

Active Player's Turn

- * **Initiative** is established with agility check (successes).
- * **Maneuvers** may be performed anytime during a character's turn (one is free, additional cost Fatigue).

Beginning of Turn Phase:

1. Adjust stance one space for free. More costs Stress 1:1.
2. Resolve any other Beginning Phase effects

Middle of Turn Phase (Action Card Resolution)

1. Active player selects an action card and announces the target
2. Generate your starting dice pool.
3. GM assigns <P> (1 for combat) and [B] per Defence points.
4. Dice pool is rolled and evaluated (Fail + Critical = 1 wound)
5. If attack is successful, calculate Wounds Inflicted (min 1)
(Damage Value + Str or Ag) - (Toughness + Soak)
6. Resolve all remaining Action Card Effects

End of Turn Phase (Next Person Can Start Their Action)

1. Mark Tracking Tokens on Action/Talents used
2. Remove one tracking token from brief conditions
3. Remove one tracking token from action cards
4. Remove one tracking token from talents
5. Adjust Power/Favor (Spellcasters)
6. Resolve any other End Phase effects

Maneuvers

Rules: One maneuver is free per turn. Additional maneuvers cost (1) Fatigue each. (WFRP p.52)

1. **Assist:** Performing the assist maneuver allows an engaged ally to add a bonus fortune die to his next check. Several characters can use the assist maneuver to add more bonus fortune dice to the engaged ally's next check (use or discarded).
2. **Socket (use) Talent.** Place 4 recharge tokens if not constant.
3. **Unsocket and/or Exchange Talent.** Can only unsocket if recharged. Card must be the same type to be exchanged.
4. **Interact with the Environment.** Often a single maneuver is enough. This is a broad category of possible interactions that include opening a door, climbing a wagon, knocking over a table, ducking behind a counter, grabbing a torch, etc.
5. **Mange Equipment:**
 - Draw, sheath, ready, load, or exchange held weapon.
 - Draw something from a pack on your person.
 - Sling or unsling a shield. In order to have the Block defense action active, you must have a shield equipped.
6. **Mount or Dismount from a Horse.** An Easy (1d) Ride check is required to succeed if the character is untrained in Ride.
7. **Movement** - Change range increment: Extreme to Long costs (3) maneuvers. Long to Medium costs (2) maneuvers. Medium to close or close to engaged costs (1) maneuver. Engage or Safely Disengage with an opponent and move to close range. You can disengage without using a maneuver, but it entitles the opponent to (1) free attack.
8. **Stand-up** from prone
9. **Preparation.** This is required for some actions.
10. **Use a Skill**

Universal Dice Roll Effect

two skulls – suffer one fatigue or stress relevant to the check
two eagles – recover one fatigue or stress relevant to the check
chaos star works as a bane if no chaos star effect is specified
twin-tailed comet may work as success, boon, critical or trigger

Difficulties

0d (twice less) 1d (less) 2d (same) 3d (more) 4d (twice more)
[B] on opposing relevant skill or specialization

Game Time

Rally Phase of Encounter/Act

1. GM awards fortune points to party
2. Move stance one towards neutral (required)
3. Remove one recharge token from from any recharging cards
4. Recover one stress and one fatigue
5. Adjust Power/Favor as if it were the PC's End of Turn phase
6. Perform ONE Rally Step Action
 - a. One maneuver
 - b. Attempt one First Aid check
 - c. Attempt (1p) Resilience check to recover fatigue equal to the number of successes generated
 - d. Attempt (1p) Discipline check to recover stress equal to number of successes generated.
 - e. Re-roll initiative for party's slowest init' token.
 - f. Perform action with "Rally" trait.
7. Non-PC's may perform these, plus refresh A/C/E dice.

End Of Encounter/Act (and/or 8 hours of complete rest)

1. Recover Fatigue equal to Toughness
2. Recover Stress equal to Willpower
3. Willpower check for temporary insanity to become permanent insanity. (WFRP67)
4. Resilience check for temporary disease to become permanent disease (house rule).
5. Remove any non-permanent conditions

End of an Episode (GM will announce)

1. Recover Fatigue equal to Toughness
2. Recover Stress equal to Willpower
3. GM awards Fortune points to party

Advancement

Action cards cost +1 per level above rank.
Train Basic Skill outside = 2
Acquire Talent outside = 2
Acquire Advanced Skill outside = 4
Train Advanced Skill outside = 4
Increase Characteristic = to new rating
Increase outside Characteristic = new rating +1
Characteristic Fortune Die = 1
Stance Die = 1
Talent = 1

Progress Tracker



Condition Cards

Blinded (Lingering Effect). Any check you perform that requires the sense of sight gains one Purple/Challenge die.

Cowed (Brief Effect). You cannot convert characteristic dice into reckless dice.

