
WFRP EXPANSION SET

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1 CHARACTER GENERATION

The changes in stat generations removes the heavy advantages of the elves and dwarves as player characters. It also makes it more attractive to play halflings. For NPC's, it might be an idea to use the old character generation system, but for a balanced party of relatively experienced PCs, the table below is probably better. For newly created PCs, the increase in wounds makes fights a bit less lethal.

STAT	Human	Hobbit	Dwarf	Elf	Gnome
M	D3+2	D2+2	D2+2	D3+2	D2+2
WS	2D10+20	2D10+15	2D10+30	2D10+20	2D10+30
BS	2D10+20	2D10+20	2D10+10	2D10+30	2D10+20
S	D2+2	D3+1	D2+2	D2+2	D2+2
T	D2+2	D2+2	D3+2	D2+2	D3+1
W	D3+6	D3+5	D3+7	D3+5	D3+7
I	2D10+20	2D10+30	2D10+10	2D10+30	2D10+10
Dex	2D10+20	2D10+30	2D10+15	2D10+25	2D10+20
Int	2D10+20	2D10+20	2D10+20	2D10+30	2D10+25
WP	2D10+20	2D10+20	2D10+30	2D10+30	2D10+30
Cl	2D10+20	2D10+15	2D10+30	2D10+25	2D10+25
Ld	2D10+20	2D10+15	2D10+30	2D10+25	2D10+25
Fel	2D10+20	2D10+25	2D10+10	2D10+15	2D10+15
APP	D100+0	D100+5	D100-10	D100+15	D100-5

APP is a pure apperance stat. To generate more averaged apperances, one might chose to use the average of 2 D100 rolls to determine base apperance stat.

Randomly created characters have their race selected from the following table:

D100 roll	01-02	03-10	11-25	26-85	86-00
Race	Gnome	Halfling	Elf	Human	Dwarf

2 **BALANCED PC-CREATION**

All characters start with a number of creation points (CP) used to generate and personalize their PC. This number should be set by the GM: the more CP, the stronger and more diversified party should be expected. An average number should be 1000, a typical minimum about 700 and a reasonable maximum around 1500.

Characters are then created in the following way:

1. PCs may select their race:

Race	Human	Halfling	Elf	Dwarf	Gnome	Hero
CP cost	0	-200	400	400	200	200

By “Hero” is meant a human rolling 2D10+30 for Int, WP and Cl.

2. Any stat may be rerolled for 100 CP. The best result is always kept and it is possible to reroll the same stat more than once. Maximum 3 rerolls may be bought.
3. All characters start with D2+2 FP, no rerolls
4. The character and GM agrees upon the PC class. Academics and rogues gets a credit of 100 CP as these careers on average have less initial skills than warriors and rangers.
5. All character rolls twice on the class- and race-specific initial skill table. Up to 3 additional rolls may be bought for 100 CP each. Racial requirements apply as usual.
6. Determine random basic career, reroll for 100 CP
7. Buy background skills - see special rules below

200 CP Innate skills: may only buy **one** affecting stats. *Very Strong/Resilient* may only be bought if the appropriate stat is **less** than “natural” racial maximum (=4 for humans). Other innate skills, *Dodge Blow* raise Dex, WP, Int, Cl, Ld or Fel to racial maximum (one stat only)

special *SW parry* 200 CP, non-academics only
other Specialist weapons: maximum one, 100 CP for warriors, 200 for other classes
Strike Mighty Blow: 200 CP, non-academics only
Read/Write: 200 CP, academics only

100 CP *Shield I*, ordinary, non-magical skills

NO NO Luck, magical skills, Surgery, Shield rank II or more

With the exception of innate abilities, novice PCs are not considered to fully master their background skills. These skills must be bought with experience points as usual, although the costs are halved and no training required. Until bought however, the skills are used with a negative modifier as seen fit by the GM - half skill is suggested as a general rule.

3 **PERSONALIZED STAT AND SKILL BONUSES**

To allow for more personalized and diversified characters, an optional form for stat and skill specialization may be added. The idea has been “stolen” from other RPG’s where this form of character development based on specific experiences is used extensively.

3.1 Stat bonuses

During each session, any successful test¹ against a single stat is noted down. At the end of the session, a D100 is rolled for each such stat. A result equal to or higher than the current stat (including bonus) allows the character to increase the relevant characteristic by +1. An exceptional success (D100 greater or equal to 96) allows a bonus of D3. There is no XP cost associated with this stat increase, nor does it affect the costs of normal stat advances.

The maximum bonus attainable for each stat is equal to twice the number of advances pluss two. Without any advances, a character may obtain a bonus of +2 while the rare +40 advance allows a bonus of up to +10, hence the original stats - without bonuses - must always be retained.

3.2 Skill bonuses

As with stats, only skills used successfully (with a purpose) in the previous session are eligible for a possible bonus. Unlike stats however, skill bonuses cost XP, but the odds of improvement is not a function of current skill-level.

The character identifies a single skill and exchanges 5 XP for a roll on the following table:

Current bonus	01-05	06-10	11-20	21-30	31+
Chance of success	60%	45%	30%	20%	10%

On a successful result, the bonus for the skill in question is raised by +1. Again, exceptional success (D100 equal to 01) allows an increase of D3. No matter the result, the XP are permanently lost.

While unsuccessful, the above procedure may be repeated as many times as the character wishes and have the necessary XP to spend. However, once successful, no more attempts are allowed. Exception: if the skill was used on two separate occasions and the very first bonus-roll indicates success, a single additional attempt is allowed.

Some limitations apply:

- the maximum bonus attainable equals half the skill base.
- the skill must be non-binary, hence no bonuses are possible to combat skills like *street fighting* and *SW: 2-handed weapons* or magical skills like *Cast Spells: Battle Magic level 1* and *meditation*
- the skill advances does not apply to WS and BS, although formally skills, they are covered by their respective stats.

¹ obviously, the test also should serve a real purpose in the game situation

4 EXPERIENCE POINTS

To reflect the fact that it takes more to improve a high stat than a low one, the prices for advances are changed. The base cost is 10 times the advance bought, that is a +10 advance costs 100 XP while a +40 advance costs 400 XP.

Optional

Advances in Ld and/or Fel are excluded from the above rule.

The XP cost for skills is not changed. In addition, PC's spending experience points on skills or stats (but not spells or change of career) roll on the following table:

D100 roll	Extra XP cost
00	+ 50
91-99	+ 30
81-90	+ 20
71-80	+ 10
31-70	+ 0
21-30	- 10
11-20	- 20
02-10	- 30
01	- 50

The value is applied even if the advance/skill in question costs more than 100 XP, but is adjusted down accordingly when spending less.

Optional

Spell casters may buy one spell at each level **lower** than their own for half XP-cost. Thus a spell caster advancing to 3rd level may buy a level 1 spell for 100 XP and a level 2 spell for 200 XP.

These *cheap spells* may not be accumulated, if not bought at each level the opportunity is permanently lost.

4.1 Off-play experience

For experienced PC's in training or working for several months without actually role-playing it, the GM's may elect to give out a certain amount of experience points.

D100 roll	Experience	Hits
99-00	100	4S4 + 4S6
91-98	80	4S4 + 2S6
76-90	50	6S4
26-74	30	4S4
11-25	50	6S4
03-10	80	4S4+2S6
01-02	100	4S4 + 4S6

The hits in question are physical damage. No defensive actions are allowed and all 6's are treated as additional damage and rerolled. The hits are always considered to be separated, that is the PC's are assumed to have maximum wounds and all possible defensive spells working.

A reasonable frequency would be to allow one roll for every month of career-related fulltime work. This should be halved for characters receiving training. The number of months between each roll should be increased by one for every career completed by the PC in question.

WARNING:

This system should be used with caution against weak PC's (less than 1500 XP) as it tends to cost a them a lot of fate points (and give them too much XP).

5 **SPELL SYSTEM**

5.1 Spell initiative

Unlike the standard WFRP spell system, spells are no longer cast at the end of combat rounds.

