WARHAMMER FANTASY ROLEPLAY

Basic Skills

Athletics (St)
Climbing, Swimming, Jumping, Rowing, Running Lifting

Ballistic Skill (Ag)
Bow, Crossbow, Thrown, Blackpowder

Charm (Fel)
Etiquette, Gossip, Diplomacy, Haggling, Seduction

Coordination (Ag)
Dodge, Balance, Acrobatics, Juggling, Dance, Knots & Ropes

Discipline (WP)
Resist Charm, Resist Guile, Resist Intimidation, Resist Fear, Resist Terror, Resist Torture

First Aid (Int)
Combat Surgery, Long Term Care, Tending Critical Wounds, Tending Normal Wounds

Folklore (Int)
Creature Lore, Reikland lore, Geography, Superstitions, Local customs

Guile (Fel)
Deception, Blather, Con games, Innuendo, Appear innocent

Intimidate (St)
Violence, Combat, Interrogation, Politics

Intuition (Int)
Detect lies, Estimate Sums, Evaluation, Gauge opponent

Leadership (Fel)
Military leadership, Politician, Logistics, Spiritual Leader

Nature Lore (Int)
Locate Shelter / Food / Water, Identify animal, identify plant

Observation (Int)
Eavesdropping, Tracking, Keen Vision, Minute Details

Resilience (To)
Block, Recover Fatigue, Resist Disease, Resist Poison, Resist Starvation

Ride (Ag)
Horsemanship, Trick riding, Wagons, Mounted combat, Long distance travel

Skullduggery (Ag)
Pick pockets, Pick locks, Set traps, Disable traps, Palm objects

Stealth (Ag)
Silent movement: Rural -or- Urban, Hide, Ambush

Weapon Skill (St)
Hand Weapons, Great Weapons, Polearms, Parry, Parry w/ great weapon

Advanced Skills

Animal Handling (Fel)
Command, Train, Sense Disposition, Calm Animal

Channeling (WP)
Below Capacity, Overchanneling, Conservative, Reckless, others

Education (Int)
History, Geography, Reason, Language skills, Philosophy

Invocation (Fel)
Per diety, Traditions, Rituals, Tenets

Magical Sights (Int)
Observe specific Wind, Identify spell, Locate aura, dark magic, gauge strength

Medicine (Int)
Critical wounds, Poison, Disease, Long term care, surgery

Piety (WP)
Below capacity, Conservative, Reckless, Urgent need

Spellcraft (Int)
History of Magick, Colleges, Rank 1-5 spells

Tradecraft (Varies)
Smithing, Carpentry, Jewelry making, brewing, Engineering, Performance

Challenges & Environmental Effects

Difficulty	Opposed Checks	Environment Effects	
Simple	less than 1/2 AC	light mist, gentle slope, cloudy day	No affects / Mood only
◆ **Easy**	Less than AC	light rain, short drop, thigh-deep water	may add ■ to checks, require a manoeuvre
◆◆ **Average**	Equal to the AC	heavy rain, 10' drop, deep water, rushing water	recharge slower, add multiple ■, inflict fatigue
◆◆◆ **Hard**	Greater than AC	torrential rain, high drop, deep rushing water, fire, smoke inhalation	inflict wounds, fatigue or stress,
◆◆ ◆◆ **Daunting**	2x AC	Lightning, gale-force winds, a severe drop	inflict severe wounds, insanity
◆◆◆ ◆◆ **Heroic**	Greater than 2x AC	Wormsign the likes of which even god has never seen	May be instantly fatal

Potential Complications

+1 per level of TRAINING in opposition's relevant skill
+1 if opposition has relevant SPECIALIZATION
+1 per spent AGGRESSION / CUNNING

Opposed Checks: Compare the Target's Characteristic vs Acting Characteristic **(AC)**

Competitive Checks: each participant rolls the check and compares successes. The pool with the most boons is considered +1 success. Stance breaks ties: Aggressive / Conservative

Fortune

Spend
Start with 3. Refreshes when Party Fortune = the # of PCs
- Add □ to check
- Reduce recharge 1:1

Hedge Fortune

Expend
Refreshes at next Rank
- ignore an environmental quality for 1 scene/act
- add a minor detail to a scene (*shoddy lock, minor clue, weapon to hand, etc.*)
- add □□ or ■■ to 1 check

Burn
Gone until major campaign closure, gift of the gods, etc.
- Add 2 expertise or ◆◆ to any check
- Force a reroll up to 3 dice in a check
- Add or alter a significant detail in a scene (*major clue, remove major impediment, avoid death, etc.*)

