Halfling Chef

Basic Career: Halfling
Basic, Menial, Rogue, Social

Primary Characteristics
Agility, Fellowship

Career Skills
Guile, Observation, Skulduggery, Stealth, Tradecraft

Advances

Action	Talent
2	1
Skill	**Fortune**
2	3
Conservative	**Reckless**
1	0

Wound 1

Tactic

Focus



Ogre Maneater

Basic Career: Ogre
Basic, Combat, Menial, Rogue

Primary Characteristics
Strength, Toughness

Career Skills
Athletics, Discipline, Intimidate, Resilience, Weapon Skill

Advances

Action	Talent
2	1
Skill	**Fortune**
1	1
Conservative	**Reckless**
1	1

Wound 3

Tactic

Tactic



Crime Lord

Advanced Career: Human, Dwarf, High Elf or Wood Elf
Elite, Rogue, Social, Urban

Primary Characteristics
Agility, Fellowship

Career Skills
Coordination, Discipline, Guile, Intimidate, Intuition, Leadership, Observation, Skulduggery, Stealth

Advances

Action	Talent
3	1
Skill	**Fortune**
3	1
Conservative	**Reckless**
1	1

Wound 1

Reputation

Tactic

Tactic

Focus



Magistrate

Advanced Career: Human
Bureaucrat, Elite, Noble, Social

Primary Characteristics
Intelligence, Fellowship

Career Skills
Charm, Discipline, Education, Guile, Intuition, Leadership, Observation

Advances

Action	Talent
2	3
Skill	**Fortune**
3	1
Conservative	**Reckless**
2	0

Wound 1

Reputation

Reputation

Focus

Focus



Ogre Maneater

Basic Career: Ogre

A hulking mercenary who roams the world, fighting and eating

Maneaters are ogres who have left their tribal homelands in the ice-bound Mountains of Mourn, and set out to see the world – fighting and eating as much of it as they can along the way. Like all ogres, they are enormous, hulking individuals, many times the bulk of a human, covered in slabs of muscle and blubber, but with a rather small brain. Maneaters sell their services (beating things to a bloody pulp) wherever they go, in exchange for gold and food, or often just food. Battling so many varied opponents, in so many different lands, ultimately makes them even better warriors than the average ogre bull (who is no pushover by any means), and heedless of danger on the battlefield. Charging into combat, their massive weight slams into the foe with devastating force, leaving many opponents trampled into the dirt before the maneater has even struck a blow.

Though ogres have little intelligence, and even less social aptitude, maneaters have at least learned to make themselves understood, through a mix of grunted speech and demonstration of what they want – which usually means pointing at their hungry mouth or hitting something or both. In the Reikland they are recruited as mercenaries into armies marching to war, retained by the wealthy as bodyguards, or hired as muscle and intimidation by criminal gangs.

Typical Trappings: Maneaters will usually carry some form of heavy bludgeoning weapon (often featuring large spikes), and wear a large armoured plate to protect their treasured guts. On their travels they tend to acquire clothing and equipment, often improvised in some way to suit their size – a looted banner worn as a shirt, a handgun used as a pistol, or a wagon wheel as a shield.

Halfling Chef

Basic Career: Halfling

A dubious creator of delicious food

Halflings are fond of their comforts, good food in particular, and consequently love to cook – a calling they tend to excel at. Many leave their homes and families in the Moot and settle down in other parts of the Empire, where they can make a good living as chefs in human cities and towns. Those with a good reputation (or at least good fortune) may gain employment in a fine noble household, where a halfling chef is considered a must-have status symbol. Others find work in taverns and hostelries or in the State Troops' barrack houses. They are sometimes found in the baggage train of a campaigning army, either feeding the men or in the personal retinue of a wealthy noble-born officer.

A big part of a halfling chef's talents is obtaining the right ingredients, by fair means or foul. They poach rabbits and game birds from noble estates, sneak into the pantries of neighbouring houses to 'borrow' a few items, obtain illicit foreign sausages from dubious merchants, nab cakes through open windows and surreptitiously lift fresh vegetables from market stalls. When good produce is hard to come by, they become even more resourceful – they horde leftovers and grab scraps thrown out for the dogs, while local cats and pigeons mysteriously disappear the same day that meat stew is on the menu.

Typical Trappings: Halfling chefs usually possess a set of hardwearing clothes, covered over with an apron that has so many food stains that it is impossible to tell its original colour. They wear tall, floppy chef's hats covering their greasy hair, and always carry a good selection of knives, cleavers, ladles and other cooking implements. At any given time, they will likely have about their person various herb pouches, pastries, cured meat, freshly killed poultry, some odorous, mouldy cheese or a spare chipolata.

Magistrate

Advanced Career: Human

A senior official, master of the politics of the Empire

Magistrates are among the most powerful officials and politicians of the land, with influence and reach to rival the ruling class. After a long career as perhaps a burgomeister, an ambassador or a guildmaster, they have learned to navigate the labyrinthine politics of the Empire, astutely avoiding the pitfalls, allying themselves with the rising stars, and distancing themselves from those out of favour. They ensure that they have every scrap of information and a consummate knowledge of the rules, regulations, laws and red tape that help or hinder their given agenda.

They vary considerably in character – some are studious and officious, some are charming and persuasive, and some are bombastic and zealous, but inevitably they have risen to the top. In the cities of the Empire, there is fierce competition and politicking for the highest posts, for with these come power and wealth. A magistrate's official duties may take the form of a senior burgomeister or even a town mayor, with control over everything from tax collection to winter festivals, from watch patrols to market prices. Other magistrates become liaisons to high-ranking foreign dignitaries, personal advisors to noble rulers, or court judges, presiding over grand show trials, interrogating the accused and showing off their incisive reasoning and wit.

While some magistrates take their honesty and integrity very seriously, many are tempted by the copious bribes proffered. However, this is a dangerous game, where it is easy to make powerful enemies.

Typical Trappings: A magistrate will possess fine clothes, over which he wears impressive robes of office, sometimes with the addition of an ostentatious wig or special hat. He carries a plentiful purse of gold, as well as books and ledgers, writing implements and blank parchment, and his official credentials, bearing the seal of their appointment. Furthermore, many magistrates have a large cadre of assistants, scribes, factotums and flunkies, as well as perhaps a bodyguard or two.

Crime Lord

Advanced Career: Human, Dwarf, High Elf or Wood Elf

The head of a criminal organization, skilled and ruthless

A crime lord sits at the head of a large criminal organisation, ruling a whole host of nefarious underlings with an iron fist. Disobedience is punished with ruthless efficiency, often at the crime lord's own hand. He will often have a number of lieutenants to keep the gang members in line and help to disseminate orders – such a structure is essential for an operation that may well span an entire city, province or even beyond.

The crime lord may have cornered the market on one particular illegal activity, eradicating all other serious competition. More commonly, though, he will have fingers in many pies. Typical operations include robbery and burglary, stealing valuable items as well as information that can be used in turn for extortion and blackmail. Many gangs run extensive smuggling and trafficking rings, moving stolen goods, drugs, poisons, alcohol and pretty much anything with a dubious provenance. From here, it is an easy step into the slave trade, and of course a crime lord will not think twice about having adversaries assassinated.

A crime lord will probably have bested many rivals (and members of the authorities) to reach his current status, and have many enemies who would be happy to see his demise. Consequently he must be skilled, clever and healthily paranoid.

Typical Trappings: Crime lords can afford finely made clothes, some adopting outrageous fashions, others preferring to stay inconspicuous in their environment. They invariably carry a large amount of cash, and have access to more funds besides. They are also well armed, in case of attacks on their person or sudden betrayal by a minion. As such they often keep numerous knives, daggers and poisons secreted within their outfit, and can obtain other weapons as needed. An array of henchmen, thugs and fixers (with varying degrees of loyalty) will be available at a crime lord's command.

Champion

Advanced Career: Human, Dwarf, High Elf or Wood Elf

Combat, Elite, Military, Specialist

Primary Characteristics
Strength, Toughness

Career Skills
Athletics, Coordination, Discipline, Resilience, Ride, Weapon Skill





Advances

Action	Talent
2	2
Skill	**Fortune**
3	1
Conservative	**Reckless**
1	1

Wound 3

Reputation | Tactic | Tactic

Focus

Lector

Advanced Career: Human

Academic, Elite, Priest, Religion

Primary Characteristics
Willpower, Fellowship

Career Skills
Charm, Education, First Aid, Intuition, Invocation, Piety



Advances

Action	Talent
2	3
Skill	**Fortune**
2	1
Conservative	**Reckless**
2	0

Wound 1

Reputation | Focus | Focus

Faith

Arch Lector

Advanced Career: Human

Advanced, Heroic, Priest, Religion

Primary Characteristics
Willpower, Fellowship

Career Skills
Charm, Discipline, Education, First Aid, Intuition, Invocation, Leadership, Piety, Weapon Skill



Advances

Action	Talent
2	3
Skill	**Fortune**
2	1
Conservative	**Reckless**
1	1

Wound 2

Tactic | Reputation | Focus

Any | Faith

Warrior Priest

Advanced Career: Human

Combat, Elite, Priest, Religion

Primary Characteristics
Strength, Willpower

Career Skills
Discipline, First Aid, Invocation, Leadership, Piety, Weapon Skill



Advances

Action	Talent
3	2
Skill	**Fortune**
2	1
Conservative	**Reckless**
0	2

Wound 2

Tactic | Reputation | Focus

Faith

Lector

Advanced Career: Human

A pious priest, leading the faithful in worship

Those priests that devote themselves body and soul to the doctrines of their chosen deity, who are charismatic and influential in their preaching, and who offer inspiration and wise words to the initiates and disciples of their cult, may attain the rank of Lector. Such individuals command great respect and authority, and may be appointed to be responsible for the great temple of a city, or the shrines and temples of numerous towns and villages in a wide area. Dozens of lesser priests adhere to their command, giving a Lector considerable influence and power.

Their chief role is to minister to the general population, the common citizens of the Empire, be they paupers or merchants, poets or soldiers. They offer up great sermons to their faithful congregations, teaching the ways of their deity, ensuring that worship is carried out with the proper rituals, and providing the people with guidance, succour, calm or fury, depending on the god they represent. On occasions, a Lector may uncover the insidious touch of Chaos cultists, perverting and corrupting the worshipful practices of the faithful. On making such a sickening discovery, he will lead a purge, calling zealots and witch hunters to his side to hunt down and eradicate the heretics.

Typical Trappings: The trappings of a Lector are heavily influenced by the deity that he worships, but all tend to wear some form of robe or vestment, suitably more ornate than those of lower-ranking priests, and often hung about with icons and symbolically significant items. They will possess numerous volumes of scripture and prayer, and have access to the complete libraries of their temples. At times of crisis, they may take up the ritual weapons associated with their gods, but usually they will carry just a dagger or perhaps a ceremonial staff.

Special: The Lector is part of the tiered structure followed by priest characters. A character may only enter this career after he has completed the Priest career.

Champion

Advanced Career: Human, Dwarf, High Elf or Wood Elf

A melee fighter of consummate skill, famed throughout the land

A champion's life is devoted to combat. He is consummately skilled in the fighting arts after a life spent battling and besting foe after foe, whether as a career soldier, a lone bounty hunter or a diehard sellsword. Every spare moment is spent practicing with different weapons, sparring with companions, and studying new melee styles. He constantly seeks out the most powerful and varied opponents, to learn their strengths and uncover their weaknesses.

Such individuals know they are the best, and constantly reaffirm their superiority, striving to find greater and greater opponents and test the limits of their abilities. Many champions have huge egos, basking in the adoration of their fans, regaling any who will listen with colourful tales of their conquests. Others are brooding and private, obsessed with the nearness of death. Either way, their renown spreads far and wide, their names are glorified and their deeds told in song. They receive many requests for their services – to slay rampaging monsters, undertake perilous missions, save embattled towns, or accompany armies upon great wars of conquest and defeat the mighty heroes of the opposing forces. Their payment may be riches, a rare item, an enchanted weapon, glory or merely a soldier's pay. Ultimately they tend to choose the tasks that present the greatest challenge, proving once again their place among the pre-eminent warriors in the Empire.

Typical Trappings: Some champions amass considerable wealth by their exploits, while others are content with a bed and a beer, and a few shun worldly wealth altogether. Most wear the finest armour, often handcrafted and engraved with scenes of their victories, and possess a selection of excellent quality weapons. While some are loners, many have a retinue of loyal companions, training partners and servants, some lead their own regiment and the most vain even employ banner bearers and trumpeters, as well as scribes to record their deeds for posterity.

Warrior Priest

Advanced Career: Human

A zealous priest who accompanies armies into battle

Warrior Priests minister to their flock not within the towering halls of a temple but on the field of battle.

Before hostilities commence, they walk among the common soldiers, delivering speeches of vengeance and victory that rouse the blood, or leading the faithful in prayer to strengthen resolve and steady the nerves. They offer blessings to the men, that they will fight courageously and live through the battle. Many soldiers ask that their weapons too are blessed, to ensure they will strike sure and true. On many occasions, the words of a Warrior Priest have restored hope or stayed a mutiny, when the rhetoric of the general has gone unheeded.

Once the battle is raging, they lead the regiments of the Empire into the heart of the fighting with no fear or hesitation, charging headlong at the most terrifying enemies in the sure knowledge that their god is with them. Warrior Priests fight with a divine fury, smiting down the enemies of the Empire with a righteous rage, all the while bellowing battle-hymns and quotations from their divine scriptures. As the power of their deity flows through them, they can unleash miracles that cast down the unholy, heal the injured or render themselves impervious to harm. Witnessing such signs of their gods' presence and inspired by the indomitable courage of the Warrior Priest, the soldiers of the Empire redouble their efforts and fight all the harder.

Typical Trappings: The Warrior Priests of Sigmar are heavily armoured and bear mighty warhammers to smite the enemy. Those dedicated to Ulric can be recognized by great wolf pelts worn as cloaks, while Warrior Priests of other cults bear equipment and weapons appropriate to their chosen deity. All tend to carry heavy tomes of religious verse, scripture and prayer.

Special: The Warrior Priest is part of the tiered structure followed by priest characters. A character may only enter this career after he has completed the Priest career.

Arch Lector

Advanced Career: Human

A religious leader, in worship and in battle

Elevated from among the ranks of the most powerful and inspiring Warrior Priests or the most charismatic, influential Lectors, an Arch Lector is the highest rank a priest can normally expect to attain in his career. He is a fierce defender of his cult's tenets of faith. Devoted pilgrims travel many leagues to hear him lead the holy rites. He is one of the few with the authority and integrity to review the liturgy and ritual of worship and make petitions for change.

An Arch Lector is a major political figure. Barons and even Elector Counts may attend his sermons, or consult him for personal guidance on spiritual matters. In exchange, the rich and powerful make large offerings to the temple coffers, ensuring the continued support of an individual whose voice can reach thousands of citizens. An Arch Lector of one of the more warlike gods also has the status and influence to launch crusades – religious wars against the enemies of the cult (and therefore the Empire). The faithful will rise up and take arms at his word, and follow him fearlessly into battle.

Typical Trappings: As befits their high status, Arch Lectors wear the grandest robes and the most ornate armour. They will be adorned with talismans and sigils that represent their chosen god, and armed with the appropriate ceremonial weapons. These warhammers, swords and staves are often ancient relics from the vaults of the high temple, enchanted with magic or blessed with divine power.

As some of the most senior priests in the Empire, they have ready access, given time, to the full resources of their cult, including manpower, equipment, funds and information – though they would never consider using these benefits for anything other than divine temple business.

Special: The Arch Lector is part of the tiered structure followed by priest characters. A character may only enter this career after he has completed either the Warrior Priest or Lector career.

Battle Wizard

Advanced Career: Human
Arcane, Combat, Elite, Wizard

Primary Characteristics
Willpower, Intelligence

Career Skills
Channelling, Discipline, Education, Intuition, Magical Sight, Observation, Spellcraft

Advances

Action	Talent
3	2
Skill	**Fortune**
1	2
Conservative	**Reckless**
0	2

Wound 2



Tactic
Order
Focus
Focus

Master Wizard

Advanced Career: Human
Academic, Arcane, Elite, Wizard

Primary Characteristics
Willpower, Intelligence

Career Skills
Channelling, Discipline, Education, Intuition, Magical Sight, Observation, Spellcraft

Advances

Action	Talent
2	3
Skill	**Fortune**
3	1
Conservative	**Reckless**
2	0

Wound 1



Reputation
Order
Focus
Focus

Wizard Lord

Advanced Career: Human
Academic, Arcane, Heroic, Wizard

Primary Characteristics
Willpower, Intelligence

Career Skills
Channelling, Discipline, Education, Intuition, Leadership, Magical Sight, Observation, Spellcraft

Advances

Action	Talent
2	2
Skill	**Fortune**
2	2
Conservative	**Reckless**
1	1

Wound 2



Tactic
Reputation
Order
Any
Focus

Vampire Hunter

Advanced Career: Human
Combat, Devoted, Elite, Fanatic

Primary Characteristics
Agility, Willpower

Career Skills
Ballistic Skill, Discipline, Folklore, Intuition, Observation, Ride, Stealth, Weapon Skill

Advances

Action	Talent
3	2
Skill	**Fortune**
2	1
Conservative	**Reckless**
1	1

Wound 2



Tactic
Tactic
Reputation
Focus

Master Wizard

Advanced Career: Human

A learned wizard, expert in the lore of his Order

A Master Wizard has become a true expert in his field, able to harness, control and mould the fickle Winds of Magic as a master carpenter shapes his wood. He has studied under the most learned tutors and read from the most arcane tomes of his school of magic. With this level of knowledge and skill at his command, a Master Wizard is able to train the acolytes and apprentices that will become the next generation of wizards, teaching them to hone their abilities and master the discipline and concentration necessary to command the Winds of Magic without a dangerous loss of control. Master Wizards have moved beyond merely recreating the spells of their own mentors – they no longer need to slavishly copy those that have come before. Rather, they can now (with due diligence and caution) experiment and push back the boundaries of their order's knowledge.

When they are not cloistered in their college, studying or teaching, they will often be away on a perilous quest to acquire some lost magical book, rare spell ingredient or powerful enchanted artefact.

Typical Trappings: As with all wizards of the Empire, a Master Wizard's given school dictates largely how he or she will appear. The members of the Grey Order go about shrouded in dark, hooded cloaks that hide their identity and intent, while adepts of the Celestial Order wear spectacular robes embroidered with sparkling constellations. Master Wizards will possess whole bookcases of magical scrolls, books and tomes, as well as equipment ranging from powerful telescopes to volatile chemicals, from the bones of mythical beasts to rare magical crystals. They will bear the same staff (or equivalent item) that has served them their entire career, but it may now be adorned with numerous sigils, engravings and trinkets.

Special: The Master Wizard is part of the tiered structure followed by wizard characters. A character may only enter this career after he has completed the Wizard career.

Battle Wizard

Advanced Career: Human

A powerful wizard, specialized in the destruction of enemy armies

Battle Wizards wield such mighty destructive power that they can vanquish far more than a lone troll or a handful of goblins. They harness and unleash the Winds of Magic with enough force to best entire regiments of enemy troops. When the Grand Muster is declared, they ride to war with the armies of the provinces to defend the Empire. On the field of battle they blast the enemy with storms of fire or summon ghostly shades to steal their souls. They command the trees themselves to attack or call meteors from the heavens to smash down into the lines. They duel with enemy sorcerers in coruscating displays of magical pyrotechnics, or bolster their allies with enchantments of protection or portents of the future.

The presence of a Battle Wizard is an enormous boost to the forces of any general, and many will petition the Colleges of Magic to send aid in times of war. The Colleges oblige whenever they can, for this is the purpose for which they were founded.

Typical Trappings: The appearance and possessions of a Battle Wizard will naturally be influenced greatly by his or her chosen school of magic, though they all tend to wear robes of some kind and have little need for armour as it hinders their spellcasting. For example, a Battle Wizard of the Jade Order might be swathed in green cloth, adorned with leaves and roots, and bear a ritual sickle. A Fire Wizard on the other hand will be a blaze of fiery colours, and his skin may crawl with magical tattoos of arcane power. Each Battle Wizard will of course bear a staff or similar item to attune and focus his magic, as well as whatever spell books, ingredients and equipment he requires to smite down the enemy regiments upon the battlefield.

Special: The Battle Wizard is part of the tiered structure followed by wizard characters. A character may only enter this career after he has completed the Wizard career.

Vampire Hunter

Advanced Career: Human

Implacable stalker of the Lords of the Night

Though the dominion of the Vampire Counts of Sylvania is a distant memory, the Lords of Undeath are not eradicated. Some hide in plain sight amongst the human nobility, some thirst for martial combat and feed from their vanquished opponents, and the most bestial vampires lurk hidden in the wilds.

The individuals that hunt these creatures are driven and sure of their abilities, for every vampire is a terrifying monster with unnatural speed and strength, not to mention necromantic powers to enslave the dead. Vampires are also intelligent and secretive, so vampire hunters may spend many months following leads (usually mutilated bodies), tracing rumours and tracking their quarry through gloomy, perilous lands.

When they have located and cornered their target, vampire hunters will gather as much aid as possible. They will round up peasants wielding pitchforks and flaming brands, commandeer stalwart soldiers, recruit grim-faced mercenaries and even request the aid of local priests. The wisest do their best to vanquish the vampire while it is at rest, only having to battle through the minions that guard their master. However, if the monster awakes, they will not hesitate to face it in combat, countering its might with steel, silver, faith and skill.

Typical Trappings: Vampire hunters are well equipped, bolstering their skill and experience with the best tools for the task at hand. They carry a wide selection of weapons such as pistols, crossbows, swords, daggers and sharpened stakes. They may also have ropes, nets, potions and vials of blessed oil, as well as talismans and sigils of warding whose benefit may owe more to superstition than fact. Vampire hunters commonly wear a long coat with a high collar, or even an armoured gorget, to protect the neck and throat.

Wizard Lord

Advanced Career: Human

A wizard who has advanced to the pinnacle of power and skill

A Wizard Lord has reached the pinnacle of arcane prowess achievable by a human. The Winds of Magic are woven into a fabulous tapestry with but a word and a gesture, as he or she calls forth the wrath of nature, looks deep into the future or summons a swirling vortex of impossible energy. Of course, with such excesses of power comes added danger should control of a spell be lost – explosive magical feedback has been known to obliterate nearby allies, demolish entire buildings, and send the wizard screaming into another dimension.

The business of a Wizard Lord is varied and strange. Although all are ultimately pledged to defend the Empire, each magical order has very disparate ideas on how to go about the task. While the Gold Order conjure enchanted weapons and incredible floating citadels, the Amethyst Order devise terrible killing curses, while the proponents of Bright Magic rely on sheer energetic power. Accordingly Wizard Lords may attend secret conclaves, take part in grand sorcerous rituals, travel the world in search of lost artefacts or unleash a storm of magic on the battlefield.

Typical Trappings: As befits his status, a Wizard Lord wears the grandest and most ornate robes within his order, often ornamented with magical decoration or even woven with protective charms. They take the styles of their school to the extreme, so a Wizard Lord of the Gold Order might appear to have robes, or even skin, of liquid metal, while a Lord of Shadow Magic could be shrouded in a cloak of inky darkness that leeches away all light in a room. A Wizard Lord owns or has access to a huge array of lore, arcane texts and other paraphernalia. Not surprisingly, when they travel they go by coach, cart, or at least on horseback, and often with a retinue of acolytes, assistants and porters.

Special: The Wizard Lord is part of the tiered structure followed by wizard characters. A character may only enter this career after he has completed either the Battle Wizard or Master Wizard career.

Ogre Maneater

You have a Gutplate. Take the Gutplate item card. An ogre would never willingly give away, sell, lend, or trade this gutplate (unless a 'better' replacement was offered).

Halfling Chef

Once per day, you may make a special meal and roll ☐ equal to your Fellowship score. Anyone eating the meal recovers a number of Stress and Fatigue equal to the number of successes rolled.

Magistrate

Once per session, when you Influence a Target, you and all allies in the encounter recover 2 stress and 2 fatigue.

Wizard Lord

Once per session, you may reroll any or all of the dice from an Spellcraft check. You must keep the new result.

Crime Lord

Once per session, you may remove all of the recharge tokens from one of your currently recharging actions.

Vampire Hunter

You are immune to the **Fear of Undeath** special rule.

Master Wizard

Once per session, on your turn, you may immediately gain power up to your character rank.

Arch Lector

Once per session, you may reroll any or all of the dice from an Invocation check. You must keep the new result.

Warrior Priest

Gain ■ instead of ☐ when you spend a fortune point on an attack with a weapon for which you have a specialisation.

Battle Wizard

Your soak value is increased by 1 while you are below your power equilibrium, 2 while at equilibrium, and 3 while above equilibrium.

Champion

If you have Mastery in Weapon Skill, gain +1 DR. If you have Mastery in Coordination, gain +1 Defence. If you have Mastery in Resilience, gain +1 soak.

Lector

Once per session, on your turn, you may immediately gain favour up to your character rank.

Gutplate

Every ogre wears a gutplate to protect his belly - after all, if an ogre's belly is wounded, it will make it hard to eat! Gutplates vary greatly in style and look, but most are a simple rounded plate of metal, held in place by a heavy belt.

Defence Rating: 2
Soak Value: 1
Encumbrance: 4

Once per session, when you suffer a critical wound you may cancel that critical and convert it to a normal wound by catching it on your gutplate.

Only ogres may wear a gutplate. You may wear armour over the gutplate; if you do that armour's defence and soak apply.


























GUTPLATE

0 1 2 3 4 5 6 7 8 9 10

Champions of the Empire

Party, Epic, Reputable, Idealistic



Party Tension Meter

5 Each party member suffers 1 fatigue and 1 stress.

10 Each party member loses all remaining fortune points, suffering 1 wound for each fortune point lost in this way. Then tension resets to zero.

Suck It Up

At the end of each act, a member of this party may suffer wounds equal to either the severity rating or number of tokens on a temporary insanity card (whichever is higher), in order to shuffle that insanity card back into the deck, as if he had succeeded on his Willpower check.

Focus | Reputation | Tactic

0 1 2 3 4 5 6 7 8 9 10

Heroic Explorers

Party, Epic, Adventurers, Idealistic



Party Tension Meter

5 Each party member suffers 1 stress and must add 2 recharge tokens to one of his action cards.

10 Each party member suffers 2 fatigue, exhausts all talents socketed to his party sheet, then tension resets to zero.

As One

Members of this party may spend fortune points from their personal supply on the actions of other members of this party. Each member may only spend one fortune point per action.

Focus | Reputation | Tactic

0 1 2 3 4 5 6 7 8 9 10

Empire's Most Wanted

Party, Epic, Criminal, Infamous



Party Tension Meter

5 Each party member suffers 1 fatigue and 1 stress.

10 Tension resets to zero. Each party member must add ◆ to the dice pool of his next action.

Infamous

Once per session, each party member may suffer 1 stress to add or remove ◆ from the dice pool of an action.

Focus | Reputation | Tactic

ORDER

Ulgu, Illusionist
Grey Order

Epic

After you perform a *Grey Order Spell* action, you may exhaust this card to step through shadows and appear anywhere within close range.

ORDER

Aqshy, Pyromancer
Bright Order

Epic

When you perform a *Bright Order Spell* action that deals damage, you may exhaust this card to have the action gain +1 critical.