Damaged (Lingering Effect, Item). Applies only to equipment. Weapons have their DR reduced by two. Armor has its defense reduced by two. All other items add two Black/Misfortune dice to any skill check in which they are used, until the damage is repaired.

Demoralized (Lingering Effect). Cancels Inspired. Add one Black/Misfortune die to all skill checks.

☒ **Energized** (Brief Effect). Cancels Sluggish. During your turn, you may perform one additional maneuver without suffering fatigue.

Entangled (Lingering Effect). Suffer one additional fatigue when performing maneuvers. When performing a physical action, suffer two fatigue.

Environmental Condition (Dependent Effect; ToA 21). GM may assign additional Purple / Challenge dice.

Exposed (Brief Effect). Attackers targeting you add one White/Fortune die to their dice pools.

Frightened (Dependent Effect). While engaged with a target that has a Fear or Terror Rating, you convert one less characteristic die into a stance die. At the beginning of your turn you suffer one 1 stress.

Ill-Fortuned (Brief Effect). Suffer one stress each time you suffer one or more wounds.

Inspired (Lingering Effect). Cancels Demoralized. Add one White/Fortune die to all skill checks.

Intoxicated (Lingering Effect). Add two Black/Misfortune dice and one White/Fortune die to all checks.

Invigorated (Lingering Effect). During your End of Turn phase, you may remove one additional recharge token from any one of your currently recharging cards.

Overwhelmed (Brief Effect). Add one Purple/Challenge die to checks based on physical characteristics.

Perplexed (Brief Effect) Add one Purple/Challenge die to checks based on mental characteristics.

Rattled (Brief Effect). You cannot convert characteristics dice into conservative dice.

Shock (Lingering Effect). You may not recover stress while in Shock. Mental skill checks gain one Black/Misfortune die.

Sluggish (Brief Effect). Cancels Energized. Suffer one additional fatigue for each maneuver you perform during your turn.

Staggered (Brief Effect). Your stance is considered one step closer to neutral. Add one additional recharge token to any Active Defense you perform.

Traumatized (Lingering Effect). Add one Purple/Challenge die to initiative checks. You may not use the first hero marker on the initiative track unless it is the only hero marker there.

Weakened (Brief Effect). Add two Black/Fortune dice to Strength checks. Attacks using Strength inflict two fewer damage/wounds.

Condition Durations

1. **Brief Effect** (begin with three tracking tokens). Do not stack.
2. **Dependent Effect** (lasts until causative factor removed)
3. **Lingering Effect** (last until end of encounter or rally phase; whichever comes first). They do not stack.
4. **Permanent Effect** (lasts until cured). E.g. insanity or disease

Impairments & Wounds

Distressed (Impairment: Stress > Willpower). Checks using mental characteristics add one extra Black/Misfortune die per token greater than the characteristic. Draw an insanity card and keep it if it fits or add tokens to current insanity.

Exhausted/Passed-Out (Impairment: Stress > 2x Willpower). Character becomes unconscious.

Fatigued (Impairment: Fatigue > Toughness). Checks using physical characteristics add one extra Black/Misfortune die per token greater than the characteristic.

Unconscious (Impairment: Fatigue > 2x Toughness). Character becomes unconscious.

Strained (Impairment: Distressed and Fatigued at the same time). Draw insanity cards until one fits. Add tokens.

Lightly Wounded: No critical wounds. One Purple/Challenge die for First Aid check.

Critically Wounded: At least one critical wound. Two Purple/Challenge dice for First Aid check.

Knocked Out (normal wounds > Wound Threshold). Change one wound to critical. Unconscious.

Dead: Critical Wounds being more than Toughness.

Diseased. Becomes permanent if failed Resilience check at end of act.

Insane, Temporary (See insanity cards). Failed discipline check.

Insane, Permanent (WFRP 67). Failed Willpower check at end of the act. Successes must be more than tokens on 1 Insanity. One Discipline check per month to heal.

Madness (WFRP 68): Number of permanent insanities > Willpower. Character must be retired.



Spellcaster Conditions

Equilibrium. Power/Favour = Willpower.

Excess Power/Favour (aka Overchanneling/Overcurrying) (Power > 2x Willpower; ToA 34; ToB 33). Must spend a maneuver and suffer one stress to maintain beyond "Safety Threshold." If not, all excess power immediately vents to point of equilibrium and he suffers one fatigue for each point of power vented. Additionally, spellcaster must roll [B] for each power vented above his Safety Threshold. For every Challenge symbol generated, he suffers one wound. For every Bane symbol, he suffers one stress.

Zero Power/Favour. If power loss is forced, make Discipline check with <P> equal to the number of power he is unable to lose. Success causes 1 stress. Failure causes 1 stress and Temporary Insanity condition with the Chaos/Enigma or Trauma Trait with additional tokens equal to the difficulty of the check.