- **Offensive spells:**
 - Spell I = Caster I - (2D6 times spell level)
- **Healing spells:**
 - Takes a complete round to cast
 - The target of the spell counts as prone.
- **Summoning spells:**
 - Spell I = Caster I - (2D6 per spell level)
 - The spell takes effect at the end of the round
- **Items with spell effects including scrolls:**
 - Spell I = users I-score
 - The user may not make any attacks or cast another spell that round

Spell initiative is never modified by armour.

All castings start at I = 100. If a caster receives damage before the spell initiative, the spell does not go off. If the caster succeeds in a test against WP, only half the MP-cost of the spell is used, else the caster must spend MP as normal.

Any character engaged in close combat with someone trying to cast a spell receives +20 WS for attacks made before the spell initiative.

A spell caster may not use any defensive actions until after his/her spell initiative. After the spell initiative, dodge is the only allowed defensive action.

5.2 Casting with less than 12 MP

- Petty Magic spells are cast automatically.
- The caster must roll 2D6 below or equal to the number of remaining magic points or test against prime stat (WP for clerics, INT for wizards) with a penalty of 10 per level of the spell.
- In the event of spell failure, the MP are still lost. Additional MP for casting with metal armour may be partially saved, see skill *Transcend Armour*.

6 **DEFENSIVE ACTIONS**

6.1 Dodge Pool

This is a replacement for the earlier dodge system where characters with the skill 'Dodge blow' tested against I-stat to avoid damage from one single blow. Dodge pool is calculated as follows:

$$\text{Dodge Pool (DP)} = (I + \text{Int} + \text{Dex}) / 3$$

Without the skill *Dodge Blow*, the pool is halved.

The DP may be used after an opponent has made a successful WS test, but before the damage roll. If your D100 roll is equal to or less than your current DP, you avoid the incoming blow and no damage are rolled. If the dodge was made, the difference between the number roll and the dodge pool equals the remaining DP for the rest of that round. You may not attempt to dodge if your current DP is below 20.

6.1.1 Armour modifiers

Armour type	Dodge Pool	Combat Initiative
No armour	+10	+5
Leather armour	+5	0
Robes	0	0
Mail shirt	0	0
Breastplate	0	-5
Mail coat	0	-5
Sleeved mail shirt	0	-5
Leg plates	-5	-5
Arm plates	-5	-5
Sleeved mail coat	-5	-5
Full plate	-10	-10

Optional

6.1.2 Purely defensive characters

A character doing nothing except trying to dodge is subject to the following modifiers:

- DP is increased by $\text{MIN}(25, 0.5 * \text{DP})$
- DP +5 if higher initiative, -5 DP if lower
- DP +5 if higher move rate, -5 DP if lower
- Not wielding a weapon: DP -20

Optional armour/dodge system

- No armour gives 1.25 times normal DP
- Leather armour gives 1 AP, normal DP

- Chain mail OR plates give 2 AP, DP multiplier 0.75
- Full plate or chain+plates give 3 AP, DP multiplier 0.5

Initiative modifiers are as previously described.

6.2 The use of shields

The use of shields is no longer passive and automatic. Players may buy different ranks of *Shield Skill*. Shields are in opposition to the skill *SW: Parrying Weapon* XP-wise. The base XP cost for shield skill is 50 per rank while *SW Parry* costs 100. The total cost for both styles is 500 XP, hence *SW Parry* would cost 300 for characters with (any) rank in *Shield Skill*² and each shield rank would cost 100 XP for characters with *SW Parry* and no shield skills.

Base shield skill is a function of shield-rank and DEX. Ambidextrous characters receive a bonus of WS +5 to off-hand parrying attempts, both with shield and parrying weapons.

6.2.1 Shield skill

Rank	Actual skill	Number of attempts/round
1	0.5* (50 + DEX)	2
2	0.5* (60 + DEX)	3
3	0.5* (70 + DEX)	4
4	0.5* (80 + DEX)	All attacks in 180 deg. sector

6.2.2 Different kinds of shields

Type	Skill	Dam	Dodge	Rank	Min S	Enc	Ready
Small	0	Tab 1	0	1	2	50	1 rnd
Medium	+10	Tab 1	-5	2	4	80	2 rnd
Large	+20	Tab 1	-10	3	5	110*	3 rnd
Wall	+15	Tab 2	-20	3	6	150*	5 rnd

The shields marked with an asteriks has double encumbrance if not in use. Each missing point of strength or shield rank imposes a -20 modifier applied to shield skill. The damage-column refers to the tables below:

Shield table 1	D100 roll	Damage reduction
	01-50	1
	51-90	2
	91-00	3

Shield table 2	D100 roll	Damage reduction
	01-40	1
	41-75	2
	76-95	3
	96-00	4

²further shield ranks still would be 50 XP each

6.2.3 Careers with shield skill

GENERAL:

- All warrior careers except Troll Slayer start with shield skill. Any warrior career not found in the table below, is assumed to have shield rank I on their list of skills.
- Any player may elect not to acquire shield skill, even if it is found on his/her career. The character is still considered as having completed the career for the purpose of determining subsequent career exits.
- Most deities offer shield skill to their clerics, usually a rank equal to magic power level.
- Shield as non-career skill:
 - you may only learn one rank above what's available in your current career
 - the XP cost is doubled: 100 XP on a successful test against $(\text{Int}+\text{Dex})/2$, else 200.
 - rank IV may never be taken as a “non-career” skill

Rank 1 Coachman, Gamekeeper, Prospector, Thief, Tollkeeper, Demagogue, Forger, Lawyer, Navigator, Bounty Hunter

Rank 2 Footpad, Mercenary, Militiaman, Outrider, Pit Fighter ³, Protagonist, Roadwarden, Soldier, Squire, Tunnel Fighter, Watchman, Highwayman, Merchant, Racketeer, Sea Mate, Spy, Slaver, Artillerist, Charlatan, Fence, Gunner, Sapper

Rank 3 Assassin, Duellist, Explorer, Judicial Champion, Mercenary Sergeant, Outlaw Chief, Scout, Sea Captain, Witch-Hunter

Rank 4 Free Lance, Mercenary Captain, Templar, Weaponmaster

6.2.4 Shields versus missile fire

Shields offer some protection against missile fire. Successful attacks made directly from the front or from the “shield-arm” side may allow the target to roll on the appropriate shield table. The character being attacked must be aware of the incoming missiles and roll a D100 equal to or less than 100 minus *risk of shield damage on parry fumble* (section 7.4) for their particular shield.

³Must choose either shield skill or *SW parry*

7 WEAPON SYSTEM

7.1 Starting weapon skills

The term *hand weapon* is removed, to use a weapon properly you need a skill in that particular weapon. Each new weapon costs 50 XP except where a *Specialist Weaponskill* is required.

Each class starts with a different number of weapons learned :

- Warriors start with 4 free weapons, among them sword and knife.
- Rangers start with 3 free weapons, among them knife and a missile weapon.
- Rogues start with 3 free weapons, must know knife.
- Academics start with 2 weaponskills of their choice.

7.2 Missile weapons

Type	Effective strength	Short	Medium	Long	Extreme
Thrown	$0.5(S + Dex/10)$	S	2*S	4*S	8*S
Sling	$0.5(S + Dex/10)$	16	32	64	156
Short bow	$0.5(S + Dex/10)$	24	48	96	192
Normal bow	$0.5(S + Dex/10)$	32	64	128	256
Long bow	$0.5(S + Dex/10)+1$	32	96	256	512
Elf bow	$0.5(S + Dex/10)+1$	32	96	256	512
X-bow	$0.5(S + Dex/10)+1$	32	64	192	512
Ballist	Any	96	192	384	1024

	Short	medium	long	Extreme
BS	- 0	- 10	- 20	- 30
Dam	ES	ES-1	ES-2	ES-3

All missile weapons except short/normal/X-bow requires the appropriate *Specialist Weapon* skill.

Bows with an effective strength larger than minimum have to be made specifically for the user. X-bows may be created for any strength, the default is 4. A character may fire a crossbow with any strength, but reloading requires a match of ES, Strength and DEX as given in the table above. Characters using a bow designed for more than their current strength and dexterity stats will not get the damage bonus and suffers a penalty of -20 BS for every point of "surplus strength" available in the weapon.