ORDER

Shyish, Spiriter
Amethyst Order

Epic

After casting one of your *Amethyst Order* spells, you may exhaust this card to kill one henchman within close range of you or deal 2 wounds to all enemies engaged with you.

ORDER

Azyr, Astromancer
Celestial Order

Epic

Whenever you perform a *Celestial Order Spell* action, you may exhaust this card to move the top-most hero marker on the initiative track up two spaces. You must act using this marker next turn.

ORDER

Ghur, Shaman
Amber Order

Epic

Your **Channel Power** action is considered to have the *Beastform* trait.

Your *Beastform* spells require 1 less power to cast.

ORDER

Chamon, Alchemist
Gold Order

Epic

After casting a *Gold Order* spell you may convert the next critical wound you suffer before the start of your next turn into a normal wound. If you do, exhaust this card.

ORDER

Hysh, Hierophant
Light Order

Epic

After you cast a *Light Order* spell, you may exhaust this card to emanate a blinding light that adds ◆ to all attacks against you until the beginning of your next turn.

ORDER

Ghyran, Elementalist
Jade Order

Epic

Your *Spring* or *Summer* spells gain:
Gain 2 power.

Your *Autumn* or *Winter* spells gain:
You may choose to have a target within medium range suffer 1 stress and 1 fatigue.

FAITH

Sigmar, The Heldenhammer

Epic

Whenever you roll 1 or more ↷ when making a check, exhaust this card to immediately gain 4 favour.

FAITH

Shallya, Mother of Healing

Epic

When you invoke a blessing that recovers at least 1 wound, exhaust this card to have the target recover additional normal wounds equal to the rank of the blessing invoked.

FAITH

Manann, King of the Seas

Epic

Whenever you are at maximum depth in a stance, exhaust this card to adjust your stance to your maximum depth in the opposite stance.

FAITH

Morr, The Reaper

Epic

Exhaust this card as a manoeuvre. While this card is recharging, the wound threshold of all characters within close range, including your own, is reduced by 1.

FAITH

Myrmidia, Strength
of The Eagle

Epic

Whenever you generate ↷ on a *Melee Attack* or *Blessing*, exhaust this card to add another ↷ to the results pool.

FAITH

Ulric, The White Wolf

Epic

Whenever you inflict a critical wound, you may exhaust this card to gain favour equal to the severity of the critical.

FAITH

Taal, The All-Father

Epic

When you invoke a blessing, you may exhaust this card to immediately flip the action card so that the opposite stance side is revealed. Resolve the blessing using this opposite stance side.

FAITH

Ranald, The Trickster

Epic

Before you make a skill check, you may exhaust this card to add to the results.

FAITH

Verena, Scales of Justice

Epic

When you invoke a blessing in a neutral stance, exhaust this card to exchange some or all of the characteristic dice in your dice pool for conservative and reckless dice. Your dice pool must contain an even number of conservative and reckless dice.

FOCUS

Steadfast

Epic

Exhaust this card to recover 3 stress. If you have Discipline Mastery, recover 4 stress instead.

Steadfast replaces **Resolute** in your talent card deck.

FOCUS

Sharp Wits

Epic

Exhaust this card to remove all recharge tokens from one of your currently recharging cards.

Sharp Wits replaces **Quick Wits** in your talent card deck.

FOCUS

Genius

Epic

Exhaust this card when making any basic skill check to use Intelligence instead of the characteristic normally associated with that skill. Add ⚔ to the difficulty of the check.

FOCUS

Clever and Determined

Epic

When spending fortune points on an Intelligence or Willpower check, the check gains:

Add to the results.

Clever and Determined replaces both **Clever** and **Determined** in your talent card deck.

FOCUS

Cool As Ice

Epic

Whenever you suffer 1 or more stress, you may remove 1 recharge token from 1 of your recharging action or talent cards.

FOCUS

Stable

Epic

Add to the result of each of your Willpower checks to see if a temporary insanity becomes permanent.

FOCUS

Suffused With Power

You gain □ on all checks while you have favour or power in excess of the characteristic governing that check.

FOCUS

Embrace the Maelstrom

Whenever you suffer a miscast, gain 2 power after that miscast is resolved.

REPUTATION

Reliable

Exhaust this card to trigger a or effect a second time (you must still spend and/or as appropriate).

FOCUS

Get It Right

Epic

After you fail an Intelligence check, you may spend a fortune point and exhaust this card to perform the check again, this time as if you were in neutral stance.

REPUTATION

Stalwart

Epic

Exhaust this card to recover a total of 3 fatigue and/or stress. If you have either Discipline or Resilience Mastery you may instead recover a total of 4 fatigue and/or stress.

Stalwart replaces **Strong Willed** in your talent card deck.

REPUTATION

Unflinching

Epic

Add ■ to all Discipline checks to resist Fear or Terror. Exhaust this card to reroll any or all dice in the results pool of a Discipline check against a Fear or Terror rating.

Unflinching replaces **Fearless** in your talent card deck.

REPUTATION

Legendary

Epic

When you suffer fatigue, stress, and/or wounds, exhaust this card to reduce the fatigue, stress, and/or wounds you suffer by 1 to a minimum of 1.

REPUTATION

Chosen by Fortune

Epic

After rolling an Intelligence, Willpower, or Fellowship check, exhaust this card to reroll any or all □ and ■ dice in your current pool.

Chosen by Fortune replaces **Favoured by Fortune** in your talent card deck.

REPUTATION

Supreme Confidence

Epic

Exhaust this card to negate up to generated on any check you make.

Supreme Confidence replaces **Confident** in your talent card deck.

REPUTATION

Infamous

Epic

Exhaust this card to add Fear X to a Guile or Intimidate check. X is equal to your ranks of training in the skill used (maximum 3).

REPUTATION

Daredevil

While you are strained (both fatigued and distressed), you gain the Invigorated condition until you are no longer strained.

REPUTATION

Celebrity

You are famous! NPCs may recognize you if you pass a **Charm (Fel) check**. The difficulty of the check is 6d, -1d for each character rank you have attained. If you are recognized, your Charm, Guile, and Intimidate checks gain:

Add to the results pool.

Skilled Champion

TACTIC

Epic

When spending fortune points on an Agility, Strength, or Toughness check, the check gains:

Add to the results

Skilled Champion replaces **Girding Oneself**, **Coordinated Efforts** and **Might Makes Right** in your talent deck.

Tough as Nails

TACTIC

Epic

When you suffer at least 1 critical wound from a single source, you may exhaust this card to choose 1 of the critical wounds and convert it to a normal wound.

Oh No You Don't

TACTIC

When you perform an attack, add ☐ to your dice pool for each *Active Defence* your target uses.

Tireless

TACTIC

Epic

Exhaust this card to recover 3 fatigue. If you have Resilience Mastery, recover 4 fatigue instead.

Tireless replaces **I'll Sleep When I'm Dead** in your talent card deck.

Combat Prescience

TACTIC

Epic

Gain +2 Defence against *Melee Attacks*, *Ranged Attacks*, or *Spells* and *Blessings* that target your defence while you have no *Active Defence* actions recharging.

Combat Prescience replaces **Combat Alertness** in your talent card deck.

Nimble

TACTIC

Epic

Exhaust this card to make 1 movement manoeuvre. This can interrupt another character's turn which continues after the manoeuvre is resolved.

If you have Coordination Mastery, you may make up to 2 movement manoeuvres instead.

Find the Rhythm

TACTIC

Epic

Your non-*Basic Melee Attacks* gain:

You may immediately perform a **Melee Strike** action.

Armoured in Speed

TACTIC

When you use an *Active Defence* against an attack, your armour soak value against that attack becomes equal to your character rank (regardless of what armour you are wearing).

Weapon Expert

TACTIC

Epic

When you perform an attack with a weapon you have a specialization in, you may trigger that weapon's CR as often as you like. If you also have Mastery in the skill you use to perform the attack, its CR is improved (reduced) by 1.

Juggernaut

TACTIC

You may disengage without spending a manoeuvre from any enemy with a Strength less than your soak value.

Spellweaving 6

Enhance, Epic

N/A

Channelling and Spellcraft Mastery. You must be holding power in excess of Equilibrium. Enhances a *Spell*

Special: Play this card when you cast a *Spell* that targets an ally (or yourself). You may remove dice from your dice pool to gain the bonuses listed on this card for each die

- □ Add or remove 1 recharge token from the spell
- ◆ Add or remove 1 recharge token from the spell
- ■ Add or remove 1 recharge token from the spell. If there are at least 8 recharge tokens on it, choose 1 additional target

Weaponmaster's Strike 4

Enhance, Epic

N/A

Weapon Skill mastery. Enhances a *Melee Attack*.

Special: Play this card when you make a *Melee Attack*. You may remove dice from your dice pool. If you do, you gain the bonuses listed on this card for each die

- □ The attack gains +1 critical
- ◆ The attack gains Pierce X, where X is your ranks of training in Discipline
- ■ If the attack deals at least 1 critical wound, it deals extra damage equal to that wound's severity

Carefully-Chosen Words 4

Enhance, Social, Epic

N/A

Charm, Guile, or Leadership Mastery. Enhances a *Social* action that uses one of those skills you have Mastery in

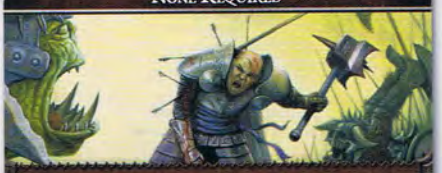
Special: Play this card when you perform a *Social* action. You may remove dice from your dice pool. If you do, you gain the bonuses listed on this card for each die

- □ You or your target recovers 1 stress
- ◆ You or your target gains the Invigorated condition for 3 rounds
- ■ You and your target recover 1 stress. If both □ and ◆ have been invested in this *Enhance*, you both gain the Inspired condition for 3 rounds

Not Done Yet !

Epic, Reaction

None Required



Toughness 4+, Willpower 4+

Effect: Play when you die. You do not die, instead, and cannot be killed or KO'd by damage or injury. This effect lasts until the end of the encounter, at which point you die regardless of your current injury level.

Advanced Dodge 2

Epic, Active Defense

None Required



Agility 4+, not encumbered, Coordination Mastery

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, or a *Spell* or a *Blessing* that targets your defence, add two recharge tokens to this card to add ◆ ⚔ ☻ to the action's dice pool

Special: If the incoming attack misses, you may immediately perform a free manoeuvre.

Advanced Dodge replaces **Improved Dodge** in your action deck and counts as **Dodge** for all effects that reference it

Advanced Block 2

Epic, Active Defense

None Required



Toughness 4+, Shield equipped, Resilience Mastery

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ◆ ⚔ ☻ to the action's dice pool

Special: If the incoming attack misses, you may add 1 recharge token to one of your opponent's attack actions. If added to the action that missed you, add 1 additional recharge token

Advanced Block replaces **Improved Block** in your action deck and counts as **Block** for all effects that reference it

Advanced Parry 2

Epic, Active Defense

None Required



Strength 4+, melee weapon equipped, Weapon Skill Mastery

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ◆ ⚔ ☻ to the action's dice pool

Special: If the incoming attack misses, the attacker suffers 1 wound per ☻ (minimum 1, maximum 4)

Advanced Parry replaces **Improved Parry** in your action deck and counts as **Parry** for all effects that reference it

Final Strike !

Epic

Weapon Skill (St) vs. Target Defence

Melee weapon equipped, engaged with target. The target must be critically wounded.

Special: This card recharges when the target is defeated, or at the end of the encounter (whichever comes first)

- You hit the target for normal damage and this card recharges immediately
- You hit the target for normal damage, plus additional damage equal to the total severity of critical wounds the target is suffering from including any gained from this action
- +1 critical
- +1 critical
- Turn one of the target's wounds faceup before resolving this attack.
- Suffer 1 fatigue per critical wound you are suffering from

Wolfpack Attack 5

Epic, Teamwork

Leadership (Fel) vs. Target Defense

Melee weapon equipped, engaged with target and at least 1 ally capable of making a melee attack

- You hit the target for normal damage, using Fel rather than St to determine damage. One of your engaged allies may immediately perform a **Melee Strike** action against the same target
- As above, and this attack gains +St damage
- The next attack that targets your target gains □
- +1 critical
- For every *Teamwork* card you or your party members have recharging, this attack deals +1 damage
- Suffer 1 stress
- You and all engaged allies suffer 1 stress

Carefully-Chosen Words 5

Enhance, Social, Epic

N/A

Guile, Intimidate, or Skulduggery Mastery. Enhances a *Social* action that uses one of those skills you have Mastery in

Special: Play this card when you perform a *Social* action. You may remove dice from your dice pool. If you do, you gain the bonuses listed on this card for each die

- ☐ Your target suffers 1 stress
- ◆ Add 2 recharge tokens to one of the target's action cards
- ■ Add 2 recharge tokens to one of the target's action cards. Then, the target suffers 1 stress per action card he has recharging

Weaponmaster's Strike 5

Enhance, Epic

N/A

Weapon Skill mastery. Enhances a *Melee Attack*.

Special: Play this card when you make a *Melee Attack*. You may remove dice from your dice pool. If you do, you gain the bonuses listed on this card for each die

- ☐ The attack gains Pierce 2
- ◆ For each of Coordination, Discipline, Intimidate, or Resilience you have trained, the attack gains +1 damage (limit 3)
- ■ Draw a critical wound and apply it to the target. For each other die invested in this *Enhance*, draw 1 more critical (only apply 1)

Spellweaving 4

Enhance, Epic

N/A

Channelling and Spellcraft Mastery. You must be holding power in excess of Equilibrium. Enhances a *Spell*

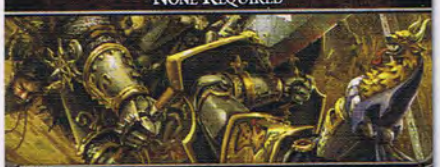
Special: Play this card when you cast a *Spell* that targets an enemy. You may remove dice from your dice pool. If you do, you gain the bonuses listed on this card for each die

- ☐ The target suffers 1 wound
- ◆ The target suffers 1 stress and 1 fatigue
- ■ The target suffers 1 wound. If both ☐ and ◆ have been invested in this *Enhance*, that wound is critical

Advanced Block 2

Epic, Active Defense

None Required



Toughness 4+, Shield equipped, Resilience Mastery

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ◆ ⚔ ☻ to the action's dice pool

Special: If the incoming attack misses, you may add 1 recharge token to one of your opponent's attack actions. If added to the action that missed you, add 1 additional recharge token

Advanced Block replaces **Improved Block** in your action deck and counts as **Block** for all effects that reference it

Advanced Dodge 2

Epic, Active Defense

None Required



Agility 4+, not encumbered, Coordination Mastery

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, or a *Spell* or a *Blessing* that targets your defence, add two recharge tokens to this card to add ◆ ⚔ ☻ to the action's dice pool

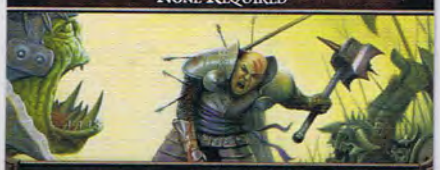
Special: If the incoming attack misses, you may immediately perform a free manoeuvre.

Advanced Dodge replaces **Improved Dodge** in your action deck and counts as **Dodge** for all effects that reference it

Not Done Yet !

Epic, Reaction

None Required



Toughness 4+, Willpower 4+

Effect: Play when you die. You do not die, instead, and cannot be killed or KO'd by damage or injury. This effect lasts until the end of the encounter, at which point you die regardless of your current injury level.

Wolfpack Attack 5

Epic, Teamwork

Leadership (St) vs. Target Defense

Melee weapon equipped, engaged with target and at least 1 ally capable of making a melee attack

Special: This action uses Strength instead of Fellowship

- You hit the target for normal damage. One of your engaged allies may immediately perform a Melee Strike action against the same target
- As above, and this attack deals +Fel damage
- The next attack that targets your target gains ☐
- +2 damage
- For every *Teamwork* card you or your party members have recharging, this attack deals +1 damage
- ☻ Suffer 1 stress
- ✧ You and all engaged allies suffer 1 stress

Final Strike !

Epic

Weapon Skill (St) vs. Target Defence

Melee weapon equipped, engaged with target. You must be critically wounded.

Special: This card recharges when the target is defeated, or at the end of the encounter (whichever comes first)

- You hit the target for normal damage and this card recharges immediately
- You hit the target for normal damage, plus additional damage equal to the total severity of critical wounds you are suffering from
- +1 critical
- +2 damage
- Before resolving this attack, turn one of your wounds faceup. After resolving this attack, turn one of your non-*Severe Injury* critical wounds facedown.
- ☻ Suffer 1 fatigue

Advanced Parry 2

Epic, Active Defense

None Required



Strength 4+, melee weapon equipped, Weapon Skill Mastery

Effect: After you have been declared the target of a *Melee Attack* or *Ranged Attack*, add two recharge tokens to this card to add ◆ ⚔ ☻ to the action's dice pool

Special: If the incoming attack misses, the attacker suffers 1 wound per ☻ (minimum 1, maximum 4)

Advanced Parry replaces **Improved Parry** in your action deck and counts as **Parry** for all effects that reference it

Transposition

Rank 4, Celestial Order

1

Spellcraft (Int)

10 power. You must have a clear view of the night sky to cast this spell

Special: If you have instruments for celestial observation and an accurate map marking the direction and distance to your destination, and you spend at least a half-hour using them, remove ♦ from the dice pool. If your map is inaccurate, or you have no map, add ♦ instead. This spell recharges at sunset

You and up to 1 other willing character per character rank vanish from your current location and appear in a new one, which may be anywhere in the world that is under the night sky. You appear near the spot you were aiming for, deviating no more than 5% of the total distance you have traveled

☼ You are way off-target.

⧗ You vanish...but you don't reappear until the next night

Comet of Casandora

Rank 4, Celestial Order

10

Spellcraft (Int)

10 power

Effect: You call down a mighty comet from the heavens, designating a point within long range of you. When this spell recharges completely, the comet crashes down at that point as described below

You When the comet hits, it smashes through all barriers or obstructions in its way and slams into the ground. Everyone within close range of the impact is struck by fire and debris for 10 + Int damage

You You As above, and remove 2 recharge tokens from this card

Threat Threat +2 damage

Success The comet ignores non-magical armour

Advantage Advantage When the comet strikes, you suffer 2 stress and 2 fatigue

☼ The comet lands somewhere you did not expect

The Final Portent of Amul

Rank 5, Celestial Order, Epic, Ongoing

1

Spellcraft (Int)

You must spend at least 1 hour studying the stars through a telescope of Superior quality

Effect: You see the future. Over the 24 hours after you cast this spell, you can immediately recharge this action to use your knowledge and do one of the following:

+ Deal 3 extra damage with an attack or spell

+ Turn a failed attack or spell into a success (as if 1 net success)

+ Recover 3 wounds

+ Turn an action that would include you as a target into a failure (as if net 0 successes)

+ Recharge an action card completely.

You cast the spell as above

Success Gain 1 fortune point to the party fortune pool

Bridge of Shadows

Rank 4, Grey Order

8

Spellcraft (Int)

4 power per target, all targets must be engaged with you and in shadow or under the influence of a *Grey Order* spell (you may target yourself)

Special: You may affect 1 target per character rank. If any of the targets are unwilling, then this check is **vs. Discipline (WP)** (the difficulty modifier remains unchanged)

You Your targets fade into the shadows and reappear anywhere within your line of sight

Success The targets are invisible until the end of your next turn

☼ The targets do not appear where you intended, but somewhere within close range of where you intended

Retroactive Illusion

Rank 4, Grey Order, Reaction

10

Spellcraft (Int) vs. Target Observation (Int)

6 power, all elements of your illusion must be within medium range

Effect: You play this card when the target attempts to interact with a friendly character or an inanimate object for the first time in a given scene. That object or character is revealed to be an illusion

You The object or character the target attempted to interact with is simply not there - the real character or object (if it ever existed at all) has been nearby and invisible the whole time; it now becomes visible

You You As above, but the object or character has been disguised as a different object or character nearby; the two items have exchanged places

Threat Threat Add or remove 1 recharge token from one of your *Grey Order* spells

Advantage Advantage You fooled your allies, too! Increase party tension by 1

Okkam's Mindrazor

Rank 5, Grey Order, Epic

7

Spellcraft (Int) vs. Target Discipline (WP)

8 power. Target within medium range; you must be able to make eye contact with target

You reach into the target's mind and tear it savagely! The target gains a temporary insanity with the *Enigma*, *Supernatural*, or *Trauma* trait, then suffers wounds equal to the total severity of insanities he suffers from

You You As above, but reveal 3 insanities and choose 1 to apply to the target as a temporary insanity (ignoring traits)

Success Choose a temporary insanity suffered by yourself or an ally within medium range. That insanity is moved to the target (it retains the same number of tracking tokens) before resolving this action

Advantage Advantage You gain a temporary insanity with the *Enigma*, *Supernatural*, or *Trauma* trait

Lifebloom

Rank 4, Jade Order, Reaction, Spring

6

None Required



3 power, play after successfully casting a *Jade Order* spell

Special: If the spell was a *Spring* or *Summer* spell, you recover 1 wound

Effect: After you successfully cast a *Jade Order* spell, spend 3 power and place 6 recharge tokens on this card to choose an ally within medium range or yourself. That character recovers 1 wound. If you have Mastery of Spellcraft, that character recovers 1 additional wound.

Fury of the North Wind

Rank 4, Jade Order, Winter

6

Spellcraft (Int)

8 power, must be outdoors or within long range of a quantity of snow and ice. Target within long range

Special: When you cast this spell, violent winds whip the area until your next turn, applying a ■■ penalty to any checks that would reasonably be affected

You A freezing blast of wind carries with it thousands of razor-sharp shards of ice, striking your target for 8 + Int damage

You You You As above, but the target suffers a combination of fatigue and stress equal to your character rank, split as evenly as possible between fatigue and stress

Threat Threat Gain 1 power

Success Gain or recover a combination of power, fatigue, and stress equal to your character rank, divided as equally as possible between power, fatigue, and stress

Advantage Suffer 1 fatigue and 1 stress

Breath of Life

Rank 5, Jade Order, Epic, Spring

1

Spellcraft (Int)

12 power, engaged with target corpse of a living being killed within the last five minutes

Special: This spell begins recharging whether or not the attempt to cast it was successful. It recharges at dawn.

You return life to the freshly-dead. Over about the next hour, all the target's mortal wounds are healed (the target recovers critical and normal wounds until he has 1 fewer critical wound than his To and 1 fewer normal wound than his wound threshold) and he awakens to life

Threat Threat The target recovers normal wounds equal to the number of Threat generated

Success There's no need to wait an hour - the target's regeneration occurs almost instantaneously

☼ For each critical wound the target recovers, you suffer 1 critical wound. For each normal wound the target recovers, you suffer 1 normal wound

The Final Portent of Amul

Rank 5, Celestial Order, Epic, Ongoing

Spellcraft (Int)

You must spend at least 1 hour studying the stars through a telescope of Superior quality

Effect: You see the future. Over the 24 hours after you cast this spell, you can immediately recharge this action to use your knowledge and do one of the following:

- \+ Deal 3 extra damage with an attack or spell
- \+ Turn a failed attack or spell into a success (as if 1 net success)
- \+ Recover 3 wounds
- \+ Turn an action that would include you as a target into a failure (as if net 0 successes)
- \+ Recharge an action card completely.
- You cast the spell as above
- Gain 1 fortune point to the party fortune pool

Comet of Casandora

Rank 4, Celestial Order

Spellcraft (Int)

8 power

Effect: You call down a mighty comet from the heavens, designating a point within long range of you. When this spell recharges completely, the comet crashes down at that point as described below

- When the comet hits, it smashes through all barriers or obstructions in its way and slams into the ground. Everyone within close range of the impact is struck by fire and debris for 8 + Int damage
- As above, and remove 2 recharge tokens from this card
- +2 damage
- The comet ignores non-magical armour
- When the comet strikes, you suffer 2 stress and 2 fatigue
- The comet lands somewhere you did not expect

Transposition

Rank 4, Celestial Order

Spellcraft (Int)

10 power. You must have a clear view of the night sky to cast this spell

Special: If you have instruments for celestial observation and an accurate map marking the direction and distance to your destination, and you spend at least a half-hour using them, remove ♦ from the dice pool. If your map is inaccurate, or you have no map, add ♦ instead. This spell recharges at sunset

- You and up to 1 other willing character per character rank vanish from your current location and appear in a new one, which may be anywhere in the world that is under the night sky. You appear near the spot you were aiming for, deviating no more than 5% of the total distance you have traveled
- You are way off-target
- You and all your passengers suffer 1 wound

Okkam's Mindrazor

Rank 5, Grey Order, Epic

Spellcraft (Int) vs. Target Discipline (WP)

8 power. Target within medium range; you must be able to make eye contact with target

- You reach into the target's mind and tear it savagely! The target gains a temporary insanity with the *Enigma*, *Supernatural*, or *Trauma* trait, then suffers wounds equal to the total severity of insanities he suffers from
- As above, but 2 insanities instead
- Choose a temporary insanity suffered by yourself or an ally within medium range. That insanity is moved to the target (it retains the same number of tracking tokens) before resolving this action
- You gain a temporary insanity with the *Enigma*, *Supernatural*, or *Trauma* trait

Retroactive Illusion

Rank 4, Grey Order, Reaction

Spellcraft (Int) Vs. Target Observation (Int)

6 power, all elements of your illusion must be within medium range

Effect: You play this card when the target attempts to interact with a friendly character or an inanimate object for the first time in a given scene. That object or character is revealed to be an illusion

- The object or character the target attempted to interact with is simply not there - the real character or object (if it ever existed at all) has been nearby and invisible the whole time; it now becomes visible
- As above, but the object or character has been disguised as a different object or character nearby; the two items have exchanged places
- Add or remove 1 recharge token from one of your *Grey Order* spells
- You fooled your allies, too! Increase party tension by 1

Bridge of Shadows

Rank 4, Grey Order

Spellcraft (Int)

4 power per target, all targets must be engaged with you and in shadow or under the influence of a *Grey Order* spell (you may target yourself)

Special: You may affect 1 target per character rank. If any of the targets are unwilling, then this check is **vs. Discipline (WP)** (the difficulty modifier remains unchanged)

- Your targets fade into the shadows and reappear anywhere within your line of sight
- Gain 3 power and you may immediately cast another *Grey Order* spell of Rank 3 or less
- The targets do not appear where you intended, but somewhere within close range of where you intended

Breath of Life

Rank 5, Jade Order, Epic, Spring

Spellcraft (Int)

12 power, engaged with target corpse of a living being killed within the last five minutes

Special: This spell begins recharging whether or not the attempt to cast it was successful. It recharges at dawn.

