

## CHALLENGE LEVELS

Simple ~ 90% for 3	◆◆◆	0 dice
Easy ~ 60%	◆	1
Average ~ 40%	◆◆	2
Hard ~ 25%	◆◆◆	3
Daunting ~ 15%	◆◆◆◆	4

~ □ +7% ■ -9% ◻ +15% ● / ● +5% ◆ +14%

### Opposed Check Difficulty

#### If the Opposing Characteristic is:

Less than half of the acting char.	0 dice
Less than the acting char.	1 ◆
Equal to the acting char.	2 ◆◆
Greater than the acting char.	3 ◆◆◆
Twice as great as the acting char.	4 ◆◆◆◆

#### Other Opposed Check modifiers:

Opposition has a Relevant Skill:	+1 ■
Opposition has a Relevant Spec.	+1 ■
GM Spends Aggression or Cunning:	+1 ■

## FIRST AID

Lightly Wounded: Easy (1d) ◆  
 Critically Wounded: Average (2d) ◆◆  
 +1 ◆ die if preformed on self

### First Aid (In)/ Medicine (In) v. wound type

# ♣ = wounds healed (up to Toughness)  
 2+ ☠ First Aid = +1 Fatigue, +1 Stress  
 3+ ☠ Medicine = +1 Fatigue, +1 Stress

or ...

# ♣ ≥ severity of critical wound then temporarily healed  
 2+ ☠ First Aid = +1 Fatigue, +1 Stress, +1 Wound  
 3+ ☠ Medicine = +1 Fatigue, +1 Stress, +1 Wound

## RALLY STEP

- Stance moves 1 towards neutral
- Remove one recharge token
- Recover 1 stress and 1 fatigue
- Adjust power or favor
- NPCs regain A/C/E pools

#### and one of the following ...

- 1 manoeuvre
- First Aid check
- Resilience check (Easy 1d) ◆  
# ♣ = recovered fatigue
- Discipline check (Easy 1d) ◆  
# ♣ = recovered stress
- Re-roll lowest initiative
- Perform action with Rally trait

## SLEEP

- # Toughness = recover Fatigue, Wounds
- # Willpower = recover Stress

### Check Resilience (To) v. wound type:

- # ♣ ≥ severity of critical wound, healed
- # ♣ = recover wounds

#### Overnight care provided:

First Aid (In) v. wound type  
 # ♣ = +1 □ die  
 2+ ♣ = +1 □ die

Medicine (In) v. wound type  
 ♣ = +1 ◻ die  
 2+ ♣ = +1 ◻ die

#### Hospital

-1 ◆ die  
 +1 ◻ die (if tended to by trained doctor)  
 (option) # ♣ = additional healed wounds on Resilience check

## INSANITY

### Distressed

- (Stress > Willpower) and +Stress ...
- No current temporary insanity = draw insanity card, if trait matches current situation then keep card
  - If has temporary insanity card = add a token to card

### Strained

- (Stress > any mental, Fatigue > any physical) and +Stress, +Fatigue ...
- Keep drawing insanity cards until one matches current situation
  - Keep card and add tokens equivalent to Stress and Fatigue received

### Permanency (at end of act):

- Willpower v. Simple (0d) per card  
 # ♣ ≥ tokens on card, nonpermanent

## ADVANCED SKILLS

- Animal Handling (Fe)** Command, Train, Sense Disposition, Calm Animal.
- Channeling (Wp)** Below Capacity, Overchanneling, Conservative, Reckless, by College Order.
- Education (In)** History, Geography, Reason, Language Skills, Philosophy.
- Invocation (Fe)** Each deity has its own specialization, Traditions, Rituals, Tenets.
- Magical Sight (In)** Observe Specific Wind, Identify Spell, Locate Aura, Dark Magic, Gauge Strength.
- Medicine (In)** Critical Wounds, Poison, Disease, Long Term Care, Surgery.
- Piety (Wp)** Below Capacity, Conservative, Reckless, Urgent Need.
- Spellcraft (In)** History of Magick, Colleges, Rank 1-5 spells.
- Tradecraft (varies)** Smithing, Carpentry, Jewelry Making, Brewing, Boating, Engineering, Performance.