Universal Effects

☠☠ = Gain 1 Stress or Fatigue
᛭᛭ = Recover 1 Stress or Fatigue
☼ = ☠, trigger environmental complication
➴ = ᛭, ᛭, Critical, or trigger a power/ability
⧖ = add 2 recharge to any Action or adjust Initiative

Common Traits

Academic
Bureaucrat
Combat
Menial
Noble
Religion
Rogue
Rural
Social
Urban

Fortune

Superior Terrain
Outnumber Opponents
Tactics & Strategy
Sneaking Up
Ambush or Surprise
Creating a Distraction
Prone
Incapacitated
Clever use of Scenery

Misfortune

Outnumbered
Poor footing
Inclement weather
Bright, dazzling lights
Utter darkness
Target covered, obscured
Inebriated
Intimidated or frightened
Groggy, exhausted
Significant movement before action

Action Sequence

Initiative Checks

- ☠☠ - suffer ■ on 1st action
- ᛈᛈ - gain □ on 1st action
- ➹ - gain □□ on 1st action, or counts as 2 successes

Manoeuvers

Adjust Stance

Each additional step costs 1 Stress

Select Action

Select Target

Generate Pool

Convert Stance Dice

Add Fortne/Misfortune

Assign Challenge Dice - default **Easy (1d)**

Roll Dice Pool & Evaluate

Determine Effects

Influence Target -or-

Damage equal to {**(Damage Value (DV) + Str/Ag) - (Toughness + Soak)**}

*HouseRule: 3 additional ᛈᛈᛈ triggers a **Deadly Strike**: add damage = to related skill rank.*

Remove 1 Tracking Token from all Recharging Action Cards & Adjust Power

A / C / E

Aggression
- Extra Manoeuver
- Add □ / ■ to Combat

Cunning
- Temporarily adjust Stance
- Add □ / ■ to Social Encounters & Mental Tasks

Expertise
- Add Expertise dice to any check
- Force ■ on opposition

Manoeuvers

1 Free Manoeuver per turn; extra Manoeevers cost Fatigue

- Assist: add □ to Ally's check, +□ if assistant has applicable skill
- Exchange Talent
- Interact w/ Environment
- Manage Equipment
- Mount / Dismount
- Engage / Disengage
- Preparation
- Use Skill

Boons, Banes, Comets & Stars

✷ Chaos Stars
- Fall prone
- Break an item
- Suffer severe penalties (♦ or worse) to related tests or make them impossible (e.g. break a lock, get thrown from the court)
- Suffer environmental complication
- Discover a new, unexpected enemy or hazard
- Suffer large amount of Stress/Fatigue
- Suffer a Wound or convert to a Critical
- Make an enemy or attract more
- Affect Party Tension

➹ Sigmar's Comet
- Critical effect
- Gain □□□ to related tasks
- Gain □□□ Ally's next check
- Receive aid from an unexpected source
- Make a new Ally
- Open a new avenue of discovery, reveal unsuspected info, advance the story
- Recover a large amount of stress/fatigue
- Cause a foe to suffer environmental mishap (falling from a bridge, chandelier hitting him, etc.)

☠ Banes
- Suffer ■ on your next related check
- Grant □ to your opponent
- Lose your free manoeuvre
- Drop weapon or item
- Draw the attention of an enemy
- Decrease the quality of the success
- Worsen effects of failure

ᛈ Boons
- Gain □ on your next attempt at the same task (or related Task)
- Grant □ to an Ally
- Inflict ■ on an Enemy
- Gain a free manoeuvre
- Increase the quality of the success
- Ameliorate effects of failure

Wounds & Death

SEVERE WOUNDS
Severe effects are only brought into play when the total severity of *all* criticals equals of exceeds the Severity Threshold of a Severe Wound.

KNOCKED OUT (KO)
Occurs when PC/NPC suffer more Wounds than Wound Threshold. Convert 1 Wound to a Critical

DEATH
Occurs when KO'd & the character suffers more Critical Wounds than Toughness

Fatigue & Stress

Suffer 1■ for each Stress or Fatigue over the applicable Characteristic

PASS OUT -
If **Stress** is more than 2x WP
If **Fatigue** is more than 2x Toughness

RELATED CONDITIONS
Fatigued: Fatigue tokens are greater than any physical stat
Distressed: Stress tokens are greater than any mental stat
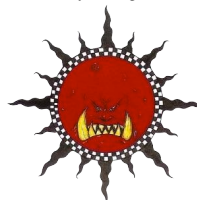**Strained**: Both Fatigued and Stressed

TALENT STRESS
Player's may socket a Talent of a different type (Reputation, Focus, Tactic) for 1 Stress

Henchmen

- Each group is equal in # to the PCs
- Attack as one: +1□ for each standing henchman
- Each henchman has Wounds equal to Toughness
- Criticals convert to a number of normal Wounds equivalent to the Severity Rating

Creature Traits

FAST
requires only 1 manoeuvre to move between medium and long range; 2 manoeuvres to move between long and extreme rang.