7.2.1 Aiming

If one complete round is spent aiming, the user gains a bonus of +10 BS and +1 damage. It's not possible to aim at moving targets unless they're moving in a straight line towards you.

7.2.2 Evasive manouvres

Running characters may attempt to evade archery by running in zig-zag. Their movement becomes only 2/3 of normal, but a penalty of -20 BS is introduced. This option may not be used across difficult ground and the penalty is not cumulative with partial cover.

7.2.3 Rapid fire

All missile weapons except X-bows and ballists may be used twice each round. Rapid fire is penalized by BS -30 and ES -1 on both shots.

Rapid fire may not be combined with *sharpshooting*.

7.2.4 Sharpshooting

This is an option available only to experienced users of missile weapons and allows for shooting into a melee without the hits being distributed randomly. The following requirements must be met:

- The natural BS must be at least 50
- The range must be short or medium

Sharp shooting has to be declared in advance and impose a -30 penalty to the roll against Ballistic Skill and a -1 penalty to damage. If the BS test is successful, the target is hit and damage is rolled as normal. Only if the test is failed with 20 points or more compared to normal BS skill (without the -30), there is a risk of hitting a friendly creature in the melee. This risk equals a base 50 percent plus half the amount by which the original test was failed. A roll of 96-100 always hits a friendly target. If the sharpshooting option is not used, missile fire into melee is resolved purely at random.

Sharpshooting may not be combined with *rapid fire*.

7.3 Weapon types

	WS	I	D	Parry	
				against	with
standard weapons					
axe	0	0	0	- 5	- 5
club	0	0	0	+ 5	+ 5
dagger	0	+10	-2	-10	0
mace	0	0	0	+ 5	+ 5
rapier	0	+20	-1	-10	-10
short sword	0	+ 5	-1	0	0
spear ¹	0	+10	0	-10	-10
sword	0	0	0	0	0
trident ¹	0	+10	0	-10	-10
warhammer	0	0	0	+ 5	+ 5
improvised	-10	0	-1	+10	-10
specialist weapons					
quarterstaff	0	0	-1	+10	+10
flail	- 5	-10	+1	-10	-10
2H weapons ²	+ 0	-10	+2	0	-10
2H flail ³	-10	-20	+3	-20	-20
Parrying weapons					
buckler	n/a	n/a	n/a	n/a	+20
left hand dagger	0	+10	-2	-10	+ 5
net	-10	0	n/a	-30	-10
sai	0	0	-2	0	+10
sword-breaker	0	0	-2	0	0
Unarmed combat					
fists ⁴	-20	0	-3	n/a	n/a
fists ⁵	0	0	-2	n/a	n/a
knuckle dusters ^{6,*}	0	0	-2	n/a	n/a
knuckle dusters ^{7,*}	0	0	-1	n/a	n/a

1 +10 I 1st round and if winning, else -10 I

2 usually cumulative with base type, requires S=3 or more

3 not cumulative with 2H weapon modifiers

4 without any unarmed combat skills

5 with skill *Street Fighting*

6 with *SW fist weapons*

6 with *SW fist weapons* and *Street Fighting*

* half of this damage is taken as *real* wounds

See section 8.1.8 for grappling attempts.

7.4 Fumble Table

You may fumble if you fail a test while rolling a natural double.

FUMBLE TYPE	D100	TEST	FAILURE RESULTS IN
Sharp 1H weapons	01-15	50 %	Weapon D-1
	16-50	I	Lose 1 attack
	51-60	I	Lose 2 attacks, max 1 rnd
	61-90	WS	Drop weapon
	91-00	(I + Dex)	Fall
Flails/whips	01-50	WS	Drop weapon
	51-60	I	Hit self, D-3
	61-80	I	Lose 1 attack
	81-90	I	Lose 2 attacks, max 1 rnd
	91-00	(I + Dex)	Fall
Other 1H weapons	01-30	I	Lose 1 attack
	31-50	I	Lose 2 attacks,max 1 rnd
	51-90	WS	Drop weapon
	91-00	(I + Dex)	Fall
2H weapons	01-30	WS	Drop weapon
	31-60	I	Lose 1 attack
	61-80	I	Lose 2 attacks
	81-90	50 %	Weapon D-1
	91-00	(I + Dex)	Fall
Throwing weapons	01-60	(I + Dex)	Fall
	61-80	I	Lose 1 round
	81-90	none	Weapon damaged, D-1
	91-00	none	Weapon lost or D-2
Bows	01-30	none	String destroyed
	31-95	none	Arrow lost
	96-98	none	Bow destroyed
	99-00	none	Hit friend, D-3
Dodge	01-30	Dex	Lose 1 attack
	31-40	Dex	Lose weapon
	41-60	none	Damage +1
	61-90	(I + Dex)	Fall
	91-97	none	Damage +2
	98-00	none	Damage +3
Parry	01-25	(I + Dex)	Lose 1 attack
	26-40	(I + Dex)	Lose 2 attacks, max 1 rnd
	41-50	none	dam +D3
	51-00	varies	Object unusable 50% weapons/small shield 40% medium shield 30% large shield 20% wall shield

It is **not** possible to fumble with natural weapons, i.e. claws/bite.

8 **WFRP HOUSE RULES**

This section consists of House rules and what's believed to be *reasonable* answers to standard disputes in the WFRP combat system. Several things have been modified according to the standard rules, mostly to compensate for unrealistic weaknesses in the system, but also to improve game balance.

Some issues have more than one solution suggested, indicating a dispute still unresolved within our gaming group.

8.1 Combat

8.1.1 Changing opponents

Characters may always attempt a strike at any opponent within reach. However, as hand-to-hand combat is not static and immobile, any attacks made against characters not **specifically fighting you** causes the loss of 1 attack. For characters with multiple attacks, this penalty is cumulative with any attacks lost as a result of the distance between the characters in question being larger than the move rate of the attacker.

8.1.2 Charging

In general, charging characters are granted a bonus of +10 WS.

- You may only charge a number of yards equal to your move rate
- Characters advancing in "group formation" never receive charging bonus.
- Characters "set to receive a charge" by keeping to a fixed position never receive charging bonus even if their EI scores are higher than their attackers. They may opt to strike simultaneously, thus denying charging bonus to their attackers, but then neither will be allowed defensive actions as described in section 8.1.5.
- You may not charge across difficult ground
- You may not charge someone already engaged in hand-to-hand combat.
- You may charge a slow opponent even after being charged by a fast one, but this counts as fleeing from the first opponent, thus granting him/her a free attack at your unprotected back (section 8.1.3).

8.1.3 Fleeing characters

A character who wants to leave hand-to-hand combat have two options available, both of which must be declared at the start of a new combat round.

- **Fighting withdrawal**

This is only useful if you have someplace to withdraw, for instance behind a line of fighting friends - who cannot already be fighting and must actively aid you to withdraw - or back through a door. Obviously, you may not use this option if surrounded by enemies. Withdrawing characters may not make any attacks, but they may parry with a weapon as many times as their A score in addition to any other normal defensive actions. Opponents do not

receive any bonuses unless they're *winning*. *Fighting withdrawal* will usually bring you out of harms way in a single combat round, but this may be modified by the GM according to the situation. An opponent may chose to press the attack, i.e. follow you past an obstacle, with no penalties unless physically blocked.

- **Flee combat**

A character turning to run away from combat, allows all his/her opponents “free attack” from behind unless the fleeing character possesses the skill *Flee*. Against such characters, only opponents who pass a standard I-test gains the free attack. All defensive actions are prohibited against these attacks and a character fighting multiple opponents who flee simultaneously, may only make a number of “free attacks” equal to his/her A-score. Note that *Flee!* may not be used just to change opponents, but only to get away as described in section 8.2.2. After the free attacks have been resolved, the (previous) opponents are free to act as they would have done in a normal full combat round with one exception: Their move is halved for this round only if they want to take up pursuit of the fleeing character. Any character chosing not to use their free attack(s) may pursue a fleeing character with no movement penalty. Against characters with *Flee!* skill, the only way to avoid the movement penalty is to refuse the I-test required to be allowed to make a free attack.

