

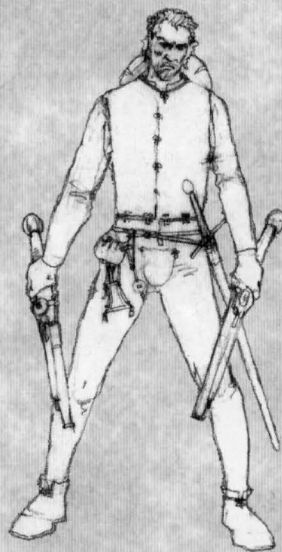
WARHAMMER
FANTASY ROLEPLAY

CHARACTER PACK



A GRIM WORLD OF PERILOUS ADVENTURE





— CHARACTER CREATION RECAP —

The following section replicates the essential charts for Character Creation from the *WFRP* core rules. If you have more players than rulebooks, you can use this booklet to speed up the process. For reasons of space, it does not explain the process in the way that *WFRP* does, but this shouldn't be a problem for players familiar with the game.

CHARACTER CREATION

- 1) Choose your race.
- 2) Generate your Characteristics.
- 3) Record your racial features.
- 4) Determine your personal details.
- 5) Roll for your starting career.
- 6) Record the details of your career.
- 7) Take one free advance.
- 8) Start playing *WFRP*!

RACIAL FEATURES

Dwarf Racial Features

A Dwarf character gains the following skills and talents.

Skills: Common Knowledge (Dwarfs), Speak Language (Khazalid), Speak Language (Reikspiel), Trade (Miner, Smith, or Stoneworker)

Talents: Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy

Elf Racial Features

An Elf character gains the following skills and talents.

Skills: Common Knowledge (Elves), Speak Language (Eltharin), Speak Language (Reikspiel)

Talents: Aethyric Attunement or Specialist Weapon Group (Longbow); Coolheaded or Savvy; Excellent Vision; Night Vision

Halfling Racial Features

A Halfling character gains the following skills and talents.

Skills: Academic Knowledge (Genealogy/Heraldry), Common Knowledge (Halflings), Gossip, Speak Language (Halfling), Speak Language (Reikspiel), Trade (Cook or Farmer)

Talents: Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling) and 1 random talent (roll once on **Table 2-4: Random Talents** to generate).

Human Racial Features

A Human character gains the following skills and talents.

Skills: Common Knowledge (the Empire), Gossip, Speak Language (Reikspiel)

Talents: 2 random talents (roll twice on **Table 2-4: Random Talents** to generate).

TABLE 2-1:

CHARACTERISTIC GENERATION

Characteristic	Dwarf	Elf	Halfling	Human
Weapon Skill (WS)	30+2d10	20+2d10	10+2d10	20+2d10
Ballistic Skill (BS)	20+2d10	30+2d10	30+2d10	20+2d10
Strength (S)	20+2d10	20+2d10	10+2d10	20+2d10
Toughness (T)	30+2d10	20+2d10	10+2d10	20+2d10
Agility (Ag)	10+2d10	30+2d10	30+2d10	20+2d10
Intelligence (Int)	20+2d10	20+2d10	20+2d10	20+2d10
Will Power (WP)	20+2d10	20+2d10	20+2d10	20+2d10
Fellowship (Fel)	10+2d10	20+2d10	30+2d10	20+2d10
Attacks (A)	1	1	1	1

Wounds (W) Roll 1d10 and consult **Table 2-2: Starting Wounds**

Strength Bonus (SB) Equal to the first digit of your Strength

Toughness Bonus (TB) Equal to the first digit of your Toughness

Movement (M) 3 5 4 4

Magic (Mag) 0 0 0 0

Insanity Points (IP) 0 0 0 0

Fate Points (FP) Roll 1d10 and consult **Table 2-3: Starting Fate Points**

TABLE 2-2: STARTING WOUNDS

d10 Roll	Dwarf	Elf	Halfling	Human
1-3	11	9	8	10
4-6	12	10	9	11
7-9	13	11	10	12
10	14	12	11	13