FEAR / TERROR x
Discipline (xD) *x= creatures Fear/Terror rating*
- **Fear** failure results in xStress
- **Terror** failure results in xStress & xFatigue
- ☠☠ gains the *Frightened* condition

FLIGHT
Does not need to perform a manoeuvre to disengage.

INSTINCTIVE
May use Willpower instead of Intelligence when attempting Observation checks.

KEEN SENSES
A creature with keen senses adds □ to Observation checks where smell is valuable.

NIGHT VISION
Up to ■■ are ignored for actions in darkness or situations with insufficient light.

POISON
When a creature with poison inflicts a critical, the target also suffers fatigue equal to the severity of the wound.

REGENERATION
Recover 1 normal wound at their End of Turn phase. Does not work with wounds inflicted by fire.

TERRAIN-WALK
Keyed to specific terrain types. The creature may ignore manoeuvre penalties for moving through that type of terrain. May negate up to ■■ imposed by terrain.

Social Encounters & Intrigues

Common Social Checks
- Charm vs Discipline
- Guile vs Intuition

Shame & The Duel of Wits
- Dealt as face down Insanity cards. Existing Insanities count against your threshold
- Threshold = WP + Noble Rank
- Once shame is equal to or greater than your threshold, you must exit the encounter, and gain the **Demoralised** condition.

Social Rank / Tier

Charm	Guile	Intimidate	Leadership

Nobles gain □ on the listed tests vs. the listed character / peer types

Social Intrigues
When PCs engage in an Intrigue, all participants must declare a **Goal** at the outset of their first turn. Difficulty is set by the GMs assessment of the goal, and modified per normal Social rules.

Changing Goals:
Significantly changing goals mid-Intrigue results in the opponent recovering half of their starting Social Hit Points.

**Social HP :** 3x WP + Discipline Ranks + Noble Ranks
Influence Damage: Characteristic + Skill Rank + Recharge
3 additional ᛈᛈᛈ triggers a Deadly Strike: add damage = to related skill rank.
Intrigue Resistance (IR) : WP + 2x Discipline Ranks

- ✚ ♦ if opponent's **Noble Rank** is higher
- ━ ♦ if opponent's **Nobles Rank** is lower

Enemy	Disliked	Outsider / Distrusted	Indifferent	Friendly	Favoured	Besotted	Disposition
♦ ✚ ■■	■■	■	--	□	□□	□□□	Modifier
X	150%	125%	0%	75%	50%	25% or Free	Price Discount

Engaged ●─ **Close** ─● **Medium** ●─ **Long** ─● **Extreme**
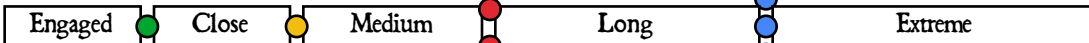
Additional steps/manoeuvers cost 1 Fatigue

Social Rank / Tier

	-	□	□■
	■	-	□
	■ ♦	□ / -	

Social Rank / Tier

= the number of manoeuvres to cross
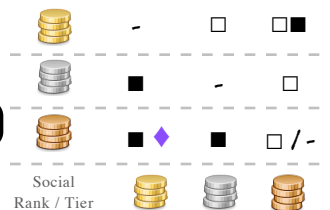
Healing & Recovery

END of ENCOUNTER/ACT
Recover Fatigue = Toughness
Recover Stress = Will Power

HEALING YOURSELF
Attempts to heal yourself (**First Aid** or **Medicine**) add ♦ to the difficulty.

RESILIENCE CHECK
Resilience (xD)
x= Level of Injury + Modifiers.
May be modified by First Aid or Medicine
Success = convert 1 Critical with a severity equal or less than the # of ⚔, and recover Wounds equal to the number of ⚒ generated.