8.1.4 Grappling attempts

Characters may attempt to grab hold of their opponent(s)

- This form of attack introduces a penalty of -20 to WS reduced to -10 with the skill *Street Fighting* and eliminated with *Wrestling*.
- On a successful attack, the defender may attempt to use *Dodge Blow* just like an ordinary attack. If unable or failing to dodge, the defender must pass an immediate test against Dex to avoid being held. Against attackers with *Wrestling* skill, the chance of success is halved unless the defender also possesses the skill.
- A held character has two options to attempt to escape:
 - by brute force: both combatants make a test against strength
If they both succeed or fail, the hold is maintained. If the defender succeeds and the attacker fails, the held character escapes while the holder may apply pressure if the reverse result occurs. Characters with *Wrestling* may add +2 to their own strength score for the purpose of determining success/failure or deduct -1 from their opponent's test. The choice must be declared in advance (default: +2 to own test), but the modifier does not apply if both combatants know the skill.
 - by slippery moves: base chance equals half dexterity
the test is modified by +10 in favour of the stronger opponent for each point of difference in S and further by the difference in dexterity. Against unskilled opponents, characters with *Wrestling* add +20 to their test if trying to break free, or halve their opponents final chance if trying to maintain a hold. If the test is successful, the defender breaks free; if not, the attacker may apply pressure and cause damage.

The attempt take place at the I-score of the defending character, but neither character may perform any action except clamber to their feet if the defender breaks free.

- Applying pressure causes D4 wounds at target location at the end of a round irrespective of strength, toughness and non-plate armour. The stronger combatant may modify damage by 1 in his/her favour. Additional damage does not apply.

- Any attempt to grapple the defending character automatically succeed if (s)he is held the full round. If the defender breaks free, the first grappling attempt by a character not previously involved is resolved at +20 WS with defensive attempts having half their usual chance of working.
- Attempts to grapple the holding character automatically succeed unless (s)he lets go of his/her opponent. In the latter case, the new attacker gets a bonus of +20 WS against halved defensive capabilities.
- Attempts to damage either character are resolved depends on weapon type and who the attack is directed against:
 - an attack seeking to damage either (unspecified) character requires no test against WS
 - attacks against a specific opponent are resolved with a bonus of +20 to WS and a damage modifier dependent on weapon type: sharp weapons count as daggers (damage -2) while blunt weapons have their damage modified by -3. 2-handed weapons do NOT give additional damage, *Strike Mighty Blow* does not apply and the hit location is determined at random with armour working as normal. An exceptionally poor performance - a fumble or failure by more than 20 on the modified test with D100 $\geq$ 80, - results in the “wrong” character being hit. Ouch!

Hits are resolved treating the target as defenseless in accordance with section 8.1.6.

- A defender held by more than one opponent may only break free by force and has his/her chance to do so cut in half.
- If a defender is held by 3 or more attackers with total strength of 3 or more times his/her own (remember *Wrestling* bonus of +2), further attempts to escape are disallowed.

Grappling an armed opponent is extremely dangerous unless the attack is made from behind:

- The defender may immediately - before resolving the grapple attempt - make his/her next attack at +20 WS and +D3 damage, irrespective of initiative order with any hits against a leg being treated as a hit in the corresponding arm. If necessary, the character may “borrow” attacks from the subsequent round in order to defend him/herself. Each defensive attempt uses 1 attack, and characters may hasten a number of attacks upwards equal to their A-score.
- On a successful hit by the defender, the attacker may either attempt to dodge at half skill or forfeit his/her attack altogether (but dodge normally).
- The attacker is subject to a penalty of -10 WS for each wound inflicted by the defender as a response to the grapple attempt.

Characters skilled in unarmed combat - wrestling excluded - are considered “armed” in this context, although their attacks are resolved with +1 to damage instead of +D3.

8.1.5 Multiple opponents

- In a fight between human-sized creatures, the maximum number of opponents for any character is 4. This number should be increased to 5 in the case of snotlings fighting humanoids, and decreased to 2 when fighting giants. Up to 6 human-sized characters may fight a giant simultaneously.

- Against *(semi-)intelligent opponents*⁴, defensive actions are not possible against everyone - someone will always be able to attack you from behind. Thus a character fighting 3 other people will be allowed defensive actions against 2 of them, while someone with 4 opponents will defend properly against only 3. The character being attacked decides which opponent not to defend against.
- Fighting multiple opponents impose a penalty of -10 to WS for offensive purposes. Characters choosing to neglect their defensive actions against everyone but their main target do not receive this penalty. Defense against more than one opponent is declared at the beginning of each round and may not be changed. Characters who are able to slay their opponent will have defensive actions transfered to another at the same I-value as they make their next attack.
- You may not defend against attacks made at the same I-score as your own. Any of the two characters may opt to delay their own attack in order to defend themselves by dodge or parry, but this will grant defensive actions to your opponent as well. If both opponents declare they want to use this option, striking order is determined at random with all defensive actions working as normal.

8.1.6 Prone targets

- Static objects: (doors/walls)
These targets are always prone. Attackers may hit any location of their choice and no tests are necessary. Damage is rolled as normal and no modifications are imposed; these objects are given T and W for their *static state*. All characters receive only one attack each round, irrespective of the number of attacks in normal combat.
- Sleeping/stunned characters:
Human-sized characters are automatically slain in one round. Against larger creatures, all attacks automatically hit and the dice rolled for damage is doubled. In addition, wounds are calculated as if the target had T=1. All armour points function as normal, but an intelligent attacker is assumed to strike the point where the damage inflicted seems to be largest.
- Defenseless characters:
The category is relevant for creatures unaware of their attackers. This includes creatures taken with stealth and surprise from behind in addition to victims of *terror* or mind effecting spells such as *Steal Mind*. All hits are automatic, but the hit location is determined at random. Damage is rolled normally, but the target is treated as having T=1⁵. Armour function as normal, but no defensive actions are allowed.
- Surprise attacks:
This category is used when the defending character is aware of the attacker but has insufficient time to prepare for the actual attack. The surprising side gets one "free action", most likely receiving a +10 bonus to WS for charging, against which all defensive abilities are halved. The victims of surprise may not draw weapons, use items or cast spells, neither may they defend against more than one opponent. Then normal combat rounds are resumed.
- Reduced defensive abilities:
This category includes situations where the characters are aware of being attacked, but incapable of defending properly against the opponents.
 - When attacking a spell caster, there is a bonus of +20 WS on attacks made before the spell initiative. No defensive actions are possible.

⁴The only exceptions are ethereal and some undead creatures

⁵Optional: Toughness is halved, rounding fractions down

- Characters falling in combat will use 1 complete round to get back on their feet. All opponents receive +20 WS on their first attack and +10 WS on subsequent attacks⁶. No defensive actions are allowed against the first attack from each opponent while defensive abilities are halved for the remaining attacks.
- When weapons are dropped as the result of a fumble, roll D6. If the result is 1-4, one action is spent to recover the weapon, else 2 actions⁷ are lost. All opponents automatically receive the +10 WS bonus for winning when striking at such a character and may receive an additional +10 WS for attacks (maximum 1) made before the “pick-up” action. All defensive actions have half their normal chance of working until normal attack sequence is resumed.
- Several fumbles cause the loss of offensive actions. The nature of the fumble in question decides the effect on defensive actions. In general, the activity leading to the fumble is disallowed until offensive penalties are gone or a complete round has passed. Thus a character with EI=50 and A=1 fumbling away one attack on a failed dodge at I=43 would not be allowed to attempt another dodge until I=50 in the next round. A character with EI=20 and A=2 losing two attacks due to a shield fumble at I=80, would not be able to use the shield again until I=80 the next round, neither would weapon parry “using attacks in advance” be allowed until that time. He/she/it’d better start dodging.....

8.1.7 Strike to stun against armour

Characters wearing head armour are particularly well suited to resist stun attempts. All AP are doubled when determining stun chances.