- You return life to the freshly-dead. Over about the next hour, all the target's mortal wounds are healed (the target recovers critical and normal wounds until he has 1 fewer critical wound than his To and 1 fewer normal wound than his wound threshold) and he awakens to life
- The target recovers normal wounds equal to the number of generated
- There's no need to wait an hour - the target's regeneration occurs almost instantaneously
- For each critical wound the target recovers, you suffer 1 critical wound. For each normal wound the target recovers, you suffer 1 normal wound

Fury of the North Wind

Rank 4, Jade Order, Winter

Spellcraft (Int)

9 power, must be outdoors or within long range of a quantity of snow and ice. Target engagement within long range

Special: When you cast this spell, violent winds whip the area until your next turn, applying a penalty to any checks that would reasonably be affected

- A freezing blast of wind carries with it thousands of razor-sharp shards of ice, striking all enemies in the target engagement for 7 + Int damage
- As above, but each enemy in the engagement suffers 1 stress and 1 fatigue
- Gain 1 power
- Gain 1 power
- Gain or recover a combination of power, fatigue, and stress equal to your character rank, divided as equally as possible between power, fatigue, and stress
- Suffer 1 fatigue and 1 stress

Lifebloom

Rank 4, Jade Order, Reaction, Spring

None Required



3 power, play after successfully casting a *Jade Order* spell

Special: If the spell was a *Spring* or *Summer* spell, you recover 1 wound

Effect: After you successfully cast a *Jade Order* spell, spend 3 power and place 6 recharge tokens on this card to choose an ally within medium range or yourself. That character recovers 1 wound. If you have Mastery of Spellcraft, that character recovers 1 additional wound.

True Mastery

6

Rank 4, Myrmidia, Ongoing

Invocation (Fel)

8 favour, must perform the prepare manoeuvre

Special: This blessing does not grant any ranks of training, only the other benefits of Mastery

Effect: You embody the goddess's peerless competence. While this blessing is recharging, you gain Mastery with all Basic Skills

- You invoke the blessing
- As above and add 1 recharge token to this card
- 1 ally within Close range is also affected by this blessing
- You also gain Mastery with all Advanced Skills.
- You and all affected allies suffer 1 stress

Clarity of Eagles

8

Rank 4, Myrmidia, Ongoing

Leadership (Fel)

6 favour. Targets a battle happening right now within about 100 miles

Special: If the blessing is successfully invoked, but the target battle is over or has not happened yet, you know this and regain all your spent favour. If the battle is over, you know who won

Effect: While this blessing is recharging, you observe the target battle as if you were a keen-eyed eagle flying above it

- You look down upon a battle, watching it unfold
- You can whisper advice to commanders or warriors participating in the battle. Whenever such a character performs an action, you may remove 1 recharge token from this blessing to add □ or ■ to that action's dice pool
- While this blessing is recharging, you can no longer see with your own eyes or hear with your own ears

The Perfect Warrior

4

Rank 5, Myrmidia, Epic

Invocation (Fel)



5 favour, you must have a weapon in hand

- Choose 1 melee or ranged attack action card not currently recharging that belongs to a character within long range you can see. You gain access to and may immediately perform that action if you meet its requirements. When this action recharges, return the action to its owner.
- Gain □ on that action
- Gain ■ on that action

One Foot in the Grave

8

Rank 5, Morr, Epic, Ongoing, Reaction

Piety (WP)

Play in response to an ally dying within medium range

Effect: Play when an ally within medium range dies. He does not die, instead. While this spell is recharging, he is alive and cannot be killed or KO'd by damage or injury. When the spell recharges, he dies. This spell does not recharge following normal rules; instead, remove 1 recharge token from it each time the target rolls ⧗, ♦, or ✧

- You invoke the blessing and lose all your favour
- You invoke the blessing (and your current favour is unaffected)
- Remove 1 recharge token from this card

Angel of Death

8

Rank 4, Morr, Ongoing, Summoning

Piety (WP)

8 favour

Effect: A grim apparition of Morr, in his aspect as the Reaper, appears. The apparition causes Fear 3 (to everyone but you) and may perform a single manoeuvre on your turn

- You summon an angel of death, which appears within medium range of you
- As above, and your allies are immune to the angel of death's Fear or Terror
- You may immediately remove a recharge token from this card when the blessing is invoked
- The angel of death causes Terror instead.
- You and your allies within medium range each suffer 1 stress

Sleep of Death

10

Rank 4, Morr

Invocation (Fel)

6 favour, must perform the prepare manoeuvre ...and get your body into a safe place!

Special: The sleep granted by this blessing counts as normal sleep for effects (such as a Morr blessing that is invoked when going to sleep) that reference it. A priest may invoke this blessing and 1 other blessing that keys off of sleep at the same time

- You fall asleep, a sleep so deep and profound that you will appear dead to all but the most careful observer (any checks to determine whether you're alive are opposed by your Invocation). When the blessing recharges you may choose to wake up, or to continue sleeping until a later time. When you wake up, make a Recovery check as if you've slept for a night
- As above, and recover all fatigue and all stress
- Gain □□ on the Recovery check

Curse of the Albatross

7

Rank 4, Manann

Invocation (Fel) vs. Target Discipline (WP)

6 favour, target within long range. Target must have broken one of Manann's many and ever-changing strictures, which certainly includes offending or attacking a priest of Manann

- The target is cursed by Manann. He gains the Ill-Fortuned condition for 4 rounds
- As above, and the target suffers stress equal to your depth in the Conservative stance
- As long as the target suffers from the Ill-Fortuned condition, he also reduces all of his characteristics by 1
- The duration of each condition affecting the target is increased by 1
- You gain the Ill-Fortuned condition for 2 rounds; Manann is a fickle god indeed!

Body of Water

8

Rank 4, Manann, Ongoing

Resilience (To)

8 favour, you must empty a vessel filled with water over your head (requiring a manoeuvre)

Special: You count as a sizable body of water for Manann blessings while this blessing is recharging

Effect: Your body and all your clothing and equipment becomes a roiling mass of water. While this blessing is recharging, you ignore fatigue (and can't suffer fatigue to perform extra manoeuvres), take half damage from all effects, and can pass with minimal effort through any barrier that would not keep out water

- You invoke the blessing
- As above, and add 1 recharge token to this card
- As you assume your watery form you may immediately perform a free manoeuvre
- Your transformation causes Fear 2 in friends and enemies alike

Maelstrom

12

Rank 5, Manaan, Epic, Ongoing

Invocation (Fel)

10 favour. There must be a sizable body of water within long range to focus the maelstrom upon

Effect: A storm of incredible size and strength lashes the seas around you out to extreme range while this blessing is recharging. Wind, rain, and sea spray add ✕ to all checks against targets that are not engaged with the active player, or any other checks that the GM rules would be affected. Anyone attempting to swim or otherwise navigate the storm-tossed waters must pass a **Heroic (5d) check** of a relevant skill. Failure may be fatal at the GM's discretion!

- You invoke the blessing
- You, or the vessel on which you stand, may pass safely through the maelstrom
- ✧✧ You and all your allies are swept away by the storm. Where (and whether) you wash up is in the hands of the GM

FILE NO.:

ASSIGNMENT:

DATE:

The Perfect Warrior 4

Rank 5, Myrmidia, Epic

Invocation (Fel)



5 favour, you must have a weapon in hand

Choose 1 melee or ranged attack action card not currently recharging that belongs to a character within long range you can see. You gain access to and may immediately perform that action if you meet its requirements. When this action recharges, return the action to its owner.

Gain ☐ on that action

Gain ■ on that action

Clarity of Eagles 8

Rank 4, Myrmidia, Ongoing

Leadership (Fel)

6 favour. Targets a battle happening right now within about 100 miles

Special: If the blessing is successfully invoked, but the target battle is over or has not happened yet, you know this and regain all your spent favour. If the battle is over, you know who won

Effect: While this blessing is recharging, you observe the target battle as if you were a keen-eyed eagle flying above it

You look down upon a battle, watching it unfold

You can whisper advice to commanders or warriors participating in the battle. Whenever such a character performs an action, you may remove 1 recharge token from this blessing to add ☐ or ■ to that action's dice pool

While this blessing is recharging, you can no longer see with your own eyes or hear with your own ears

True Mastery 6

Rank 4, Myrmidia, Ongoing

Invocation (Fel)

8 favour, must perform the prepare manoeuvre

Special: This blessing does not grant any ranks of training, only the other benefits of Mastery

Effect: You embody the goddess's peerless competence. While this blessing is recharging, you gain Mastery with all Basic Skills

You invoke the blessing

As above and add 1 recharge token to this card

You gain ☐ on all Skill checks for skills affected by this blessing

You also gain Mastery with all Advanced Skills.

Suffer 1 stress

Sleep of Death 10

Rank 4, Morr

Invocation (Fel)

6 favour, must perform the prepare manoeuvre ...and get your body into a safe place!

Special: The sleep granted by this blessing counts as normal sleep for effects (such as a Morr blessing that is invoked when going to sleep) that reference it. A priest may invoke this blessing and 1 other blessing that keys off of sleep at the same time

You fall asleep, a sleep so deep and profound that you will appear dead to all but the most careful observer (any checks to determine whether you're alive are opposed by your Invocation). When the blessing recharges you may choose to wake up, or to continue sleeping until a later time. When you wake up, make a Recovery check as if you've slept for a night

As above, and you may affect a number of willing targets equal to your character rank

Gain ☐ on the Recovery check

Angel of Death 8

Rank 4, Morr, Ongoing, Summoning

Piety (WP)

8 favour

Special: If a character becomes unconscious due to stress inflicted by the angel of death, he dies instead

Effect: A grim apparition of Morr, in his aspect as the Reaper, appears. The apparition causes Fear 3 (to everyone but you) and may perform a single manoeuvre on your turn

You summon an angel of death, which appears within medium range of you

As above, and each time you remove a recharge token from this card, all characters engaged with the angel of death suffer 1 stress

The angel of death causes Terror instead

You and your allies within medium range each suffer 1 stress

One Foot in the Grave 8

Rank 5, Morr, Epic, Ongoing, Reaction

Piety (WP)

Play in response to an ally dying within medium range

Effect: Play when an ally within medium range dies. He does not die, instead. While this spell is recharging, he is alive and cannot be killed or KO'd by damage or injury. When the spell recharges, he dies. This spell does not recharge following normal rules; instead, remove 1 recharge token from it each time the target rolls ⧗, ♦, or ✧

You invoke the blessing and lose all your favour

You invoke the blessing (and your current favour is unaffected)

Remove 1 recharge token from this card

Maelstrom 12

Rank 5, Manaan, Epic, Ongoing

Invocation (Fel)

10 favour. There must be a sizable body of water within long range to focus the maelstrom upon

Effect: A storm of incredible size and strength lashes the seas around you out to extreme range while this blessing is recharging. Wind, rain, and sea spray add ✕✕ to all checks against targets that are not engaged with the active player, or any other checks that the GM rules would be affected. Anyone attempting to swim or otherwise navigate the storm-tossed waters must pass a **Heroic (5d) check** of a relevant skill. Failure may be fatal at the GM's discretion!

You invoke the blessing

You, or the vessel on which you stand, may pass safely through the maelstrom

✧✧ You and all your allies are swept away by the storm. Where (and whether) you wash up is in the hands of the GM

Body of Water 8

Rank 4, Manann, Ongoing

Resilience (To)

8 favour, you must empty a vessel filled with water over your head (requiring a manoeuvre)

Special: You count as a sizable body of water for Manann blessings while this blessing is recharging

Effect: Your body and all your clothing and equipment becomes a roiling mass of water. While this blessing is recharging, you ignore fatigue (and can't suffer fatigue to perform extra manoeuvres), take half damage from all effects, and can pass with minimal effort through any barrier that would not keep out water

You invoke the blessing

As above, and add 1 recharge token to this card

As you assume your watery form you may immediately perform a free manoeuvre

Your transformation causes Fear 2 in friends and enemies alike

Curse of the Albatross 7

Rank 4, Manann

Invocation (Fel) vs. Highest Target Discipline (WP)

6 favour, target(s) within long range. The target(s) must have broken one of Manann's many strictures, which certainly includes offending or attacking a priest of Manann

Special: This blessing is opposed by the highest WP amongst its targets. Each target with Discipline trained adds ■ to the dice pool

The target(s) are cursed by Manann. They gain the Ill-Fortuned condition for 4 rounds

As above, and the target(s) suffer stress equal to your depth in the Reckless stance

As long as the target suffers from the Ill-Fortuned condition, he also reduces all of his characteristics by 1

The duration of each condition affecting the target is increased by 1

All characters, friend and foe, within long range suffer 1 stress

The Earth Mother

Rank 5, Rhya, Epic, Ongoing

Piety (WP)

10 favour. You must have a quantity of grain, fruit, and/or dairy products - enough to feed several people - at hand

Special: This action lasts until sunset, and recharges when Maanslieb is full

Effect: You embody the goddess, Rhya, becoming larger and impressively attractive. Green plants spring up as you walk. Your touch heals 1 fatigue, 1 stress, and 1 wound to any character. It is always warm within close range of you and all characters within close range gain ☐ to any recovery check, any check against disease, corruption, or any other check to resist harm

You invoke the blessing

☼ You must perform a service for Rhya (GM's discretion) or lose all your blessings

The Waking Wood

Rank 4, Rhya, Ongoing

Invocation (Fel)

6 favour, targets trees and bushes within long range

Special: If you have Nature Lore trained, reduce the difficulty modifier by ♦

Effect: The trees and shrubs of this forest spring to life to defend you. While this blessing is recharging, you may perform a free **Guarded Position** action at the beginning of your turn. While you and your allies remain engaged with trees and shrubs within long range of you, you can all benefit from the **Guarded Position** action as the greenery protects you

You invoke the blessing

You invoke the blessing and may immediately perform a free **Guarded Position** action

Each enemy engaged with the affected trees suffers 1 stress and 1 fatigue as the boughs flail at them

The Mother's Mercy

Rank 4, Rhya, Ongoing

Invocation (Fel)

7 favour, target engagement within medium range.

Effect: Rhya watches over your allies in the target engagement. While this blessing is recharging, those characters (whether they remain in the engagement or not) gain a bonus to defense equal to their depth in their current stance

You invoke the blessing

You invoke the blessing, and all affected characters recover 1 stress, 1 fatigue, and 1 wound

You recover 1 fatigue

When this card recharges, all affected characters recover 1 stress, 1 fatigue, and 1 wound

Remove 1 recharge token from this card

Grief of the Goddess

Rank 4, Shallya, Reaction

None Required



4 favour without needing to curry favour. A sentient being (such as a human) must have just died within medium range

Effect: Play when a sentient being within medium range dies. Until the end of your next turn, all living beings within medium range of you are wracked by grief. Any affected creature that attempts to perform an action must make a Discipline (WP) check opposed by your Discipline (WP); if he fails the action is wasted and he does nothing instead

Cure Mutation

Rank 4, Shallya

Invocation (Fel) vs. Mutation Severity

9 favour, engaged with target, target suffering from at least one mutation

Special: The difficulty of this check is equal to the severity of the target mutation. This action recharges at sunrise

Shallya's divine mercy is made manifest and the target's flesh re-knits itself to mend the mutation. The mutation is cured permanently, but the process is excruciating for both you and the target. You suffer fatigue and stress equal to the mutation's severity. The target's wound threshold is reduced by the mutation's severity permanently

The target's wound threshold is reduced by 1 less (to a minimum of 1)

☼ Suffer 1 corruption

Tears of Mercy

Rank 5, Shallya, Epic

Invocation (Fel)

10 favour, engaged with target

Special: When you successfully invoke this blessing, remove this card from your action deck. You must spend an advance as normal to reacquire it

You weep over the target, and as your tears fall upon him he is healed of all wounds, all critical wounds, all permanent or severe injuries, all diseases, all mutations, and all insanities

The target recovers all fatigue and all stress

You may make a **Daunting (4d) Discipline (WP) check**. If you pass, you do not remove this card from your action deck

☼ One of the target's mutations, diseases, critical wounds, insanities, or severe injuries is transferred from the target to you (GM's choice as to which)

Soulfire

Rank 5, Sigmar, Epic

Piety (WP)

12 favour

You erupt with a burning, holy light that flares forth from your position like an explosion. All enemies within medium range are struck for Fel + WP + 4 damage

As above, but Fel + WP + 8 damage instead

As above, but Fel + WP + 12 damage instead

You and all allies within medium range recover 1 stress and 1 fatigue

All allies within medium range recover 1 wound, or 1 critical wound with a severity no greater than the number of generated on this check

You and all characters (friend and foe) within medium range suffer 1 stress and 1 fatigue

Incite Righteous Mob

Rank 4, Sigmar, Ongoing

Leadership (Fel) vs. Highest Target Discipline (WP)

10 favour. You must invoke this blessing in the presence of a prominent fire, where you preach for several minutes as your audience looks on

Effect: The subjects affected by this spell are filled with Sigmar's fiery hatred of Chaos and corruption. Taking up the flames of their faith, they seize torches, burning brands, or anything else flammable that is at hand, lit from your prominent fire, and go forth to bring Sigmar's vengeance. This effect lasts until those flames are extinguished (usually by throwing them at the wicked!)

Your audience becomes an unruly and hate-filled mob.

As above, and you can suggest a target to the mob on whom to unleash their righteous anger.

☼☼ The mob decides you are insufficiently pious...

Unbending Righteousness

Rank 4, Sigmar, Ongoing

Piety (WP)

4 favour

Special: You may spend additional favour on this blessing up to your character rank; add 1 recharge token to this blessing per additional favour spent

Effect: You recite prayers to Sigmar, fortifying your mind. While this blessing is recharging, you gain +1 WP and are immune to Fear and Terror. Furthermore, whenever you suffer stress, you reduce that stress by 1 to a minimum of 0

You invoke the blessing

An ally within close range also benefits from this blessing

Remove 1 recharge token from this card

The Stag's Fury

8

Rank 4, Taal, Ongoing

Invocation (Fel)

7 favour, target engagement within medium range.

Effect: Taal empowers your allies in the target engagement. While this blessing is recharging, those characters (whether they remain in the engagement or not) gain a bonus to their DR equal to their depth in their current stance

You invoke the blessing.

You invoke the blessing, and all affected characters recover 1 stress, 1 fatigue, and 1 wound

Each enemy within medium range suffers 1 stress

Each character affected by this blessing adjusts his stance one step closer to neutral stance

The Waking Wood

6

Rank 4, Taal, Ongoing

Invocation (Fel)

6 favour, targets trees and bushes within long range

Special: If you have Nature Lore trained, reduce the difficulty modifier by ♦

Effect: The trees and shrubs of this forest spring to life to attack your enemies. While this blessing is recharging, you may perform a free **Melee Strike** action at the beginning of your turn, targeting any enemy engaged with the affected trees and shrubs

You invoke the blessing

You invoke the blessing and may immediately perform a free **Melee Strike** action

Each enemy engaged with the affected trees suffers 1 stress and 1 fatigue as the boughs flail at them

Each ally engaged with the affected trees suffers 1 stress

The All-Father

!

Rank 5, Taal, Epic, Ongoing

Piety (WP)

10 favour. When you invoke this blessing, you daub the blood of a freshly-killed wild beast onto your face

Special: This action lasts until sunrise, and recharges at the new moon

Effect: You embody the god, Taal, becoming larger and impressively attractive. Natural wild beasts bow down before you and obey your commands. Plants grow or bend according to your whim. You may control the weather by adding up to □□ or ■■ to checks as appropriate

You invoke the blessing

You must perform a service for Taal (GM's discretion) or lose all your blessings

Tears of Mercy

5

Rank 5, Shallya, Epic

Invocation (Fel)

10 favour, engaged with target

Special: When you successfully invoke this blessing, remove this card from your action deck. You must spend an advance as normal to reacquire it

You weep over the target, and as your tears fall upon him he is healed of all wounds, all critical wounds, all permanent or severe injuries, all diseases, all mutations, and all insanities

You may make a **Hard (3d) Discipline (WP) check**. If you pass, you do not remove this card from your action deck

You suffer wounds equal to half the wounds the target recovers

One of the target's mutations, diseases, critical wounds, insanities, or severe injuries is transferred from the target to you (GM's choice as to which)

Cure Mutation

!

Rank 4, Shallya

Invocation (Fel) vs. Mutation Severity

9 favour, engaged with target, target suffering from at least one mutation

Special: The difficulty of this check is equal to the severity of the target mutation. This action recharges at sunrise

Shallya's divine mercy is made manifest and the target's flesh re-knits itself to mend the mutation. The mutation is cured permanently, but the process is excruciating for both you and the target. You suffer fatigue and stress equal to the mutation's severity. The target's wound threshold is reduced by the mutation's severity permanently

The target's wound threshold is reduced by 1 less (to a minimum of 1)

Suffer 1 corruption

Grief of the Goddess

6

Rank 4, Shallya, Reaction

None Required



4 favour without needing to curry favour. A sentient being (such as a human) must have just died within medium range

Effect: Play when a sentient being within medium range dies. All living beings within medium range of you are wracked by grief. All affected creatures suffer 1 stress per character rank you have attained. The creature that killed the being that has just died must make a Discipline (WP) check opposed by your Discipline (WP). If he fails, he does nothing on his next turn, devastated by grief

Unbending Righteousness

5

Rank 4, Sigmar, Ongoing

Piety (WP)

4 favour

Special: You may spend additional favour on this blessing up to your character rank; add 1 recharge token to this blessing per additional favour spent

Effect: You recite prayers to Sigmar, fortifying your mind. While this blessing is recharging, you gain +1 WP and are immune to Fear and Terror

You invoke the blessing

You invoke the blessing, and an ally within close range also benefits from this blessing

You invoke the blessing, and 2 allies within close range also benefit from this blessing

All affected characters recover 1 stress and 1 fatigue

Remove 1 recharge token from this card

Incite Righteous Mob

!

Rank 4, Sigmar, Ongoing

Leadership (Fel) vs. Highest Target Discipline (WP)

10 favour. You must invoke this blessing in the presence of a prominent fire, where you preach for several minutes as your audience looks on

Effect: The subjects affected by this spell are filled with Sigmar's fiery hatred of Chaos and corruption. Taking up the flames of their faith, they seize torches, burning brands, or anything else flammable that is at hand, lit from your prominent fire, and go forth to bring Sigmar's vengeance. This effect lasts until those flames are extinguished (usually by throwing them at the wicked!)

Your audience becomes an unruly and hate-filled mob.

As above, and you can suggest a target to the mob on whom to unleash their righteous anger.

The mob decides you are insufficiently pious...

Soulfire

8

Rank 5, Sigmar, Epic

Piety (WP)

12 favour

You erupt with a burning, holy light that flares forth from your position like an explosion. All characters (friend and foe) within medium range are struck for Fel + WP + 4 damage

As above, but Fel + WP + 8 damage instead

As above, but Fel + WP + 12 damage instead

+1 damage

+ 3 damage

The effect extends out to long range

+2 damage, +2 critical

You and all characters (friend and foe) within medium range suffer 1 stress and 1 fatigue

Crime of the Century 8

Rank 5, Ranald, Epic

Invocation (Fel) vs. Target Discipline (WP)

8 favour, target within medium range

Special: When you invoke this blessing and "steal" from the target, you benefit and your target suffers. For example, if you steal a characteristic such as Agility, your target loses Agility and you gain Agility. If you steal fatigue, you recover fatigue and your target suffers fatigue

1 Name one attribute, such as a characteristic, fatigue, stress, health (wounds), mental health (insanity), purity (corruption), or fortune points. You "steal" one of that attribute from your target. This lasts until the end of the encounter

1 1 1 As above, but 2 attributes instead

If you stole fatigue, stress, health, or purity, it is permanent

✧ When the blessing's effect ends, you lose 1 of that attribute until the next sunset

Trickster's Luck 1

Rank 4, Ranald, Reaction

None Required



2 favour. Play when a hero rolls on any check

Special: This card recharges when party fortune refreshes

Effect: When a hero rolls on any check, you may spend 2 favour and play this card to add 1 fortune point to the party fortune pool

Vanishment 7

Rank 4, Ranald

Invocation (Fel) vs. Special

7 favour

Special: This blessing is opposed by the highest Intelligence amongst characters (non-party members) who can see you. Each additional character who can see you and has Observation trained adds ■ to the dice pool, unless you have Stealth Mastery

Effect: You are invisible while this blessing recharges. Anyone who tries to target you is functionally blind (add ♦ to the dice pool), and even to target you in the first place an enemy must pass an **Observation (Int) vs. Stealth (Ag) check** to know you're there. You gain 1 1 to any check where being invisible would be helpful. If you perform any act of violence, this blessing immediately ends (but does not recharge)

1 You invoke the blessing

1 1 1 As above, and add 1 recharge token to this card

Enforce the Law 10

Rank 4, Verena, Ongoing

Invocation (Fel)

8 favour, must be within target jurisdiction. To invoke this blessing, you must have a complete listing of all the laws of the target jurisdiction in written format and must read all of it

Special: The difficulty is dependent on the scope and size of the target jurisdiction: Small hamlet - **Easy (1d)**; Modest village - **Average (2d)**; Sizable town - **Hard (3d)**; Entire city - **Daunting (4d)**; Whole city-state such as Altdorf - **Heroic (5d)**

Effect: Verena casts her eye down and enforces the law. Anyone who breaks any law within the jurisdiction immediately suffers 1 fatigue and 1 stress, regardless of whether they are observed or prosecuted

1 You invoke the blessing.

1 1 1 As above, and you have managed to internalize the laws. If you are about to break a law, the GM must warn you so that you can choose to do something else instead

Oath of Truth 1

Rank 4, Verena, Ongoing

Invocation (Fel) vs. Target Discipline (WP)

5 favour. You and/or the target intone an oath over a symbol of law, authority, or Verena. This requires a prepare manoeuvre

Special: The target may voluntarily agree to take the oath. If so, then do not roll for this action: it is automatically successful with no 1 or 2 effects

Effect: While this blessing is recharging, the target cannot lie, even by omission. He may refuse to answer a question, but if he does answer a question he must provide all relevant details. This blessing recharges at the conclusion of the trial or ceremony or after the target answers 20 questions, whichever comes first

1 You invoke the blessing

1 1 1 1 As above, and you and the target both recover 1 stress

✧ You believe the blessing to have been invoked successfully

Measure for Measure 8

Rank 5, Verena, Epic

Invocation (Fel)

6 favour

Effect: While this blessing is recharging, Verena administers justice on your behalf. Each time you suffer 1 or more wounds, fatigue, stress, corruption, critical wounds, or conditions, you suffer 1 less (to a minimum of 1) and you may choose another character within long range. That character suffers 1 wound, fatigue, stress, corruption, critical wound, or corresponding condition as appropriate

1 You invoke the blessing

1 1 1 As above, and you suffer 1 wound, fatigue, stress, corruption, and/or critical wound (your choice)

2 2 An ally within long range suffers 1 wound, fatigue, or stress (your choice)

✧ You suffer 1 wound, fatigue, and stress

Wolfpack 7

Rank 5, Ulric, Epic, Ongoing, Teamwork

Invocation (Fel)

None

Special: If you are trained in Leadership, add ■ per rank of training to the dice pool

Effect: You and your pack fight as one. While this blessing is recharging, you and all allies who share a party card with you and are within medium range of you may use the best St, Ag, and To scores from amongst all qualifying characters

1 You invoke the blessing

1 1 1 As above, and one of your affected allies may immediately perform a **Melee Strike** action

1 1 You and all affected allies recover 1 stress and 1 fatigue

You and all affected allies gain ■ to your next action

2 2 You and all affected allies suffer 1 stress and 1 fatigue

Fangs of the Wolf 5

Rank 4, Ulric

Invocation (Fel) vs. Target Defence



6 favour, target within medium range, Strength 4+

Special: If you have **Spectral Wolf** recharging, this spell gains +1 damage, +1 critical

1 You point at a foe and snarl menacingly. A spectral white wolf appears and bites him for 5 + WP damage

1 1 1 As above, +1 critical

1 1 +1 critical

Deal out 5 critical wound cards, choose 1 to apply to the target as a critical, and discard the rest

2 Suffer 1 fatigue

Howling Mad 6

Rank 4, Ulric

Invocation (Fel) vs. Target Discipline (WP)

4 favour, Strength 4+

Special: If you are trained in Intimidate, you may add ■ per rank of training to the dice pool

1 You throw your head back and HOWL! Your target suffers 1 stress and 1 fatigue.

1 1 1 As above, and if your target is then Strained, he must retreat from you on his next turn

1 1 All enemies within earshot suffer 1 stress

1 1 All Ulricans within earshot recover 1 stress

✧ You gain the Exposed condition for 2 rounds

FILE NO:

ASSIGNMENT:

DATE:

Vanishment 7

Rank 4, Ranald

Invocation (Fel) vs. Special

7 favour

Special: This blessing is opposed by the highest Intelligence amongst characters (non-party members) who can see you. Each additional character who can see you and has Observation trained adds ■ to the dice pool, unless you have Stealth Mastery

Effect: You are invisible while this blessing recharges. Anyone who tries to target you is functionally blind (add ♦ to the dice pool), and even to target you in the first place an enemy must pass an **Observation (Int) vs. Stealth (Ag) check** to know you're there. You gain ↟ ↟ to any check where being invisible would be helpful. If you perform any act of violence, this blessing immediately ends (but does not recharge)

↟ You invoke the blessing

↟↟↟ As above, and immediately perform a free manoeuvre.