## BASIC SKILLS

- Athletics (St)** Climbing, Swimming, Jumping, Rowing, Running, Lifting.
- Ballistic Skill (Ag)** Bow, Crossbow, Thrown Weapons, Blackpowder Weapons.
- Charm (Fe)** Etiquette, Gossip, Diplomacy, Hagglng, Seduction.
- Coordination (Ag)** Dodge, Balance, Acrobatics, Juggling, Dance, Knots & Ropework.
- Discipline (Wp)** Resist Charm, Resist Guile, Resist Intimidation, Resist Fear, Resist Terror, Resist Torture.
- First Aid (In)** Combat Surgery, Long Term Care, Tending Critical Wounds, Tending Normal Wounds.
- Folklore (In)** Creature Lore, Reikland lore, Geography, Superstitions, Local Customs.
- Guile (Fe)** Deception, Blather, Con Games, Innuendo, Appear Innocent.
- Intimidate (St)** Violence, Combat, Interrogation, Politics.
- Intuition (In)** Detect lies, Estimate Sums, Evaluation, Gauge Opponent.
- Leadership (Fe)** Military leadership, Politician, Logistics, Spiritual Leader.
- Nature lore (In)** Locate Shelter, Locate Food, Locate Water, Identify Animal, Identify Plant.
- Observation (In)** 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.
- Skulduggery (Ag)** Pick Pockets, Pick Locks, Set Traps, Disable Traps, Palm Objects.
- Stealth (Ag)** Silent Movement: Rural/Urban, Hide, Ambush
- Weapon Skill (St)** Hand Weapons, Great Weapons, Polearms, Parry with Hand Weapon, Parry with Great Weapon.

## DISEASE

Disease X = Resilience (To) v. X rating

✘ = Active Disease

✘ + ✨ = extra Active Symptom

+2 □ for elder races

Active Disease: random or chosen, slots to Talent

Active Symptom: lies under disease, cumulative

Severity disease + symptoms > wounds threshold = death

Disease 1 - Resilience (To) v. Easy (1d) ◆

- Someone in party is sick + close range
- Talking/engaged with someone sick (Contact)
- Little bad food at seedy tavern (Ingestion)
- Passing through epidemic (Miasma)
- Exploring tomb (Undead)
- Interaction with servant of Nurgle

Disease 2 - Resilience (To) v. Average (2d) ◆◆

- Two or more crits in same combat (Wound)
- Fighting someone sick (Contact)
- Close range with someone with Nurgle's Rot

Disease 3 - Resilience (To) v. Average (3d) ◆◆◆

- Engaged with someone with Nurgle's Rot

Recovery

Every night or when attempted cure.

Resilience (To) v. Average (2d) ◆◆

- +1 ◆ for every extra disease
- +1 ■ for every symptom
- +1 □ for each training in Medicine
- +1-2 □ for medicine and clean environment
- +1-2 ■ not resting and/or around disease

# ♣ ≥ symptom severity, remove symptom

# ♣ ≥ disease severity and no symptoms, remove disease

✘: + ✨ = new Active Symptom

## CORRUPTION

# ✨ = # corruption points added

✘: challenge level = + # corruption points

Corruption pts. > threshold = mutation (remove pts. = mutation severity)

# mutations > Toughness = Chaos Spawn

# mutations > Willpower = permanent insanity per point

Minor - Resilience (To) v. Average (2d) ◆◆

- Prolonged contact w/ skaven, beastmen, Chaos cult, paraphernalia or locations
- First hand at rites or daemonic activities
- Contact with traveller of Chaos Waste
- Brief Exposure to small warpstone

Moderate - Resilience (To) v. Hard (3d) ◆◆◆

- Prolonged contact with Chaos Warrior, daemonic cult, paraphernalia or locations
- Contact with cursed weapon, profane artefact, or daemonic entity
- Exposure to large amount of warpstone

Major - Resilience (To) v. Daunting (4d) ◆◆◆◆

- Exposure to the savage Chaos Wastes
- Wounded by with cursed weapon, profane artefact, or daemonic entity
- Consumption of warpstone powder
- Direct exposure to large amount of warpstone, or using warpstone to fuel spells

## FEAR AND TERROR

Discipline (Wp) v. Fear (rating) / Terror (rating)

✘ Fear: +Stress = fear rating

✘ Terror: +Stress, +Fatigue = rating

2+ ☠ = causes Frightened condition

## WINDS OF MAGIC

**Brown Winds**

Ghur – The Amber Order – Beasts

Atavism, Brutality, Dominance, Ferocity, Frenzy, Isolation, Remoteness, Stubbornness, Wild Animals, Wildernesses

**Purple Winds**

Shyish – The Amethyst Order – Death

Battlefields, Boundaries, Clocks, Death, Gardens of Morr, Gibbets, Longing, Reverence, Respect, Silence