TABLE 2-3: STARTING FATE POINTS

d10 Roll	Dwarf	Elf	Halfling	Human
1-4	1	1	2	2
5-7	2	2	2	3
8-10	3	2	3	3

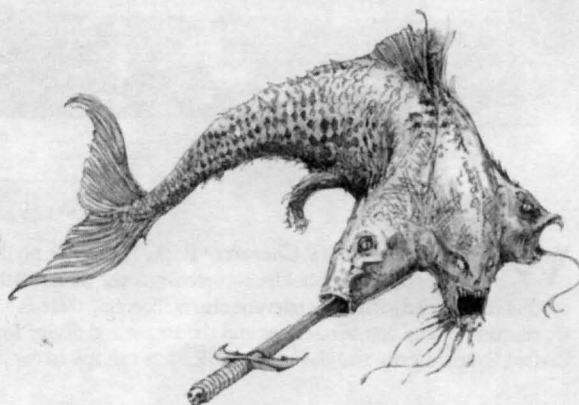


TABLE 2-4: RANDOM TALENTS

Talent	Halfling	Human	Talent	Halfling	Human	Talent	Halfling	Human
Acute Hearing	01-05	01-04	Marksman	39-42	36-40	Strong-minded	68-72	72-75
Ambidextrous	06-10	05-09	Mimic	43-47	41-44	Sturdy	73-77	76-79
Coolheaded	11-15	10-13	Night Vision	-	45-49	Suave	78-82	80-83
Excellent Vision	16-20	14-18	Resistance to Disease	48-51	50-53	Super Numerate	83-87	84-87
Fleet Footed	21-25	19-22	Resistance to Magic	52-53	54-57	Very Resilient	88-91	88-91
Hardy	26-29	23-27	Resistance to Poison	54-57	58-61	Very Strong	92-95	92-95
Lightning Reflexes	30-33	28-31	Savvy	58-62	62-66	Warrior Born	96-00	96-00
Luck	34-38	32-35	Sixth Sense	63-67	67-71			

TABLE 2-5: STARTING CAREER

Career	Dwarf	Elf	Halfling	Human	Career	Dwarf	Elf	Halfling	Human
Agitator	01-02	-	01-03	01-02	Noble	41-42	-	-	48-49
Apprentice Wizard	-	01-07	-	03-04	Norse Berserker	-	-	-	50
Bailiff	-	-	-	05	Outlaw	43-45	46-51	46-48	51-52
Barber-Surgeon	-	-	04	06	Outrider	-	52-57	-	53-54
Boatman	-	-	-	07-08	Peasant	-	-	49-54	55-56
Bodyguard	03-06	-	-	09-10	Pit Fighter	46-50	-	-	57-58
Bone Picker	-	-	05	11-12	Protagonist	51-54	-	-	59-60
Bounty Hunter	-	-	06-07	13-14	Rat Catcher	55-58	-	55	61-62
Burgher	07-10	-	08-09	15-16	Roadwarden	-	-	-	63-64
Camp Follower	-	-	10-11	17-18	Rogue	-	58-63	56-60	65-66
Charcoal-Burner	-	-	12-14	19-20	Runebearer	59-63	-	-	-
Coachman	11-12	-	-	21-22	Scribe	64-65	64-69	-	67-68
Entertainer	13-15	08-12	15-17	23-24	Seaman	66	70-75	-	69-70
Envoy	-	13-19	-	-	Servant	67-68	-	61-65	71-72
Estalian Diestro	-	-	-	25	Shieldbreaker	69-72	-	-	-
Ferryman	-	-	18	26	Smuggler	73-75	-	66-68	73-74
Fieldwarden	-	-	19-22	-	Soldier	76-79	-	69-70	75-76
Fisherman	-	-	23	27-28	Squire	-	-	-	77-78
Grave Robber	-	-	24-26	29-30	Student	80-81	76-80	71-72	79-80
Hedge Wizard	-	-	-	31	Thief	82-84	81-86	73-78	81-82
Hunter	16-19	20-27	27-31	32-33	Thug	-	-	-	83-84
Initiate	-	-	-	34-35	Toll Keeper	85-87	-	79-80	85-86
Jailer	20-23	-	-	36	Tomb Robber	88-90	-	81-85	87-88
Kislevite Kossar	-	-	-	37	Tradesman	91-94	87-93	86-90	89-90
Kithband Warrior	-	28-34	-	-	Troll Slayer	95-98	-	-	-
Marine	24	-	-	38-39	Vagabond	-	94-00	91-94	91-92
Mercenary	25-30	35-39	32-35	40-41	Valet	-	-	95-96	93-94
Messenger	-	40-45	36-40	42-43	Watchman	99-00	-	97-00	95-96
Militiaman	31-34	-	41-45	44-45	Woodsmen	-	-	-	97-98
Miner	35-40	-	-	46-47	Zealot	-	-	-	99-00