Level of Injury Modifiers
No Wounds
Lightly Wounded ♦
Critically Wounded ♦♦

IMMEDIATE CARE
Only **First Aid** checks permitted during combat (i.e. no **Medicine**)

OVERNIGHT REST
Resilience Check (xD)
May be modified by Quality of Rest / Location / access to nourishment, etc.
- Recover **Fatigue = Toughness**
- Recover **Stress = Will Power**
- Recover **Wounds = Toughness**

LONG TERM CARE
If resting in a proper environment with easy access to necessary equipment and tonics, the target benefits from:
- Reduce difficulty of **Resilience** check by 1
- Recover an *additional* **1W/⚔**
  -or- recover from a 2nd Critical whose severity is ≤ ⚔

RELATED CONDITIONS
Fatigued: Fatigue tokens are greater than any physical stat
Distressed: Stress tokens are greater than any mental stat
Strained: Both Fatigued and Distressed

MEDICINE
May apply during Overnight Rest, Long Term Care or specific events.
- **Support Resilience Check:**
  Successful checks grant the target
  ☐ to Resilience attempt
  + ☐ if the check generates ⚒⚒

FIRST AID
- difficulty set by patient's Injury level
- **Recover Wounds:**
  1W/⚔ up to Target's Toughness
- **Ignore Critical Effect:**
  Must roll successes = to the Critical's severity. Target may temporarily ignore critical effect for 1 day.
- **First Aid Failure:**
  If the check generates ☠☠, the Target gains **1 Stress + 1 Fatigue**, and if treating a Critical, they gain **1 Wound!**
- **Support Resilience Check:**
  Successful checks grant the target
  ☐ per ⚔ generated
  + ☐ if the check generates ⚒⚒

Herbs & Medicines:
Liber Infectus p.20

Conditions

CONDITION DURATIONS
BRIEF: apply 3 tokens unless otherwise specified
DEPENDENT: noted on condition
LINGERING: lasts until the next extended pause or change in scene

Blinded	*Lingering*	Sight checks gain ♦
Cowed	*Brief*	Cannot convert to ●
Damaged	*Lingering / Dependent*	Weapons: DR-2 Armour: -2 Defense All else gain ■■
Demoralized	*Lingering*	Cancels Inspired All checks gain ■■
'Ed 'Urtz	*Lingering*	Mental checks gain: ■ If you suffer Stress, gain 1 Wound
Energised	*Brief*	Cancels Sluggish +1 free manoeuvre
Entangled	*Lingering*	Physical Actions cost 🜄 Manoeuvers cost +1 🜄
Exposed	*Brief*	Opponents gain ☐ when targeting you
Freezing	*Brief*	Counts as 1 Fatigue Manoeuvers cost +1
Frenzied	*Brief*	Cancels Cowed All stance dice ● Melee gains: 🜄 = +2 Damage
Frightened	*Dependant*	If engaged with cause of Fear/Terror: convert 1 less stance die. Gain 1 Stress at the beginning of your turn.

Ill-Fortuned	*Brief*	Whenever you suffer 1+ Wound also suffer 1 Stress
Inspired	*Lingering*	Cancels Demoralized Add ☐ to all checks
Intoxicated	*Lingering*	Add ■■ to all checks
Invigorated	*Lingering*	During end-of-turn, remove +1 recharge
Overwhelmed	*Brief*	♦ to all Physical checks
Perplexed	*Brief*	♦ to all Mental checks
Queasy	*Dependent*	Add ■ to all checks Recover 1 less Fatigue, Stress, Wound when resting
Rattled	*Brief*	Cannot convert to ●
Scorched	*Lingering*	Cancels Freezing At end of turn, suffer 1 Fatigue If Fatigued, suffer 1 W instead
Shock	*Lingering*	Mental checks gain ■ Cannot recover Stress
Sluggish	*Brief*	Cancels Energised +1 Fatigue to every manoeuvre
Staggered	*Brief*	Stance 1 towards neutral; +1 recharge to useActive Defense
Thunderstruck	*Lingering*	Remove ☐ from all checks When dealt damage, take +1 damage
Traumatized	*Lingering*	♦ to Initiativechecks Cannot use the first initiative
Under the Weather	*Lingering*	If you would suffer 1 Fatigue, suffer 2 Fatigue instead
Weakened	*Brief*	Add ■ to Strength checks -2 Damage.

Insanity

Check for Insanity anytime
- a character's **Willpower is Distressed** and they take 1 Stress -or-
- if the **character is Strained** and they take any Stress or Fatigue.