Trickster's Luck !

Rank 4, Ranald, Reaction

None Required



2 favour. Play when a hero rolls ↝ on any check

Special: This card recharges when party fortune refreshes

Effect: When a hero rolls ↝ on any check, you may spend 2 favour and play this card to add 1 fortune point to the party fortune pool

Crime of the Century 8

Rank 5, Ranald, Epic

Invocation (Fel) vs. Target Discipline (WP)

8 favour, target within medium range

Special: When you invoke this blessing and "steal" from the target, you benefit and your target suffers. For example, if you steal a characteristic such as Agility, your target loses Agility and you gain Agility. If you steal fatigue, you recover fatigue and your target suffers fatigue

↟ Name one attribute, such as a characteristic, fatigue, stress, health (wounds), mental health (insanity), purity (corruption), or fortune points. You "steal" one of that attribute from your target. This lasts until the end of the encounter

↟↟↟ As above, but "steal" 2 of that attribute from your target instead

↝ If you stole fatigue, stress, health, or purity, it is permanent

✲ When the blessing's effect ends, you lose 1 of that attribute until the next sunset

Measure for Measure 5

Rank 5, Verena, Epic

Invocation (Fel)

6 favour

Effect: While this blessing is recharging, Verena administers justice on your behalf. Each time you suffer 1 or more wounds, fatigue, stress, corruption, critical wounds, or conditions you may choose another character within long range. That character suffers wounds, fatigue, stress, corruption, critical wounds, or corresponding conditions as appropriate and in equal measure to the injury you have suffered

↟ You invoke the blessing

↟↟↟ As above, and you suffer 1 wound, fatigue, stress, corruption, and/or critical wound (your choice)

●● An ally within long range suffers 1 wound, fatigue, or stress (your choice)

✲ You suffer 1 wound, fatigue, and stress

Oath of Truth !

Rank 4, Verena, Ongoing

Invocation (Fel) vs. Target Discipline (WP)

5 favour. You and/or the target intone an oath over a symbol of law, authority, or Verena. This requires a prepare manoeuvre

Special: The target may voluntarily agree to take the oath. If so, then do not roll for this action: it is automatically successful with no ↟ or ● effects

Effect: While this blessing is recharging, the target cannot lie, even by omission. He may refuse to answer a question, but if he does answer a question he must provide all relevant details. This blessing recharges at the conclusion of the trial or ceremony or after the target answers 20 questions, whichever comes first

↟ You invoke the blessing

↟↟↟↟ As above, and the target suffers 1 stress

✲ You believe the blessing to have been invoked successfully

Enforce the Law 10

Rank 4, Verena, Ongoing

Invocation (Fel)

8 favour, must be within target jurisdiction. To invoke this blessing, you must have a complete listing of all the laws of the target jurisdiction in written format and must read all of it

Special: The difficulty is dependent on the scope and size of the target jurisdiction: Small hamlet - **Easy (1d)**; Modest village - **Average (2d)**; Sizable town - **Hard (3d)**; Entire city - **Daunting (4d)**; Whole city-state such as Altdorf - **Heroic (5d)**

Effect: Verena casts her eye down and enforces the law. Anyone who breaks any law within the jurisdiction immediately suffers 1 fatigue and 1 stress, regardless of whether they are observed or prosecuted

↟ You invoke the blessing.

↟↟↟ As above, and you can spot the characteristic flinch of a lawbreaker suffering Verena's punishment - you know if anyone in your line of sight suffers the penalty of this blessing

Howling Mad 6

Rank 4, Ulric

Invocation (Fel) vs. Target Discipline (WP)

4 favour, Strength 4+

Special: If you are trained in Intimidate, you may add □ per rank of training to the dice pool

↟ You throw your head back and HOWL! Your target suffers 1 stress and 1 fatigue

↟↟↟ As above, but the target suffers stress and fatigue equal to your depth in the Reckless stance instead

↟↟ All enemies within earshot suffer 1 stress

↟↟ All enemies within earshot suffer 1 fatigue

● Your non-Ulrican allies suffer 1 stress

✲ You gain the Exposed condition for 2 rounds

Fangs of the Wolf 5

Rank 4, Ulric

Invocation (Fel) vs. Target Defence

6 favour, target within medium range, Strength 4+

Special: If you have **Spectral Wolf** recharging, this spell gains +1 damage, +1 critical

↟ You point at a foe and snarl menacingly. A spectral white wolf appears and bites him for 4 + WP damage.

↟↟↟ As above, but 4 + WP + Str damage instead

↟↟ +2 damage

↟↟ +1 critical

↝ You may add recharge tokens to this card up to the total severity of criticals inflicted by this action. The target suffers that many normal wounds.

● Suffer 1 fatigue and 1 stress

Wolfpack 7

Rank 5, Ulric, Epic, Ongoing, Teamwork

Invocation (Fel)

None

Special: If you are trained in Leadership, add □ per rank of training to the dice pool

Effect: You and your pack fight as one. While this blessing is recharging, you and all allies who share a party card with you and are within medium range of you may use the best St, Ag, and To scores from amongst all qualifying characters

↟ You invoke the blessing

↟↟↟ As above, and all enemies within medium range add ■ to their next action

↟↟ You and all affected allies recover 1 stress and 1 fatigue

↝ You and all affected allies gain □ to your next action

●● You and all affected allies suffer 1 stress and 1 fatigue

Amber Talons

4

Rank 4, Amber Order, Beastform

Weapon Skill (St) vs. Target Defense

3 power, at least one free hand (or paw, or claw, or etc.), engaged with target

Special: This action is both a **Spell** and a **Melee Attack**

Talons of gleaming amber crystal form around your paw or hand, and you slash your target for WP + St damage, +1 critical

As above, +2 damage

+1 critical and perform a free manoeuvre

+2 damage and perform a free manoeuvre

A second target in the same engagement suffers wounds equal to your depth in the Conservative stance

Suffer 1 stress

Hunter's Moons

8

Rank 4, Amber Order, Beastform, Ongoing

Spellcraft (Int) vs. Special

5 power. When you cast this spell, you howl at the moon (at least 1 moon must be in the sky)

Special: The difficulty is based on the number of targets; 1 is **Easy (1d)**; 2-3 is **Average (2d)**; 3-5 is **Hard (3d)**, 6-10 is **Daunting (4d)**, and 11-50 is **Heroic (5d)**

Effect: While this spell is recharging, the targets find their ability to hunt greatly enhanced, their senses and instincts heightened to razor sharpness. Affected individuals add □□ to checks as described below

You cast the spell, which affects Stealth and Observation checks

As above, plus Nature Lore and Intuition

When the targets spend fortune points to enhance the affected checks, they add ■ to their dice pools instead of □

Transformation of Kadon

!

Rank 5, Amber Order, Epic, Beastform, Ongoing

Nature Lore (Int)

7 power, must perform the prepare manoeuvre

You assume the form of a powerful beast. Choose a creature with the *Beast* type with which you are familiar. You use the physical characteristics of your new form. While in beastform you can only use spells with the *Beastform* trait. You resume human form when you are knocked unconscious or killed, when the act ends, or you voluntarily end the spell as a manoeuvre. This card does not recharge until the end of the act

You recover 1 normal wound

Your animal instincts take over. You add ■ to all mental checks except Observation and Intuition while in beastform. When you suffer a critical wound, you either suffer 1 stress or the GM may force you to make a **Melee Strike** basic attack against any engaged character of his choice

Caress of Laniph

6

Rank 4, Amethyst Order

Spellcraft (Int) vs. Target Defense



9 power, target within close range. If you are engaged with an enemy, add ♦ to the dice pool

A spectral form materializes and touches your target, dealing 6 + WP damage. The target uses WP, rather than To, to resist this damage

As above, + Int damage

Ignore the soak value of your target's armour

+1 critical and if the spell is successful you recover 1 wound

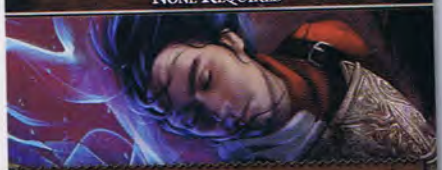
Suffer 1 stress

Final Hours

10

Rank 4, Amethyst Order, Reaction

None Required



Play in response to dying

Effect: Play when you die. You do not die, instead. While this spell is recharging, you are alive and cannot be killed or KO'd by damage or injury. When the spell recharges, you die. This spell does not recharge following normal rules; instead, remove 1 recharge token from it each time you roll ⧗, ♦, or ✲

Purple Sun of Xereus

8

Rank 5, Amethyst Order, Epic, Ongoing

Spellcraft (WP)

12 power, target area or engagement within long range. Must perform the prepare manoeuvre before casting this spell

Special: This spell uses WP rather than Int for its Spellcraft check

You conjure up the crackling purple sun which drifts through the battlefield, turning all it touches to amethyst crystal. The orb, which is large enough to engulf an entire engagement, persists while this spell recharges. Anyone engaged with or passing through the orb must make a **Hard (3d) Coordination (Ag) check** or gain the Petrified condition until the end of the encounter, when he returns to normal. When a character rolls ✲ on any check, the orb drifts closer to that character, to engage him if within close range, or to change range increment as if spending a single manoeuvre otherwise

Inflame Passions

6

Rank 4, Bright Order

Spellcraft (Int) vs. Target Discipline (WP)

4 power, target is able to see and hear you

Your words carry with them a slight waft of Aqshy, the wind of passion, rage, and fire. The target is suffused with some of that fire, which incites his own passions. Influence the target, if appropriate

As above, and the target gains the Inspired condition for 4 rounds

The target recovers 1 stress

The target recovers 1 fatigue

You and the target may immediately adjust your stance to 1 step into Reckless

Suffer 1 stress

Increase party tension by 1

Destructive Fires

8

Rank 4, Bright Order

Spellcraft (Int)

Power equal to twice the difficulty of the action (see below), target within medium range, must perform the prepare manoeuvre

Special: The difficulty of this action (and the power it requires) is based on the size and heat of the fire you require. Candle flame - **Trivial (0d)**; campfire - **Easy (1d)**; hearth fire - **Average (2d)**; bonfire or forge fire - **Hard (3d)**; house fire - **Daunting (4d)**; even larger fire - **Heroic (5d)**

Effect: When you cast this spell you focus your attention on an inanimate object, setting it alight and consuming it utterly

You cast the spell and the target slowly begins to burn. By the time this spell recharges, the target will be utterly destroyed unless someone puts the fire out

As above, and remove 2 recharge tokens from this card

Fireball Barrage

6

Rank 5, Bright Order, Epic

Spellcraft (Int) vs. Highest Target Defence

8 power, targets within medium range

Special: For each additional target beyond the first add ♦ to your dice pool

Bolts of fire fly from your hand or staff, striking the target(s) for 6 + Int damage

As above, +2 damage, +1 critical

You strike the target(s) for 8 + Int damage, +1 critical, and ignore the soak value of all non-magical armour

All enemies within medium range gain the Scorched condition for 3 rounds

+1 critical. Damage dealt by this spell is dealt out faceup. Choose which wounds to apply as criticals, turn the rest facedown

Suffer 1 wound per target

✲ Draw 3 wound cards, choose 1 to suffer as a critical wound (discard the others). All creatures within medium range suffer wounds equal to that critical's severity

FILE NO:

ASSIGNMENT:

DATE:

Transformation of Kadon

1

Rank 5, Amber Order, Epic, Beastform, Ongoing

Nature Lore (Int)

7 power, must perform the prepare manoeuvre

You assume the form of a powerful beast. Choose a creature with the *Beast* type with which you are familiar. You use the physical characteristics of your new form. While in beastform you can only use spells with the *Beastform* trait. You resume human form when you are knocked unconscious or killed, when the act ends, or you voluntarily end the spell as a manoeuvre. This card does not recharge until the end of the act

You recover 1 normal wound

Your animal instincts take over. You add ■ to all mental checks except Observation and Intuition while in beastform. When you suffer a critical wound, you either suffer 1 stress or the GM may force you to make a **Melee Strike** basic attack against any engaged character of his choice

Hunter's Moons

8

Rank 4, Amber Order, Beastform, Ongoing

Spellcraft (Int) vs. Special

5 power. When you cast this spell, you howl at the moon (at least 1 moon must be in the sky)

Special: The difficulty is based on the number of targets; 1 is **Easy (1d)**; 2-3 is **Average (2d)**; 3-5 is **Hard (3d)**, 6-10 is **Daunting (4d)**, and 11-50 is **Heroic (5d)**

Effect: While this spell is recharging, the targets find their ability to hunt greatly enhanced, their senses and instincts heightened to razor sharpness. Affected individuals add □□ to checks as described below

You cast the spell, which affects Stealth and initiative checks

As above, plus Observation and Ballistic Skill

When the targets spend fortune points to enhance the affected checks, they add ■ to their dice pools instead of □

Amber Talons

4

Rank 4, Amber Order, Beastform

Weapon Skill (St) vs. Target Defense

3 power, at least one free hand (or paw, or claw, or etc.), engaged with target

Special: This action is both a **Spell** and a **Melee Attack**

Talons of gleaming amber crystal form around your paw or hand, and you slash your target for St +6 damage

As above, plus additional damage equal to you depth in the Reckless stance

You hit a second target in the same engagement for 2 damage less than you hit the primary target

+2 damage and perform a free manoeuvre

+2 damage, +1 critical

Suffer 1 stress

Purple Sun of Xereus

8

Rank 5, Amethyst Order, Epic, Ongoing

Spellcraft (WP)

12 power, target area or engagement within long range. Must perform the prepare manoeuvre before casting this spell

Special: This spell uses WP rather than Int for its Spellcraft check

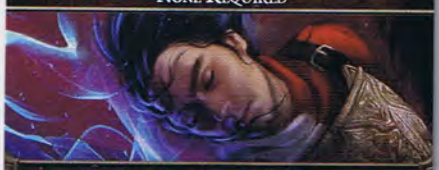
You conjure up the crackling purple sun which drifts through the battlefield, turning all it touches to amethyst crystal. The orb, which is large enough to engulf an entire engagement, persists while this spell recharges. Anyone engaged with or passing through the orb must make a **Hard (3d) Coordination (Ag) check** or gain the Petrified condition until the end of the encounter, when he returns to normal. When a character rolls ✧ on any check, the orb drifts closer to that character, to engage him if within medium range, or to change range increment as if spending two manoeuvres otherwise

Final Hours

10

Rank 4, Amethyst Order, Reaction

None Required



Play in response to dying

Effect: Play when you die. You do not die, instead. While this spell is recharging, you are alive and cannot be killed or KO'd by damage or injury. When the spell recharges, you die. This spell does not recharge following normal rules; instead, remove 1 recharge token from it each time you roll ⧗, ♦, or ✧

Caress of Laniph

6

Rank 4, Amethyst Order

Spellcraft (Int) vs. Target Defense



9 power, target within close range. If you are engaged with an enemy, add ♦ to the dice pool

A spectral form materializes and touches your target, dealing 6 + WP damage. The target uses WP, rather than To, to resist this damage

As above, + Int damage

+X damage, where X is the number of generated on this check

+2 damage, +1 critical

Suffer 1 stress

Fireball Barrage

6

Rank 5, Bright Order, Epic

Spellcraft (Int) vs. Highest Target Defence

6 power, targets within long range

Special: For each additional target beyond the first add ♦ to your dice pool

Bolts of fire fly from your hand or staff, striking the target(s) for 5 + Int damage

As above, +3 damage, +1 critical

You strike the target(s) for 8 + Int + WP damage, +1 critical

Deal additional damage equal to your depth in the Reckless stance

All enemies within medium range gain the Scorched condition for 3 rounds

+1 critical

Suffer 1 fatigue per target

Suffer 1 wound per target

✧ Draw 3 wound cards, choose 1 to suffer as a critical wound (discard the others). All creatures within medium range suffer wounds equal to that critical's severity

Destructive Fires

8

Rank 4, Bright Order

Spellcraft (Int)

Power equal to twice the difficulty of the action (see below), target within medium range, must perform the prepare manoeuvre

Special: The difficulty of this action (and the power it requires) is based on the size and heat of the fire you require. Candle flame - **Trivial (0d)**; campfire - **Easy (1d)**; hearth fire - **Average (2d)**; bonfire or forge fire - **Hard (3d)**; house fire - **Daunting (4d)**; even larger fire - **Heroic (5d)**

Effect: When you cast this spell you focus your attention on an inanimate object, setting it alight and consuming it utterly

You cast the spell and the target slowly begins to burn. By the time this spell recharges, the target will be utterly destroyed unless someone puts the fire out

As above, and the flames explode into existence. All enemies within close range of the target item suffer 2 wounds

Inflame Passions

6

Rank 4, Bright Order

Spellcraft (Int) vs. Highest Target Discipline (WP)

4 power, target is able to see and hear you

Special: For each target after the first, add ■ to your dice pool

When people talk about a "firebrand public speaker," they're talking about you. Your words, suffused with Aqshy, fire up the crowd! Influence your target(s) if appropriate

As above, and the target(s) gain the Inspired condition for 2 rounds

The duration of all Inspired conditions granted by this spell is increased by 1 round

You gain the Inspired condition for 2 rounds

For each target, you affect an additional character with WP no higher than the first

Suffer 1 stress

Increase party tension by 1

Shoot First, Ask Questions Never

0

Epic, Reaction

Ballistic Skill (Ag) vs. Target Defence



Ballistic Skill mastery, loaded pistol or crossbow pistol close at hand, or wielding a bow. You make this shot in response to rolling for initiative at the start of a combat encounter

- You hit the target for normal damage
- You hit the target for +2 damage
- Perform a manoeuvre for free
- +2 damage, +1 critical
- One opponent within close range of you who is not engaged with an opponent may engage you
- Add ⚔ to your action on your first turn during this encounter

One In Each Eye

6

Epic

Ballistic Skill (Ag) vs. Target Defence

Bow, repeating crossbow or firearm, or two pistols or crossbow pistols equipped. Target(s) within close range of one another

Special: This action may target 1 or 2 characters; use the higher defense score between them

- You fire twice…but only hit once. You hit one target for normal damage
- You fire twice and hit twice. You hit with two separate attacks for normal damage (against the same target twice or against two targets).
- Ignore your target(s)'s armour soak value
- Reduce your target(s)'s To to half (round up) for the purposes of soaking damage from this action
- -1 damage per attack
- -1 damage per attack

Bonecruncher Assault

4

Ogre, Epic

Weapon Skill (St) vs. Target Defence



Melee weapon in each hand, engaged with target

- You hit with your primary weapon for normal damage
- You hit with your primary weapon for +2 damage, and you also hit with your secondary weapon for normal damage. Determine damage and apply the target's Toughness and Soak separately for each weapon
- +1 damage with your primary weapon
- Your target gains the Staggered condition for 2 rounds

Bonecruncher Assault

4

Ogre, Epic

Weapon Skill (St) vs. Target Defence



Melee weapon in each hand, engaged with target

- You hit with your primary weapon for +2 damage
- As above, +1 critical, and you also hit with your secondary weapon for normal damage. Determine damage and apply the target's Toughness and Soak separately for each weapon
- +1 critical with your primary weapon
- +1 damage with each weapon
- You hit a second target in the same engagement with your primary weapon for normal damage

One In Each Eye

6

Epic

Ballistic Skill (Ag) vs. Target Defence

Bow, repeating crossbow or firearm, or two pistols or crossbow pistols equipped. Target(s) within close range of one another

Special: This action may target 1 or 2 characters; use the higher defense score between them

- You fire twice...but only hit once. You hit one target for normal damage
- You fire twice and hit twice. You hit with two separate attacks for normal damage (against the same target twice or against two targets)
- Ignore your target(s)'s armour soak value
- +2 damage
- +2 damage, +1 critical
- Suffer 1 fatigue. Suffer 1 stress per target

Shoot First, Ask Questions Never

0

Epic, Reaction

Ballistic Skill (Ag) vs. Target Defence



Ballistic Skill mastery, loaded pistol or crossbow pistol close at hand, or wielding a bow. You make this shot in response to rolling for initiative at the start of a combat encounter

- You hit the target for normal damage
- You hit the target for +2 damage
- Perform a manoeuvre for free
- +2 damage, +1 critical
- One opponent within close range of you who is not engaged with an opponent may engage you
- Add ⚔ to your action on your first turn during this encounter




















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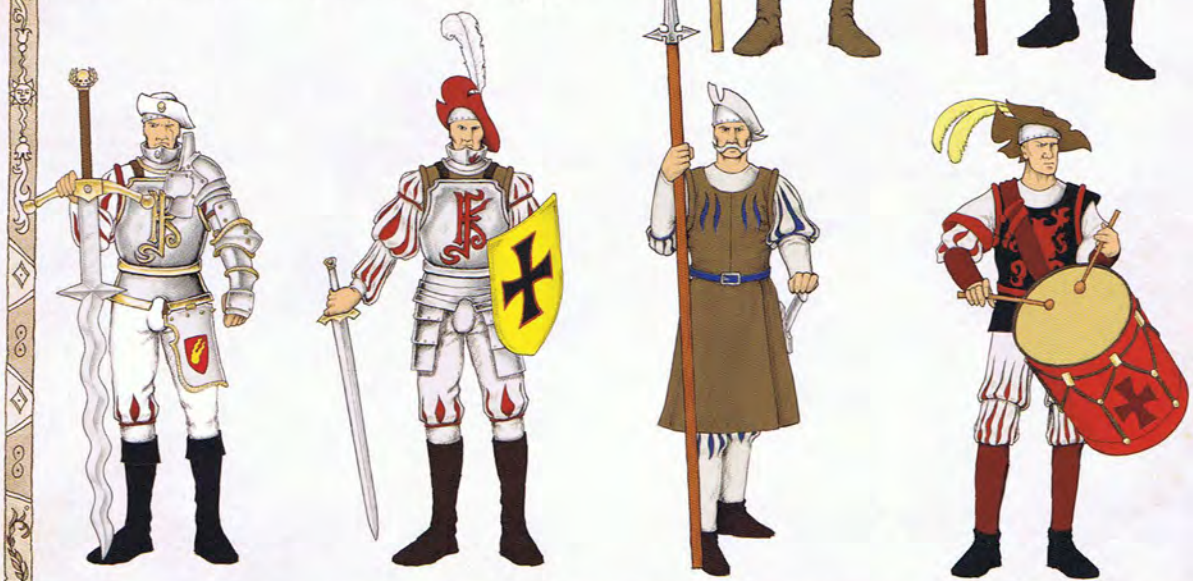
Reikland



The Reikland is the most powerful and cosmopolitan province in the Empire. Its well-equipped and professional soldiers are clothed in white, though in practice this is often a fawn or off-white colour. The state banner of the Reikland depicts an Eagle, in this case representing the goddess Myrmidia, the patron deity of the art of war. Other key icons include a crown, the Hammer of Sigmar, and a sword, symbolising a mighty Runefang. As the legendary birthplace of Sigmar himself, it is no surprise that the cult of Sigmar is highly popular in the Reikland. Soldiers from Reikland consider themselves to be superior to troops from other regions, which can occasionally lead to trouble on campaigns.

In the year 2429 the Imperial Crown passed to Wilhelm III, the Prince of Altdorf and Count of Reikland. It remains with his family to this day.







Helmgart is one of the most famous fortresses in the Reikland. It guards Axe Bite Pass - the gateway to Bretonnia where many great and glorious battles have been fought.



▲ *Defender of Helmgart*



▲ *Captain of Reikland*















The Carroburg Greatswords first earned its reputation during the Siege of Carroburg in 1865. After holding the breach that day against an army of Middenland, the Reikland unit changed their white uniforms to red in order to honour the blood-drenched victors.

The Moot

In the year 1010 the Halflings were granted the area around the Upper Aver river to serve as their homeland. Like all provinces of the Empire, the Moot maintains troops to guard its borders and to provide troops for the Emperor's armies. Halfling militia tend to wear a unifying colour somewhere on their kit, often green or red, but more formal uniforms have been observed.



The banner of the Moot is a Fighting Cockerel.

Marienburg

The largest and wealthiest city in the Old World, Marienburg stands at the mouth of the River Reik. Marienburg seceded from the Empire in the year 2429 thanks to vast bribes and the greed of Emperor Dieter IV. Now ruled by Burgomeisters and powerful mercantile guilds, Marienburg fields a large army that includes many well-paid mercenaries. The Marienburg colours are red, blue and yellow, and sumptuous showy uniforms are commonplace.



Emperor Karl Franz

The Banners and Shields of the Emperor Karl Franz.





The Elector Counts

The personal heraldry of the Elector Counts.



Count Marius Leitdorf of Averland



Count Aldebrand Ludenhof of Hochland



Graf Boris Todbringer of Middenland



Count Theoderic Gausser of Nordland



Countess Emanuelle von Liebwitz of Wissenland



Count Wolfram Hertwig of Ostermark



Count Valmir von Raukov of Ostland



Emperor Karl Franz of Reikland



Graf Alberich Haupt-Anderssen of Stirland

The Elector Counts are hereditary rulers whose families have long and often complicated histories. Over the years there have been numerous dynasty changes arising from losses in battle, intermarriages between important families, or even hostile takeovers. Thus the Elector Counts are always wary of their succession and the future of their noble houses. The banners shown here are current for the Elector Counts of the Empire in the year of 2522.