NAMES

The *WFRP* core rulebook provides some example names for each PC race. There are, however, many more to choose from and this section provides quite a selection. You can either choose the name you want or roll on the tables and let fate be your guide. Tables are provided for each race—Dwarf, Elf, Halfling, and Human.

HUMAN NAMES

The following tables can be used to generate Human names for Empire folk, both male and female. First, roll on **Table CP-1: Imperial Human Names** and consult the entry under the proper sex. Then go to the listed chart and roll percentile dice again to generate a name.

TABLE CP-1: IMPERIAL HUMAN NAMES

Roll	Female	Male
01-33	Table CP-2	Table CP-5
34-66	Table CP-3	Table CP-6
67-00	Table CP-4	Table CP-7

TABLE CP-2: IMPERIAL FEMALE A

Roll	Name	Roll	Name	Roll	Name	Roll	Name	Roll	Name
01	Abbie	22	Amalyn	43	Camilla	62	Edith	83	Emmanuel
02	Abighild	23	Anhilda	44	Carla	63	Edyth	84	Emerlinde
03	Abigund	24	Annabella	45	Carlinda	64	Edythe	85	Emerlyn
04	Abigunda	25	Anna	46	Carlotta	65-66	Eleanor	86	Erica
05-06	Ada	26	Anthea	47	Cilicia	67	Elinor	87	Ermina
07	Adel	27	Arabella	48	Cilie	68	Elisinda	88	Erminlind
08	Adelind	28	Aver	49	Clora	69	Elsina	89	Ermintrude
09	Adeline	29	Bechilda	50	Clothilda	70	Ella	90	Esmaralda
10	Adelyn	30-31	Bella	51	Connie	71	Ellene	91	Estelle
11-12	Adelle	32	Bellane	52	Constance	72	Ellinde	92	Etheldreda
13	Agathe	33	Benedicta	53	Constanza	73	Eloise	93	Ethelind
14	Agnete	34	Berlinda	54	Cordelia	74-75	Elsa	94	Ethelreda
15	Aldreda	35	Berlyn	55	Dema	76	Elsbeth	95	Fay
16	Alfreda	36	Bertha	56	Demona	77	Elspeth	96-97	Frieda
17	Alicia	37	Berthilda	57	Desdemona	78	Elyn	98	Friedhilda
18	Allane	38-39	Bess	58	Dorthilda	79	Emagunda	99	Friedrun
19	Althea	40	Beth	59	Drachena	80	Emelia	00	Friedrica
20	Amalie	41	Broncea	60	Drachilda	81	Emme		
21	Amalinde	42	Brunhilda	61	Edhilda	82	Emmalynd		