DISTRESSED WILLPOWER
If the PC already has an Insanity from the Encounter, place 1 tracking token on it. Otherwise, draw 1 Insanity and review the listed traits. If any apply to the situation, the PC gains the Insanity temporarily.

STRAINED CHARACTER
The character automatically draws Insanity cards until they draw one with traits matching the situation. Place a number of tokens on it equal to the number of Fatigue and/or Stress which caused the Insanity.

CHECK FOR PERMANENCE
At the end of the Act, check **Willpower (0D)** against each temp Insanity: ⚔ must ≥ the tokens on the Insanity or it becomes permanent!

TREATMENT
The PC may make 1 **Discipline (0D)** check/month & must succeed a number of times equal to the severity of the Insanity. Failed checks that generate ☠☠ remove 1 success instead.

SHORT TERM TREATMENT
A PC may invest Fortune Points into the Insanity. Once the # of FPs = the severity, they may ignore the effects of the Insanity for the duration of the Encounter

DESCEND INTO MADNESS
If the # of permanent Insanities > WP, the character is lost to madness.

Disease

DISEASE CHECKS
Check **Resilience (xD)**
x = virulence or risk of exposure (set by the GM). Failed checks result in contracting a Disease (which becomes the "Active Disease" and is socketed to one of their Talent slots.)
- Dwarfs & Elves receive ☐☐ to all Disease checks
- Checks which generate ☼ gain a symptom.

SYMPTOMS & DEATH
Symptoms are placed under the Active Disease.
If the Severity of all Disease cards in a stack (Active + Symptoms) exceed the PCs Wound threshold, they die!

TYPES
Virulent: mimics all other symptoms (it doubles the effects of all symptoms
Infections: eliminates a party sheet Talent slot
Lethal: All other diseases & symptoms gain +1 severity

RECOVERY
A suffering character may attempt a Recovery check each night.
- **Average (2D) Resilience** if suffering 1 Active Disease
- **Hard (3D) Resilience** if suffering 2 or more Diseases.

Modifiers to Recovery:
+ ■ for each Symptom
+ ☐ if tended by a someone trained in **Medicine**
+ ☐/■ for activity, rest, location of recovery, etc.

Results: If the PC generates ⚔ = Severity of one of the symptoms, he may recover from that symptom. If the only remaining disease in the stack is the Active Disease, he is cured. If the check fails & generates ☼ they gain a symptom.

Corruption & Mutation

CORRUPTION CHECKS
Check **Resilience (xd)**. Failed checks result in x Corruption. Checks which generate ☼ gain 1 Corruption regardless of outcome.
Corruption may be spent by the GM to add to ♦ any check.

CORRUPTION THRESHOLDS
If Corruption exceeds a character's Threshold, they will gain either a Mutation (Humans, Ogres, Halflings), or an Insanity (Elfs & Dwarfs).
Human: 5 + Toughness
Dwarf: 10 + Toughness
High/Wood Elf: 10 + Toughness
Hafling: 15 + Toughness
Ogre: 10 + Toughness

MUTATION & INSANITY
When drawing a Mutation, reduce **Corruption** by the severity of the Mutation until **Corruption < Threshold**.
If the # of Mutations > Toughness, the PC transforms into a Chaos Spawn.
When drawing an Insanity, draw until a trait = *Supernatural, Chaos* or *Race*. Reduce **Corruption** by the severity of the Insanity until **Corruptions < Threshold.**

CORRUPTING INFLUENCES
Minor Exposure: Average (2D)
- prolonged exposure to Skaven, beastmen, Chaos paraphernalia, or locations
- First hand witness to daemonic activity
- Contact with a traveler of the Chaos Wastes
- Brief exposure to Warpstone

Moderate Exposure: Hard (3D)
- Prolonged exposure to Chaor Warrior, Daemonic Cult, tainted paraphernalia or locations
- Contact with cursed weapons, profane artifacts, or daemonic entity
- Exposure to a large amount of Warpstone

Major Exposure: Daunting (4D)
- Wounded by a cursed weapon, profane artifact or daemonic entity.
- Exposure to the Chaos Wastes/environs
- Consumption of Warpstone powder
- Direct exposure to large amount of Warpstone, using it to fuel spells.