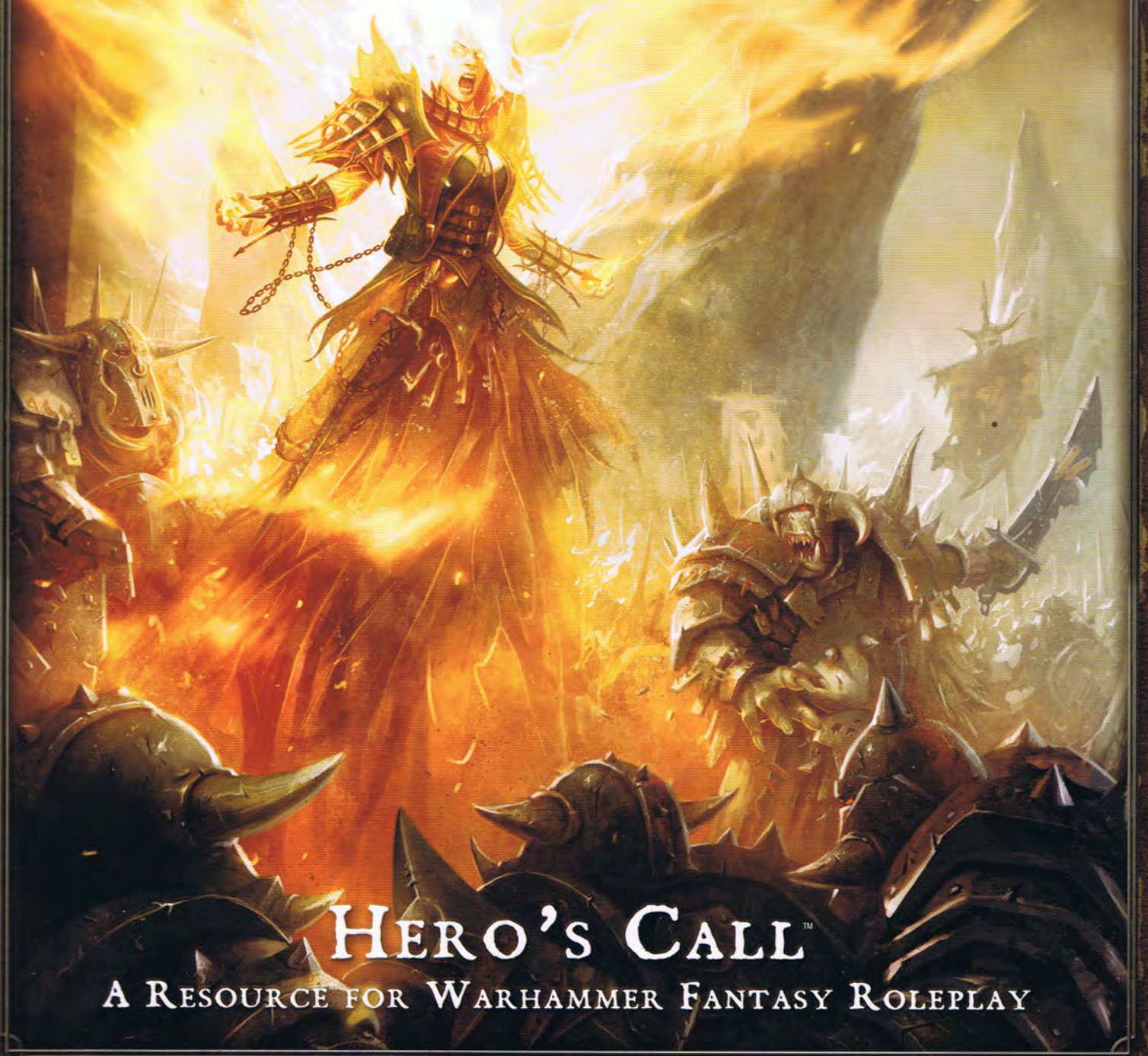


Count Helmut Feuerbach of Talabecland

All of the Elector Counts may cast a vote to decide which of their member will become the next Emperor. However, there are other Electors who are not Counts. These other Electors may cast a vote, but may not become Emperor themselves. At present, these additional Electors are the Grand Theogonist of Sigmar, the two Arch Lectors of Sigmar, the High Priest of Ulric and the Elder of the Moot. It is usual for the son or heir of the current Emperor to succeed, but there have been instances where there is no suitable candidate or a more powerful Count has been preferred.

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Heroic Characters and Adventures in the Old World

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Core Product

Throughout *Hero's Call*, reference will be made to the *Warhammer Fantasy Roleplay* Core Product. This refers to either the books within the *Warhammer Fantasy Roleplay* Box Set (*Warhammer Fantasy Roleplay* Rulebook, *Tome of Adventure*, *Tome of Blessings*, *Tome of Mysteries*) or the Guides (*Player's Guide*, *Game Master's Guide*, *Creature's Guide*).

How To Use This Book

The first half of *Hero's Call* contains information useful to both players and GMs alike. These chapters can be identified by the following symbol at the top and bottom of each page.



The second half of *Hero's Call* contains information intended for GMs alone. These chapters can be identified by the following symbol at the top and bottom of each page.



Corruption/Mutation

Throughout *Hero's Call*, reference will be made to mutation and corruption. The complete rules for mutation and corruption can be found in *Winds of Magic* or the *Game Master's Guide*, available separately. If you are not using the rules for mutation and corruption, then when an effect calls for a target to suffer corruption, the target should suffer an equal amount of fatigue and stress instead.

New Rules

In addition to a wealth of new information and background material on how to expand your adventures into high level play, *Hero's Call* includes some new and expanded rules on character creation and epic threats. Players and GMs should familiarise themselves with these new rules before using them in play.

New Character Creation Options

Includes new rules and content for playing both halfling and ogre characters as well as rules for playing human and dwarf characters from regions of the Empire outside of the Reikland. These rules can be found in Chapter 2, starting on page 10.

Extended Challenge Rules

High-level characters that are both personally and socially powerful may find themselves undertaking tasks and facing challenges that are epic in scope and scale. Rules to resolve these challenges with a single roll of the dice are presented in Chapter 3, starting on page 23.

Skill Mastery

Truly heroic characters can gain Mastery in a skill, enabling them to perform nearly impossible tasks. These rules can be found in Chapter 3, starting on page 22.

Heroic Difficulties

Truly potent heroes can attempt feats beyond the abilities of mere mortals. Rules explaining heroic tasks can be found in Chapter 3, starting on page 23.

Using The Materials Included with Hero's Call

Hero's Call includes a variety of new cards, sheets, and components for the Game Master and his players.

New Cards

The action, location, item, condition, talent, miscast, and wound cards can be added to the other cards of those types.

Creature Cards

Hero's Call includes 21 new creature cards. Full rules for creature cards can be found in the *Creature Guide* and abbreviated rules can be found in Chapter 6 on page 43.

Punchboard

The punchboard components should be carefully removed from the frames. The pieces can be added to your existing supply of tokens and standups for *Warhammer Fantasy Roleplay*.

Epic Threat Sheets

There is a saying in the Old World that a man is best judged by the quality of his enemies. High-ranking adventurers expect to face foes worthy of their great talents and it is the GM's task to provide such challenges. Epic Threat sheets can be used to modify creature cards in order to create an even greater threat. See Chapter 6 on page 44 for more information on Epic Threat sheets.



Enhance Cards

Hero's Call introduces 3 new Enhance cards. First introduced in *Omen's of War*, Enhance cards are a special subset of action cards that are used to make existing actions better. Rules for using this type of card can be found in Chapter 3, on page 22.



Set Icon

The cards and sheets included with *Lure of Power* are noted with a special set icon. This allows you to quickly identify the supplement materials when sorting, adding, or removing cards from your game.





Chapter One

The Heights of Power

With toil and determination, bravery and cunning, a true dedication to their chosen path and of course just a little luck, heroes may reach the ultimate level, the pinnacle of their profession, skilled beyond the measure of their peers. They may be elevated to the most prestigious rank, a leader of their order, the most skilled or most powerful in the land, accustomed to facing and overcoming the most perilous of dangers. Fate has led them to this point, marking them out as shining examples among the multitudes. Truly they have attained the heights of power.

However, such status means much more than just killing bigger monsters. The chances are, a hero's new station in life comes with a whole range of important responsibilities. High-ranking priests must preach and minister to thousands of faithful citizens and soldiers. Senior wizards must train the lower ranks and stand ready to defend the Empire with their magical abilities. Magistrates will be busy prosecuting and sentencing the never-ending supply of wrongdoers and miscreants that blight the towns and cities of the Empire, while the ruthless individuals who control the criminal underworld must work constantly to keep an iron grip on their organisations. All these duties leave far less time for simple adventuring – these vital tasks must be attended to if the character is to retain his position, or he may return from a quest to find he has been deposed or replaced.

Fame may well be an unexpected side effect of a hero's rise to greatness, one that can on occasion be problematic. They will likely be recognized by passers-by and those they encounter, especially in regions close to their home or base of operation. This can cause significant difficulties when trying to travel incognito, slip unremarked through a crowd or attempting to impersonate someone else. They may even attract fawning hero-worshippers, who follow them around hoping to witness a great act or perhaps try to help in some way, desperate to receive a kind word or just a nod of acknowledgement. Such pathetic fans are a hindrance at best, and at worst can put themselves and the heroes into real danger, ruining attempts at stealth and getting in the way during fights. Well-known heroes also get many more requests for aid. These may be petitions for professional services, business propositions, begging letters, or missions that would require their adventuring expertise. It becomes rare for such prestigious individuals to stumble across an adventure – trouble finds them! In fact fame and success can cause particular problems for those in certain walks of life. Those that become famous for less than honourable deeds find their

notoriety attracts a lot of attention, as malicious rivals plot their downfall and the authorities devote greater resources to bringing them to justice. Even the best of heroes may have to deal with opposition, enemies, challenges to their status and even assassination attempts.

Finally, the missions and quests that powerful heroes are faced with will increase in enormity. The peril is greater, the stakes higher. No longer will they be saving a village. Now they must save the entire Empire.

Achieving Mastery

Heroes who have reached the heights of power are some of the most skilled individuals in the land – the most lethal duellists, powerful spellcasters, influential orators and unshakable hunters to be found in the Old World. This pinnacle of expertise is not easy to achieve or maintain. Keeping their status as the best of the best requires long hours of study and training. Champions practice their weapon forms and drills, magistrates rehearse their speeches and arguments, and priests learn and revise the scriptures of their cult. They seek out arcane, lost tomes of knowledge and embark on epic pilgrimages to be taught by legendary tutors. For example, the feted champion Uchaeba Sung is said to have trained every morning while standing under an ice-cold waterfall to hone his endurance, followed by striking the trunk of an iron-bark tree a hundred times to condition his fists. Artemis Salk, of the College of the Light Order, battled hill trolls in the elven ruins of west Bretonnia in order to rediscover the Book of Dawn, whose mystical secrets ensured his elevation to the rank of Wizard Lord. Mortilla Marathorn, devout Ulrican Arch-Lector made a years-long, barefoot trek on the forest roads from Ubersreik to Middenheim, to receive the wisdom of Ar-Ulric. Impressed, the high priest granted her command of a mission deep into the snow-covered Drakwald Forest to eliminate a savage beastlord – a task she completed, still without boots!



Of course, being known as the pre-eminent practitioner in your field comes along with some talented and determined competition. Such high-level practitioners that already exist may resent the hero's newfound success. Consumed with bitterness and jealousy, they may put obstacles in the way to hinder and undermine the newcomer's path to glory. Similarly, upcoming rivals dog their heels, making their own bids for power, issuing challenges and even actively sabotaging the hero's work. Crime Lord Garros Daggerskin had good reason to be thankful that he always slept with a knife under his pillow when a Tilean viper mysteriously found its way into his bed. Gold Wizard Ferrubus Hume was only alerted to the fact that someone had swapped one of his spell ingredients with black powder when he accidentally blew up an entire wing of his college. During the last significant greenskin incursion into Averland, the newly promoted and ambitious Captain Edvard Sigfrau begged his superiors for, and was granted, the honour of leading a strike force to eliminate one of the orc chieftains, whose isolated camp had been located by scouts. However, the intelligence maps he was provided with somehow got mixed up, and instead of destroying the orc outpost, the nighttime raiders blundered into a huge dung pile, tended by snotlings. The captain returned home humiliated and in dire need of a bath.

The Responsibilities of Leadership

As he or she grows in status and power, a hero will often gain a retinue of some sort. The group may consist of loyal followers as well as paid servants, and they may accompany their master (or mistress) on his most perilous missions or simply tend to his needs while he is at rest. Many serve to aid their master in his non-adventuring responsibilities. Such staff and hangers-on may be assistants, advisors and agents to help with day-to-day duties, minions and henchmen of questionable character and unpalatable skills, sentries and bodyguards for the more cautious or worrisome heroes, aspirants and initiates seeking wisdom or offering guidance, apprentices hoping to learn a trade or craft, servants, slaves and porters to complete tasks of daily drudgery, as well as more skilled individuals such as armourers, wranglers and cooks. Particularly famous or egotistical heroes may even attract or hire an archivist or balladeer to record their noble deeds.

The members of the retinue will, for the most part, have to be paid, and all will need food and accommodation of some kind if they are travelling with the hero. They will also expect their master to behave with consistency and fairness, at least if they are to respond with loyalty and obedience. A master who is weak or cruel is likely to be robbed by his servants and abandoned in times of hardship and danger.

There are many examples of retainers having a beneficial and mutually respectful relationship with their employers. Magistrate Heinrich Minch was a good and honest bringer of justice to the citizens of the Reikland, who relied on the able assistance and friendship of a scribe he had known and worked with since the start of his career. Similarly, the vampire hunter Bors Kesselmann was accompanied on all his successful wilderness missions by a pair of veteran trackers from Stirland.

Of course, other examples are less admirable. At the height of his success, Champion Ludo Ubermier, 'the Duellist of Frederheim', retained a valet, two porters, an armourer of the highest calibre to maintain his equipment, four training partners for practice sparring (including Blug, an ogre maneater), a halfling chef who in turn had his own assistant pot-washer, a wrangler to look after his two horses and one baggage mule, a boy to handle his hunting dog, a bugler to herald his arrival in a new town or village, a smooth-talking thief who he had caught trying to rob him and subsequently befriended, a wizened old mystic whose presence he considered to be lucky, and a poet he had hired to write an epic account of his life. Unfortunately, when word got about of his ignominious defeat by 'Alonso the Sword of the South' at the annual Bögenhafen fair, his income dried up. Unable to pay his extensive staff, they quickly left his side, glad to be away from his boring stories of all the fights he had won (but not before Blug the ogre had eaten his best steed in lieu of outstanding wages). Only the mystic remained with Ludo, dogging his steps despite his best attempts to ditch the old man, who now seemed to curse him with bad fortune wherever he went.

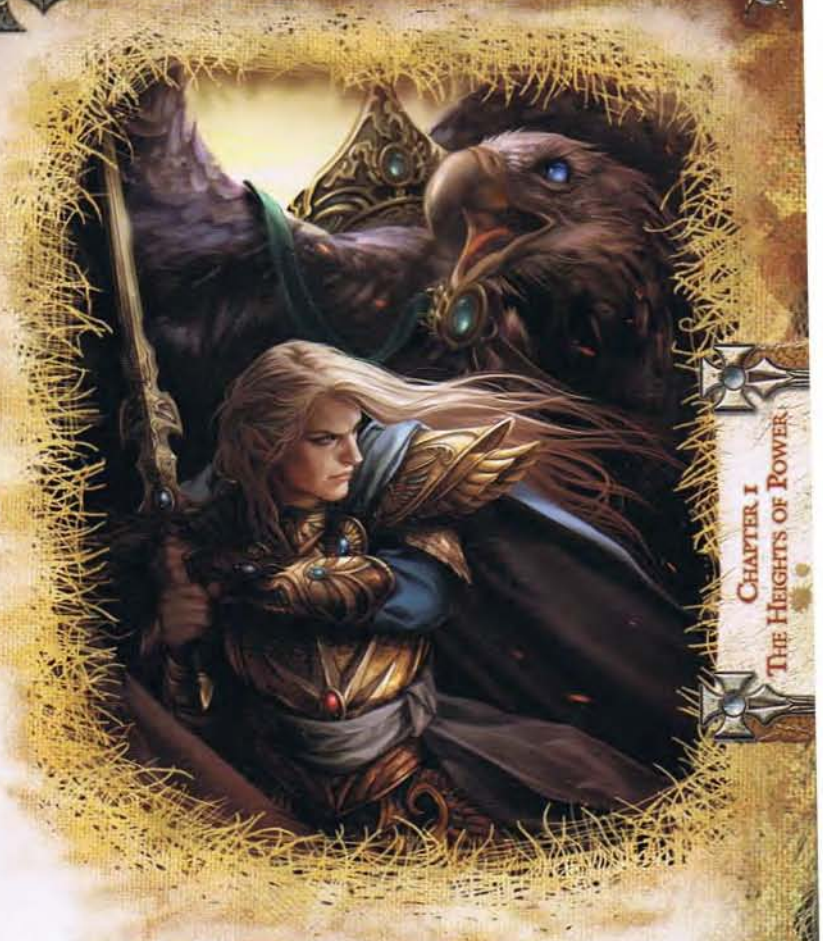
Ruling the Land

It is not uncommon for a high-ranking hero to be granted, or even to purchase, rulership of a particular settlement or area of land. Alternatively, a hero whose might and prowess is well known could be appointed as protector or sheriff of a place, without all the responsibilities of owning the land or all the potential benefits.

Becoming Lord of the Manor (or some other appropriate title) does not necessarily equate to the life of wealth and luxury that commoners might expect. Taxes must be paid year in year out if the ruler wants to retain his position, and the tax collectors are not sympathetic to sob stories of poor soil, failing harvests or beastman raiders. The land must be worked – farming, hunting and mining being the most common methods. The people must be properly motivated to toil and graft, with a mixture of the promise of reward (a pittance of wages and the occasional festival) and the threat of punishment (a night in the stocks, flogging or eviction). Too lenient an approach and the land will not be profitable, too harsh and the ruler may find himself dealing with discontent and rebellion. If the funds are available, the ruler may want to make improvements – but what to invest in? New machinery, livestock, buildings, magical protection or better defences are just a few possibilities, and the decision may be crucial. It's not surprising that many landowners borrow large sums from moneylenders, and often end up with huge debts that they can never hope to pay off.

An effective ruler must also be a gifted politician, forming useful contacts with peers at court and the town councils, or at the many social events open to those of a certain class. Such contacts and negotiations lead to the favourable allocation of provincial resources, increased trade and higher status for the settlement – all of which ultimately mean more coin in the coffers.

There will likely be fighting involved too, for the Empire is a dangerous place, the hazards increasing the further you are from a city. Isolated communities face raids and attacks from packs of wolves, rampaging beastmen, goblin tribes, trolls, mutants and even human brigands and bandits. The ruler is expected to pay for guards and watchmen, palisades, walls and watchtowers, and to rally the citizens, set a brave example and lead the defence in times of crisis. Even in peacetime there will be a host of matters to be dealt with: requests for judgement in a local dispute, for clemency against a harsh punishment, for retribution against an unjust act,



for improvement of the working or living conditions or simply for charity. There will also be pleas for aid that may lead the ruler back into their life of adventure – rescuing a child from nearby caves, investigating strange and disturbing night time noises or driving away a marauding giant.

Noblesse Oblige

Heroes who belong to a noble family have particular responsibilities that may force them to return home at some point. Even if they are not the first born, set to inherit the family estate, the illness or death of an older sibling may change the situation, making them honour bound to come back and take on the mantle of rulership. Alternatively, if the hero's fame and status has outstripped the rest of the family, he or she may be called upon to become a figurehead and boost the family's fortunes.

Along with all the practical duties associated with managing the land, governing the citizens and serfs, and protecting the domain, noble rulers may have further issues to contend with. The family may bear a feudal debt to another house, a great lord or even an Elector Count, owing them increased financial or military support in return for some service or boon granted generations ago. They may inherit problems such as the loathing of the badly treated commoners, massive debts, a bitter feud with neighbouring lands, a crumbling family castle in dire need of expensive repairs, or the enmity of a local wizard. Tradition and honour bind them to whatever decisions, actions and promises were made by their ancestors. Sir Farqhar Boullion came into his inheritance upon the death of his father after many years away. He acquired responsibility for the family estate's profitable trade agreement with a nearby dwarf brewery, as well as a pledge to supply a hundred soldiers every year

to the service of Baron von Drexler, and was sworn to upkeep the bizarre family tradition of hoisting a live goblin up the flagpole every midwinter festival.

Other family members can also cause problems. Senile uncles may cause diplomatic blunders or insist that they are still fit to go out hunting beastmen. Younger siblings may run up gambling debts, have embarrassing romantic dalliances or get involved with dubious organisations. Such situations may mean that the family head must embark on a quest to rescue the wayward uncle, or extract the little brother from the influence of a sinister cult.

It should be noted that a hero who is awarded land in recompense for his mighty deeds may at the same time be granted the title of Baron or Baronet, thereby originating a new noble line. Of course, those noble families whose history dates back centuries give little credence to such upstarts, and will treat the newcomer with barely veiled contempt should he have the temerity to consider himself an equal. They may even use their political influence to hinder the new baron's ventures. Conversely, it is also possible to lose the family lands and noble title, whether through bankruptcy, failure to fulfil feudal commitments, devious political backstabbing or even destruction by raids or invasion. An exiled, disinherited noble must bear the shame of what he has lost, and harbours bitter grudges against those responsible.

A Realm at War

The Empire is a land occupied by hostile forces, vast swathes of barren wilderness, tangled forests and jagged mountains with just the occasional pinprick of safety and civilisation. The Elector Counts inevitably need to defend their provinces and are duty bound by the laws and traditions of the Empire to maintain armies of State Troops. Heroes who have pursued a successful military career will ultimately be promoted to such rank where they will be tasked with organising and leading a portion of the Empire's armies.



Potential soldiers must be recruited from the general populace. Many sign up for a life in the military as a way to escape the monotonous toil of a life working the land as a farmer or miner, and to experience travel and excitement – though this romantic notion of a career in the army soon fades as they face the harsh realities of war and a few of the terrifying foes abroad in the world. However, if invasion is threatening or there simply aren't enough volunteers, it will be necessary to employ a few burly recruitment sergeants who are talented at 'persuading' men to accept the Emperor's shilling through a combination of strong liquor and physical intimidation. In fact, when times are desperate it is common practise to round up the local ruffians and bandits and empty the jails to form extra companies (though they need careful supervision to ensure they don't desert at the first opportunity).

Once a body of men has been formed, it is the ruler's responsibility to equip them, but organising this task will fall to a senior officer (often one getting on in years or too wounded for more demanding duties, or simply the captain who will lead the regiment). Arms must be bought or manufactured – spears are the cheapest option and halberds are generally preferred if the funds are available, while weapons such as greatswords and crossbows are expensive and time-consuming to make, so are naturally much less used. Uniforms must also be supplied, generally utilizing the formal colours associated with the province or city state of the regiment's founding. There is no standard pattern to follow, the exact design depending on the individual tailor and the particular materials and dyes available at that moment. Consequently, some regiments sport brightly coloured tunics and leggings with slashed, puff sleeves and stripes in the stylish fashion, while others wear a motley hotchpotch of patched up garments with perhaps just a cap feather or armband in the proper state colours.

The new soldiers must have some form of accommodation, whether a full barracks building or a tented encampment. They will also need regular meals, with all the logistical supply issues that entails – an army's baggage train is vital to its effectiveness when it is on the march. Finally, the troops must be trained, drilled by captains and sergeants in battlefield manoeuvres and the art of fighting in ranks – for even those destined to spend most of their time patrolling the city streets may be called upon to march to war.

Eventually the regiment can be assigned to its duty. Some will stand post at town gates, on city walls or in far-flung watchtowers. Some become watchmen, trudging the streets day and night, dealing with drunks and thieves. Others are employed as road or river wardens, keeping the highways and waterways of the Empire safe (or at least a modicum less dangerous) for travellers. For the captains appointed to lead these forces, there are never enough men. However, in some cases a wealthy or warlike ruler may also keep a dedicated standing army, allowing him to make proactive raids on his foes or even to march off and wage war in foreign lands.

Of course, everything changes when a major invasion threatens the Empire. Whether the barbaric multitudes of the greenskins are pouring out of the mountains, the savage hordes of the beastmen are bursting from the forest eaves, or the iron clad servants of Chaos encroach from the north, the response is the same. The Grand Muster is sounded and the provinces ready themselves for



war. Duty dictates that the troops are recalled from their postings and the officers and generals lead them to battle in defence of the Empire.

Battle Weary and Jaded

The long years of adventuring take their toll on some heroes with debilitating effects that build over time, and the added pressures and responsibilities that come with success and fame often accentuate the problem. Facing constant danger and near-death on a regular basis can leave a hero jaded, cold and distant. Witnessing too much bloodshed and the slaughter of innocents can cause a loss of hope and the feeling that the hero's efforts can never be enough. The increase in power and status can make a hero nervous of attacks and paranoid about enemy plots against them. Skilled fighters may grow overly bloodthirsty, the politically minded may become power-crazed while others grow obsessed with amassing enormous wealth. Encountering the most terrifying of foes can leave an individual anything from curiously eccentric to utterly mad, while being exposed to the warping power of the Winds of Magic and the taint of Chaos may cause spontaneous mutations. Such abominations of the flesh must be kept hidden from the world, lest they attract the attentions of a witch hunter or an angry mob, which may be easy or hard depending on the exact nature of the mutation, and the accepted mode of dress within the hero's chosen profession.

Any such traits and problems are likely to be exaggerated by a successful hero's power and reach. For example, two odd shaped lumps in the hairline of a spotty student will receive little notice, but years later as a well-known and outspoken magistrate, these 'horns' may start to be a problem. Similarly, a lowly peasant with delusions of paranoia might sleep with a knife under his pillow, whereas a paranoid Master Wizard would conjure magical sentries, adopt mystical disguises, create enchanted wards and traps, and spend his days concocting spells and curses to eliminate his perceived enemies.

Retirement

The time may come when a hero chooses to hang his sword above the fireplace and leave the perilous life of adventuring behind. This often happens as the added duties and responsibilities that power and success have brought dominate more and more – there simply isn't enough time to go trudging through forests, poking around old ruins or chasing cultists through sewers. He is too busy ruling, leading, teaching or otherwise following his new path. Perhaps the hero feels he has done enough, achieved everything he set out to do, and that he is overdue some well-earned rest. He may be content to have reached the pinnacle of his profession, and is happy to rest on his laurels, enjoy the glory and live a life of luxury and wealth.

Elves, dwarfs and other non-human adventurers may have similar reasons for retirement, but there are other possible motivations too. They may simply miss their homeland and long to return, to be reunited with family and surrounded once again by their own kind. The reason they originally left may no longer be valid – a wrong righted, a grudge settled, an oath fulfilled, or a disgrace forgiven. Dwarfs may return home rich and successful, their family honour restored, or perhaps even to lead a great quest to retake a long-lost hold. Wood elves have a deep bond with the enchanted boughs of Athel Loren, and do all they can to protect their woodland home. They may return to their kindreds if they have completed a great service to thwart the enemies of the forest. High elves will sail home older and wiser, philosophical about all they have seen, or perhaps because they have received word of war on Ulthuan and they desire to lend their aid in defending the spires and citadels. Ogre maneaters are often driven by their eternal wanderlust, and simply stride away into the distance to fight in new lands. Others have ambitions of winning their own tribe among the Ogre Kingdoms and reckon they finally have the muscle to do it. Successful halflings often return to the simple pleasures of the Moot, while some become rich enough to live a life of gluttony.

Whatever the reason, it is time to let somebody else save the day for a change!