TABLE CP-3: IMPERIAL FEMALE B

Roll	Name	Roll	Name	Roll	Name	Roll	Name	Roll	Name
01-02	Gabby	22	Heidi	43	Johanna	64	Leticia	83	Maglyn
03	Gabriele	23	Heidrun	44	Josie	65	Letty	84	Magunda
04	Galina	24	Helga	45	Karin	66	Lena	85	Magreta
05	Gena	25	Herlinde	46	Katarine	67	Lenora	86	Maida
06	Genevieve	26	Herwig	47	Katheryn	68	Lisa	87	Marien
07	Genoveva	27-28	Hilda	48	Katharina	69	Lisbeth	88	Marietta
08	Gerberga	29	Hildegart	49-50	Katerine	70	Lizzie	89	Margaret
09	Gerda	30	Hildegund	51	Keterlind	71	Lorinda	90	Marget
10	Gerlinde	31	Honorina	52	Keterlyn	72	Lorna	91	Margreta
11	Gertie	32	Ida	53	Kitty	73	Lucinda	92	Marline
12	Gertrud	33	Ingrid	54	Kristen	74	Lucretia	93	Marlyn
13-14	Greta	34	Ingrun	55	Kristena	75	Lucie	94	Mathilda
15	Gretchen	35	Ingrund	56	Kristyn	76	Ludmilla	95	Maude
16	Grizelda	36	Irmella	57-58	Kirsten	77	Mabel	96	May
17	Grunhilda	37	Irmine	59	Kirstyn	78	Madge	97	Meg
18	Gudrun	38	Isabella	60	Lavina	79	Magdalyn	98	Melicent
19	Gudryn	39	Isadora	61	Lavinia	80	Maggie	99	Miranda
20	Hanna	40-41	Isolde	62	Leonor	81	Maghilda	00	Moll
21	Hedwig	42	Jocelin	63	Leanora	82	Maglind		

TABLE CP-4: IMPERIAL FEMALE C

Roll	Name	Roll	Name	Roll	Name	Roll	Name	Roll	Name
01	Nathilda	22-23	Ottilynd	44-45	Rosalia	66-67	Sigrd	88-89	Verena
02-03	Nellie	24-25	Perdita	46-47	Rosalin	68-69	Sigunda	90-91	Wilfrieda
04-05	Nora	26-27	Pergale	48-49	Rosalinde	70-71	Solla	92-93	Winhelmina
06-07	Olga	28-29	Pergunda	50-51	Rosamunde	72-73	Styrine	94-95	Winifred
08-09	Ophelia	30-31	Petronella	52-53	Rosanne	74-75	Talima	96-97	Wolfhilde
10-11	Osterhild	32-33	Philomelia	54-55	Rose	76-77	Theodora	98-99	Zemelda
12-13	Ostelle	34-35	Reikhilda	56-57	Roz	78-79	Therese	00	Zena
14-15	Ostia	36-37	Renata	58-59	Rozhilda	80-81	Tilea		
16-17	Ottagunda	38-39	Rosabel	60-61	Salina	82-83	Ursula		
18-19	Ottaline	40-41	Rosabella	62-63	Saltza	84-85	Ulrica		
20-21	Ottilda	42-43	Rosale	64-65	Sigismunda	86-87	Valeria		

TABLE CP-5: IMPERIAL MALE A

Roll	Name	Roll	Name	Roll	Name	Roll	Name	Roll	Name	Roll	Name
01	Abelhard	18	Andric	35	Bertolf	52	Dietfried	69	Eldred	86	Eugen
02	Abelhelm	19	Anshelm	36	Boris	53	Dieter	70	Elmeric	87	Eustasius
03	Admund	20	Anton	37	Bruno	54	Dietmar	71	Emil	88	Ewald
04	Adred	21	Arne	38	Burgolf	55	Dietmund	72	Engel	89	Fabian
05	Adric	22	Arnulf	39	Calvin	56	Dietrich	73	Engelbert	90	Faustus
06	Agis	23	Axel	40	Casimir	57	Dirk	74	Engelbrecht	91	Felix
07	Alaric	24	Axelbrand	41	Caspar	58	Donat	75	Engelhart	92	Ferdinand
08	Alberic	25	Baldred	42	Cedred	59	Durnhelm	76	Eodred	93	Fleugweiner
09	Albrecht	26	Baldric	43	Conrad	60	Eber	77	Eomund	94	Fosten
10	Aldebrand	27	Baldwin	44	Corvin	61	Eckel	78	Erdman	95	Franz
11	Aldred	28	Balthasar	45	Dagmar	62	Eckhart	79	Erdred	96	Frediger
12	Aldric	29	Barnabas	46	Dankmar	63	Edgar	80	Erkenbrand	97	Fredric
13	Alfreid	30	Bart	47	Dankred	64	Edmund	81	Erasmus	98	Friebald
14	Altmar	31	Bartolf	48	Dekmar	65	Edwin	82	Erich	99	Friedrich
15	Alric	32	Bartomar	49	Detlef	66	Ehrhart	83	Erman	00	
16	Andre	33	Bernolt	50	Diebold	67	Ehrl	84	Ernst		
17	Andred	34	Bertold	51	Diel	68	Ehrwig	85	Erwin		