8.1.8 Stun wounds

Fighting with weapons is obviously more dangerous than using fists only, thus the concept of *stun damage*. Stun wounds are calculated as normal, but characters reaching zero wounds pass out and do not roll on the critical hit table. Additional damage causes *real* wounds⁸ and should be kept track of separately.

Unarmed combat against characters in metal armour causes stun damage to the **attacker** if a location with AP is hit. The number of wounds received equal the die rolled for damage, irrespective of toughness. These wounds are halved rounding fractions down for characters with the skill *Street Fighting*.

Stun wounds are recovered at the rate of 1 per hour.

In non-armed combat, the skill *Strike to Stun* is ignored and the skill *Strike to Injure* may only be used by people with knuckle dusters or the skill *Street Fighting*.

Note: as stated in the main game book, metal armour offers double protection against unarmed attacks while leather armor adds +1 to their AP value.

⁶neither of which is cumulative with *winning*

⁷maximum 1 round

⁸in addition to stun damage

8.2 Skill interpretations/changes

8.2.1 *Disarm*

The generic rules for disarm are unrealistic; they do not take the skill of your opponent into account, using an **opposed** test would be significantly better.

Requirements:

- the attacking character must possess the *Disarm* skill
- the attacker must pass a test against WS
- the “defender” must fail a test against WS subject to the following modifiers:

attacker is stronger	-5
attacker is weaker	+5
“defender” using 2-H weapon	+10

When weapons are dropped as the result of a successful disarm attempt, the number of actions lost is D4+1 (maximum 2 rounds), during which opponents automatically receive the +10 WS bonus for “winning” and all defensive actions have half their normal chance of working.

These penalties may be avoided by refusing to pick up the weapon - declared after the number of lost actions has been determined. In this case rules for *purely defensive characters* (section 6.1.2) may become applicable.

8.2.2 *Flee!*

This skill adds 50% to the movement rate of a character when fleeing from combat, but according to the main game book the character is completely in control of his/her escape in spite of such an adrenaline rush. We disagree; characters possessed by getting away ASAP concentrate on getting away more than (eventual) tactical considerations. We thus propose 3 modifications to the standard rules, 1 positive and 2 negative ones:

- opponents must pass a test against Initiative in order to get their “free attack” from behind against characters using *Flee!* to escape
- a character using *Flee!* will move in a randomly determined direction in which there the number of hostile characters/creatures is minimum (preferably zero)
- the character continue to flee until exhausted or well out of harms way

8.2.3 *Luck*

A character with *luck* may modify a D100 roll by +/- 10 or a D6 roll by +/- 1. No other die roll may be changed.

Luck may never create or remove additional damage. You may modify your opponents damage roll of 6 to a 5, but additional damage is still rolled (i.e. another damage die is rolled on a successful WS/BS check). A damage roll of 5 may be changed into a 6, but no more dice are rolled.

Luck may never modify the roll on the deity advance tables for clerics and druids, or possible rolls on the disorder tables.

Luck may only be used to modify the die roll of another PC if the PC in question agrees. (The ability to be lucky through other PC's bad luck is not accepted.) In order to use luck in such a way, the following conditions should be met:

- The character with luck must be fully aware of the situation in which he/she wants to modify the dice. In combat this means fighting the same opponent or "looking at the party's scout as he/she tries to sneak up on the bad guys ahead of the other".
- Luck may only favour other PC's in **instant** situations. A PC completing the construction of a castle after 6 months of work may not be "aided" by another lucky PC.
- Characters who want to modify their own *time-consuming* tests have to declare this in advance. In this time period, only D6-1 other dice-modifications are allowed per day.
- Luck may never be used to modify the result of things such as *Heal Wounds* or *Surgery* unless the lucky character is the target of the activity or performs the task himself.

8.3 Spell interpretations/changes

8.3.1 Area affecting spells

The standard definition of a group⁹ usually causes a lot of arguing when PCs¹⁰ starts producing statements like:

We advance down the corridor, keeping 3.01 yards distance to each other

while grinning evilly to the GM.

This way to handle groups have obvious disadvantages.

Imagine 6 characters standing equally spaced in a line with 3 yards distance to their neighbors. A fireball spell targeted at either end would inflict damage on everyone, assuming lvl*D3 is 6 or more. Now remove one of the characters in the middle of the line. Without the geometry of the remaining targets being changed, the largest group present will consist of only 3 characters.

Second, imagine a group of characters forming a circle around their leader. Let the radius of the circle be 3.2 yards and put 7 bodyguards on the (approximate) 20 yards long circle arch such as the each adjacent guard is 3 yards or less from each other. The "poor" 4th level magician is faced with the choice of targeting his *Blast* spell at either the leader or at all his bodyguards forming a circle around him !

The alternative procedure contains the following steps:

1. Spells have the number of targets defined as usual, D3 per level of the spell. The primary target is defined and damage is rolled as described in the main game book.
2. Construct the *Attainable Region*, the area in which the spell may have effect, as a sphere centered at the main target and a diameter equal to the number of targets determined in step 1.
3. Apply damage to the characters being closest¹¹ to the centre of the sphere until one of the two conditions occur:

- All targets inside the sphere has been hit

⁹ characters are considered to be in a group if the distance between them is 3 yards or less

¹⁰ and then gradually NPC's

¹¹ $distance = \sqrt{(\Delta x)^2 + (\Delta y)^2 + (\Delta z)^2}$

- The number of damaged targets equals to the number of possible targets determined in step 1.

Knowledge about *implementional details* of group-based spells will no longer prevent the system from working as intended. v **Optional rule:**

Magic missiles have area effect, they hit everyone in the *Attainable region* described above.

8.3.2 Spell changes

Optional rules:

- Steal Mind (BM 1)
One may not use MP to decrease the WP of anything but human-sized characters and demons.
- Hammerhand (BM 1)
Increases S by 2 and A by $(\text{level}/3)+1$ (rounding fractions down)

8.4 Misc & Technical

8.4.1 Archer competitions

Scoring procedure:

- Roll against Ballistic Skill, add general modifiers at the GM's discretion to reflect the setup. (no bonus for aiming, everyone does!!) Typically, a local tournament would have up to +20 on this roll, while the Middenheim finals could have -20.
- A failed BS test indicates a miss
- If successful, roll another D100, **add the amount by which the test against BS was passed** and consult the table below

modified result	points
01-10	1
11-20	2
21-30	3
31-40	4
41-50	5
51-60	6
61-70	7
71-80	8
81-90	9
91-99	10
100-149	15
150+	20

8.4.2 Armour damage

There are two standard situations where a character's armour might get damaged. They are listed in priority order:

- The character receives a hit causing additional damage.
For every two wounds inflicted that exceeds 3, there is a 16.67 percent cumulative risk of damaging the armour at the hit location in question.

Wounds	Armour damage
4-5	D6 $\leq$ 1
6-7	D6 $\leq$ 2
8-9	D6 $\leq$ 3
10-11	D6 $\leq$ 4
12-13	D6 $\leq$ 5
14+	automatic

- The character receives 8 or more wounds at once, including damage from spells.
For every three additional wounds inflicted, the risk of armour damage is cumulative with 16.67 percent. Damage received from magic missile attacks is the total damage, i.e. you add damage from all the fire- and lightning bolts when checking against this table.

Wounds	Armour damage
8-10	D6 $\leq$ 1
11-13	D6 $\leq$ 2
14-16	D6 $\leq$ 3
17-19	D6 $\leq$ 4
20-22	D6 $\leq$ 5
23+	automatic

If there is no specific hit location (as in a spell attack), the number of armour pieces in danger is determined from the following table :

D100 roll	0-50	51-75	76-95	96-99	100
Damaged pieces	1	2	3	4	All

Beware:

Magical armour may only be damaged from magical attacks, and even so the risk of armor damage is only 25% of the one computed for non-magical armor pieces.

8.4.3 Career changes

Some standard *Advanced Careers* are not quite logical from my point of view, this is an attempt to change them in the direction of my liking.

