the wielder can perform a manoeuvre to change his grip and use the sword with two hands, gaining +1 DR.

Woodsmen's Axe: White Lion warriors carry the traditional woodsman's axe. Many of the woodsman axes carried by these elves are ancient heirlooms, handed down from father to son and warrior to

handed down from father to son and from warrior to warrior across centuries untold, yet their steel remains untarnished and never loses its keen edge. The Woodsman's axe is of best quality and adds \square to all attacks.

Wood Elf Hunting Spear: These spears have shafts carved from ash wood and are often adorned with feathers. What makes these weapons so deadly is that the spearheads are barbed, so that when a warrior strikes his foe with the weapon and pulls it free, he tears flesh and armour, widening the wound. Wood Elf hunting spears are generally not available in the Empire; they are found only in the Wood Elf homeland of Athel Loren and are never for sale. However, anyone who can use a spear can use this weapon. Wood Elf Hunting Spears are always best quality and adds \square to all attacks. It can be wielded one-handed with a shield, or it may also be wielded two-handed, increasing its damage rating by 1. It may also be effectively thrown up to close range. When used to Parry, add 1 recharge token to the *Parry Active Defence*.

War Sword: The war or arming sword (also called a knight's or knightly sword) is a type of sword with a single handed cruciform hilt and straight double edged blade of around 69 to 81 centimetres. It is typically used with a shield or buckler; however, the war sword can be used effectively in combat without the benefit of a shield. Being overall a light, it is a versatile weapon capable of both cut and thrust combat, and normally boasted excellent balance. *Melee Attacks* performed with a War Sword gain:

 Remove 1 recharge token from you
Parry Active Defence card

Flanged Mace: The head of a flanged mace is shaped with flanges or knobs to allow greater penetration of plate armour. The length of these maces can vary considerably, although they are usually quite short (70 to 90 cm). The flanges, on the head of a flanged mace allow it to dent or penetrate even the thickest armour. *Melee Attacks* performed with a Flanged Mace gain:

 +1 Pierce

Battle Axe: Battle axes had a socketed head, and some included languets—long strips of metal affixed to the faces of the haft to prevent it from being damaged during combat. Occasionally the cheeks of the axehead bear engraved, etched, punched or inlaid

decorative patterns. Some battle axes are even all-metal construction. Battleaxes have typically long hafts, it can be wielded one-handed or it may also be wielded two-handed, increasing its DR by 1.

Spear: Add the following. When used to Parry, add 1 recharge token to the *Parry Active Defence*.

TABLE 9-5: MELEE WEAPONS

WEAPON	DR	CR	GROUP	QUALITIES	COST	ENCUMBRANCE	RARITY
Dagger	4	3	Ordinary	Fast	10s	2	Plentiful
Flail	7	3	Flail	Slow, Vicious, Two- Handed	90s	6	Rare
Gauntlet	4	4	Unarmed	—	as armour	as armour	as armour
Great Weapon	7	2	Great Weapon	Two-Handed	1g	7	Rare
Halberd	6	2	Polearm	Special, Two-Handed	75s	6	Common
Hand Weapon	5	3	Ordinary	—	25s	3	Plentiful
War Sword	5	3	Ordinary	Special	1g	3	Rare
Flanged Mace	5	3	Ordinary	Special	90s	3	Rare
Battle Axe	5	3	Ordinary	Special	90s	3	Rare
White Wolf Hammer	6	3	Great Weapon	Slow, Special, Best Quality	8g	5	Exotic
Knife	3	3	Ordinary	Fast, Special	10s	1	Common
Hand and a Half Weapon	6	3	Great Weapon	Slow, Special	75s	5	Rare
Great Sword of Hoeth	7	2	Great Weapon	Two-Handed, Special, Best Quality	10g	7	Exotic
Elf Double Bladed Sword	5	3	Ordinary	Fast, Special, Best Quality	5g	4	Exotic
Woodsmen's Axe	7	2	Great Weapon	Pierce 1, Two-Handed, Best Quality	10g	7	Exotic
Wood Elf Hunting Spear	5	3	Spear	Fast, Pierce 1, Special, Best Quality	6g	4	Exotic
Improvised	3	3	—	—	—	2	Abundant
Lance	6	2	Cavalry	Pierce 1, Special	75s	4	Common
Main Gauche	4	4	Fencing	Fast, Defensive	35s	2	Rare
Morning Star	6	3	Flail	Slow, Special	60s	4	Rare
Quarter Staff	4	4	Staff	Defensive	10b	3	Abundant
Rapier	5	3	Fencing	Fast	90s	3	Rare
Spear	5	3	Spear	Fast, Special, Unreliable 2	20s	4	Plentiful
Unarmed	3	4	Unarmed	—	—	—	—
Sabre	5	3	Cavalry	Special	40s	3	Rare