TABLE CP-6: IMPERIAL MALE B

Roll	Name	Roll	Name	Roll	Name	Roll	Name	Roll	Name	Roll	Name
01	Gawin	18	Gregor	35	Hamlyn	52	Hildebart	69	Josef	86	Liebert
02	Gerber	19	Greimold	36	Hans	53	Hildebrand	70	Jost	87	Liebrecht
03	Gerhart	20	Grimwold	37	Harbrand	54	Hildemar	71	Jurgen	88	Liebwin
04	Gerlach	21	Griswold	38	Harman	55	Hildemund	72	Karl	89	Lienhart
05	Gernar	22	Guido	39	Hartmann	56	Hildred	73	Kaspar	90	Linus
06	Gerolf	23	Gundolf	40	Haug	57	Hildric	74	Klaus	91	Lodwig
07	Gilbrecht	24	Gundred	41	Heidric	58	Horst	75	Kleber	92	Lothar
08	Gisbert	25	Gunnar	42	Heimar	59	Hugo	76	Konrad	93	Lucius
09	Giselbrecht	26	Gunter	43	Heinfried	60	Igor	77	Konradin	94	Ludwig
10	Gismar	27	Gunther	44	Heinman	61	Ingwald	78	Kurt	95	Luitpold
11	Goran	28	Gustaf	45	Heinrich	62	Jander	79	Lamprecht	96	Lukas
12	Gosbert	29	Hadred	46	Heinz	63	Jekil	80	Lanfried	97	Lupold
13	Goswin	30	Hadwin	47	Helmut	64	Jodokus	81	Lanric	98	Lupus
14	Gotfried	31	Hagar	48	Henlyn	65	Johann	82	Lanwin	99	Luther
15	Gothard	32	Hagen	49	Hermann	66	Jonas	83	Leo	00	Lutolf
16	Gottolf	33	Haldred	50	Herwin	67	Jorg	84	Leopold		
17	Gotwin	34	Halman	51	Hieronymus	68	Jorn	85	Levin		

TABLE CP-7: IMPERIAL MALE C

Roll	Name	Roll	Name	Roll	Name	Roll	Name	Roll	Name	Roll	Name
01	Madred	18	Odwin	35	Rambrecht	52	Rufus	69	Udo	86	Walbrecht
02	Magnus	19	Olbrecht	36	Randulf	53	Ruprecht	70	Ulli	87	Waldor
03	Mandred	20	Oldred	37	Ranulf	54	Sebastian	71	Ulfred	88	Waldred
04	Manfred	21	Oldric	38	Ranald	55	Semund	72	Ulfman	89	Walther
05	Mathias	22	Ortlieb	39	Reikhard	56	Sepp	73	Ulman	90	Warmund
06	Max	23	Ortolf	40	Rein	57	Sieger	74	Uto	91	Werner
07	Maximillian	24	Orwin	41	Reiner	58	Siegfried	75	Valdred	92	Wilbert
08	Meiner	25	Oswald	42	Reinhard	59	Siegmund	76	Valdric	93	Wilfried
09	Meinhart	26	Osrice	43	Reinolt	60	Sigismund	77	Varl	94	Wilhelm
10	Meinolf	27	Oswin	44	Reuban	61	Sigric	78	Viggo	95	Woldred
11	Mekel	28	Otfried	45	Rigo	62	Steffan	79	Viktor	96	Wolfram
12	Merkel	29	Otto	46	Roderic	63	Tankred	80	Vilmar	97	Wolfhart
13	Nat	30	Orwin	47	Rolf	64	Theoderic	81	Volker	98	Wolfgang
14	Nathandar	31	Paulus	48	Ruben	65	Tilmann	82	Volkhard	99	Wulf
15	Nicodemus	32	Prospero	49	Rudel	66	Tomas	83	Volkrad	00	Xavier
16	Odamar	33	Ragen	50	Rudgar	67	Trubald	84	Volkin		
17	Odrice	34	Ralf	51	Rudolf	68	Trubert	85	Voltz		