**Red Winds**

Aqshy – The Bright Order – Fire

Anger, Arguments, Dynamism, Excitement, Heat, Impulsiveness, Flames, Passion, Pride, Vehemence

**Blue Winds**

Azyr – The Celestial Order – The Heavens

Anticipation, Clear Skies, Dreams, Imagination, Inspiration, Inventiveness, Hope, Omens, Patience, Prophecies

**Yellow Winds**

Chamon – The Gold Order – Metal

Heavy Metals, Greed, Experimentation, Industry, Logic, Knowledge, Science, Obsessiveness, Rationality, Wealth

**Grey Winds**

Ulgu – The Grey Order – Shadow

Confusion, Distrust, Gales, Independence, Intrigue, Lies, Fog, Shadows, Storms, Wisdom

**Green Winds**

Ghyran – The Jade Order – Life

Animals, Fecundity, Friendship, Healthiness, Plant Life, Rain, Soil, Summer, Stone Circles, Water

**White Winds**

Hysh – The Light Order – Light

Beauty, Contemplation, Enlightenment, Faith, Holiness, Illumination, Pacifism, Purity, Pyramids, Truth

## EMPIRE CULTS

**Manann**

The Seas, Tides and Oceans

Worshippers: Fishermen, Sailors, Travellers

**Morr**

Death and Dreams

Worshippers: The Bereaved, Dreamers, Amethyst Wizards

**Myrmidia**

The Science of War, Estalia, Tilea

Worshippers: Soldiers, Strategists, Officers

**Ranald**

Thieves, Tricksters, Luck

Worshippers: Rogues, Gamblers, the Downtrodden

**Rhya**

Fertility of the Earth, Love

Worshippers: Farmers, Jade Wizards, Peasants

**Shallya**

Healing, Mercy, Childbirth

Worshippers: The Poor, the Diseased, Women

**Sigmar**

The Empire, Protection

Worshippers: Empire Folk, Nobility, the Army

**Taal**

Nature and the Wilds

Worshippers: Amber Wizards, Peasants, Woodsmen

**Ulric**

Battle, Wolves and Winter

Worshippers: Warriors, Middenheimers

**Verena**

Learning and Justice

Worshippers: Scribes, Celestial Wizards, Magistrates

**CHARACTERISTICS**

**FATIGUE**  
**Strength (St)**  
 Athletics, Intimidate, Weapon Skill

**Toughness (To)**  
 Resilience

**Agility (Ag)**  
 Ballistic Skill, Coordination, Ride, Skulduggery, Stealth

**STRESS**  
**Intelligence (In)**  
 First Aid, Folklore, Intuition, Nature Lore, Observation

**Willpower (Wp)**  
 Discipline

**Fellowship (Fe)**  
 Charm, Guile, Leadership

**BUYING ITEMS**

Poor Items +1 ■, x½ price, -1 rarity  
 Superior Items +1 □, x10 price, +1 rarity

**Rarity**

Exotic	Daunting 4d	◆◆◆◆
Rare	Hard 3d	◆◆◆
Common	Average 2d	◆◆
Plentiful	Easy 1d	◆
Abundant	Simple 0d	

**Haggling**

- Charm v. Charm
- Guile v. Intuition

**Costumer Rating**

Favored	50%	4+	♣
Friendly	75%	2-3	♣
Normal	100%	1	♣
Outsider	125%	0	♣, 0
Disliked	150%	0	♣, 1+

**PRICES**

Attire	Cost	Enc	Availability
Rags	1 p	—	Abundant
Poor	5 s	1	Abundant
Common	10 s	1	Plentiful
Good	30 s	1	Common
Best	1 gc	2	Common
Robes	1 gc 50 s	2	Common
Costume	50s	1	Common
Uniform	1 gc 50 s	1	Rare
Noble Garb	5 gc	2	Rare
Royal Garb	10 gc	3	Exotic
Cloak	50 s	—	Plentiful
Overcoat	1 gc	1	Plentiful
Hat, simple	5 s	—	Plentiful
Hat, wide-brim	10 s	—	Plentiful
Hood/Mask	5+ s	—	Common

Food & Drink	Cost	Enc	Availability
Ale	2 p	—	Plentiful
Beer	1 p	—	Abundant
Keg, Ale/Beer	18 p /1 s	6	Abundant
Fodder per Day	5 p	2	Plentiful
Food (Poor)	5+ p	1	Plentiful
Food (Common)	10+ p	1	Common
Food (Good)	18+ p	1	Common
Rations (Week)	3+ s	7	Common
Cheap pie	1-3 p	—	Common
Loaf of Bread	2 p	—	Abundant
Side of Meat	12 p	2	Common
Delicacy	2+ s	1	Rare
Spirits, Bottle	12 p	1	Common
Wine, Common	12 p	1	Common
Wine, Quality	5 s	1	Common