- **Assassin**
The *+3 A* is changed into *+2*
Assassins are sneaky killers, not the best soldiers.
- **Duellist**
The *+30 Int* is changed into *+20*
A new advance of *+20 Dex* is added
Duellist is not an intellectual career (like Merchant, Physician, Scholar or lvl 3 Wizard) but the art of fencing is quite demanding with respect to motorical control.
- **Free Lance**
An advance of *+20 Dex* is added
This reflects both the way shield skill is calculated (section 6.2.1) and the mechanics behind Jousting (section 8.4.7).

- **Templar**

The skills *Theology* and *SW Lance* are added

Templars are men of the church and should know their religion while lance is mentioned among the standard trappings.

8.4.4 Career requirements

Some skills are essential to a new career and should be taken before any advances. At the same time, some advances should be considered fundamental to the position tied to the career and should be used before moving further on.

General requirements:

- at least half of the available *Specialist Weapon* skills must be known before taking any advances. This is in addition to the column *initial requirements* below.
- Spell casters have no limitations on their selection and order of skills, spells and advances associated with their career.

career	initial requirements	final requirements
Artillerist	Engineer	
Artisan	SS: Artisan	Scroll Lore
Assassin	Concealment (R/U) Silent Move (R/U)	
Charlatan	Blather Evaluate	
Counterfeiter	Metallurgy	
Demagogue	Public Speaking	+20 Ld
Duellist	Etiquette Disarm	
Explorer	Follow Trail Orientation Read/Write	Linguistics
Fence	Evaluate	
Forger	Art	
Free Lance	Heraldry Ride Horse	
Giant Slayer	SW: 2-H weapon	
Gunner	none	
Highwayman	Etiquette Ride Horse	
Judicial Champion	none	
Lawyer	Law SS: Lawyer	Public Speaking
Merc. Sergeant	SL: Battle Tongue	
Merc. Captain	Heraldry	+30 Ld
Merchant	Evaluate	SL: Guilder
Navigator	Astronomy	
Outlaw Chief	SL: Battle Tongue Ride Horse	+20 Ld
Physician	Cure Disease Heal Wounds	
Racketeer	Street Fighter	
Sapper	Engineer	
Scholar	History Linguistics	
Scout	Follow Trail Concealment Rural	
Sea Mate	Sailing	
Sea Captain	Boat Building	+20 Fel
Slaver	Strike to stun	
Spy	Cryptography Disguise	
Targeteer	none	
Templar	Read/Write Ride Horse	Theology
Torturer	Torture	
Witch Hunter	Public Speaking	

8.4.5 The use of Fate Points

Main principle:

FP's may be used in advance to get a certain result of a die roll OR after the die roll to avoid the actual effects.'

No PC is - at any point in his/her career - allowed to have more than 4 FP at the same time. Surplus FP's are instantly lost.

Combat examples:

Most FP's will be used in combat oriented situations to avoid the death of your character. There are several stages where a FP may be spent to help your character.

FP's may be used at 3 stages:

1. After you're hit but BEFORE damage is rolled:
Your opponent causes no damage.

2. Before a critical hit is resolved:
Valid options are:

- You are left for dead (wakes up in safety)
- You continue fighting after taking damage

In both cases your remaining wounds equal zero. You do not receive an insanity point and are not considered severely wounded.

3. After a critical hit has been resolved:
You may modify the result on the critical hit table to any value you want (usually 01). This result takes effect, thus you are considered severely wounded and receive the usual insanity point.

The principle behind this could be formulated like this:

If you use a FP after the damage roll has been made, you are still damaged. The *only* way to avoid damage is to use your FP before the actual damage roll.

Of course, FP spent in stage 2 to "continue fighting" might easily lead to the loss of further FP's as fighting with zero wounds tends to be rather deadly. For personal safety, the "left for dead" option should be preferred.

Optional rules: The "kind" ways

1. FP's spent in stage 2 mentioned above causes no damage
2. FP's spent in stage 3 mentioned above causes no damage

Magic examples

Characters with magic points may exchange FP's to gain more magic points as they raise their level. The different methods below are listed increasingly after they "value" in form of power to the PC's.

1. The FP is spent in advance.
Only one half of the dice are rolled, the rest of the dice are automatically assigned their maximum values. (Thus clerics would get 8+D8 MP, wizards 8+2D4.)
2. The FP is spent in advance.
All dice are rolled, but half the dice may be changed to their maximum possible value.

3. The dice is rolled as usual and the PC may afterwards use a FP to change half the dice to their maximum value.

Recommended practise:

- It's not possible to spend 2 FP at the same time.
- You are not allowed to use your last FP in this way.
- FP's may not be used in advance to get a specific result on the advance tables for clerics and druids. At the GM's discretion, a FP may be used after *Wraith of the Gods* has been indicated to get a new (unmodified) reroll - treating anything higher than *Advance to next level* as such.

8.4.6 Healing and recovery

- *First Aid* must be performed within the first 5 turns of combat to have any effect.
- *Heal wounds* allows a character to aid others in recovering their wounds at an increased rate. The chance of success is Int+20
- Possession of *Surgery* adds +10 to Heal Wounds and First Aid.
- First Aid or Heal wounds applied by the targeted character carries a (cumulative) penalty of -10 to Int.
- Critical failures, i.e. a natural 100, on this test, **cause** 1 wound to the target location. However, it is not possible to suffer critical damage from such a failure.
- Characters performing physical work or involved in combat (including running away!) do not regain their lost wounds, even if tended to by a skilled person.
- Characters traveling, either by horse or wagon or by moving slowly (max 4 hours in a day at half normal speed with half carrying capacity) may regain some of their lost wounds if successfully tended by a physician after a successful test against toughness.
- The concept of "accelerated recovery" is happily discarded.
- Wounded characters recovers and additional wound point for every 3 days of complete, uninterrupted rest.
- Heavily wounded characters not attended by a skilled person must test against toughness after one week. If successful, they gain one wound point and are considered lightly wounded provided they were resting the whole week. If not resting, success simply indicate that nothing bad happened to their wounds - that week. Failure means the wounds has become infected. Subsequent tests are then carried out every 3rd day if resting - every day if not - with a cumulative modifier of -1 for each infected wound. A character with a number of infected wounds equal to his/her toughness score, does not need to test, but suffer a -1 critical on the sudden death table.

8.4.7 Jousting Tournaments

Mounted fighting shows with lances are quite popular in Albion and parts of Bretonnia. The objective is to dismount your opponent. Attacks are resolved simultaneously with shield being the

only permitted defensive action.¹² Both opponents receive the bonuses for charging (+10 WS, +2 damage).

Anyone being hit, must test against the average of Strength*10 and Dexterity subject to the following modifiers:

- previous experience, up to +30
- for each wound received -5
- No ride skill -50
- Trick riding +10
- Acrobatics +5

The jousting is dismounted on a failed test, receiving D3 (real) wounds irrespective of armour and toughness falling to the ground. If both opponents are dismounted in the same round, combat may continue on the ground - usually striking to stun.

Lances used in a tournament are seldom sharp and only cause *stun damage* except in the event of natural 6's...

Optional rule:

Local tournaments may allow people without SW Lance to take part in the show using normal weapons. The procedure changes as follow:

- they have to pass their test **before** returning the blow if the opponent is using a lance
- they receive -10 WS (for aiming at the rider, not the horse)

8.4.8 PC advancement

The **first** advanced career for PC's should be limited in power. It may not include:

- a +30 (or more) advance in WS
- a +3 advance in S or T
- a +2 (or more) advance in A

8.4.9 Pursuit

This is a rather common situation where the game-book offers little or no guidelines.

- Movement is determined using the table given in section 9.1
- Heavily wounded characters have their move rate reduced by 0.5
- Severely wounded characters suffers a move rate penalty of (at least) 1
- Requirements for attacks in a pursuit:
 - The attacker must be "at the heels" of the target

¹²with SW Parrying weapons and a buckler: a successful test against WS gives the equivalent to 1AP - not D6

- The attacker must pass the *running risk test* (remember -10 for *weapon ready*).

Attacks are resolved at normal WS with no defensive actions allowed. The movement of the attacker is then - artificially - reduced by 20 yards, irrespective of the success of the attack.

- Every second turn, all characters running at their maximum movement rate must pass a test against toughness or have their base move rate reduced by 0.5 points.