DWARF NAMES

The following tables allow you to generate random Dwarf names. Each name has two elements and you can make a name by simply combining them. All Dwarf characters start by rolling once on **Table CP-8: Dwarf Element 1**. For female characters, you then generate the second

part on **Table CP-9: Dwarf Female Element 2**. For male characters, you generate the second part on **Table CP-10: Dwarf Male Element 2** instead.

Element 1 + Element 2 = Dwarf Name

TABLE CP-8: DWARF ELEMENT 1

Roll	Element	Roll	Element	Roll	Element	Roll	Element	Roll	Element
01	Al	21	Ela	41	Hak	61	Nor	81	Sven
02	Ath	22	Elan	42	Haka	62	Noran	82	Thar
03	Athran	23	Elda	43	Har	63	Nun	83	Thor
04	Bal	24	Fa	44	Hega	64	Oda	84	Thora
05	Bala	25	Far	45	Hur	65	Oka	85	Thron
06	Bara	26	Fara	46	Kad	66	Olla	86	Thrun
07	Bel	27	Fim	47	Kar	67	Olf	87	Thura
08	Bela	28	Fima	48	Kata	68	Oth	88	Un
09	Ber	29	Firen	49	Kaz	69	Othra	89	Utha
10	Bok	30	Fur	50	Kaza	70	Ro	90	Ulla
11	Bor	31	Fura	51	Krag	71	Ror	91	Vala
12	Bur	32	Ga	52	Logaz	72	Roran	92	Var
13	Da	33	Gim	53	Lok	73	Ska	93	Vara
14	Dam	34	Gol	54	Lun	74	Skalla	94	Zak
15	Dora	35	Gollen	55	Mo	75	Skalf	95	Zaka
16	Drok	36	Got	56	Mola	76	Skar	96	Zakan
17	Drong	37	Gota	57	Mor	77	Skor	97	Zar
18	Dur	38	Grim	58	Mora	78	Skora	98	Zara
19	Dwal	39	Gro	59	No	79	Snor	99	Zam
20	El	40	Grun	60	Nola	80	Snora	00	Zama

TABLE CP-9: DWARF FEMALE ELEMENT 2

Roll	Element	Roll	Element	Roll	Element	Roll	Element	Roll	Element
01-02	Bina	21-22	Gella	41-42	Grina	62-63	Loka	83-84	Runa
03-04	Bora	23	Gina	43-44	Gromina	64	Luna	85-86	Runella
05	Dila	24-25	Groma	45	Gula	65-66	Mina	87-88	Skina
06-07	Dina	26-27	Grondella	46-47	Gunella	67-68	Mira	89-90	Skinella
08-09	Dokina	28-29	Grotha	48-49	Gundina	69-70	Nina	91	Tina
10-11	Dora	30-31	Gruma	50-51	Kina	71-72	Nira	92	Toka
12	Drinella	32-33	Grunda	52-53	Kragella	73	Nya	93-94	Trekella
13-14	Fina	34-35	Gruntina	54-55	Krina	74-75	Ragina	95-96	Trekina
15-16	Fya	36	Gona	56-57	Kya	76-78	Riga	97-98	Troka
17-18	Gana	37-38	Gora	58-59	Lina	79-80	Rika	99	Zina
19-20	Gara	39-40	Grimella	60-61	Likina	81-82	Rina	00	Zora