There's old heroes and bold heroes, but there aren't any old, bold heroes. Well, except for me, of course.
- Aleksander Schmidt, the self-proclaimed Hero of Schondheim, retired



Chapter Two

New Character Race Options

The Empire is a vast realm that stretches for hundreds and hundreds of miles. Endless oceans of forest cover the land, filled with malevolent trees and hideous creatures. Rising up out of the dark eaves are soaring mountain ranges, towering spurs of rock whose peaks scratch the heavens. Huge monsters and terrifying dangers lurk within the jagged gullies and caves. The great cities of the Empire are merely isolated pinpricks on the map, battling for their existence, effectively surrounded by enemy territory, because for the most part it is the beastmen that rule the forests, not the humans. Even without encountering any of the many perils that abound, it usually takes months to travel across the full extent of the domain. Armies march slowly through the land, to counter marauders and even full-scale invasions, and merchants travel to distant parts to establish trade routes. However, on the whole the common citizens of the Empire rarely venture beyond their province and in fact few ever travel further than the immediate locale of their homes.

It is not surprising then that the provinces of the Empire remain so distinct in character. The landscape and even the weather vary enormously, from the harsh, icy coastland of the north to the comparatively sheltered plains and foothills of the south. The different provinces have their own traditions, customs and laws, which can seem bizarre to outsiders. They have unique dialects and slang terms that can be so distinct that it is as if they are speaking in a foreign tongue. Their armies bear distinct state colours, worn in various combinations by their regiments. Each province has a long, proud history and its own particular threats, problems and concerns, and each is ruled by an Elector Count, easily the equal of the king of a lesser realm than the Empire. These rulers maintain their own vast armies to defend the land and, on occasion, to make war on each other.

Of course, the civilised parts of the Empire are also home to a small number of non-humans – dwarfs, elves, halflings and ogres – who have, for various reasons, come to live within the land of men.

Little Empire people scared. I say, "hokay, don't bother me none." They scared, they pay on time, they keep me fed.

- Blorg, Ogre Maneater



Ogres

Ogres are massive by human standards, standing over ten feet tall. They are hulking brutes, their broad frames covered in slabs of dense muscle, over which lies a thick layer of blubber that insulates them in the icy climes of their homeland. Their skulls are thick and their hide is tough as cured leather. Their legs are as sturdy as tree trunks and their arms can smash in a man's chest without even the need for a weapon. However, an ogre's most distinctive feature is his gut. The size of an ogre's gut is proportional to his status – those that are strong and successful eat well and develop massive bellies that spill out over the belt. Ogres take great pride in their guts and protect their precious innards with large armoured shields, fashioned from heavy iron and known as gut plates.

Every ogre has a ravenous appetite. Their whole society traditionally revolves around eating, and both their religion and magic are also based on food. Ogres can devour practically anything – powerful, grinding stomach muscles can even crack rocks if there is no alternative. They will eagerly consume their enemies at the end of a battle, shovelling bloody hunks of raw flesh into their ever-hungry maws.

It is a gross understatement to say that ogres are not the brightest individuals. In fact it is often said that they are dumber than the rocks they sometimes eat. They are completely illiterate and speak with growls, grunts and belches, using words with as few syllables as possible. However, they are capable of cobbling together crudely effective weapons. The only thing they excel at, apart from eating, is fighting. In battle, an ogre is the match of ten men – a devastating force, especially once he has picked up some momentum. An ogre's 'bull charge' can knock an armoured knight and his steed dazed and bruised to the floor.

History

The ogres' homelands lie within the cold desolation of the Mountains of Mourn, far to the east of the Empire. Here they live in tribal groups, loosely organised into kingdoms ruled over by ogre chieftains known as Tyrants. It is a harsh environment, where the ogres climb onto the peaks with their huge clubs to hunt great mountain beasts such as mammoths, ice elk and rhinoxen. They also attack the occasional wagon trains and other travellers that pass through their domains, following the perilous mountain passes. This has provided the addition of mules, horses and men to their diet, and over time has taught them the value of gold.

Despite their tough existence, the ogre population has been growing in recent decades, enough to spur a massive expansion of the Ogre Kingdoms and the migration of many tribes into new parts of the world. This has led to war with other races as well as among the tribes themselves. A massive horde of ogres even made it through the Black Fire Pass and into the Empire. Dwarf armies from Karaz-a-Karak, Karak Kadrin and Zhufbar marched forth to hold back the invasion, but only prevailed after the arrival of a human force from Nuln. The massed artillery of dwarfs and men finally destroyed the threat in what became known as the Battle of a Hundred Cannons.

Table 2-1: Default Ratings by Race

Characteristic	Ogre	Halfling
Strength	3	1
Toughness	3	2
Agility	2	3
Intelligence	1	2
Willpower	2	2
Fellowship	1	3
Creation Points	**20**	**20**



Ogres in the Reikland

Most Reiklanders' experience of ogres is with maneaters. These wandering ogres have left their tribes to travel the world, fighting and eating at every opportunity. Those that come to the Empire find that it has a plentiful supply of war, gold and food, so many stay for some years before moving on. Maneaters often adopt the styles and culture of the lands they visit, so they may bear a curved Arabyan scimitar or wield a Tilean pike as a spear. After a while in the Empire, they may make crude attempts to copy the Imperial fashion of dress, hammer together something akin to a halberd or brandish a handgun the way a man would hold a pistol.

Despite their name, maneaters will happily kill and eat anyone or anything, and soon become very experienced and powerful having fought against every type of foe. They are highly sought after as mercenaries to bolster an army's battle lines, hired muscle for criminal gangs, and bodyguards for the rich and powerful. It is extremely important to pay a maneater promptly – an angry ogre will just as readily eat those he was meant to be helping. Nevertheless, they are becoming a more common sight in the province, and have proved their worth on a number of occasions. When an assassination attempt was made on the life of a well-liked nobleman, at a public event in the city of Altdorf, it was his ogre bodyguard Krumplog that saved the day. Turning to see what all the commotion was about, the ogre's huge stomach sent the assassin crashing into a pillar and knocked him out cold. The would-be killer's poisoned blade was found embedded in Krumplog's shoulder – he hadn't even noticed it. On another occasion, skaven night runners infiltrated an army camp near Grissenwald, intent on killing the general. However, they were unlucky enough to run into a regiment of ogre mercenaries, and quickly became the brutes' evening snack. Thanks to events like these, maneaters have become an accepted, if not welcome, presence in the Reikland. The average Reiklander is fearful and wary of an ogre, but unlikely to run screaming in terror at the mere sight.

Ogre Characters

To reflect their brutal upbringing, ever-consuming guts, and unique physiology, ogre characters have the following special rules and abilities:

+ **Starting Career:** All ogres begin play as a Maneater

+ **Career Restrictions:** Ogres can enter any career that both a human and a dwarf can enter.

+ **Thick Skin:** Ogre hide is tougher and thicker than the smaller and weaker races. Ogres gain +1 soak.

+ **The Great Maw:** Ogres can and will eat almost anything – their hunger is legendary. In fact, ogres must eat a pound of meat every hour or begin to starve. An ogre who fails to eat adds ■ to all checks for each "meal" he skips. He keeps adding ■ to his checks until he is able to eat enough meat to make up for his skipped meals. If the number of ■ added to his checks due to hunger ever exceeds an ogre's Toughness score, he either descends into a desperate, murderous, rage, killing and eating everything around him, or slumps helplessly to the ground until fed (player's choice).
Ogres gain □□ to any check to resist ingested toxins, diseases, or any other hazard encountered through eating.

+ **Bigger & Stronger:** Ogres may improve their Strength and Toughness scores at a cost of one fewer creation point or advance. So an ogre may improve his Strength from 4 to 5 at a cost of only 4 creation points. Since the maximum limit on characteristics (6) is based on the available slots in the open career advance section, this also means that ogres may increase their Strength and Toughness scores to 7, ignoring the normal maximum values. (They may not, however, exceed the normal starting characteristic limits of 5).

+ **Fearless:** Ogres treat the difficulty of all Fear ratings confronting them as 1 less than normal (to a minimum of 1). In addition, Terror ratings confronting them are treated as Fear ratings instead (but do not have their rating reduced).

+ **Wound Threshold:** 12 + Toughness rating.

+ **Corruption Threshold:** 10 + Toughness rating
Ogres are more tolerant to the ravages of chaos than humans, but will still manifest mutations if subjected to enough corruption.



Halflings

The halflings are a race of short humanoids, typically around three feet tall when fully grown. They are generally considered to be sneaky little blighters, who are extremely selfish and greedy, and are often accused (with some justification) of being stunted, inbred and vulgar. They certainly arouse their share of prejudice, and like most non-human visitors to the Empire, the general opinion of the human citizens is somewhat at odds with how halflings describe themselves. They consider themselves lovers of peace and quiet, of relaxation and a pleasant snooze after a good meal. Others simply call them lazy. Halflings are also cautious and careful, sensibly wary of placing themselves into danger – qualities often construed as cowardice by all the other races. Similarly, they have a well deserved reputation for being light-fingered thieves, while the halflings themselves would say they are opportunistic and simply take the chances that fortune sends their way. They typically claim that if the former owner had really cared about keeping the given item, he would have kept it in a safer place. It's fair to say that if a halfling needs some string, he will happily borrow someone's shoelaces, and probably forget to give them back (and fail to own up when the angry wearer's boot falls off). Consequently, their pockets are usually full of 'useful' bits and bobs that they have acquired.

Fortunately, they do have a couple of redeeming features – firstly that they are rather good shots with a bow (a short bow of course), and secondly that they are excellent cooks. Unsurprisingly, these talents have grown from the desire to hunt and prepare a tasty dinner.

History

The halflings' homeland is known as the Moot, a large, fertile area that was formerly part of the lands of the province of Stirland. This domain was controversially granted to the halflings many centuries ago by Emperor Ludwig the Fat (allegedly in gratitude for their fine contribution to the cuisine of the Empire). Ludwig even decreed that the Moot's foremost leader, called the Elder, would henceforth have an electoral vote. It is not surprising then that the humans of the Empire traditionally harbour a degree of resentment towards halflings, and the citizens of the provinces neighbouring the Moot – Stirland and Averland – hold a particular antipathy for them.

As a less than martially proficient race, the halflings of the Moot have fared badly when hostile invasions ravaged the Empire. They suffered terribly from the greenskin armies of both Gorbad Ironclaw and Grom the Paunch of Misty Mountain, which rampaged across the land slaughtering and pillaging at will. Thousands more were killed recently, during Elector Count Marius Leitdorf's brutal suppression of the so-called Halfling Rebellion.

Halflings in the Reikland

Thanks to their few good qualities and talents, many halflings have found gainful (if not entirely honest) employment within the human lands of the Reikland. They are widely acknowledged as the best chefs available, and it has become something of a status symbol to have one in any wealthy household or retinue, though the employer would be well advised to keep a close eye on the silverware. As experts in the gathering and preparation of herbs, berries and fungi, halflings may also gain more dubious work creating drugs and poisons. Those with a less delicate touch are often hired as cooks in army barracks and even to help feed troops on the march. It is a fact that halfling cooks can make stew so fiery that it can be used as a weapon or war, one that has been deployed on the battlefield in times past.

Halflings are natural, instinctive poachers, and sometimes find work in grand estates as game wardens. They are excellent archers, but prefer to fire from a position of relative safety. As such, when they are called upon to join in the defence of the land, they often



Halfling Characters

To reflect their small, nimble stature and avaricious nature, halfling characters have the following racial abilities:

- **Career Restrictions:** Halflings can enter any career that a human can enter that possesses either the *Menial* or *Rogue* trait.
- **Roguish Pursuits:** Before investing any creation points, a halfling may train one of the following skills for free – Ballistic Skill, Guile, Skulduggery, Stealth.
- **Naturally Sneaky:** Halflings often escape notice and as such all Observation checks to detect the halfling add ■■ misfortune dice to the dice pool.
- **Night Vision:** Two fewer ■■ misfortune dice are added to a halfling's dice pool for any effects from darkness or lack of sufficient light.
- **Wound Threshold:** 7 + Toughness rating
- **Corruption Threshold:** 15 + Toughness rating

become stealthy scouts, operating on the flanks, hidden in the trees and undergrowth – they do not possess the confidence to stand their ground in the main battle line.

Other halflings embrace their natural aptitudes to become thieves. They are quiet and small, and thus often escape notice, allowing them to pick a pocket or reach a hand in through an open window. They are able to squeeze through narrow gaps and holes (at least before lunch) to gain admittance where they are not wanted, and are surprisingly fast on their feet when fleeing the scene of the crime.



Men of Ostland

Ostland lies on the frontier with the land of Kislev, a firm ally of the Empire. The frozen steppes of Kislev form the most direct route for any overland invasion by the marauding tribes of the north, and if the Kislevites cannot hold back an invading army then the province of Ostland invariably receives the brunt of the attack. Indeed, some incursions seem to deliberately avoid the cities and roving cavalry patrols of Kislev, intent on ravaging the rich lands of the south – a far greater prize. The capital Wolfenburg, as well as Volganof, Kollengrad and Ferlangen have all been besieged at one time or other. Truly it can be said that Ostland is one of the provinces that form the front line in the defence of the Empire.

Ostlander Characters

To reflect their stubborn nature, and long enmity against the forces of Chaos, Ostlander characters have the following racial abilities:

- **Stubborn:** Ostlanders' mental characteristics are considered to be one higher for the purposes of determining whether that characteristic is distressed.
- **Fighters Against Chaos:** Ostlanders treat the difficulty of all Fear ratings of foes aligned to Chaos as 1 less than normal (to a minimum of 1). In addition, the Terror ratings of foes aligned to Chaos are treated as Fear ratings instead (but do not have their rating reduced).
- **Diversity:** At character creation, Ostlanders begin with 25 creation points.
- **Wound Threshold:** 9 + Toughness rating
- **Corruption Threshold:** 5 + Toughness rating

Yet invasion from the north is not the only concern for the men of Ostland. Much of the land is covered by the Forest of Shadows, a forbidding, haunted place filled with raiders, bandits and Chaos warbands – in fact it is said that there are more brigands than trees. The province is also overshadowed by the Middle Mountains, which while technically are largely within Ostland's borders, are in fact considered more or less enemy territory. This range of jagged peaks is surrounded by impenetrable forest, and the rocky uplands are perilous in the extreme, and in its furthest reaches stand the towers and walls of the Brass Keep – once an Imperial fortress, now in the hands of the warriors of Chaos.

Little wonder then that the Ostlanders are grim folk and proudly stubborn as the bull that adorns their flag. Their armies defend the borders clad in stark black and white livery, and are led by the fierce Elector Count Valmir von Raukov – a man who exemplifies the virtue of defiance in the face of any odds.

Regional Characteristic Ratings

Slight regional differences aside, humans are characteristically the same throughout the Empire. The default characteristic ratings of Reiklander humans are listed in the *Warhammer Fantasy Roleplay* Core Product on Table 3-1. These same ratings should be used when generating human characters from any of the provinces listed in this book.

Similarly, besides a few minor distinctions, a dwarf is a dwarf no matter what stronghold he calls home. The default characteristic ratings listed for Azgaraz dwarfs in the Core Product on Table 3-1 should be used when generating dwarf characters from any of the strongholds listed in this book.

Ostermark Characters

To reflect their experience fighting monsters and defending the Empire, Ostermark characters have the following racial abilities:

+ **Monster Slayers:** Ostermarkers gain □ to all *Melee Attacks* or *Ranged Attacks*, or *Spells* or *Blessings* that target the defence of any creature with a Fear or Terror rating.
+ **Stoic Defenders:** Add ■ to all *Melee Attacks* or *Ranged Attacks*, or *Spells* or *Blessings* that target the defence of an Ostermarker whenever he is outnumbered.
+ **Diversity:** At character creation, Ostermarkers begin with 25 creation points.
+ **Wound Threshold:** 9 + Toughness rating
+ **Corruption Threshold:** 5 + Toughness rating



Men of Ostermark

The people of Ostermark have strong ties with Kislevites from the lands to the north and have marched to their aid on many occasions when Chaos worshipping tribes have rampaged southwards intent on spilling blood in the name of the dark gods. Like neighbouring Ostland, Ostermark forms a vital part of the Empire's frontier against invasion from the north.

This rural province is a sombre place with a long history of warfare and disaster. To the south lies the cursed land of Sylvania, erstwhile home of the infamous Vampire Counts, and the terrible Mannfred von Carstein was finally defeated in Ostermark at the Battle of Hel Fenn.

The realm features bleak moors and endless, fog-shrouded marshes, where entire armies have been lost, never to be seen again. Rumours abound of ghouls, skaven, and even stranger creatures lurking within the damp mists, and that whole farmsteads and villages have vanished without a trace. While many of these stories are undoubtedly fanciful exaggerations, there is surely an element of truth, for the province is bounded by the towering Worlds Edge Mountains – home of slavering monsters and countless foul creatures. These terrors often roam down into the lands of Ostermark, forcing the people to defend their homes. The State Troops of Ostermark, clad in reddish purple and yellow or white, have faced wyverns, ogres and giants, while the province's banner bears the emblem of a manticore, slain, according to legend, by the very first Elector Count of Ostermark.



Men of Hochland

The province of Hochland is swathed in the eastern marches of the Drakwald Forest and its northern border comprise of the foothills of the dangerous Middle Mountains, a mighty range of peaks that harbour many vile and terrible creatures right in the heart of the Empire. Under the dark canopy of the trees, roads theoretically connect the far-flung towns and logging camps, but contact is tenuous at best. The vast tracts of wilderness that separate villages are full of savage beastmen, goblin tribes and other dangers. A series of forts, watchtowers, armoured shrines and fortified coaching houses dot the forest highways, and patrols of road wardens regularly march or ride the routes between. However, any journey is perilous and there is often time for just a single volley before foes are upon you. As such, Hochlanders tend to become top-notch marksmen and learn to make each shot count. Their armies, clad in the state colours of red and green, often include many handgunner regiments, and many of the Hochlanders who travel south hope to find work of a similar fashion.

The Hochland long rifle was developed by an Imperial engineer from the accurate weapons used by the hunters of the province. Known properly as Leon Todmeister's Fantabulously Far-reaching Harquebus of Unforseeable and Unperceived Bereavement, the gun has become the bane of enemy generals and unit commanders,

Hochlander Characters

To reflect experience of the dangers of the forest, Hochlander characters have the following racial abilities:

+ **Rustic Composure:** Hochlanders gain □□ on initiative checks when in a rural setting.
+ **Marksmen:** When a Hochlander spends a fortune point on a Ballistic Skill check with a weapon with which he is specialised, he adds □ to the check instead of □.
+ **Diversity:** At character creation, Hochlanders begin with 25 creation points.
+ **Wound Threshold:** 9 + Toughness rating
+ **Corruption Threshold:** 5 + Toughness rating

its firer being able to single them out even within a regiment of troops thanks to the excellent precision and magnifying telescopic apparatus mounted on the barrel. The Hochlanders are suitably proud of the invention and have often put it to good use. When the provincial capital of Hergig was threatened by a sudden attack of massed goblin tribes, sharpshooting engineers on the highest towers targeted the goblin leaders with the biggest profusion of banners and feathers, as well as aiming for the eyes of the gargantuan spider that spearheaded the assault. The enemy quickly fell into disarray, and were soundly beaten when a relief force arrived from the nearby Count's castle.



Men of Talabecland

The province of Talabecland is so called after Taal, god of beasts and wild places. It is an appropriate name, as most of the realm is covered by the ancient boughs of the Great Forest. Though large tracts have been cleared to form farmland, many of the felled trees have necessarily been used to build sturdy palisades, designed to keep the fierce creatures of the woods at bay. Despite the dangers of the forest, the sparse population has a strong affinity with nature and the wild. Talabeclanders are at home camping, tracking and hunting, although they are always vigilant and sure to post enough guards and watchmen.

Worship of Taal is especially prevalent in the province, among its citizens as well as visiting travellers – it is considered good luck to cross the wide River Talabec, and army regiments will often dip their banners or weapon tips into the waters to gain Taal's blessing. The State Troops often bear the image of a stag or a tree on their banners, both symbols of Taal.

The capital of the province is Talabheim, a city state in its own right, situated within the bowl of a massive crater. The crater edges have been built up into high bastions that make the city one of the best protected in the Empire. The city's troops wear red and white livery, while the armies of the wider province wear striking red and yellow.

While it is largely surrounded by the other provinces, Talabecland has its share of hostile threats. Beastmen lurk in the forests and the Barren Hills that lie north of Kemperbad are riddled with skaven warrens.

Talabeclander Characters

To reflect their association with Taal, god of the wild, Talabeclander characters have the following racial abilities:

+ **Lore of the Wild:** When a Talabeclander spends a fortune point on a Nature Lore check, he adds ☐ to the check instead of ☐.
+ **Trackers:** Talabeclanders add ☐ to all Observation checks made in a rural environment.
+ **Diversity:** At character creation, Talabeclanders begin with 25 creation points.
+ **Wound Threshold:** 9 + Toughness rating
+ **Corruption Threshold:** 5 + Toughness rating



Men of Stirland

Stirland is the poorest province of the Empire, a situation not helped by their most fertile lands being given away to the halflings, centuries ago when the Moot was formed (which still causes bitterness and resentment). The Stirlanders are rustic people, and their strange customs and old-fashioned ways are the cause for many a sneer and snide comment from the citizens of Reikland and other more progressive provinces. Their pronounced accents and collo-

Stirlander Characters

To reflect their battles with the restless dead of Sylvania, Stirlander characters have the following racial abilities:

+ **Poor:** During character creation, it costs 3 creation points for a Stirlander to start as comfortable, and 4 to start as affluent.
+ **Unflinching:** Stirlanders treat the difficulty of all Fear ratings of undead as 1 less than normal (to a minimum of 1). In addition, the Terror ratings of undead are treated as Fear ratings instead (but do not have their rating reduced).
+ **Hatred of Undead:** Stirlanders gain the Invigorated condition whenever they are within long range of undead.
+ **Diversity:** At character creation, Stirlanders begin with 25 creation points.
+ **Wound Threshold:** 9 + Toughness rating
+ **Corruption Threshold:** 5 + Toughness rating

quial phrases mean that travellers from Stirland find themselves endlessly repeating their words just to be understood by other people of the Empire.

Their armies tend to be equipped mostly with those weapons that are cheap and easy to produce, particularly spears and bows. However, they excel with these arms, and make proficient hunters besides. The provincial colours of green and yellow are often worn only in a token fashion, and uniforms are usually patched and mended many times. A hunting horn adorns many shields and the state banner, and its bearers fight all the harder to dispel any assumptions that Stirlanders are in any way inferior.

The realm of Sylvania is technically part of Stirland. However, this cursed land was blighted by the Vampire Counts of old and to this day the dead do not rest easy there. During the terrible wars against these dark lords, huge undead armies decimated the farms, villages and towns of the province and the fallen only swelled the numbers of the shambling hordes. The population of Stirland remains rightly fearful of the walking dead, but is at least hardened to the evil of their existence. When mouldering zombies and ravening crypt ghouls stalk the lands, the brave Stirlanders stand ready to face the horror that assails them.



Men of Middenland

Middenland is the land of Ulric, god of winter, wolves and battles, an ancient warrior-god who predates the birth of Sigmar. All those who travel here offer up a prayer lest they fall foul of the vicious white wolves that roam the land. These creatures are sacred to Ulric, and his icon takes the form of one of these ferocious beasts. Middenland is the centre of Ulrican worship, and his great temple is located in the capital, Middenheim.

The realm is wide and covered by the dark, perilous Drakwald Forest. In fact, a large part of Middenland used to be the separate province of Drakwald. However this land was lost during the time of the Black Plague over a thousand years ago, with almost the entire population wiped out by disease. The province was formally divided up between Middenland and Nordland, but has never really been reclaimed. Towns and villages lie ruined and overgrown deep within the dense trees, ruled only by the beastmen.

Beastmen seem to be especially numerous within the Drakwald Forest and are a major threat to the people of Middenland. These savage man-hating mutants are not content with lurking under the eaves, and regularly pour out of the forest in frenzied hordes to tear down human settlements and feast on the torn flesh of the fallen. Isolated farms and outposts maintain high walls and a careful watch, while the forest roads are heavily patrolled – but the danger is always there. Middenlanders have learned to be wary, and are well-practiced in battles with the accursed half-beasts.

Middenlander Characters

To reflect their constant battles with the beastmen of the Drakwald Forest and their close ties to Ulric, Middenlander characters have the following racial abilities:

+ **Spirit of the Wolf:** Once per session, when targeted by an attack, a Middenlander may increase his defence value by an amount equal to his Agility.
+ **Slayers of Beastmen:** All of a Middenlander's *Melee Attacks* or *Ranged Attacks*, or *Spells* or *Blessings* that target the defence of a beastman gains: +2 damage
+ **Diversity:** At character creation, Middenlanders begin with 25 creation points.
+ **Wound Threshold:** 9 + Toughness rating
+ **Corruption Threshold:** 5 + Toughness rating

Only Middenheim, seat of Elector Count Graf Boris Todbringer, offers a reliable haven against the beastmen. This great city state is built atop a huge pinnacle of rock that rises up out of the trees, and is only accessible by long viaducts or hair-raising lifts. The armies of Middenland customarily wear blue, while those from the capital are differentiated in blue and white. The province is also famously home to the fierce Knights of the White Wolf.



Men of Averland

Averland is one of the wealthier provinces of the Empire. This is largely thanks to the fact that the domain is far less forested than it is further north, and the climate is less unkind. These advantages make it easier to farm the land and have provided Averland with a flourishing trade in breeding fine horses. The province's affluence means its armies are often clad in gleaming armour, equipped with the latest innovations in weaponry, and adorned with outlandish feathers and decoration on their yellow and black livery.

The main route into the Empire from the south – Black Fire Pass, which leads through the mountains from the lands of the Border Princes – winds down through the foothills into Averland. This is the route taken by many invasion forces into the Empire, and so the province has formed the front line against attack on innumerable occasions. Mighty fortresses and watchtowers guard the end of the pass, but there have been times when these defences were overwhelmed and marauding hordes have poured through into the

Averlander Characters

To reflect the incessant orc and goblin attacks into their province and the fine horses bred in their lands, Averlander characters have the following racial abilities:

+ **Greenskinners:** Each time an Averlander kills a non-henchman greenskin, he may recover either 1 stress or 1 fatigue or may perform a free manoeuvre.
+ **Superior Stock:** The Strength score of any horse ridden by an Averlander is increased by 1.
+ **Diversity:** At character creation, Averlanders begin with 25 creation points.
+ **Wound Threshold:** 9 + Toughness rating
+ **Corruption Threshold:** 5 + Toughness rating

Wissenlander Characters

To reflect the devastating attacks upon their province, Wissenlander characters have the following racial abilities:

+ **Devout:** After resolving an action in which a Wissenlander spent one or more fortune point, roll □. If the result is a ↷, the Wissenlander gains 1 fortune point.
+ **Grim:** When performing an action, a Wissenlander ignores the first ☻ that is not canceled by a ✵, before triggering any bane effects.
+ **Diversity:** At character creation, Wissenlanders begin with 25 creation points.
+ **Wound Threshold:** 9 + Toughness rating
+ **Corruption Threshold:** 5 + Toughness rating

heartlands of the Empire. Most notable was the terrible invasion in 1707 led by Gorbad Ironclaw, the greatest orc warlord in history. Gorbad's armies rampaged and ravaged the lands of the Empire, and he was only stopped after his attempt to besiege and sack Altdorf failed. The entire province of Solland was wiped from the map, and the disinherited nobles of that land settled in Averland, whose banner now bears their icon, a stylized sun, in memory of those terrible events.

