

Invoking prayers according to WFRP2

- Check the Casting Number (difficulty) of prayer
 - Roll a number of D10s less than or equal to prayer's *Channelling* talent:
 - D10 for Father (Priest/Friar/Monk)
 - 2 D10 for Reverend (Anointed Priest)
 - 3 D10 for His Excellency (High Priest)
 - 4 D10 for His Holiness (Cult Leader)
 - If the total of the Casting Roll (CR) is:
 - Higher** than CN: prayer is **answered**
 - Equal** to CN: prayer is **partly** answered
 - Lower** than CN: prayer is **unreciprocated**
 - If the roll reveals doubles, roll on the *Wrath of the Gods* table (which is why it can make sense to roll fewer D10s than your full entitlement)
- Priests with the *Channelling* skill may spend a preliminary half round "channelling"- a successful **WP** test offers a bonus equal to casting talent level, e.g. +1 for Werner, +2 for Siegfried.
 - Inspired invocations (good role-playing) and/or recent devoutness can earn a bonus of +1 to +3.
 - The GM rolls an extra D10 for each Disfavour Point that the priest may have incurred; these do not add to the prayer's casting number, but they count in determining whether a wrath (on doubles) or vengeance (on quadruples) roll is required.

Die Roll	Result
01-15	Uncerthly Vision: Your God chooses this time to grant you a symbolic but confusing vision. This stuns you for 1 round.
16-30	Prove Your Devotion: A few more prayers are required to finish casting the spell. This result adds 1 half action to the Casting Time of the spell. You must take this extra time even if you failed the Casting Roll.
31-45	You Try My Patience: You cannot cast another spell for 1d10 rounds. This spell still works as long as you made your Casting Roll.
46-60	Your Cause is Unworthy: Your spell fails, even if you made the Casting Roll.
61-75	Stinging Rebuke: Not only does your spell fail, but you also suffer a -10% penalty to your Will Power for 1 minute.
76-90	What Will You Sacrifice for this Boon?: You lose 1d10 Wounds regardless of Toughness Bonus or armour.
91-99	You Have Sinned Against Me: You have somehow angered your God. You must kneel and repent for 1d10 rounds. This renders you helpless.
00	Daemonic Interference: Your prayer is answered but not by your God. Roll on Table 7-3: Major Chaos Manifestation instead.

TABLE 10-20: MARKS OF VERENA

Roll	Result
01-10	Savant: Your unchecked intellectual superiority makes it difficult for you to connect with others. Permanently reduce your Fellowship Characteristic by -5%.
11-20	Daemon's Advocate: You can't help expressing alternative stances. If you allow an opinion or argument to be stated without countering it and balancing matters, take a -10% penalty to all Will Power Tests for 24 hours.
21-30	Just Heart: Whenever you see injustice, you must speak out against it unless you pass a Challenging (-10%) Will Power Test.
31-40	Piercing Gaze: Your all-seeing eyes bore into everything around you. You gain a +10% bonus to all Perception Tests relying on sight, but take a -10% penalty on Charm Tests.
41-50	Verena's Mien: Your back straightens, eyes clear and your face gains a dignified appearance. You grow 1d10/2 inches taller. In addition, permanently increase your Intelligence Characteristic by 5%.
51-60	Owl Friend: Owls like you. You gain a +20% bonus on Charm Animal Tests made against owls.
61-70	Eidetic Recall: With a successful Intelligence Test, you can perfectly recall any text you have read. You also gain a +20% bonus to all other tests involving memory.
71-80	Voice of Wisdom: Your voice carries the wisdom of Verena Herself. Double the number of people you can affect with a Charm Test.
81-90	Enlightened: Verena grants you a small portion of her wisdom. You gain a +10% bonus to all Academic Knowledge Tests that you have selected as skills. As well, you may attempt Academic Knowledge Tests outside of your fields of study, albeit at a -20% penalty.
91-100	Marked by Verena: An Owl, Scales, or Sword mark appears somewhere on your body (GM's choice). You gain a +10% bonus to Channelling Tests when using the Lore of Verena, and a +10% bonus to Fellowship Tests when dealing with other Verenans if they can see the mark.

