

# WFRP House Rules

2009 Edition

10/03/2009

## CAREERS

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### Academic Knowledge (Navigation)

See "Navigation At Sea" (below).

- Replace the *Navigation* skill with this skill for the Navigator career.
- Replace the *Academic Knowledge (Strategy/Tactics)* skill with *Academic Knowledge (Strategy/Tactics or Navigation)* for the Sea Captain career.

### Divine Lore

- Remove the *Divine Lore (any one)* talent from the 'Anointed Priest' career.
- Replace the *Strike to Injure or Strike to Stun* talent with *Strike to Injure or Strike to Stun or Divine Lore (any one)* for the 'Priest' career.

## SKILLS & TALENTS

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### Advanced Skills Made Basic

*A number of skills have been made Basic to encourage their use: Animal Training, Blather, Charm Animal, Common Language, Follow Trail, Navigation, Prepare Poison, Shadowing, and Torture.*

The following is a *complete* list of Advanced Skills – all other skills are Basic: Academic Knowledge, Channelling, Dodge Blow, Heal, Hypnotism, Lip Reading, Magical Sense, Performer, Pick Lock, Read/Write, Sail, Secret Language\*, Secret Signs\*, Set Traps, Sleight of Hand, Speak Arcane Language, Speak Language, Trade, and Ventriloquism.

\*) *If used by the campaign at all.*

### Dodge Blow Skill & Advanced Careers

*All Advanced Career characters may invoke the Special Training rule to learn Dodge Blow for the nominal cost (200 XP).*

As always for Special Training, learning a skill or talent this way doesn't bring you any closer to completing your career.

### Frenzy Talent

Replace text on p. 98: "You must spend a full action to go into frenzy. Once frenzied, you gain the following modifications: +10 Strength, +10 Will Power, –10 Weapon Skill, –10 Intelligence. Each round you must seek to enter melee with the nearest enemy, if not already in melee. You may not flee or retreat. You are restricted to the following attack actions: *Frenzied Attack (see below)*, Charge Attack, and Swift Attack. You remain frenzied until no enemies are in sight."

**Frenzied Attack (Full Action):** By attacking furiously, oblivious to danger, you may make two attacks, each at +10 Weapon Skill. Until your next turn you cannot parry or dodge. Only available to frenzied characters.

### Haggle Skill

Replace text on p. 93:

"Use this skill to negotiate deals and prices. When dealing with day-to-day affairs, a Skill Test is not necessary - simply buy items at listed price and sell them at half listed price.

However, for important or expensive deals, you may make an Opposed Haggle Test against the other person. For every degree of success you beat your opponent, you may shift the price by 10 percentages from the basic 50%. For every degree of success you are beaten by your opponent, you *must accept* a price shift of 10 percentages in the opposite direction."

### Heal Skill

*Heal have two uses: "Immediate" and "Recuperative".*

**Immediate:** this use requires one full action for the healer and the next full action from the patient. An immediate heal does not restore any Wounds, but does provide Medical Attention. Thus, this use can be used in combat (to save an ally from bleeding to death, for instance).

**Recuperative:** this use requires one minute for both healer and patient. Using Heal this way not only provides Medical Attention, but it also returns lost Wounds as normal. A patient can only benefit from one successful Recuperative Heal per day and battle.

The Surgery Talent grants its +10% bonus to both uses.

## Navigation at Sea

The Basic skill Navigation (see “Advanced Skills Made Basic” above) does not include sea and ocean navigation. This area is covered by the new Advanced skill *Academic Knowledge (Navigation)*.

## Sturdy Talent

Replace text on page 101 with: “You have a brawny physique. You may reduce any Movement penalty due to wearing armour by 1.”

## EQUIPMENT

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### Gunpowder Weapons and Quality

**Poor Quality:** *Unreliable:* Considered Experimental.

*Experimental:* Each time you fire, roll d10+89 and apply any Misfire results to the shot.

**Good Quality:** Unless you roll ‘00’, you may (for the purposes of Misfire only) roll d10+89 and choose *the lowest result* of your original roll and this one.

**Best Quality:** Apply a special -1 modifier to any Misfire roll (turning a ‘00’ result into a ‘99’ result etc.) This is in addition to the standard +5 bonus to Ballistic Skill and the re-roll from Good Quality.

### Healing Poultice

*On a successful Heal test, you get back one extra wound. The poultice also makes you reek from a powerful stench. One dose lasts one day or until washed off.*

That is, a character treated while under the influence of a Healing Poultice gets 1d10+1 Wounds if lightly wounded, and 2 Wounds if heavily wounded.

This item should be listed under “Miscellanea”, not “Oddities”.