Rally Step

RALLY STEP - REQUIRED
- Move stance 1 step towards Neutral
- Remove 1 recharge token from each recharging card
- Recover 1 Stress & 1 Fatigue
- Adjust Power & Favour per End of Turn phase
- Enemy regains A/C/E

RALLY STEP - OPTIONAL
Select One:
- Perform 1 Manoeuver
- Attempt First Aid
- **Easy (1D)** Resilience to recover Fatigue or Stress recover 1/🏃
- Reroll Initiative for party's lowest token
- Perform an Action with the *Rally* trait

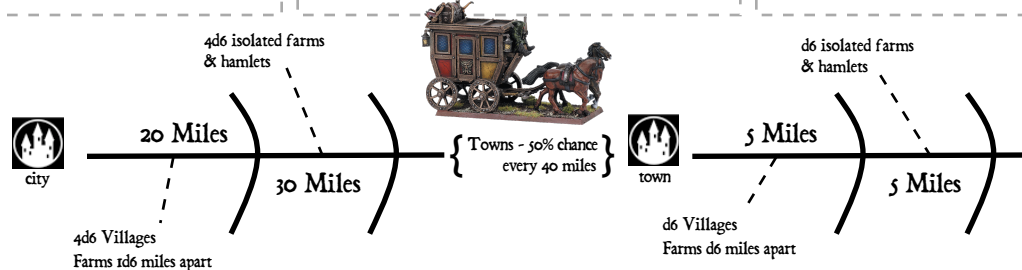## Traveling & Map Generation Notes

SETTLEMENT SIZE
- Farms   1 – 30
- Hamlets   40 – 90
- Villages   100 – 900 (1d10 –1 x100)
- Towns   1k - 9k (1d10 –1 x 1000)
- Cities   10,000 +

TRAVEL DISTANCES (Approx)

Type	Road	Offroad
Walk	15-20	10-15
Cart	15	8
Coach	25-30	-
Horse	40	20-25
Boat	upstream: 8-10 / downsteam: 25-30	

FOOD COSTS (p/day)
- 3 brass/day to survive
- 5 brass/day heavy activity
- 10 silver/day for upper class
- 1 gold/day for nobles

Iron Rations & Preserved food adds 2x cost

4d6 isolated farms & hamlets

🔥 city

20 Miles

30 Miles

{ Towns - 50% chance every 40 miles }

4d6 Villages
Farms 1d6 miles apart

d6 isolated farms & hamlets

🔥 town

5 Miles

5 Miles

d6 Villages
Farms d6 miles apart

Economics

CAREER / CLASS INCOMES

Career	Day's Earnings	Month's Earnings	Yearly Earnings
Peasant	12b	12s	1g, 25s
Labourer	1s	24s	3g
Innkeeper	4s	1g	12g
Skilled Artisan	5s	1g, 25s	15g
Mercenary	10s	2g, 50s	30g
Successful Merchant	1g	25g	300g
Landed Noble	4g	100g	1200g

CRAFTSMANSHIP MODIFIERS

Craftsmanship	Cost	Rarity Modifier	Effect
Superior	x10	+1 level	1g, 25s
Average	List	List	3g
Poor	1/2 price	-1 Level	12g

CUSTOMER DISCOUNT (STANDARD)

Customer Rating	Cost Adjustment	Achieved With
Favoured	50%	🏃🏃🏃🏃🏃
Friendly	75%	🏃🏃🏃 - 🏃🏃🏃🏃
Normal	-	🏃
Outsider	125%	No successes or Banes
Disliked	150%	Racial / Social / 💀💀

ITEM RARITY

Rarity	Difficulty
Exotic	Daunting (4D)
Rare	Hard (3D)
Common	Average (2D)
Plentiful	Easy (1D)
Abundant	Simple (0D)

1 🪙 = 100 🪙 = 2500 🪙

1 🪙 = 25 🪙

Specialists required for repossession job
One nights work   legal some danger good money
Military background helpful No timewasters

Nobility Has It's Privileges

NOBLE RANKS
1 Rank per career ability card with the Noble trait.
-1 per career ability card with the Menial trait.
New characters may begin as Nobles if their career has the Noble trait & if they start with Affluent wealth.

Rank 1. Landless nobles, heirs of minor families, cadet branches of more powerful families with little land/power of their own, newly made nobility

Rank 2. Heirs of more important families, heads of minor families with small manors or villages to their name.

Rank 3. Significant nobles with noteworthy holdings including towns and/or notable castle. Heads of families with great wealth, minor nobles made famous by great achievement or prestigious service.

Rank 4. Major nobles sworn directly to an Elector, with many vassals of their own, and impressive holdings. Significant nobles with impeccable reputations, good pedigrees, or a distinguished record of service. Significant nobles connected by marriage or blood to a major noble or royal family. Revered Wizard Lords and Arch-Lectors.