The greenskins have proved a grave threat time and again, and Averlanders have developed a particular loathing for these warmongering brutes. In 2420, the goblin chieftain Grom led another massive invasion that swept across the Empire, and a recent incursion saw the Elector Count Marius Leitdorf slain, and the invaders were only thrown back by the intervention of the Emperor himself.



Men of Wissenland

After the orc warlord Gorbad Ironclaw's invasion in the year 1707, the devastated lands of the province of Solland became part of Wissenland. It should be noted that certain descendants of the exiled Solland nobles, who fled and settled in Averland, still harbour a bitter resentment over their lost family estates and dream of refounding the lost province. The Wissenlanders themselves also suffered terribly at the hands of the greenskins, and their numbers have never entirely recovered. As a result, the province today is sparsely populated and is dotted with hundreds of abandoned, ruined and burnt out villages, farmsteads and towns. More recent invasions by orcs, goblins and other attackers out of the Black Mountains have kept the province on the back foot, and its population is constantly rebuilding shattered towns, repairing defences and re-seeding ravaged farmland.

Such a grim existence has led Wissenlanders to cling to religion for succour in their time of hardship. They have become devout worshippers of the entire pantheon of gods of the Empire. Shrines and temples are well maintained (or at least the first things to be rebuilt after an attack), and priests can always find willing ears to listen to the divine words of their cult. Warrior Priests are a common sight in the province, stirring the Wissenlanders to defend what remains of their homes and instilling the fires of vengeance and fury.

Many lose all hope and ultimately lose their sanity in the face of so much war and hopelessness. These poor souls abandon their squalid lives to join the roving bands of flagellants. These doom-filled fanatics wander the land, seeking penitence in the fires of battle. They hurl themselves at the enemy in a lunatic frenzy – utterly convinced that the end of the world has arrived.



Men of Nordland

The northernmost province of the Empire is the only one with a substantial coastline. The icy Sea of Claws lies beyond its shores, and a chill wind blows off the waves and through the snowbound forests. Strange monsters lurk beneath the waters, but that is not the worst threat that comes from the sea. When the northern tribes of Chaos-worshipping marauders and iron clad warriors invade the lands of the south, ofttimes they will bypass the realm of Kislev

Nordlander Characters

To reflect their knowledge of ocean lore and acclimatisation to the icy cold, Nordlander characters have the following racial abilities:

+ **Nautical:** Nordlanders add □ to any check made to handle a boat, navigate a ship, swim, or work with ropes.
+ **Northerners:** Two fewer ■■ misfortune dice are added to a Nordlander's dice pool for any effects from cold, wind or bad weather.
+ **Diversity:** At character creation, Nordlanders begin with 25 creation points.
+ **Wound Threshold:** 9 + Toughness rating
+ **Corruption Threshold:** 5 + Toughness rating

completely by constructing a fleet of longships. Seaborne incursions are a major issue for there are hundreds of miles of cliffs and beaches, and little warning as the dark sails appear looming out of the fog.

Consequently the coast is lined with watchtowers and sea fortresses, manned with stern-faced regiments, and mounted shore-guards patrol in between. Systems of warning beacons and fast riders are maintained ready to raise the alarm whenever enemy ships are sighted. Time is of the essence, for once an invasion force has made landfall, it can easily disappear into the cold forests and become a much greater problem to deal with. The armies of Nordland, clad in blue and yellow uniforms, are often forced to trudge through knee-deep snow as their scouts attempt to locate warbands that have slipped inland.

Nordland has its own navy that, for the most part, patrols the Sea of Claws to intercept enemy ships or bring early warning of large invasion fleets. As a result, Nordlanders are far more familiar with boats, ropes and nautical matters than the average Empire citizen, and it is common for young adults to serve time on board ship before taking up their chosen profession.

Dwarfs of Zhufbar

Zhufbar lies within the Worlds Edge Mountains, overlooking the Empire province of Stirland, and north of the huge upland lake known as Black Water, or Varn Drazh in the dwarfish tongue. The dwarf hold is built in a deep chasm, into which a raging torrent from the lake cascades. The tumultuous waterfall is channelled into cunningly built culverts and flow-pipes to drive hundreds of waterwheels. These in turn operate enormous drop hammers, ore crushers, and steam bellows, driving the industry of the dwarfs as they process and smelt the precious ore mined near Varn Drazh. After much toil and expertise handed down through generations, exquisite items made from the priceless meteoric iron are completed – impregnable suits of armour and mighty rune-forged weapons. These go to the stout armies that defend the lower tunnels against skaven and goblins, or are traded on to other dwarf strongholds.

Zhufbar has long represented the best of dwarf engineering, guarding the ancient knowledge and techniques of their ancestors. The city contains the principle shrine of the dwarf Guild of Engineers, and is a centre for metalworking and industry of every kind. Although the beardlings sometimes display a desire to experiment and innovate, their elders ensure that the old ways are learnt and treasured, lest they be lost for all time.

Not surprising then, that a dwarf born and raised in Zhufbar invariably has an innate mechanical expertise and a talent for building things, not to mention a love of fine craftsmanship and a loathing for shoddy, rushed workmanship. A common saying among Zhufbar dwarfs goes: 'If a job's worth doing, it's worth doing slowly.'

Dwarfs of Barak Varr

Barak Varr is found to the south of the Empire, beyond the Black Mountains, where two mighty rivers converge and open out into the sea known as the Black Gulf. Uniquely in the entire dwarf realm, it is a sea port, carved out from the towering cliffs to form a series of vast underground harbours and docks, as well as the caverns and tunnels that form the rest of the city. The stone piers and quays bristle with cannons to defend against attacks from the sea, while the dwarf armies patrol inland, warding off raiding orcs and goblins from the Badlands to the south. This provides an invaluable barrier between the greenskin tribes and the frontier kingdoms of Border Princes to the north.

The dwarfs' sea-going fleet is based here, though dwarfs are not fond of the ocean and consequently their vessels are quite unlike those of other races. They are heavily fortified against both enemy

Zhufbar Dwarf Characters

To reflect their innate aptitude for engineering and proud dwarf traditions, Zhufbar dwarf characters have the following racial abilities:

+ **Natural Engineers:** During character creation, a Zhufbar dwarf may train one of the following basic skills for free – Discipline or Resilience. Alternatively a Zhufbar dwarf may acquire (but not train) the advanced skill Tradecraft for free. If you have access to *Black Fire Pass*, a Zhufbar dwarf may instead acquire (but not train) the advanced skill Dwarf Engineering for free.
+ **Grudge:** A Zhufbar dwarf gains □ to all *Melee Attack* and *Ranged Attack* actions against greenskins, and any target that has wounded him. This bonus lasts until the end of the encounter.
+ **Sturdy:** A Zhufbar dwarf adds 5 to his encumbrance limit.
+ **Night Vision:** Two fewer ■■ misfortune dice are added to a dwarf's dice pool for any effects from darkness or lack of sufficient light.
+ **Wound Threshold:** 10 + Toughness rating
+ **Corruption Threshold:** 10 + Toughness rating

Barak Varr Dwarf Characters

To reflect their cosmopolitan outlook and mercantile experience, Barak Varr dwarf characters have the following racial abilities:

+ **Born Traders:** During character creation, Barak Varr dwarfs may train one of the following basic skills for free – Charm, Discipline or Resilience. In addition, when a Barak Varr dwarf makes a successful Charm or Guile check when haggling, add ✦ to the results pool.
+ **Grudge:** A Barak Varr dwarf gains ☐ to all *Melee Attack* and *Ranged Attack* actions against greenskins, and any target that has wounded him. This bonus lasts until the end of the encounter.
+ **Sturdy:** A Barak Varr dwarf adds 5 to his encumbrance limit.
+ **Night Vision:** Two fewer ■■ misfortune dice are added to a dwarf's dice pool for any effects from darkness or lack of sufficient light.
+ **Wound Threshold:** 10 + Toughness rating
+ **Corruption Threshold:** 10 + Toughness rating

Karaz-a-Karak Dwarf Characters

To reflect their pride and serious nature, Karaz-a-Karak dwarf characters have the following racial abilities:

+ **Eternal Grudge:** A Karaz-a-Karak dwarf gains ☐ to all *Melee Attack* and *Ranged Attack* actions against greenskins, and any individual that has ever wounded, taunted or insulted him. A Karaz-a-Karak dwarf may choose to suffer stress in order to add additional ☐ to the dice pool of any such action. For each stress suffered in this way, add ☐ to the dice pool.
+ **Proud and Strong:** A Karaz-a-Karak dwarf ignores the first point of stress and the first point of fatigue suffered each session.
+ **Sturdy:** A Karaz-a-Karak dwarf adds 5 to his encumbrance limit.
+ **Night Vision:** Two fewer ■■ misfortune dice are added to a dwarf's dice pool for any effects from darkness or lack of sufficient light.
+ **Wound Threshold:** 10 + Toughness rating
+ **Corruption Threshold:** 10 + Toughness rating

attack and the elements themselves, and are powered by coal-fired steam engines instead of sails, in order to rely on the weather as little as possible.

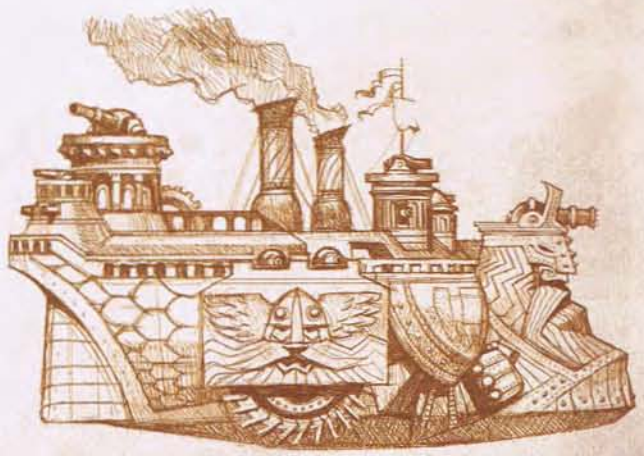
Barak Varr is a great trade centre, not just with the other holds but also with the wider world, and as such is one of the most open, cosmopolitan dwarf cities. Traders from across the world bring goods from every realm, including Bretonnia and Estalia, Tilea and Araby, and even exotic items from Ind and Cathay. The merchandise is then transported inland, to the dwarf capital or through the Black Fire Pass into the Empire of men.

After a lifetime surrounded by commerce and trade, any dwarf that harks from Barak Varr is a stony-faced expert at haggling a good price, and has the contacts to obtain the rarest of goods.

Dwarfs of Karaz-a-Karak

Karaz-a-Karak is the mighty capital of the entire dwarf empire. Its towering halls are carved out deep in the heart of the Worlds Edge Mountains, an impregnable fortress-city that has never fallen, even as the rest of the realm slowly crumbles. It is the seat of the High King of the dwarfs, who rules from a vast throne vault the size of a human town, wielding the full might of the dwarfen armies. Ornately carved pillars and statues line the walls and elaborate mirror systems reflect shafts of light from above. The noble clans that dwell here have long and proud histories, and can trace their ancestries back for thousands of years – a fact which earns them great respect from dwarfs of other holds whose family line dates back mere centuries. Many are the guardians of ancient artefacts and rune-etched relics whose secrets of manufacture are long forgotten.

Here can be found the high temples of the ancestor-gods Grungni, Grimnir and Valaya. Here too is kept the Great Book of Grudges, wherein is written every wrong, sleight, broken oath or outright attack against the dwarf people. For the dwarfs are bitter and grudgeful, and none more so than clansfolk of Karaz-a-Karak, who nurture the memory of every last misdeed until vengeance is exacted. It is considered woefully shameful for a dwarf of Karaz-a-Karak to go to his grave and pass a long list of grudges on to his sons and daughters. What exactly constitutes a long list is debatable, but certainly includes anything over an entire bookful. Consequently dwarfs of the capital are famously quick to anger and seize upon any perceived insult with rage and threats (at the very least) of violence.





Chapter Three
Expanded Rules

Hero's Call introduces a selection of new rules to expand your Warhammer Fantasy Roleplay experience. Some of the rules listed in this chapter are optional and are clearly indicated as such by the word "optional" in the section header for that rule.

Tiered Careers by Trait (Optional)

Each career includes a trait that suggests its relative status and prestige, which effectively breaks them into five distinct tiers. As an optional rule, GMs may enforce some or all of these ranks as restrictions for entering the career: a character must have attained the requisite character rank before entering a career of a given rank.

Tiered careers may be introduced at two levels of impact. At the **strict** level, each career rank is restricted to characters of at least that character rank. At the **relaxed** level (recommended), only the **Elite** and **Heroic** careers are restricted by character rank.

Basic careers are available to all characters Rank 1 and above.

Intermediate careers become available at Rank 2.

Advanced careers become available at Rank 3.

Elite careers become available at Rank 4.

Heroic careers become available at Rank 5.

New Action Card, Talent Card, and Other Rules

There are a number of additional considerations for action & talent cards in this expansion.

The Epic Trait

Some action and talent cards have the **Epic** trait. These cards are very powerful and intended for high-level characters, and may not be acquired or used by characters below Rank 4.

The **Epic** trait also appears on party sheets and enemies. In all cases, the trait indicates that the component in question is intended for the higher tier of play and should not normally be available to PCs before Rank 4.

Game Masters are advised to keep this in mind when choosing actions for NPCs and monsters, and to use **Epic** action cards sparingly, especially when the PCs are not yet **Epic** themselves. As a rule of thumb, GMs may wish to use **Epic** trait actions and talents only with **Nemesis** NPCs or with **Epic** threats.

Inherent Difficulty

Some action cards – particularly **Epic** action cards – have an additional difficulty modifier in the form of results symbols, rather than dice. These results symbols are simply added directly into the results pool, as if they had been rolled on dice. For example, an action card might have a modifier of ◆ ■ ⚔ ☻; this means that ◆ ■ is added to the dice pool, and that ⚔ ☻ is added to the results pool after dice are rolled. (It can be helpful, but is not necessary, to add dice showing the relevant challenge and bane symbols to the pool after the dice are rolled as a reminder when resolving the check. If you do, it is important to remember that these results symbols are not actually present on any die, they cannot be "rerolled" by any effect that would ordinarily allow it, nor can they be ignored by effects that allow dice to be ignored.)

New Order & Faith Cards

Hero's Call includes a full selection of new Order and Faith cards for wizard and priest characters. These additional Order and Faith cards are new, bonus talents that are available only to wizard and priest characters of the appropriate order or faith.

These talents may be purchased like any other talent, and once acquired the character may exchange the Order or Faith card in his appropriate talent slot just like any other talent (by spending a manoeuvre). In essence, he gains 2 Order or Faith abilities that he may swap between whenever he likes. It should be noted however that these new Order and Faith cards also possess the **Epic** trait, and may not be acquired or used by characters below Rank 4.

The stance meter on the original Order or Faith talent remains in full effect as long as the PC remains in a wizard or priest career; it does not have to be his active Order or Faith talent.

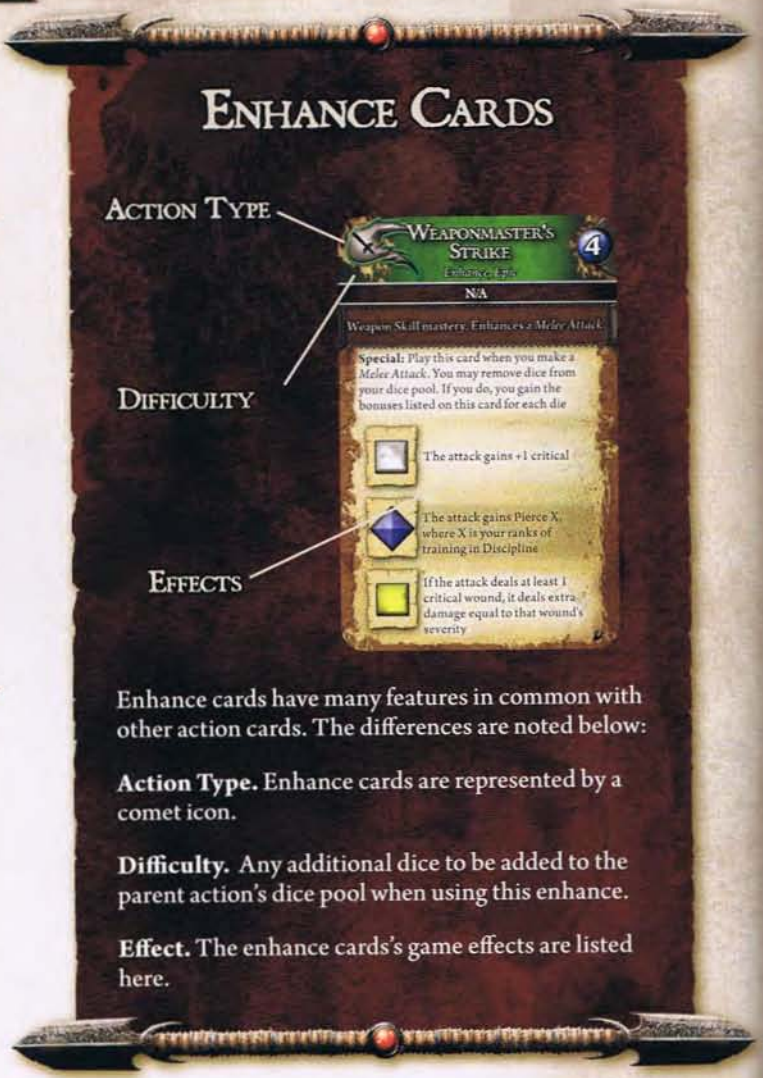
The "Any" Socket

Some high-ranking career sheets feature an "any" talent socket. This socket follows the same rules as the other talent slots except that any focus, reputation, or tactic talent card can be socketed into it.

Enhance Cards

Enhance cards are a special subset of action cards that are used to make existing actions better. They are acquired and learned just like other action cards, but can only be played in concert with another action – one that can be enhanced by the card in question.

When playing an **Enhance**, the active player first announces his action and his target, then announces and plays his **Enhance** card while assembling his dice pool. When he does this, he may remove dice from his dice pool to trigger specific bonuses to his action. Up to 1 die of the appropriate type to fill each "slot" on the **Enhance** card may be removed; for example, if a card has a Fortune die slot, a Characteristic die slot, and an Expertise die slot, the player may choose to remove up to 1 each of Fortune, Characteristic, and Expertise dice from his dice pool. For each die that is removed in this way, the corresponding specific effect from the **Enhance** card is triggered if the action is successful.



Each action may only be enhanced by one **Enhance** card.

Enhance cards are always considered successfully played if their "parent" action is successful. If the "parent" action fails, then so does the **Enhance** card.

Enhance cards are considered action cards in all respects, except as noted above.

Skill Mastery

Ordinarily, characters may only train a maximum of 3 ranks in a given skill, adding up to 3 expertise dice to the dice pool. Characters of at least Rank 4 may train a fourth rank in a skill, but this rank does not add an additional expertise die. No character may ever add more than 3 expertise dice to a dice pool from skill training (additional expertise dice may still be added from other effects). Rather, the fourth rank of skill training is referred to as **Mastery** in that skill. A character that has Mastered a skill gains the following benefits to checks using that skill (in addition to the 3 expertise dice added by his prior 3 ranks of training):

- The character is not obligated to roll for **Simple (0d)** or **Easy (1d)** checks unless those checks target an enemy character. Should the character opt not to roll, assume the results are a single success with no other effects.

- The character may choose to remove all of his expertise dice from the pool before the roll and replace them with a single Sigmar's Comet result – he can simply place one of the dice on the table showing its comet face. (If the character has already removed 1 or more expertise dice - for example to use an **Enhance** – he must still have at least 1 expertise die in the pool to remove to trigger this ability of Mastery.)

Heroic Difficulties

Truly potent heroes can attempt feats beyond the abilities of mere mortals. In addition to tasks that are simply daunting, heroic tasks are true longshots, one-in-a-million chances, and legendary feats of strength. No one should expect to succeed at a heroic task, but if fortune smiles on a character and he is successful, he can expect to live on in song and story. Only characters with exceptional characteristics and training have any realistic chance of succeeding at a heroic task. A heroic task adds five purple challenge dice ◆◆◆◆◆ to the dice pool and may be listed as a **Heroic (5d) check**.

Further Complications (Optional)

Heroes can accomplish great things...but they can also fail spectacularly. As tasks exceed the **Daunting (4d)** level of difficulty, they become more dangerous, more difficult, and carry higher consequences for failure. As more purple challenge dice are added to a roll, there is a greater chance that the check will result in one or more ✧ Chaos Stars. To further increase the challenge of high-difficulty tasks, GMs may consider the following special rules for ✧ Chaos Stars on checks with more than 4 purple challenge dice or checks with 4 purple challenge dice and at least 1 black misfortune die.

- In addition to their effects as ✧ Chaos Stars, GMs may treat ✧ as ⚔.

- If the check generates 4 or more ✧ Chaos Stars, the check automatically fails regardless of the number of ⚑ successes rolled. Additionally, there may be other narrative or mechanical effects based on the ✧ Chaos Stars. There are no guarantees at Heroic difficulty!

These changes will make heroic checks slightly more difficult than they would be otherwise, so they remain appropriately challenging even for powerful Rank 4 and 5 PCs.

Extended Challenges

High-level characters that are both personally and socially powerful may find themselves undertaking tasks and facing challenges that are epic in scope and scale. Heroes may launch themselves from a mountaintop to swing an axe at a dragon's neck or unravel the secrets of an ancient tome written in an alien tongue while daemons claw at the door. Fortunately, the existing dice and game mechanics are entirely able to represent such immediate and short-term events and tasks.

However, some heroes may find themselves attempting tasks of enormous complexity that play out over a period of time. A character of notable military rank may be responsible for leading an army against an orc Waaagh!, a crime lord may wage a sustained underworld campaign to consolidate his hold on the lotus trade in Altdorf, or a magistrate might run for an election in a friedstadt (or engage in a bribery campaign to ensure a post). Such a series of events and challenges, all part of a larger mission, could form the core of an adventure in its own right. However, some GMs - especially those with groups in which many characters have similar long-term ambitions – may want to resolve these challenges with a single die roll.

Extended challenge dice rolls can be resolved just like any other check in the WFRP game. However, the construction of the dice pool for such a check is where things get interesting!

Most dice pools are constructed by considering various factors such as characteristics, inherent difficulty, skill training and specialisation, and then various circumstances represented by fortune and misfortune dice. However, that is not the only way a dice pool can be assembled, no more than dice rolls can only be used to resolve skill or characteristic checks.

The same system could be used to, for example, model a game of skuttles (a game similar to skittles, played with skulls and common in the seedier parts of Ubersreik) between two teams. The teams assemble dice pools, a single characteristic die representing each character, and then roll competitive checks against one another. The GM allows the two players (one on each team) with training in Athletics to adopt a stance and convert their individual characteristic die to a stance die. He also awards the team with the "home court" advantage a fortune die and gives the away team a misfortune die after the home team captain explains that he has hired some hooligans in the crowd to "cause some trouble" whenever the



away team is attempting to bowl. Finally, the away team brings in a ringer, noted skuttles player and 3-time All Reikland Champion Ludo Lightfinger. The GM decides that Ludo is worth an expertise die, rather than a characteristic die. Once assembled, the two dice pools are rolled to represent the entire skuttles match, and the results of both checks are compared to determine the winner and any other effects of the day's play. (As it happens, Ludo's expertise die generates a Sigmar's Comet, so the GM rules that Ludo shares a number of useful pointers with the rest of the team, giving them all the "skuttles" specialisation for Athletics for free.)

Once dice are decoupled from representing only the abilities and skills of a single person, any number of large and involved tasks, often including multiple people, can be modelled using dice. A dice pool can be constructed over the course of an entire play session or even adventure, the GM adding good and bad dice to the pool to represent the flow of events and successes or failures in various subtasks. What follows are a number of suggestions as to what else the WFRP dice can represent when assembling a dice pool and several examples of using this system in-game.

Characteristic Dice ◆

Characteristic dice form the basis of the dice pool. For the sake of simplicity, only one of the options below should be used.

+ A unit of manpower, whether that represents a person, a military unit, a gang of thieves, or a well-read broadsheet publisher and his staff acting on behalf of the active character. In this case, adding additional characteristic dice gradually over the course of the story may be the thrust of an encounter or adventure.



+ The active character's natural talent or potential in the arena in question (perhaps based on the active character's characteristic). In this case, the characteristic dice are probably added all at once at the beginning and form the starting point for the narrative of building the dice pool.

+ A single piece of evidence or other basic building-block of an argument or long-term campaign (unit of building materials when constructing something, volume of an encyclopaedia gathered, etc.).

Stance Dice ● & ●

Stance dice should still be swapped out for characteristic dice, but not necessarily based on the active character's stance. It may even be possible to have both Reckless and Conservative dice in the same pool.

+ A special or unique unit of manpower with a clear penchant for a given stance, such as a military unit of troll slayers, an infamous cat-burglar known for meticulously planning his crimes, or a truly "yellow" brand of "journalist."

+ A reflection of the overall demeanour or stance of the active character, perhaps as reflected by his choices over the course of the narrative. In this case, the active character may be presented with a series of choices on how to proceed, each choice changing the stance of one of his characteristic dice.

Challenge Dice ◆

These dice may represent the inherent difficulty of the task or specific impediments or obstacles that are accumulated in the same manner as characteristic dice. Note that challenge dice are more powerful than characteristic dice and should be added to the pool accordingly.

+ A unit of manpower working against the active character, especially if the unit is more potent, skilled, or fearsome than that on the active character's side. For example, if the active character amasses a militia of lightly-armed peasants, the challenge dice may represent mobs of orcs.

+ A reflection of the opposition's skill and talent, perhaps established by comparing characteristics as in an opposed test.

+ A specific action or event triggered by an antagonistic agent, such as a powerful NPC. In most cases, these should be reflections of the failures or choices of the PCs (for example, if the PCs leave the valley to ask for help from the baron, they are not present to stop the villain desecrating the Temple of Sigmar). They can also serve to highlight the danger or power of a specific NPC.

+ A specific challenge standing in the way of success or a vital step in a complex process, such as first gaining the right to speak in an accused heretic's defence, gathering enough evidence to acquit him, and then actually convincing the Witch Hunter and the crowd of his innocence.

Expertise Dice ■

These dice are extremely potent factors working in the active character's favour. Often, they should represent an important factor in the story and acquiring the necessary support to gain such

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6 stance pieces • 5 epic threat sheets
3 party sheets • 1 GM handout
12 career ability cards

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The *Warhammer Fantasy Roleplay* core product is required to play.

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a die may be an entire episode or adventure in its own right. A GM may wish to specifically identify the availability of such a die beforehand, giving the PCs a medium-term goal to work towards while tackling the longer-term goal of the adventure.

+ A specific, elite, and probably unique unit of manpower – a famous and skilled duellist, an elite unit of Knights Panther, or a major noble.

+ A major benefit, potent enough to turn the entire course of the challenge – a fortified position, proof that the prosecution has manufactured key evidence in the case, or the official sanction of the Cult of Sigmar.