Container	Cost	Enc	Availability
Backpack	15 s	2	Plentiful
Case, map	10 s	—	Rare
Chest	50 s	6	Common
Flask, leather	7 s 12 p	—	Common
Flask, metal	20 s	—	Rare
Jug	2 s	1	Plentiful
Pouch	2 s 12 p	—	Plentiful
Purse	1 s	—	Plentiful
Sack	2 s 12 p	1	Plentiful
Saddlebag	20 s	1	Common
Slingbag	20 s	1	Common
Water Skin	4 s	—	Plentiful

**PRICES**

Light source	Cost	Enc	Availability
Candle, tallow	1 s 12 p	—	Plentiful
Candle, wax	3 s	—	Common
Firewood	1 s	1	Plentiful
Oil, lamp	2 s 12 p	1	Plentiful
Lamp	2 s 12 p	2	Plentiful
Lantern	50 s	2	Common
Lantern, Storm	1 gc 20 s	2	Rare
Match	1 p	—	Common
Torch	5 p	1	Plentiful

Item	Cost	Enc	Availability
Blanket	12 s 12 p	1	Plentiful
Cooking pot	10 s	2	Plentiful
Cutlery, wooden	2 s 12 p	—	Plentiful
Cutlery, metal	30 s	—	Common
Cutlery, silver	1 gc 50 s	—	Rare
Deck of cards	10 s	—	Plentiful
Dice (bone)	3 s	—	Plentiful
Instrument	2 s 12 p	1	Common
Kettle	15 s	1	Plentiful
Ladder	5 s	8	Common
Lock, Average	10 s	—	Common
Lock, Hard	1 gc	—	Rare
Mirror	1 gc	1	Rare
Paper	2 s 12 p	—	Exotic
Parchment	12 p	—	Rare
Perfume/Cologne	10 s	—	Common
Religious Symbol	10 s	—	Common
Rope, 20 yards	10 s	4	Common
Tankard, pewter	10 s	—	Plentiful
Tankard, wooden	5 s	—	Plentiful
Telescope	10 gc	1	Rare
Tent	7 s 12p	4	Common
Tinderbox	15 s	—	Plentiful

Prosthesis	Cost	Enc	Availability
Earring	12+ p	—	Common
Eye patch	6+ p	—	Common
False Eye	12+ p	—	Common
False Leg	3+ s	—	Common
Gilded Nose	3+ s	—	Rare
Skull plate	12+ p	—	Common
Tattoo	1+ s	—	Common
Veteran's Hand	6+ gc	—	Rare
Wooden Teeth	2+ s	—	Common

**PRICES**

Tools	Cost	Enc	Availability
Abacus	1 gc	1	Rare
Gin Trap	20 s	1	Common
Snare	12 p	—	Common
Book, Illuminated	35 gc	3	Exotic
Book, printed	10 gc	2	Exotic
Chain, per yard	15 s	1	Rare
Crowbar	5 s	2	Common
Disguise Kit	50 s	1	Rare
Fish Hook / Line	1 s 12 p	—	Common
Grappling Hook	40 s	1	Common
Lock picks	1 gc	—	Common
Manacles	50 s	—	Common
Metal Ingot, Base	12 s	1	Common
Pick	12 s	2	Common
Pole, Yard	12 p	2	Plentiful
Sledge Hammer	10 s	3	Common
Spade	12 s	2	Common
Spike	2 s 12 p	—	Common
Trade Tools	5 gc	3+	Common
Wooden Wedge	8 p	—	Plentiful
Writing Kit	1 gc	1	Common

Mode of Travel	Min./10 Miles	Availability
Cart or Wagon	1 p /15 p	Plentiful
Cart with 2 horses	12 p /30 s	Plentiful
Coach	10 s/70 s	Common
River Boat	12 p /2 s 12 p	Plentiful
Ship's passage	10 s/50 s	Common
Wagon, 3 horses	5 s /40 s	Common

Lodgings/Amenities	Cost
Bath	12 p
Inn Common Room per night	5 p
Private Room	5 s
Stabling per horse per night	10 p

Service	Day/Week	Availability
Artisan	34 p/9 s	Common
Entertainer	28 p/7 s	Common
Labourer	10 p/2 s 12 p	Common
Physician	60 p/15 s	Common
Servant	12 p/3 s	Common