Rank 5. The electors, the Grand Theogonist, their immediate families, and the highest and most distinguished Rank 4 Nobles who have been exalted for their deeds and nobility.

Rank 6. The Emperor

NOBILITY - BENEFITS & RULES
- Suffer 1 additional **stress** when a social superior causes **stress**
- Suffer 1+ stress if you lose face in front of peers or lower
- You received a stipend of 1 gold / month / Noble rank
- At the outset of a Social Encounter, you may elect to use your Noble rank in lieu of rolling for Social Initiative
- If you ever fail to meet your social and/or political obligations, you temporarily lose one career ability that carries the **noble** trait (until you have redeemed yourself).

Advancement

Buying Actions above current rank costs +1 advancement per rank higher than current.

Specialties require being Trained in the skill.

Completing a career: transition costs 1 less Exp/ Advancement

Increase Characteristic = Advances equal to the new rating

NON-STANDARD ADVANCEMENT COSTS
Train Basic Skill outside of career = 2 advamces

Acquire Talent outside of career = 2 advances

Acquire Advanced Skill outside of career = 4 advances

Train Advanced Skill outside of career = 4 advances

Increase Characteristic outside of career = Advances equal to the new rating +1

Common Riding Stunts

STUNTS
Easy (1D) Jump a low fence or narrow ditch, walk in water up to chest height, ride over gravel.

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

Hard (3D) Jump a chest-high (human) fence, snatch an object from the ground while at full gallop, mount from high above standing horse, ride quickly over uneven ground

Daunting (4D) Jump a fence taller than a man, mount by jumping from on high onto a moving horse

Encumberance

Limit: 5x Strength, +1 for each Fortune die associated with Strength. Dwarfs add +5 to Limit

Effects of Encumberance: ■/point over limit to all **Physical** checks. If encumbered ≥ to Strength rating, you lose your free manoeuver.

Riding & Mounted Combat

Horses are *Swift* (2 Manoeuvers/round) & require 1 manoeuver/round to guide (so long as not standing still or riding straight).
The average horse has **Wind** = to Strength.

STRESSFUL SITUATIONS
When 1st entering a stressful situation, the rider must test to Maintain Control (**Ride Average (2D)** check). **Handle Animal** may be more appropriate depending on the situation. One check is sufficient for an entire encounter, until the next Rally step, or next scene.
🏃 - add □ to next action
☣ - add ■ to remainder of encounter
⚔ - character may only fight for control, dismount, or allow the horse/mount to flee. No other actions are allowed.
🏃 on a failed check means the horse doesn't attempt to flee, but refuses to budge
☼ on a failed check means the rider is thrown!

FIGHT FOR CONTROL
check **Ride** each round.
☣ - add cumulative ■ to remainder of encounter
Fear/Terror checks require controlling the mount, with difficulty equal to fear/terror rating. If failed, the horse/mount loses 1 Wind.

ADVANTAGES
Characters trained in Ride gain:
+ □ to all Melee Attacks
+ ■ to opponents attacking the rider in melee unless using a halberd, lance, spear or similar weapon.
+ ■ to all two handed archery attacks (when not standing still w/stirrups)
+ ■ to all spellcasting actions

UNHORSING A FOE
Any attempt to unhorse a mounted foe is opposed by their Ride skill, and will suffer ■ based on size of the horse, quality of the saddle, etc. Typically such checks are **Athletics (Str) vs. Ride (Ag)** with + ♦ to represent how dangerous it is to approach a rider.

BLOWN HORSE
Once a horse reaches 0 Wind, the horse must make a **Strength Average (2D)** check. Rider may substitute **Ride** or **Handle Animal**. Failure results in mount's death.

Arcane General Rules

ARCANE RULES

Spellcasters generate power by **Channeling (WP)** and then spend that **power** to cast **spells**. To cast a spell, they must make a **Spellcraft (Int)** check.

If ✲ is generated during a **Spellcraft** check, resolve any results from the Spell first, then draw Miscast cards until all ✲ are spent.

ARCANE MODIFIERS

- **Quickcasting** adds to ♦ **Casting Check**
- **Channeling & Spellcraft** checks gain ■ per unit of Soak worn
- Unspent ✲: draw **Miscast** cards until all ✲ are spent
- **Reckless Casters:** any ✲ results cause 1 Party Tension.
- Casting above your Rank adds ♦ per rank above Caster's Rank + Miscasts are treated as generating additional ✲ per difference in Rank.