TABLE CP-10: DWARF MALE ELEMENT 2

Roll	Element	Roll	Element	Roll	Element	Roll	Element	Roll	Element
01-02	Bin	22	Gin	42-43	Grin	64-65	Lin	85-86	Rik
03-04	Bor	23-24	Gni	44-45	Grom	66-67	Lik	87-88	Rin
05	Dil	25-26	Grom	46-47	Gul	68-69	Lok	89-90	Run
06-07	Din	27-28	Grond	48-49	Gun	70-71	Lun	91	Skin
08-09	Dok	29-30	Groth	50-51	Gund	72-73	Min	92-93	Tin
10-11	Dor	31-32	Grum	52-53	Ki	74-75	Mir	94-95	Tok
12-13	Drin	33-34	Grund	54-55	Kin	76-77	Nin	96	Trek
14-15	Fin	35	Grun	56-57	Krag	78-79	Nir	97	Trok
16-17	Gan	36-37	Gon	58-59	Kri	80	Rag	98	Zin
18-19	Gar	38-39	Gor	60-61	Krin	81-82	Ri	99-00	Zor
20-21	Gil	40-41	Grim	62-63	Li	83-84	Rig		

— ELF NAMES —

The following tables allow you to generate random Elf names. Each name has two elements and an optional connector and you can make a name by simply combining them. All Elf characters start by rolling once on **Table CP-11: Elf Element 1**. You may then, at your option, roll on **Table CP-12: Elf Connectors**. For female characters,

you then generate the last part on **Table CP-13: Elf Female Element 2**. For male characters, you generate the last part on **Table CP-14: Elf Male Element 2** instead.

Element 1 + Connector (optional) + Element 2 = Elf Name

TABLE CP-II: ELF ELEMENT I

Roll	Name	Roll	Name	Roll	Name	Roll	Name	Roll	Name	Roll	Name
01	Aed	18	Cael	35	Fim	52	Ind	69	Me	86	Ruth
02	Ael	19	Caem	36	Fin	53	Ist	70	Mes	87	Ryn
03	Aelf	20	Caeth	37	Gal	54	Ith	71	Meth	88	Tab
04	Aen	21	Cal	38	Gald	55	Iy	72	Men	89	Tal
05	Aeth	22	Cam	39	Gaen	56	Kor	73	Mor	90	Tan
06	Alth	23	Cel	40	Gaes	57	Ky	74	Mort	91	Tar
07	An	24	Cir	41	Ged	58	Kyr	75	Nal	92	Teth
08	And	25	El	42	Gen	59	La	76	Nar	93	Tel
09	Ar	26	Eld	43	Ges	60	Lan	77	Nen	94	Tor
10	Arg	27	Elth	44	Geth	61	Lil	78	Nor	95	Ty
11	Ast	28	En	45	Glor	62	Lim	79	Norl	96	Ul
12	Ath	29	End	46	Has	63	Lith	80	Ri	97	Um
13	Av	30	Er	47	Hath	64	Loth	81	Riabb	98	Ur
14	Ban	31	Ers	48	Hel	65	Mal	82	Riann	99	Yr
15	Bel	32	Fand	49	Heth	66	Mar	83	Rid	00	Yv
16	Beth	33	Fer	50	Hith	67	Mas	84	Riell		
17	Cad	34	Ferg	51	Ill	68	Math	85	Rien		

TABLE CP-12: ELF CONNECTORS

Roll	Connector	Roll	Connector	Roll	Connector	Roll	Connector	Roll	Connector	Roll	Connector
01-02	A	19-20	Es	37-38	O	55-56	Rel	73-74	Sa	91-92	So
03-04	Al	21-22	Fan	39-40	Ol	57-58	Ren	75-76	Sal	93-94	Sol
05-06	An	23-24	Fen	41-42	On	59-60	Ri	77-78	San	95-96	Son
07-08	Ar	25-26	Fin	43-44	Or	61-62	Ril	79-80	Se	97-98	U
09-10	As	27-28	I	45-46	Os	63-64	Rin	81-82	Sel	99-00	Ul
11-12	E	29-30	Il	47-48	Ra	65-66	Ro	83-84	Sen		
13-14	El	31-32	In	49-50	Ral	67-68	Rol	85-86	Si		
15-16	En	33-34	Ir	51-52	Ran	69-70	Ron	87-88	Sil		
17-18	Er	35-36	Is	53-54	Re	71-72	Ry	89-90	Sin		