## The Weapons Tables

*See the separate Weapons sheet for an up to date summary of all weapons statistics, including all official and house changes.*

Any changes to Special Rules are noted here:

- To gain the benefit of the Two-Weapon Rules when wielding a Dagger or Hand Weapon in your secondary hand, you must possess the Specialist Weapon (Parrying Weapons) Talent.
- The normal Spear can alternatively be used as a Hand Weapon in all respects (to allow Spear & Shield usage).
- Misfire rules are an amalgam of the core rules and the expanded rules from OWA.
- The Length of a weapon may allow you to keep a foe at bay (see Keep at Bay in the Combat section below).

### Weapons Qualities

*See the separate Weapons sheet for an up to date summary of all weapon qualities.*

### Weapons Length

*Certain melee weapons are categorised as Very Long, Long or Short weapons. Those remaining are considered of average length.*

**Keep at Bay:** See the Combat section (below).

**Very Long Weapons:** These weapons are too unwieldy to use in melee combat against an enemy that is engaged to you. You can only use these weapons against enemies that you are charging, or enemies that come at you from a distance.



## COMBAT, DAMAGE & MOVEMENT

### Making an Attack

*All attack actions can be used to make several attacks. As soon as you miss an attack, however, your attack action is over.*

Add a new step to the “Making An Attack” method of resolving attacks (p129):

**“6. Make additional attacks (if possible).** If you scored a hit, and you have remaining attacks, return to Step 1 and resolve the next attack. You only get to make as many attacks as indicated by your Attacks Characteristic, and you only get to make another attack if the preceding roll to hit was successful.”

The Swift Attack action ignores this restriction.

### Golden combat rule

*Keep varying your style!*

Creative and varied use of the combat system and its actions is encouraged. If you act in flexible or entertaining ways (as measured by the GM and your fellow players) and avoid repeating the same combat actions over and over again, you should ask your GM for a **golden bonus**. This bonus is most often +10 to each single action, though the GM is free to be generous.

*Once this rule has fulfilled its purpose, the players and GM should feel free to drop it. Very experienced characters don't need a bonus like this anyway. Please note this rule is not intended for rank-and-file NPCs.*



### Careful Aim action (Full Action)

The character takes extra time to set up a melee or missile attack, thus increasing the chance to hit. If the character's following action is a standard attack, he gains a +20% bonus to WS (for melee attacks) or BS (for ranged attacks). This action requires a high degree of concentration, and it should be considered similar to casting a spell as an extended action.

You cannot take the Careful Aim action for thrown or strung weapons (i.e. you can use it for rifles and crossbows but not throwing axes or longbows).

### Concentration Tests

Penalties for distractions while you are concentrating apply in general, not only for spell casting (p144):

Make a Will Power Test ranging from *Very Easy* (no damage) to *Very Hard* (10+ points of Wound loss).

### Feinting

Anyone may use Agility in place of WS when taking the Feint action.

**Feinting and Keep At Bay:** You can use this action to negate the Keep At Bay advantage granted to an opponent instead of taking the usual benefit. Your subsequent attack does not become unavoidable – the Feint merely makes it possible at all.

### Fumbles

If you roll '00' (i.e. 100) when making an attack in combat, you fumble. Unless the weapon is Experimental or Unreliable the effect is left for the GM to decide, although the most common result is that you drop your weapon.

### Grappling and Tackling

*As an alternative to making a grapple attempt, you may make a “tackling attempt”.*

This works exactly as a normal grapple except if you are successful you both fall to the ground. If your grapple fails (either because your WS roll fails or because his Agility roll succeeds) you alone fall to the ground at your opponent's feet.

**Grappling (or tackling) an armed opponent:** This is dangerous: the opponent gets a free attack if he's aware and ready for the attack. If you take damage, this might penalize your grapple attempt as determined by the GM.

**Grappling large creatures:** The GM is free to assign WS penalties to grappling and tackling larger or heavier creatures.

### Helpless

If the opponent cannot defend himself (due to wounds, incapacitation or being totally unaware of the impending attack), you get +30 and +1d10 to your attack roll and damage.

This rule replaces the one on page 133 – you do not hit automatically.

## Hit Location Table & Ranged Attacks

| Location  | Reversed Roll<br>(Melee) | Reversed Roll<br>(Ranged) |
|-----------|--------------------------|---------------------------|
| Head      | 01-15                    | 01-10                     |
| Right Arm | 16-35                    | 11-20                     |
| Left Arm  | 36-55                    | 21-30                     |
| Body      | 56-80                    | 31-70                     |
| Right Leg | 81-89                    | 71-85                     |
| Left Leg  | 90-00                    | 86-00                     |

## Insanity & Disorders

*There are three stages to each of the disorders presented in the main rulebook: Minor, Average and Major. The rulebook describes the last and most severe stage only.*

The GM will provide more information when your character goes insane.

## Keep At Bay

If you act before your opponent and makes a successful attack with a longer weapon, you may at your option additionally prevent your opponent from closing in (he then remains not engaged to you).