Cantrips

TRIVIAL

Lighting a close candle, making a coin-sized object disappear, changing hair color, opening a book to a desired page
♦

Light every candle in a room, making a book-sized object disappear, conjure a small wind, predicting the outcome of a coin immediately before resolution
♦♦

Lighting/maintaining a fire, conjuring enough wind to move a small boat, pulling a small object to you, predicting the weather

Magic Sight

♦: Determine the colour of a magical aura, locating the only aura in a room

♦♦: Determine Aura from blended colours, distinguish between auras, determining the strength of an effect or aura, identifying a spell being cast that you know

♦♦♦: Determine the purpose or nature of an enchantment, locating a particular aura from among many, indentifying a spell you don't know, gauging power level of another mage

♦♦♦♦: Detect presence of magic through a physical obstruction, tracing a spell back to its origin, detecting a dead aura remnant

Arcane Items

MAGIC WANDS & ATTUNED ITEMS

Spellcasters using an **Attuned** item gain □ equal to the item's *Attuned* rating.

Wands can store 1 Power per Rank of the Caster. Power is assigned to the wands by taking a Manoeuver after **Channeling**. The power can be drawn out/assigned using a Manoeuver.

SCROLLS

To cast from a Scroll, check **Education (xD)** where x= to the rank of the spell being cast.
  + ■ if the spell is from a different colour

If the reader is untrained, increase difficulty of the spell by ♦♦, and any miscasts are treated as +1 ✲ per rank of the spell.

WARPSTONE / WYRDSTONE EFFECTS

Channeling Checks generate as much power as possible. After **Channeling** is resolved check **Daunting (4D) Discipline**. Failure gains 1 **Corruption**.

Small shilling sized stone adds 🟨
Larger than fist adds 🟨🟨🟨
Each �âble adds 1 Power

Proscribed Spells

LEARNING A PROSCRIBED SPELL

Proscribed spells are any spells from a different color, or any *Dark Magic or Chaos Magic* spell (without the *Dark Magic* Talent.

Daunting (4D) Spellcraft + ■ per rank of the spell being researched. Gain 1 **Corruption** for failed checks, and 1 **Corruption** per ✲ generated. Success means the caster has learned the spell in question.

CASTING SPELLS OUTSIDE OF YOUR ORDER

Failed casting results in gaining 1 **Corruption** and 1 **Corruption** per ✲ generated in addition to normal results/ Miscasts.

Power / Favour < WP

End of Turn gain
1 Power/Favour

Equilibrium

Start of Encounter

Power / Favour > WP

Must spend 1
Manoeuver each turn
otherwise lose 1 Power/
Favour

Power / Favour >
2xWP

Must spend 1
Manoeuver & 1 Stress
otherwise Vent excess!

Venting Power / Favour

Gain 1 Fatigue per vented power/favour, and roll ■ per point vented: **1 Wound / ⚔ & 1 Stress / ☠**

If the caster is forced to lose power/favour *and* they do not have enough, they are reduced to 0 power/favour and immediately suffer 1 Stress.

If the caster is forced to lose power/favour *and* they are already at 0, make a **Discipline (xD)** with ♦ equal to the amount of power/favour lost.
  Success: take 1 Stress
  Failure: take 1 Stress and draw 1 Insanity until you draw one with the appropriate traits (below) and add tokens = x:
      Arcane: *Trauma / Chaos*
      Divine: *Chaos / Enigma*

Divine General Rules

DIVINE MAGIC NOTES

Divine casters **Invoke (Fel)** their blessing and then "Pray" (**Curry Favour**) to generate **Favour** as necessary. To generate Favour, the Priest selects **Curry Favour** and makes an appropriate **Piety (WP)** check.

Once **Invoked**, a blessing draws in all available Favour up to its requirement. Blessings will automatically draw in Favour at the beginning of the Priest's Beginning of Turn phase.

If a Priest aborts a blessing mid-casting, all Favour is lost. If the loss is ≤ WP, he gains 1 Stress. If > WP he gains 1 Stress & 1 Fatigue.

DIVINE MODIFIERS

- **Quick Blessing** adds to ♦ **Casting Check**
- **Temples** may add □ to **Invocation** or **Piety** checks, the more sacred the more Fortune.
- Sacred Sites may add □ to Fear or Terror checks.
- **Minor Relics** might add □ to specific checks, or provide ■ in defense.
- Major **Sacrifices** might confer □□□
- Holy Symbols in-hand & focused upon may provide □ to **Discipline** checks.