8.4.10 Revised critical hit table

Critical effect number						
D100 roll	1	2	3	4	5	6+
01-10	1	2	4	6	8	10*
11-20	1	3	5	7	9*	11
21-30	2	4	6	9*	11	12
31-40	3	5	7	10	12	13
41-50	4	7	9*	11	13	14
51-60	5	9*	11	12	14	15
61-70	7	11	12	13	15	15
71-80	9*	12	13	14	15	16
81-90	11	13	14	15	16	16
91-00	13	14	15	15	16	X

An asterisk(*) indicates:

- Normal: The character must flee combat if possible
- *Sudden Death* : R.I.P.

The X indicates a most horrible death, friends of the target must pass an immediate test against WP or suffer -10 WS and -1 S for their next attack.

8.4.11 Wounded characters

Sooner or later, wounded characters will get reduced fighting abilities. Characters with less than half their maximum number of wounds, must test 3 times against WP, failure resulting in a reduction of D6 points of WS, 1 point of S and D6 points of EI respectively.

Heavily wounded characters automatically receive these penalties in stats (WS/S/EI) unless already received by a failed test against WP as above.

For simplicity, recalculation of standard tests are not done.

Characters in affected by special psychology rules (hatred/frenzy) never receives the above penalties. Neither does these penalties apply to undead or ethereal creatures.

9 MOVEMENT

9.1 Base move table

MOVE	Cautious	Standard	Jogg	Run
1	0.5	4.0	8	16
2	1.5	8.0	15	30
3	2.5	12.5	25	50
4	3.0	15.0	30	60
5	3.5	17.5	35	70
6	4.0	22	43	85
7	5.0	25	50	100
8	6.0	30	60	120
9	7.0	35	70	140
10	8.5	42.5	85	170
11	10.0	50	100	200
12	12.5	62.5	125	250

Silent move is only possible when using cautious rate. People moving at their maximum possible rate must pass a risk test (base 50 percent chance of success) subject to the following modifiers :

9.2 Modifiers and consequences

Terrain type	Modifier
Easy	+50
Medium	+20
Troublesome	+ 0
Hard	-20

The test is further modified by armour and weapons:

No armour	+10	
Mail coat	-10	
Leg plates	-10	
Full plate	-15	
Acrobatics skill	+20	(halved in armour)
Dance skill	+10	(only if no armour)
Weapon ready	-10	(if attacking)

A failed risk test reduces the movement rate:

Failure by	Move multiplier
01-10	0.8
11-20	0.6
21-30	0.5
31-50	0.4
51+	Fumble

In addition, a fumble occurs if you **fail** the test and roll a natural double on the dice. The fumble indicates that you have fallen and will use (at least) one round to resume running. For simplicity,

movement in the 'fumbling' round is set to ZERO. On a fumble you receive 1 wound if you pass a standard I-test or D3 wounds if you fail the test. This damage is irrespective of armour and toughness, although you may never receive critical damage in this way.

10 STEALTH AND CONCEALMENT

10.1 Sneak tests

$$\text{base sneak-skill} = (\text{I} + \text{Int}) / 2$$

A character with *Silent Move Urban* halves their skill when operating in a rural environment. The same penalty applies to characters using *Silent Move Rural* inside a city.

A character with no sneak-skill calculates the base skill, halves for "wrong environment" and then halves another time for being without the relevant skill.

Concealment skill for the appropriate environment increases the base skill with +5.

A total of 3 checks are made, all of them as **opposed tests**.

- $\infty \rightarrow 50 \text{ yards}$
Base risk of discovery: observe divided by 2
A successful sneak-check impose a modifier of -20. If the test is failed by less than 30, the spotter gets an unmodified observe test. Creatures failing by 30 points or more are automatically detected.
- $50 \text{ yards} \rightarrow 5 \text{ yards}$
Base risk of discovery: observe + 10
The spotter suffers a penalty equal to the percentage by which the sneaking creature made it's skill check. Again, failure by 30 points or more leads to automatic detection. Creatures not discovered after this test automatically surprises their targets if they chose to attack directly and no defensive actions are allowed.
- $5 \text{ yards} \rightarrow \text{prone target}$
This check is identical to the previous one except for the possible outcome. If the observe test is unsuccessful, the spotter is treated as *defenseless* for the first attack. However, if the sneaking creature is discovered, it still gets a surprise attack, but the defender is entitled to defensive actions.

10.2 Suggested modifiers

General modifiers:

cause	who	modifier
wearing armour	sneaker	- MIN(0 , 2*dodge penalty)
using a shield	sneaker	- shield dodge penalty
camo-clothes (no AP)	sneaker	+10
Night (no darkvision)	spotter	-20

Rural modifiers:

cause	who	modifier
rain	spotter	-10
close to river	spotter	-10

Urban modifiers:

cause	who	modifier
close to open inn	spotter	-10

11 SEARCH TABLES

11.1 General Search

Search is generally base on intelligence and initiative, modified by terrain, race and how well an eventual object/exit is hidden.

$$\textit{Searchchance} = 0.5 * (\textit{Int} + \textit{I}) + \textit{modifiers} \quad (1)$$

Searchtype	Human	Dwarf	Elf	Hobbit	Gnome	Special
Cave/Tunnel	+ 0	+ 5	- 5	+ 0	+ 5	Mining +10
Town house	+ 0	+ 0	+ 0	+ 5	- 5	
Forest	+ 0	-10	+ 5	+ 0	- 5	Ex Vis +10
Open ground	+ 0	+ 0	+ 0	- 5	+ 0	Ex Vis +10

An unspecific search ('We search the room for hidden exits') impose an additional modifier of -10. To avoid this penalty, the players have to specify what they're looking for and where they are looking. This introduces a -20 penalty to discover objects or exits hidden in any other way than the one specified. A bonus limited upwards to +20 might be awarded for specific searches.

11.2 Repeated Search

Unlike the standard WFRP system, repeated searches are possible. If the same search method is used, a modifier of -10 is added - cumulative with all other possible penalties - to reflect that the characters already have used this approach. In general, repeated seaches of the same object and/or location introduce the following penalties :

Search number :	1	2	3	4	5	6-10
Modifier	0	-20	-35	-50	-60	-70

11.3 Search Time

In some situations, the PC's have limited time when searching for objects or exits. Some guidelines for 'search-time' are given below:

- Searching a wall: 1 yard/turn (approx 2 yards height)
- Searching a door for traps: 3 game turns

12 **NEW SKILLS**

12.1 *Charge*

The character is particularly used to charging into combat and may move **twice** his or her movement in yards without the loss of attacks. In addition, (s)he may increase her movement by 50 percent the **final** round before hand-to-hand combat starts.

12.2 *Distract*

By holding off an opponent with acrobatic flips and twist, the character gains +20 to Dodge and Parry attempts, but may not attack. If wounded, the skill may not be used in the subsequent round.

12.3 *Interrogation*

Character with this skill knows how to get information out of reluctant victims. They can detect lies from small changes in voice, expression, face colour etc. By experience they are able to figure out what threat is most efficient to the victim in case.

The skill takes effect on a bonus on the standard interrogation test. Normally the victim rolls a WP test to resist the questioning. The interrogator with the skill rolls against LD. If the test is successful, subtract the die roll from the skill.

(Ld - D100 = positive number)

Then modify the victims WP test with this number. If the interrogator fails his test, no modifier to the WP test is applied.

(Ld - D100 = negative number)

If the interrogator rolls 99-100 on the test, then the effective WP of the victim is doubled on the test. He calls your bluff, he knows that you are only threatening him.

12.4 *Immunity to nonmagical weapons*

The character becomes immune to damage from non-magical weapons. This skill may only be bought after all skills and advances are taken. The skill counts as magical.

12.5 *Quick Spell Cast*

Characters with this skill are very experienced battle-mages capable of casting spells twice each round. The first spell goes off at standard spell initiative, the second one is calculated as if base initiative was halved.

12.6 *Spell Design*

The character may create new magical spells through research. This obviously requires access to a well equipped laboratory and sufficient time.

The character in question must spend experience points in accordance to the spell level + 100 XP in order to research and learn the spell; it is impossible to research a spell without simultaneously learning it.