If the opponent successfully Feints you, he can opt to negate this advantage (and engaging you) instead of taking the usual Feint benefit.

## Negating Weapon Penalties

*You can spend 75 XP to negate a penalty of one specific type of weapon.*

A “penalty” is defined as either a –1 or –5% modifier, to such things as damage or weapon skill. You cannot use this Talent to actually gain any bonuses: you can only negate penalties.

*Example:* the Dagger has a –3 penalty to damage. Thus it has three penalties, which requires 225 XP to “buy off” completely.

## Perfect Hits in Combat

*One tenth of your WS/BS value.*

These cause an immediate and additional Critical Effect with a value equal to your rolled result.

*Example:* With WS 42%, you score a perfect hit on a roll of 01-04. If you roll 03, you cause the “3” Critical Effect to Right Arm (03->30).

- Perfect Hits cause *Critical Effects*, not *Critical Hit Values*. Look up the result in tables 6-4 to 6-7. (If a Perfect Hit allowed a roll on table 6-3 it would become much too deadly.)
- Apply a Perfect Hit even when the opponent has Wounds left. Indeed, this is the main reason for having the rule in the first place.
- Apply a Perfect Hit even if the opponent successfully dodges or parries the attack. Only a “perfect” dodge or parry can evade a Perfect Hit.

Magic users can only cause Perfect Hits when they actually make a D100 roll, such as when they take the Channelling action.

## Ranged Weapon Ranges

*These rules completely supersede the range rules in chapter VI.*

**Point Blank Range:** Governs all targets within 2 yards (adjacent squares). You get a +20% bonus to BS.

**Normal Range:** No modifications within this range.

**Long Range:** x2 the Normal Range. You get a –20% penalty to BS.

**Very Long Range:** x4 the Normal Range. You get a –40% penalty to BS and *must* take the Aim action (for a net penalty of –30%).

**Extreme Range:** x8 the Normal Range. You get a –60% penalty to BS and *must* take the Careful Aim action (for a net penalty of –40%).

Not all weapons can be used at all ranges (only Pistols can be used at Point Blank Range, for instance; and because normal bows cannot effectively be used with Careful Aim, they cannot be used at Extreme Range, unlike a crossbow or a rifle).

*Example:* A bola has a short range of 8 yards, and a long range of 16 yards. It cannot be used at the Point Blank, Very Long, and Extreme ranges.

## Shaken

*When you go from Lightly Wounded to Heavily Wounded you become “shaken”.*

You must spend a half action to clear your mind as soon as it becomes your turn. You succeed automatically, as long as you are allowed to finish that Half Action. You only become Shaken once per battle.

## Winning and Gaining

*“Winning” gives a +20 WS bonus to Manoeuvres.*

You are said to be “winning” if you or your side deal more damage than you or your side take yourself.

## REALMS OF SORCERY

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### Familiar Abilities

**Distance to Master:** A familiar's abilities are rendered completely inactive at any time the familiar is separated from its master by more than a mile. The familiar will try its best to return within range.

### Fortune Points & Magic

*Fortune points can increase the chance of casting spells successfully.*

A character can spend a Fortune Point to re-roll one d10 of his Casting Roll, unless that roll was an Automatic Failure. This is done *after* determining if Tzeentch's Curse occurs, but *before* determining whether the casting was successful or not.

### Magic & Perfect Hits

Magic users can only cause Perfect Hits (see above) when they actually make a D100 roll, such as when they take the Channelling action.

### Melee Magic Missiles

Instead of simply prohibiting spell casters from casting Magic Missile spells in melee, this is allowed but triggers a free attack from each adjacent opponent. If any damage is taken, the spell caster must make a Concentration Test to be able to fire the spell.

### Protective Circles

The re-roll is made for purposes of determining Tzeentch's Curse only, and cannot affect the success or failure of the casting roll.

## THE WARHAMMER GRIMOIRE

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### Ill Fortune

*Concerning the spell Ill Fortune (p. 147).*

The penalty for wearing the cursed item is -5%.

### Control Creature spells

*Concerning spells such as Bamboozle (p. 165) & Lure of Chaos (p. 160).*

Control spells can only force the target to take generally available combat actions.

The control lasts a number of round equal to your Magic characteristic, but the target is allowed one WP test per round to break free of the mental control.

### Form of the *Animal* Spells

*Concerning the animal transformation spells of the Lore of Beasts (p. 149).*

These spells should have Casting Numbers that mirrors their respective usefulness:

**Form of the Ravening Wolf:** CN 7

**Form of the Puissant Steed:** CN 15

**Form of the Soaring Raven:** CN 18

**Form of the Raging Bear:** CN 21

### Spellcasting Disruption Spells

*Concerning spells such as Silence (p. 149).*

The disruption lasts a number of round equal to your Magic characteristic, but the target is allowed one WP test per round to break free of the disruptive effect.