TABLE 9-6: RANGED WEAPONS

WEAPON	DR	CR	RANGE	QUALITIES	GROUP	COST	ENC	RARITY
Blunderbuss	5	2	Close	Blast, Reload 2, Two-Handed, Unreliable 2	Blackpowder	2g	4	Rare
Crossbow	6	3	Long	Two-Handed, Reload 2	Crossbow	60s	5	Common
Crossbow Pistol	4	3	Close	Reload 2	Crossbow	80s	2	Rare
Handgun	6	2	Medium	Pierce 1, Reload 2, Two-Handed, Unreliable 2	Blackpowder	8g	4	Rare
Hochland Long Rifle	6	2	Long	Pierce 1, Reload 2, Two-Handed, Special, Unreliable 2	Blackpowder	15g	5	Exotic
Improvised	3	4	Close	Thrown	Thrown	–	Varies	–
Javelin	5	3	Close	Thrown	Thrown	1s	1	Common
Lasso	–	–	Close	Entangling	Thrown	1s	2	Plentiful
Longbow	5	3	Long	Pierce 1, Two-Handed, Reload, Special	Bow	40s	5	Rare
Net	–	–	Close	Entangling	Thrown	3s	3	Common
Pistol	6	2	Close	Pierce 1, Reload 2, Unreliable 2	Blackpowder	5g	2	Rare
Repeater Crossbow	4	3	Medium	Special, Two-Handed	Crossbow	3g	4	Exotic
Repeater Handgun	6	2	Medium	Pierce 1, Special, Unreliable 1	Blackpowder	16g	5	Exotic
Repeater Pistol	6	2	Close	Pierce 1, Special, Unreliable 1	Blackpowder	12g	3	Exotic
Shortbow	5	3	Medium	Two-Handed, Reload	Bow	20s	3	Common
Sling	4	3	Long	Special, Reload	Sling	3b	–	Plentiful
Spear	5	3	Close	Thrown	Thrown	20s	4	Plentiful
Staff Sling	5	3	Long	Two-Handed, Reload	Sling	1s	4	Rare
Throwing Axe/Hammer	5	3	Close	Thrown	Thrown	10s	3	Common
Throwing Dagger/Star	4	4	Close	Thrown	Thrown	10s	1	Common
Whip	3	5	Close	Entangling	Thrown	10s	3	Plentiful

TABLE 9-7: AMMUNITION

ITEM	COST	ENCUMBRANCE	RARITY
Arrows (12)	1s	2	Common
Ball shot and powder (12 shots)	12s	1	Rare
Bolts (12)	2s	2	Common
Sling Bullets (12)	1s	1	Common

4.6.2 Armours

(The following tables substitute the ones present in the core book)

TABLE 9-8: ARMOUR & SHIELDS

ARMOUR	DEFENCE	SOAK	COST	ENCUMBRANCE*	RARITY	
Light Leather	Level 1	0	1	12b	2	Plentiful
Leather Jerkin		1	0	10b	1	Plentiful
Leather		0	2	5s	4	Plentiful
Brigandine		1	1	20s	3	Common
Mail Shirt	Level 2	1	2	50s	5	Common
Chainmail		0	3	1g	7	Common
Reinforced Brigandine		2	1	75s	6	Rare
Half Plate		1	3	3g	8	Rare
Ulthuan Scale	Level 3	1	3	6g	6	Exotic
Scale		0	4	6g	10	Rare
Plate & Chain		1	4	10g	11	Rare
Full Plate		0	5	15g	12	Rare
Lamellar Cuirass	Level 3	2	3	12g	12	Rare
Gothic Plate		1	5	20g	13	Rare
SHIELD	DEFENCE	SOAK	COST	ENCUMBRANCE	RARITY	
Buckler	1	0	20s	2	Common	
Buckler, Spiked	1	0	25s	3	Common	
Round/Kite	1	1	25s	4	Common	
Tower	2	1	1g	5	Rare	

The typical Clothes and Robes used daily by Old Worlders offer protection no longer, and both count as having encumbrance 1.

Leather Jerkin: A jerkin is a man's short close-fitting leather jacket, made usually of light-colored leather, and often without sleeves, worn over the doublet.

Light Leather:

Half Plate:

Gothic Plate: Is a type of plate armour of steel made in the Empire. In addition to steel plates it includes mail to protect under the bevor, joints and crotch. It is often combined with a Gothic sallet, which includes long and sharp rear-plate that protects the back of the neck and head.