Magic Quickcasting adds <P> to Casting check

Chaos Stars draws Miscast cards until all are spent.

Reckless Casters: Chaos Star results in +1 party tension.

Fear & Terror Checks

First encounter check Discipline (difficulty = rating)
Fear X failure results in X Stress
Terror X failure results in X Stress & X Fatigue
2 skulls results in "Frightened" condition



Basic Skills

Athletics (St)

Climbing, Swimming, Jumping, Rowing, Running, Lifting

Ballistic Skill (Ag)

Bow, Crossbow, Thrown, Blackpowder

Charm (Fel)

Etiquette, Gossip, Diplomacy, Hagglng, Seduction

Coordination (Ag)

Dodge, Balance, Acrobatics, Juggling, Dance, Knots & Ropes

Discipline (WP)

Resist Charm, Resist Guile, Resist Intimidation, Resist Fear, Resist Terror, Resist Torture

First Aid (Int)

Combat Surgery, Long Term Care, Tending Critical Wounds, Tending-Normal Wounds

Folklore (Int)

Creature Lore, Reikland lore, Geography, Superstitions, Local customs

Guile (Fel)

Deception, Blather, Con games, Innuendo, Appear innocent

Intimidate (St)

Violence, Combat, Interrogation, Politics

Intuition (Int)

Detect lies, Estimate Sums, Evaluation, Gauge opponent

Leadership (Fel)

Military leadership, Politician, Logistics, Spiritual Leader

Nature Lore (Int)

Locate shelter, Locate food, Locate Water, Identify animal, identify plant

Observation (Int)

Eavesdropping, Tracking, Keen Vision, Minute details

Resilience (To)

Block, Recover fatigue, Resist disease, Resist poison, Resist starvation

Ride (Ag)

Horsemanship, Trick riding, Wagons, Mounted combat, Long distance travel

Skulduggery (Ag)

Pick pockets, Pick locks, Set traps, Disable traps, Palm objects

Stealth (Ag)

Silent movement: Rural -or- Urban, Hide, Ambush

Weapon Skill (St)

Hand Weapons, Great Weapons, Polearms, Parry, Parry w/ great Weapon

Advanced Skills

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

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

Education (Int) History, Geography, Reason, Languageskills, Philosophy

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

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

Medicine (Int) Critical wounds, Poison, Disease, Longterm care, surgery

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

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

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

Healing & Recovery

Immediate Care

First Aid only: recover 1 wound per success up to target's Toughness or temporarily ignore 1 critical effect for 1 day.

Failure

First Aid fails + 2 banes: Target gains 1 Stress + 1 Fatigue; if treating a critical they gain 1 wound.

Medicine fails + 3 banes: Target gains 1 Stress + 1 Fatigue; if treating a critical they gain 1 wound.

Overnight Rest

1. Heal Fatigue = Toughness
2. Heal Stress = WP
3. Heal Wounds = Toughness
4. Resilience check (modified by the quality of location & care)

Long Term Care

Each day of care: Check Resilience (-1 to difficulty)
Add [Y] to check if tended by someone with trained Medicine
In addition to standard healing: recover 1W per success or recover 1 critical with a severity same or lower than success.

Resilience Check

Lightly Wounded: <P>

Critically Wounded: <PP>

Successful check: Recover 1 critical with a severity same or lower than success. That critical is converted to a standard Wound. Plus recover 1 wound per success.

First Aid & Medicine

Successful **First Aid** adds 1[W] to Resilience test per success, +1[W] for two boons.

Successful **Medicine** adds 1 [Y] to Resilience test, +1 [Y] for two boons.

Healing Draught

roll [WWWW]: Heal 1 wound per success
(poor quality -1 [W]; high quality +1 [W])

Advantages



Superior Terrain
Outnumber the opponent
Strong tactics / strategy
Sneaking up on opponent
Ambush or surprise
Creating a distraction
Opponent prone
Opponent incapacitated
Creative use of scenery
Great roleplaying / dialogue

Disadvantages



Poor Footing
Outnumbered by opponents
Inclement weather
Bright, dazzling light
Utter darkness
Inebriation
Intimidated or frightened
Target hidden / in cover
Groggy, exhausted
Movement / imbalance

Enemies

Stress and Fatigue are converted to wounds
Delay counters: remove 1 from each action at end of turn

Aggression

Extra Manoeuver
Add fortune during combat
Force misfortune

Cunning

Temp. move stance
Add fortune during social/mental tasks.
Force misfortune

Expertise

Add expertise to any check
Force misfortune

Henchmen

Equal in numbers to the party
Act as one (normal attack + [W] for each other in group)
Wounds = toughness x number
Criticals convert to normal wounds equivalent to Severity