The details (type, level, MP cost, duration, spell components) are finally decided by the Game Master.

12.7 *Trancend Armour*

- Certain battle-oriented clerics are more used to casting spells in armour. They may cast spells with only ONE hand free, which means they may either hold a shield or a weapon while casting spells. (They still can't use the shield in the same round as they cast a spell.) If the caster is using a 2-handed weapon, only one attack is used to wield the weapon after the spell is cast (normally the minimum of 2 actions or one complete round).
- The base cost is 2 extra magic points per armour point, armour locations are : 2*arm, 2*leg, 2*body + head, a total of 7 locations.
- If a spell is cast in armour, the caster calculates the base MP cost and rolls on the following table :

D100 roll	Base MP cost multiplier
01 - WP/2	0.25
WP/2 - WP	0.5
WP+1 - 98	0.75
99	1.0
100	1.5

If the cost exceeds the current MP of the caster, he/she tests against WP with a penalty of -5 for each missing MP. If the test is successful, only half of the calculated is deducted from the current MP of the caster, else the caster is left with zero magic points. No matter the result of this last WP test, the spell does not go off.

12.8 *Warchant*

This skill may only be used while charging an opponent and requires possession of *sing*. There are 3 effects if the charger passes a test against Intelligence:

- he/she may choose to enter the state of frenzy
- all friendly characters gain +10 to fear and terror tests in the charging round(s)
- hostile characters suffer -10 to fear and terror tests

The warchant lasts until the character is wounded or spends a round out of combat (ie neither attacks or is attacked), but a new chant may be raised in combination with subsequent charges.

13

NEW SPELLS

Main author: Olav Marstokk.

13.1 Battle Magic Spells**13.1.1 Flying Fist**

Spell Level: BM 1
Magic points: 3
Range: 48 yards
Duration: Instantaneous
Ingredients: A glove

A disembodied fist flies through the air. The fist automatically hits its target on the head, delivering a strength 6 hit. The attack counts as unarmed and non magical.

13.1.2 Sixth Sense

Spell Level: BM 1
Magic points: 4
Range: Personal
Duration: 1 hours per level
Ingredients: A mirror

Treat as if the caster had the skill with the same name, but test against WP instead of Int.

13.1.3 Stabilize

Spell Level: BM 1
Magic points: 4
Range: Touch
Duration: 1 hour per level
Ingredients: A small stone

This spell will stabilize anyone suffering from a critical hit. When the effect is over, the spell may be cast again. Note that this spell does not restore any wounds, and the character is still considered severely wounded.

13.1.4 Read and Remember

Spell Level: BM 2
Magic points: 4
Range: Special
Duration: Personal
Ingredients: A pair of glasses

The caster may read 1000 words per game turn, every second MP spent in addition to the base cost increases this by 500 words per turn. The information is magically stored and may be retrieved at the cost at 2 MP per 500 words. The stored data is lost if the caster are victim to mind effecting spells such as *Steal Mind*. Pictures counts as 1000 words per page. Petty magic equals 500 words, other spells 2000 words per spell level.

Note that the glasses used as ingredients are not consumed by casting this spell.

13.1.5 Truth

Spell Level: BM 2
Magic points: 6
Range: 6 yds
Duration: 1 turn
Ingredients: The brain of an owl

The victim have to answer truthfully to all questions asked by the caster. A normal magic test is allowed, but the caster is unable to tell whether the spell has worked.

13.1.6 Arrow Speed

Spell Level: BM 2
Magic points: 4 per 5 arrows
Range: Touch
Duration: 1 hour
Ingredients: None

This spell increases the speed of normal arrows and grants the bonus of ES+1 and BS+10. All ranges are increased by 25 percent.

13.1.7 Range

Spell Level: BM 2
Magic points: 5
Range: Personal
Duration: Until used
Ingredients: None

The range for the next spell is doubled. If the caster is wounded or mind effecting spells, the spell is broken.

13.1.8 Scale

Spell Level: BM 2
Magic points: 6
Range: Touch
Duration: Special
Ingredients: Some glue

This spell allows any person ($\text{Int} \geq 18$) to scale walls. The spell takes effect when the climbing starts, and the effect is broken when the wall is climbed or if the person is wounded. The person have to fail a WP test for the spell to take effect (not needed for the caster).

13.1.9 Cure Heavy Wounds

Spell Level: BM 2
Magic points: 6
Range: Touch
Duration: Instantaneous
Ingredients: One dose of Tarrabeth

This spell can be used to heal the caster or one other individual. The spell takes effect immediately restoring D8 wounds. The spell will not work on severely wounded characters. A spell-caster who fails to cast this spell successfully, causes D8 wounds to the victim.

13.1.10 Decrease

Spell Level: BM 3
Magic points: 6
Range: 48 yards
Duration: Until next sunrise
Ingredients: The skull of a snotling

This spell may be cast at any creature or individual. Victims who fail a normal magic test immediately lose 2D10 points of WS, BS, I or Dex at the caster's choice. Any attempt to cast a second spell on the same character results in the older spell being dispelled. Lost points are restored the next sunrise.

13.1.11 Magic Aura

Spell Level: BM 3
Magic points: 5
Range: Personal
Duration: 1 hour per level
Ingredients: An amethyst [30 GC]

This spell gives the caster 1 AP on all locations. The aura is not dispelled by hits from magical weapons, and the protection counts as magical. It may be dispelled at will by the caster.

13.2 Illusionist Magic Spells**13.2.1 Invisibility**

Spell Level: IM 2
Magic points: 6+2 per turn
Range: Personal
Duration: 1 turn
Ingredients: The eyes of a Chameoleech

Treat as an illusion. The duration may be extended for an additional 2 MP per turn.

13.3 Druidic Magic Spells**13.3.1 Combat Staff**

Spell Level: DM 2
Magic points: 1+2 per hit
Range: Touch
Duration: Caster is wounded
Ingredients: A wooden staff

This spell will turn an ordinary staff into a powerful weapon. When someone is hit with the staff, magical energy flows into the victims body causing D8 wounds ir-respective of toughness and armour. The only exception is magical armour, each point of magical protection reduces the damage by one.

The magically inflicted wounds are in addition to normal damage from the staff.

13.3.2 Talk to animal

Spell Level: DM 1
Magic points: 2
Range: Personal
Duration: 1+ turns
Ingredients: The tongue of a parrot

This spell allows the caster to communicate with animals. However it does not guarantee that the animal becomes a interested listener. The duration of the spell may be extended at a cost of one magic points per turn.

13.3.3 Talk to plants

Spell Level: DM 2
Magic points: 3
Range: Personal
Duration: 1+ turns
Ingredients: A burning stick

This spell enables the caster to converse, in very rudimentary terms with all sorts of living plants.

13.3.4 Tree

Spell Level: 2
Magic points: 5
Range: Personal
Duration: 1 hour per level
Ingredients: A twig from a tree

By casting this spell the druid is able to assume the form of any living tree. It looks like an ordinary tree, and it is impossible to notice anything extraordinary about the tree, except that it is magical. The caster observes all that goes round him just as if he were in his normal form. The druid may not do anything while in tree form, except returning to normal again. If attacked the druid counts as having T 5 and 2 AP all locations, but all attacks will hit automatically.

13.3.5 Summon Forest Spirit

Spell Level: DM 3
Magic points: 8
Range: 48 yards
Duration: 1 hour per level
Ingredients: A burning tree

A forest spirit appear within 48 yards of the caster, and if the druid makes a will power test it will serve the caster one hour per level. If it is not controlled the spirit becomes free.

The spirit has the following profile:

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	57	76	5	6	16	78	2	70	63	60	74	78	57

The spirit is equiped with a magic longbow of might (ES 6) which is destroyed when the spirit is killed. Attacs made by the spirit counts as armed and magical, and it can only be harmed by magic. Its skin counts as 1 AP all locations. It manifests as a humanoid creature about 9 feet tall, made of wood and vaguely transparent. It causes fear in any living creature under 10 feet height. If not controlled the spirit is subject to instability, and it goes free if the summoner is slain.