4.7 Weapons & Armours: Laws of the Empire

4.7.1 *The Peace keeping law*

In theory, the Emperor is free to make whatever laws and regulations he or she wishes and have it apply to the whole of the Empire. The truth is more nuanced, for law in the Grand Provinces is the purview of the respective Elector. Like the Emperor above, each may issue any needed laws and expect to have them obeyed, though traditions vary from province to province. Law in the provinces concerns itself with civil and criminal matters: crimes against property and persons, and civil suits.

Yet, most liege lords enforce what is commonly known as the "Peace keeping" law, for which it is not allowed to carry military equipment in the streets of a civilized settlement. Although, it does not forbid (normally) to own it. Typically anything bigger than a dagger is forbidden, as well as any type of armours. Bows had to be unstrung and crossbows wrapped in some fabric when carried in the streets. Violating the rules could lead to fines, confiscation or (worst of all), being banned from the city. Of course, this may vary from lord to lord and from settlement to settlement, ones being more permissive than the others.

If inquired, a PC can try to convince the watch, or any peace keeping forces of a settlement, that he and his weapon does not suppose a threat to the peace of the streets. Typically, depending on the arguments, this will be an opposed **Charm(Fel) / Guile(Fel) vs Target's Discipline (WP) / Intuition(Int)** check, modified by the display of the PC's military weaponry. Nonetheless, PCs with a military or noble background can also turn it into an opposed **Leadership(Fel) or Intimidate (Fel) vs Target Discipline (WP)** check.

- Being *Lightly Armed* (a hand weapon, several daggers...) does not add any complication to the check.
- Being *Armed* (light armour, a spear, a great weapon...) adds two ■■ misfortune dice to the check.
- Being *Moderately Armed* (great weapons combined with light armours, medium armours, shields...) adds four ■■■■ misfortune dice to the check.
- Being *Heavily Armed* (great weapons combined with medium armours, missile weapons, heavy armours...) adds six ■■■■■■ misfortune dice to the check.

- As a rule of thumb, add one ■ misfortune die to the check for each point of encumbrance in weapons and armours above the first that the character is carrying.

"All persons entering the town may carry no weapon longer than a short sword. To do otherwise shall be considered proof of conspiracy to commit mayhem."
Law of Pfeilorf dated 1977 but rarely enforced, issued after a particularly savage riot at the end of a match between supporters of two sporting clubs.

4.7.2 *Sneaking and Disguising "illegal" objects*

The "Peace keeping" law can turn to be quite strict to non locals at the gate doors of a settlement. Visitors to a city, town, village etc, will typically have their blades measured at the gate; if it turns to be too long, it has to be handed over to the guards. The blade will be (most of the times) returned when you leave the city. That can be usually the same day, because in some settlements 'non-residents' can not stay overnight, unless they had a permit... Nonetheless, it is widely known by adventurers and other kind of mercenaries that some coins can soften the otherwise strict gate keepers.

Any character can try of course to skip the laws. As a rule of thumb it is considered an opposed **Skulduggery (Ag) or Stealth (Ag) vs Target's Observation (Int)** check to sneak or disguise an illegal object like a weapon or an armour; alternatively a good bribe can turn the check into an opposed **Guile (Fel) vs Target's Discipline (WP)** check (see 4.6.1 *The Peace keeping law*).

- As a rule of thumb, when trying to sneak /disguise items carried on one's body, modify the check with one ■ misfortune die for each point of encumbrance above the first that the character is carrying in weapons and armours, or illegal objects.

4.8 Ogres, Halflings and war gear

This two races deserve some especial mention regarding the war gear equipment tables which are thought for human sized creatures.

4.8.1 Halflings

This peaceful race of short people have their melee weaponry restricted to Daggers, Knives and Spears. As missile weapons they can use Crossbow pistols, Net, pistols, repeater pistols, short bows, slings, staff slings, whips and throwing daggers /stars.

Regarding armours, Halflings can wear technically any armour, although they rarely wear anything heavier than a leather armour. Reduce by 1 per soak point the base encumbrance of any armour wore by a Halfling.

4.8.2 Ogres

This race of hulking brutes are fearsome warriors. Ogres can use any human sized weapon with a few modifications. Hand and a half weapons and Flails are not slow when wielded by an Ogre. An Ogre can dual wield morning stars and hand and a half weapons without penalties.

An Ogre can wield a two handed weapon with a single hand for DR6, CR2 and the Slow quality, but they cannot be dual wielded.

Alternatively, if any blacksmith is willing to forge a replica of a weapon but in "Ogre Size", just add +1DR to its stats and 2 to its encumbrance and rise its price by at least a factor 5.

Regarding armours, Ogres can wear technically anything on top of their gut plate armour, although they rarely wear anything! Increase the base encumbrance of any armour wore by an Ogre by 2 per soak point, and rise its price by at least a factor 5.