THE WRATH OF THE GODS

This section reprints and slightly expands the Wrath of the Gods table from *WFRP*, customising one entry for each of the major Gods. For minor Gods, you can use the basic version.

TABLE 10-10: WHAT WILL YOU SACRIFICE FOR THIS BOON?

God	Sacrifice
Manann:	You vomit up salt water, and feel as though you are almost drowned. Take 1d10 Wounds, regardless of Toughness or Armour.
Morr:	All warmth and vigour leach from your body. Take a -20% penalty to all actions for the next 1 minute.
Myrmidia:	You automatically fail your next Dodge or Parry Test.
Ranald:	You must re-roll your next three successful Tests. If the second roll fails, you fail the Test. If the re-roll succeeds, you succeed and need not roll again.
Shallya:	The next time one of your allies suffers an injury, you suffer exactly the same injury. This may mean taking Wounds, or taking a Critical Hit.
Sigmar:	A brand in the shape of a twin-tailed comet appears on your forehead, inflicting 1d10 Wounds ignoring Toughness Bonus or armour.
Taal:	Your mind becomes that of a beast for three rounds. You flee most situations, but fight if cornered.
Ulric:	Your body is rimed with frost. Take 1d10 Wounds, regardless of Toughness or Armour.
Verena:	You are robbed of your knowledge. You automatically fail any Academic Knowledge Tests you make in the next 1 hour.

THE VENGEANCE OF THE GODS

Priests with a high Disfavour Pool may roll quadruples or higher when checking for the Wrath of the Gods. If they do, roll on this table instead.

TABLE 10-II: VENGEANCE OF THE GODS

Roll	Vengeance
01-15	Behold Your Wickedness! You suffer visions of your failures, which seem to take an eternity but are over in an instant. Gain 1d10 Insanity Points; if you become insane, you gain Heart of Despair.
16-30	Lash the Flesh to Purge the Soul: You take 2d10 Wounds, ignoring Toughness Bonus or Armour.
31-45	You Shall Not Abuse My Mercy: Your Magic Characteristic is reduced to zero, and increases by one every time you do penance (as if attempting to reduce your Disfavour Pool to zero), until it returns to its original value. If you have no Magic Characteristic, the same happens to your daily allowance of Fortune Points.
46-60	Thou Art Accursed and Outcast: You are cast out from the cult, and this is marked on your soul. You take a -30% penalty to all social interactions with followers of your God until you do penance.
61-75	Rely Not On These Vanities: All your goods and equipment are stripped from you, leaving you in a tunic. Any non-magical equipment you were carrying is gone forever; magical equipment is mysteriously returned if you do penance. (GM's option: non-magical but important items may also be returned after penance.)
76-90	Called to Account: You are summoned before your God to face judgement. Unless you have a Fate Point to spend, it is time to roll up a new character. If you do have a Fate Point, your God returns you to the world after 1d10 rounds.
91-00	Daemonic Visitation: Roll on the Catastrophic Chaos Manifestation Table instead using the table in <i>WFRP</i> .

— OPTIONAL RULE: MARKS OF THE GODS —

Repeatedly channelling the power of the Gods can have a lasting effect upon a priest. But the channeling of divine energy can be an unpredictable thing. These effects—called Divine Marks, or the Marks of the Gods—always bring the priest closer to her deity, but not always in a positive or beneficial fashion.

These Marks can have a concrete effect on a character who is closely aligned with the gods. The following pages provide a table for each of

the major organised cults of the Empire. Whenever a priest rolls two or more 1s on his casting roll, his character must pass a Willpower Test or roll on the appropriate Mark of the Gods table. If a player rolls a mark his character has already developed, the result should be re-rolled.

The provided lists are far from exhaustive, and GMs are encouraged to create their own tables for other deities, or to expand the ones already detailed.