Fortune Dice □

These dice represent circumstances or other minor benefits acting in the active character's favour. In most cases, they should be a reflection of player choice and action. Spending fortune points can also add fortune dice to the pool, but they should only be added just before the dice pool is rolled. In cases where the active character represents the entire party, the GM may wish to limit the party to spending 1 fortune point per PC (otherwise, the pool could easily be flooded with fortune dice).

+ A favourable circumstance that the active character has arranged, such as timing his attack for just before dawn or arranging for a trial to be held in his hometown.

+ A minor unit of manpower or other benefit, such as a mounted messenger boy for a large battle or a map through a dangerous area.

+ The actions of PCs during the moment of crisis - one acting as leader, another as messenger, etc. If the PCs can all describe how they assist in the overall struggle, they probably warrant a fortune die.

Misfortune Dice ■

As usual, misfortune dice are the "dark twin" of fortune dice. Anything a fortune die can represent working in favour of the active character, misfortune dice can represent that same thing working in favour of the opposition (if any).

+ An unfavourable circumstance working against the PCs. In most cases, they should be placed into the dice pool at the beginning of the challenge so the PCs know what they must overcome.

+ An unintended side-effect of the PCs' efforts returning to haunt them, perhaps as the result of banes on checks or as failures in certain efforts.

+ A new factor introduced either through the action of the opposition or the inaction or failure of the PCs.

Dice and the Narrative

In the example given below, the GM is using the Extended Challenge to insert uncertainty into his narrative. He wants the hero players to know that the outcome of the trial is in doubt, despite their best efforts, and that in the Old World no one is safe – especially someone accused of heresy!

For some GMs, Otto's guilt or innocence is an established fact and the uncertainty arises from the trial itself. Such GMs generally like to plan things out in advance and have an idea (or, more usually several ideas) as to the direction the story will take. Other GMs may be happy to leave Otto's guilt or innocence up to the whims of the dice. These GMs find the WFRP dice a valuable roleplaying tool not only because of their ability to resolve conflicts, but also their ability to provide narrative prompts and sometimes take the story in unexpected directions. In short, some GMs use dice to reveal the narrative. Others may use dice to drive the narrative.

There's nothing wrong with either approach, and most GMs probably use some combination of the two. GMs of the former sort may be more reluctant to use Extended Challenges, as they have a plan for how certain circumstances are to proceed – it's the same sort of logic that says rather than roll to find a secret door necessary to the advancement of the plot, the PCs simply find it. But just like the secret door example, an Extended Challenge can still be of use even when the "outcome" has been decided beforehand. In this case, it's not the success or failure that's in doubt, but the quality of the success or failure.

Example of an Extended Challenge

Otto Hiln, a friend of the PCs, has been accused of witchcraft and heresy by Herr Krieger, a Witch Hunter of great repute. His trial is three days away, and the PCs are well aware that given the standards of justice in the Empire and Herr Krieger's reputation, their friend is "guilty until proven innocent." They resolve to do what they can to exonerate Otto and speak for him on the day of the trial.

The GM explains that they must acquire the right to speak on Otto's behalf in the trial, overcome Herr Krieger's evidence, and ultimately convince the Witch Hunter and (more importantly) the crowd of Otto's innocence. He places 3 purple dice ◆◆◆ in the dice pool to represent the inherent difficulty of the task. He then adds 2 misfortune dice ■■, explaining that the crowd is eager to see a witch burning and that Herr Krieger enjoys a fearsome reputation. The PCs can now see the dice pool representing the challenge they must overcome and set about adding good dice to the pool.

The group decides to search for evidence to exonerate their friend, each solid piece represented by a blue characteristic die. Over the next three days of game time, the GM adds dice to the pool for the following reasons:

+ Birgitta, the roadwarden, visits the scene of the alleged crime and finds tracks that clearly belong to a peg-legged man; Otto has both his feet. Birgitta trusts that her status as a roadwarden in good standing will be sufficient to admit her testimony to the trial. ◆

+ Johann, the charlatan, cajoles a skilled actor into providing a (false) alibi for Otto during the time in question - quite the risky move if it is discovered! ●

+ Erich, the priest of Sigmar, pleads his case with the local lector of Sigmar, explaining that Otto is a devout Sigmarite and couldn't possibly be a Chaos-worshipper. The lector extends his blessing on their endeavour and agrees to speak in Otto's defence at the trial. □

+ Gurni, the dwarf, attempts to intimidate Herr Krieger into backing off before the trial. His attempt fails, badly. ■

+ Birgitta and Johann inquire with the local watch about the peg-legged man. They discover that a man matching that description was seen fleeing the town shortly after the crime occurred. ◆

+ Erich confers with Otto the evening before the trial and offers to lead the crowd in a prayer to Sigmar, during which Otto can make conspicuous shows of piety. □

+ As time grows short, Birgitta rides from the city in pursuit of the peg-legged man. If she can bring him back in time, it could be the key to Otto's freedom... ●

Finally it is time for the trial. The group roleplays out the early stages of the trial, with the GM taking the opportunity to add a few more fortune and misfortune dice to the pool for good roleplaying. When it's time to reach a verdict, the dice pool is assembled...

◆◆◆■■■◆◆●●□□

...and the GM rolls! These are the results:

✶✶✶✶✶ ✶ ⚔⚔⚔⚔ ☠ ✡

All the results cancel except for a single ✡ Chaos Star... the GM cackles with glee as he describes the trial, during which the PCs almost manage to convince the crowd and Herr Krieger of Otto's innocence, but after Birgitta comes back from her hunt with a grim expression on her face and shaking her head, Otto shrugs and cries out in a twisted tongue! His skin rips open and the monster within is revealed...





Chapter Four

The High and the Mighty

As player characters grow in power, fame, and wealth, the GM's task to provide them with challenging encounters and scenarios becomes more difficult. At higher ranks, the game's scope widens, embroiling PCs in the affairs of entire realms rather than just towns or villages, and pitting them against the machinations of infamous arch-villains or the might of legendary monsters. This chapter contains advice that will hopefully inspire GMs with ideas for running high-level games and producing adventures that will tax even the most advanced player characters.

PCs in their fourth rank or higher are approaching the zenith of their career. After combating the perils of the Old World and striving hard to achieve positions of influence and power, their expectations and ambitions will be radically different from those they had when they took the first step on the long and dangerous path of adventure. High-level games should be run very differently than low-level games. The best way to illustrate these differences is by comparing and contrasting the two.

Goals

Low-level parties usually have petty goals, with a relatively low price of failure, affecting a localised area. For example, the PCs must stop a Chaos cult from sacrificing a victim in order to summon a lesser daemon that will kill a few dozen townsfolk if it materialises.

When a party reaches the higher ranks, its goals become loftier, with a higher cost of failure. The plot might incorporate a far wider geographical area. The example scenario given above might only be the starting point for high-level adventurers. They must go on to stop an entire conspiracy of Chaos cults from performing rituals that involve dozens or even hundreds of sacrificial victims. If they fail, the Chaos cultists will open a series of Chaos Gates that will plunge the entire Empire into disorder and destruction. The Chaos cults are spread across several cities, and thwarting them involves travel and coordinated communication across the Empire or even beyond.

Rewards

For beginning groups, a small reward can prove to be a major source of motivation, whether that reward is a few gold coins, a minor magic artefact, a snippet of knowledge, or a source of minor influence, such as the patronage of a petty noble.

When the PCs reach the higher ranks, because they might already possess everything they need or can purchase whatever they require, incentives of money and treasure might not interest them. Rewards need to be greater and much more rare to motivate them – a long-lost magic item of legendary power, a unique tome containing ancient words of wisdom, an alliance with an Elector Count or a fleeting audience with Emperor Karl Franz.

Obstacles

Minor obstacles can prove to be a major challenge to low-level parties; sudden death or social stigma is an ever-present danger. For example, a warband of orcs poses a significant threat to the PCs. Watchmen bar the door to the building the PCs have to enter and must be bribed, eluded, or overpowered. A reticent barkeep withholds vital information unless the adventurers successfully charm or intimidate him – if he really dislikes them, he will ensure their names are dirt in the surrounding neighbourhood.

For high-ranking parties, minor obstacles are no longer any challenge. They can despatch a single orc warband with contemptuous ease. The watchmen might recognise the PCs and allow them into the building, bowing low as they pass. The barkeep is honoured that such famous individuals should visit his humble tavern, tells them everything they need to know, and plies them with free drinks.

Thus, challenges must be amplified. The PCs must mobilise an entire army to oppose a vast orc horde. They must enter a building that is patrolled by elite guards utterly loyal to the duchess who resides there. The only way to gain free access is to seduce the noble lady with gifts and flattery, which takes considerable time and money. The barkeep tells the PCs that the man with the information they need disappeared ten years ago under mysterious circumstances. Although the trail is cold, highly experienced investigators could probably follow it.

Enemies

Low-ranking adventurers generally face foes of a lesser Threat Level or similarly low status. More powerful enemies may pull strings in the background or influence events from afar, but the PCs must defeat them indirectly by overcoming their henchmen. For example, a group of low-ranking PCs may be only vaguely aware that the Chaos cultists they must thwart are merely the fanatical minions of a shadowy, unseen master.

As PCs become more powerful, they face increasingly powerful enemies. Their adventures bring them into direct conflict with the puppet masters themselves, who will seek to destroy or discredit the PCs if they pose a significant threat to their plans. These arch-villains may be powerful individuals (see Chapter 6: Epic Threats for a few examples) or be secretly entrenched in high society and difficult to openly oppose – the master of the Chaos cult might be a high-ranking member of Imperial society or even an advisor of the Emperor. The risk of failure may have grave consequences to the party's reputation and safety. If the PCs blunder during their investigations, they could be alienated from their acquaintances in high society or even risk charges of treason, resulting in exile or the threat of the executioner's axe.



Allies

Low-status NPCs play a greater role in scenarios for low-level parties; the most influential and powerful NPCs are more distant, harder to approach, and less interested in the PCs' affairs. In addition, the adventurers lack support and gain allies only with considerable effort. What few allies they have might be unreliable or limited in ability.

In contrast, when a party reaches the higher ranks, high-ranking NPCs may begin to take an interest in their affairs. As the PCs' political or social influence increases, or wealth grows, so they increasingly mix in influential circles as befits their new status. The party may have acquired many allies, some of great expertise, others of great influence. The PCs' high reputation means that new allies are easy to win over. The adventurers may be rich enough to afford a small army of hirelings. They can delegate tasks – their Leadership skill may become the most important of their attributes. This means they can accomplish a variety of tasks in a short space of time.

Wealth

Beginning PCs often start out impoverished. Even if characters heavily invest in wealth during character creation, their few gold coins barely lift them from the lower social tiers. If they are not careful, they can easily lose their meagre riches to cutpurses and confidence tricksters or fritter them away if they find no means of steady income. Day by day, they live from pocket to mouth. On the whole, they are stuck in the Brass tier, or the Silver tier if they are lucky, with little immediate hope of advancement.

When they reach the higher ranks, PCs have likely amassed a small fortune or be associated with a wealthy patron who is able and willing to support them. Mundane expenses do not concern them. They may still be in the Silver or even Brass tier socially, but their fame or the influence they have with individuals in the Gold tier wins them the respect of the higher orders of society. Perhaps they were lucky enough to rise to the Gold tier during their adventures. Problems associated with wealthy PCs are detailed later in this chapter.

Enthusiasm

At the beginning of a campaign, player enthusiasm is high – their characters are fresh and exciting, they have ambitions to achieve and experience points to gain and spend. The GM is brimming with ideas and it is easy to come up with new and enlivening encounters.

However, after several play sessions, the players may have reached the lofty heights of fame and power with many adventures under their belts. The PCs may have defeated their arch-foes and fulfilled their ambitions and now wonder where to go next. Although the GM might be running out of fresh ideas for plotlines, he must raise the bar high enough to keep the players and their characters sufficiently challenged in order maintain an interesting campaign. This chapter is strewn with examples of how to keep high-ranking PCs on their toes and more detailed encounters are given in the following chapter.

The players have invested a lot of time and energy developing their characters to such a high level. The worst thing that can happen to a campaign is for it to fizzle out so it is important for a GM to decide when to bring the campaign to a close and how to end it with a bang. The final quest should stretch the PCs to their limit – their actions alone can save the Old World. It is tempting to send the PCs out in a blaze of glory, securing victory against the odds with their heroic deaths, but the GM might also allow them to survive as living legends, winning a peaceful retirement for their actions. Perhaps he might include them as famous personages in a future campaign – ideal role models to which a new generation of adventurers can aspire. An example of a 'game-ending' scenario can be found on page 41.

The Perils of Prestige

The first chapter of this book describes the power and influence that high-ranking adventurers might achieve, as well as the various responsibilities that come with such power. In brief, the main spheres of prestige are leadership, rulership, military power, expertise, and nobility. This section highlights the problems that PCs with such prestige can pose for the GM and gives possible solutions to deal with them. Everything comes at a price in the Old World, and power and influence are no exceptions.

Expertise

A PC who has devoted himself to acquiring a complete command of a particular field of knowledge is much easier to incorporate into adventures than one who has taken the path of leadership. For example, a wizard lord is invaluable in any situation, a master thief is useful where stealth and guile are needed, and a university professor is an asset in any situation requiring investigation and fact-finding.

The key to motivating high-ranking PCs specialising in a particular set of skills is to involve them in situations where their abilities can shine. It is easy for the GM to accommodate them in his own campaign, but in a published adventure he must be prepared to tailor certain encounters to ensure that any specialised PCs in the party can overcome some challenges using their specific fields of expertise.

Leadership

An influential PC may have a great number of NPCs under his command and can delegate tasks to his minions, thus removing himself from the immediate stage of action. By relying upon servants, the PC becomes more of a director than a doer and faces little direct danger himself.

The GM can use several methods to reduce a PC's reliance on his underlings:

+ **Incompetence.** The NPCs are too useless, lazy, or cowardly to accomplish some tasks, or important tasks are simply too difficult for even the most skilled among them to accomplish alone. A leader may have to be present among his minions to motivate them, thus putting himself in the front line of action.

+ **Expense.** It requires significant income to upkeep servants, pay hirelings, and employ agents. Unless a PC is incredibly wealthy, he will have trouble maintaining his entourage, and the harder the task they are employed to do, the more money they will demand recompense.

+ **Make It Personal.** The GM might have to tailor the most important tasks a PC must accomplish so that they are of the utmost importance to him personally or too vital to be allotted



to underlings. For example, one of the PC's family members or loved ones is in danger, his hometown is threatened, or he harbours a personal grudge against the enemy he faces. When emotion is involved and the PC's blood is up, the vendetta must be settled with his own hands.

Rulership

A PC with political power has access to the influence, wealth, and resources to solve many situations. Beastmen are attacking the villages? Send in the militia. A minor nobleman is suspected of Chaos worship? Have him arrested and put on trial.

The wealth and power wielded by a ruler is mitigated by his many responsibilities, as well as the constant struggle to maintain his dominance. A ruler is often too busy controlling his fiefdom to continue adventuring as he did earlier in his earlier life. The GM may have to shift the focus of adventures that include a ruler in the party to involve threats directed at his domain, as well as political complications from within his sphere of control. This ties in the ruler's responsibilities with the aims of the party as a whole and turns his duties from a bind that restricts his ability to go on an adventure to a source of motivation to participate in a scenario.

So, for example, while beastmen warbands ravage the PC's lands, he is unable to muster the militia. Perhaps they are engaged against enemies attacking elsewhere or are badly trained and refuse to fight. Perhaps their captain 'misinterprets' the PC's orders – he is in the pay of a rival powerbroker that wants to stall the PC's attempts to protect the peasants in order to denigrate his reputation as a competent ruler. The PC becomes embroiled in a struggle to control his limited resources and must call in his old adventuring friends to save the peasants from being butchered.

In the case of the second scenario, the nobleman suspected of heresy has less political power than the PC investigating him and so cannot use influence and favours to deflect suspicion. Instead he resorts to subterfuge and intrigue to push suspicion away from himself and onto the PC ruler. Before he can bring the true perpetrator to justice, he is jailed under false evidence. Only his faithful comrades, his fellow PCs, know for certain he is innocent and must break him from jail, clear his name, and prove the heretic nobleman's guilt.

Nobility

Some players steer their characters to the top of the social ladder and acquire all its attendant privileges. However, although a noble appears to lead a carefree life of luxury and leisure, he may privately endure stress and struggle to maintain his air of grandeur. The nobility are obsessed with social status. The higher their rank, the more money they must spend to make a conspicuous demonstration of their status. The frequent social spectacles that a noble is expected to maintain, such as grand balls, week-long hunting parties, or the staging of mock sea-battles on the estate's expansive lake, for example, might devastate the family inheritance. PCs who want to remain in the highest social tier will soon exhaust their wealth holding such events. If their names are not routine fixtures on the social calendar, they may become pariahs among their own class.

A hotbed of intrigue, banquets and balls provide fertile territory for the dissemination of rumours and the GM can feed attendant PCs with various plots and scenarios that they can later pursue. They are also excellent places to make influential allies or, if the wrong word is spoken or an inadvertent snub goes without apology, implacable enemies. Meanwhile, a hunt can make an exciting scenario in its own right – particularly if the prey is a ferocious griffon or wyvern. And what happens if one of the attendant nobles is found propped against a tree with an arrow through his heart? Murder or accident?



Military Power

A PC who has risen to top military command finds it difficult to extricate himself from his duties to the army and to his men. He cannot simply go off adventuring when his realm requires him to be on constant standby against invasion. However, the responsibilities of a military commander can be the seed for exciting scenarios that can involve the entire party. When the PC is called to lead his men to war, he might want to invite his old adventuring friends to campaign alongside him. They may have skills and talents useful to the military cause and he can enlist them as temporary specialists or advisors.

When running a battle, rather than focusing on one-on-one combat, the GM should involve the military commander in the motivation and movement of units of troops, formulating battle plans and manoeuvres. When the armies clash, the commander should be faced with such challenges as rallying wavering soldiers, bolstering his men's resolve in the face of an enemy charge, reacting to enemy flanking attempts, recapturing a banner seized by the foe, or holding a hill in a desperate last stand while waiting for reinforcements to arrive. Perhaps the battle ends with the enemy leader offering to meet the PC or one of his champions in single combat, the fate of the entire battle hanging on the outcome.

During rare times of peace, a military commander is expected to train his men, recruit volunteers, and ensure his force is provisioned adequately – hardly stirring subjects for adventures. However, political intrigue within the officer ranks might be endemic in

Favoured

Those who regard the character with renown ply him with gifts as a token of their esteem and everyone wants to make his acquaintance. A PC of Rank 2 or 3 may simply be offered free food and lodging if he is recognised and bought plenty of drinks at the local hostelry. Local tradesmen might perform small services, such as sword sharpening or repairing armour, at a generous discount. A PC of a higher rank might be the guest of honour at prestigious banquets, where they are feted by influential nobles and pursued by the opposite sex. They might even be given the freedom of a city or named an honorary fellow of a university or guild.

Social actions performed by a PC targeting an NPC who regards him with renown might add one or more ☐ to the pool. When haggling, a renowned character can adjust his Customer Rating up by one increment or can automatically increase it to Favoured if he is Rank 5 or more.

Social Mobility

In the Old World, social status is often considered immutable. However, some individuals, through luck and perseverance, can raise themselves to a higher social tier. For example, a humble but skilled barber-surgeon might eventually be admitted into the ranks of the Physician's Guild, entering the Silver tier after years of hard work and study. After many more years of diligent practise, he manages to become the personal doctor of an Elector Count, effectively becoming a member of the Gold tier. Such occurrences are very rare, but of course PCs are possess a unique mettle that marks them above the mundane herd so social advancement is not such an impossibility for them.

Merely entering a high rank career is not enough to raise a PC's social status. He must also accrue sufficient wealth to impress those of the tier he wishes to join, and gain allies and influence among them – a hard task when the higher tiers look down upon those below them with contempt. As a general rule, most careers of Rank 4 allow a character to be eligible to become a member of the Silver tier, while those of Rank 5 permit him entry into the Gold tier. Of course, a character's race and background should be taken into account. Reikland characters of noble blood, for example, will be member of the Gold tier from birth, though their circumstances at the beginning of a campaign might render them less prestigious than many NPCs of the Silver tier and they will have to work their way up the social ladder like the other party members. The cultures of non-human PCs and foreign humans differ markedly from each other and it is ultimately up to the GM to decide how these characters are viewed among their own kind and how they fit into the social tier system of the Empire. For example, a dwarf who wins renown amongst Empire folk may be despised as an outcast in his home stronghold.

The Drawbacks of Renown

Renown can also have drawbacks. Some examples are described below:

Recognition

Renowned PCs may find it impossible to act covertly without travelling incognito. They may even need to hire bodyguards to keep excited mobs of admirers at bay. Hangers-on eager to win their idols' attention might prove to be a nuisance. Notable citizens are eager to be seen in the company of such great heroes and will try to monopolise their time in order to raise their own social or political status. If the PCs comply to their demands, they are in danger of becoming nothing more than the noble's 'pets,' yet if they try to extricate themselves from the endless round of dinners and dances held in their honour, they are in danger of insulting their hosts, resulting in a social backlash and ostracism.

Great Expectations

Whenever danger strikes, the people turn to their heroes to save them yet again. PCs famous for their daring exploits are expected to deal with greater threats and more dangerous foes. Perhaps their deeds have been exaggerated in the retelling and the PCs are expected to face an enemy too powerful for them to handle. If they back down, their past deeds will be forgotten and they will be scorned as cowards.

Rivalry

Lowborn characters face abject discrimination as they try to scale the social ladder. The higher they climb, the more precarious their position. Jealous peers may attempt character assassination and other intrigues against the characters if they feel threatened by such parvenus. Social climbers also risk alienation from the tier they left behind and may breed resentment among the lower classes. They may become ripe targets for agitation and even mob violence if they do not court popularity with the commoners. Heroic deeds are soon forgotten when the twin vipers of jealousy and rivalry rear their heads.

Notoriety

Too many misdeeds can earn the character a sordid reputation for notoriety. Although most PCs try to avoid such a mark, some brazen criminals revel in their bad reputation as a badge of 'honour'.

Renown and notoriety are often in the eye of the beholder. A bandi considered notorious by the merchants and taxmen he preys upon might be a renowned hero to the starving peasants who receive the proceeds of his robberies. A noble general might be considered a renowned commander by the Emperor, but his many victories are won through flagrant disregard for the lives of his own men-at-arm and he is hated as a notorious butcher by the common folk.

Whether a low-life thug, known for his brutality in the gangland streets, or an ambitious crime lord who controls a vast criminal underworld, notoriety can affect a character as follows:

Fear

Folk fear to cross the character, or fear that they are to be his next victim, especially if he has built his bad reputation on violence. Anyone who knows him will do almost anything to appease him, unless they are brave or foolish enough to stand up to the villain. Perhaps he gains one or more ☐ to Intimidate checks against NPCs who are aware of his reputation. Characters of Rank 4 or higher might even inspire Fear 1 in some NPCs.

Henchmen

A notorious PC is admired for his misdeeds among his underworld peers, whether they are criminal scum or his brutal bodyguards. H easily attracts henchmen, especially if he is generous in distributin his ill-gotten gains. A notorious individual can quickly become the leader of a gang or faction – thugs and desperadoes eager to prove themselves to him. However, the PC must constantly guard against

Status and Power

A PC dripping in gold might expect instant admission into the Gold tier, but rarely is life so straightforward in the Old World. A character must prove he is worthy of joining the aristocratic class, which often involves an extravagant display of personal wealth (this has already been described in the discussion of the pitfalls of nobility in the Perils of Prestige section (page 29). A character must also learn proper etiquette before being accepted into high society. Often, it is a matter of 'who you know'; an entire scenario feature the PC attempting to impress the right noble contacts in order to attain that all-important invitation to the Elector Count's masquerade.

Once a character has gained status, power does not necessarily follow; it is nurtured by winning influential allies and wrong-footing political enemies. Perhaps a character tries to rise to power backed by the city mob, whose fickle loyalty must be bought. His supporters can easily desert him for a richer or more charismatic rival or be routed in street fighting by the mob of another powerbroker. Perhaps he can wheedle his way into power by winning over those at the very top – the Elector Counts or even the Emperor. But to gain the trust of such an influential patron, the PC may be obliged to successfully perform several challenging or dangerous tasks. Meanwhile, rivals for the patron's ear try their best to undermine the character's efforts.

A Matter of Honour

Being rich attracts enemies. Perhaps rivals are intimidated by a PC's wealth or are jealous of his success. Intrigue and slander are inevitable bedfellows of the wealthy. A PC may have to prove he is innocent of malicious rumours spread against him – he cannot buy off bad publicity, but rather must investigate the source of the rumours and unravel the conspiracy targeting him.

Family Affairs

The PC can be spurred into action by a threat to someone close to his heart. Perhaps a well-loved relative or friend has gone missing, his hometown faces imminent destruction from invaders, or the theft of a family heirloom compromises the family honour.

The Cure

There are some problems that cannot be solved by money. Perhaps the character, or someone close to him, contracts a deadly disease that foxes all physicians. The only chance of recovery is if the PC undertakes a pilgrimage to a remote Shallyan shrine to pray for a cure. The shrine must be defended against enemies or its priestess will only affect a cure if the pilgrim fulfils a special mission. Perhaps famine sweeps the land and the PC must take up his adventuring gear once more to locate and destroy the supernatural cause of the blight. Perhaps the character grows fearful of his own mortality – what is the point of all his riches if he is not alive to enjoy them? He hears of a means to extend longevity and organises an expedition into the wilderness to find it.

Restlessness

At heart, the PC still yearns for adventure. He discovers that a life of luxury is quite a dull existence. Having lived his dream, he quickly tires of it and realises that what he truly desires is life on the road again.

A Conflict of Interests

It is inevitable that many high-ranking parties include PCs with split interests. This is not as much of a problem in low-ranking parties because they usually have to muck in together just to survive. However, as they progress, their career choices might lead to very odd pairings – for example, a crime lord and a magistrate or a Witch Hunter captain and a practitioner of dark magic.

There are various ways in which the GM can encourage such party members to deal with their situation:

+ Some of the party members are unaware of the path others have taken and the characters with the less savoury careers must take pains to hide their secrets from their companions.

+ The party members are aware of what their fellows are up to, but tolerate one other due to their history. Perhaps they owe each other their lives or the bond between them forged during years of adventuring together is stronger than their duties to their career, allowing them to turn a blind eye to each other's actions.

+ The party members are forced to cooperate. For example, a Witch Hunter who travels alongside a warlock castigates his companion at every opportunity and would have him burned in an instant, except that the warlock has proved useful in the past in infiltrating Chaos cults and helping the Witch Hunter bring them to justice. Against his conscience, the Witch Hunter decides that the warlock is better to his cause alive than dead and hides his unlikely companion's secret from his Sigmarite brethren.

These solutions might be unsatisfactory for some groups, particularly where religious zealotry or political duty is involved. However, for the sake of party unity, the GM might feel obliged to gloss over any inconsistencies within the party to allow his players to play the characters they want. The party tension meter will certainly go into overdrive for such groups.

Despite my reputation, I am not a heartless man. I often struggle to reconcile what must be done with my sympathies for those accursed by the taint of Chaos. The day I consigned my own sister to the flames was especially hard. She didn't ask to be tainted... but tainted she was.

- Witch Hunter Captain Leopold