TABLE CP-13: FEMALE ELF ELEMENT 2

Roll	Element	Roll	Element	Roll	Element	Roll	Element	Roll	Element	Roll	Element
01	A	18	Drian	35	Fys	52	Leth	69	Ris	86	Teann
02	Aine	19	Driel	36	I	53	Let	70	Rith	87	Ter
03	Am	20	Drys	37	Ille	54	Lielle	71	Rys	88	Thea
04	Ann	21	Eann	38	Ina	55	Lieth	72	Sar	89	Ther
05	Arma	22	Eanna	39	Ira	56	Lyann	73	Sath	90	Thi
06	Arna	23	Earna	40	Isa	57	Nelle	74	Ser	91	Thryn
07	Arth	24	Earth	41	Ithi	58	Nem	75	Seth	92	Thyn
08	Ath	25	Elle	42	Itt	59	Neth	76	Sir	93	Tir
09	Beann	26	Eth	43	La	60	Ni	77	Sith	94	Tor
10	Bet	27	Eys	44	Lam	61	Niell	78	Sor	95	Tos
11	Beth	28	Eyth	45	Lana	62	Niella	79	Soth	96	Tryan
12	Brim	29	Felle	46	Larna	63	Nith	80	Shar	97	Trys
13	Brys	30	Fionn	47	Lath	64	Ras	81	Sher	98	Yll
14	Deann	31	Flys	48	Leann	65	Reann	82	Shir	99	Yrs
15	Det	32	Fyll	49	Leath	66	Rell	83	Sys	00	Ys
16	Deth	33	Fynn	50	Lel	67	Relle	84	Tar		
17	Dys	34	Fyr	51	Lelle	68	Riell	85	Teal		

TABLE CP-14: MALE ELF ELEMENT 2

Roll	Element	Roll	Element	Roll	Element	Roll	Element	Roll	Element	Roll	Element
01	Baen	18	Eorl	35	Laen	52	Main	69	Nil	86	Tain
02	Baine	19	Eos	36	Laer	53	Mal	70	Nin	87	Than
03	Baire	20	Eoth	37	Laine	54	Mar	71	Nir	88	Thar
04	Bar	21	Fil	38	Laire	55	Mil	72	Nis	89	Thel
05	Bhir	22	Fin	39	Lan	56	Min	73	Ran	90	Thil
06	Brier	23	Fir	40	Las	57	Mir	74	Rea	91	Thir
07	Brior	24	Hil	41	Len	58	Nael	75	Rel	92	Thin
08	Brin	25	Hin	42	Les	59	Naen	76	Ril	93	Thrill
09	Daen	26	Hir	43	Lil	60	Naer	77	Riol	94	Thrin
10	Daine	27	Hor	44	Lin	61	Nail	78	Rion	95	Thwe
11	Daire	28	Il	45	Lir	62	Nair	79	Rior	96	Til
12	Dar	29	In	46	Lis	63	Nal	80	Riorl	97	Tin
13	Dhil	30	Ion	47	Lor	64	Nan	81	Riorn	98	Tis
14	Dhir	31	Ir	48	Los	65	Nar	82	Rir	99	We
15	Drel	32	Is	49	Mael	66	Neal	83	Ryel	00	Yan
16	Drir	33	Ith	50	Maen	67	Nean	84	Taen		
17	Dror	34	Lael	51	Mair	68	Near	85	Tair		

— HALFLING NAMES —

The following tables allow you to generate random Halfling names. Each name has two elements and you can make a name by simply combining them. All Halfling characters start by rolling once on Table CP-15: Halfling Element 1. For female characters, you then

generate the second part on Table CP-16: Halfling Female Element 2. For male characters, you generate the second part on Table CP-17: Halfling Male Element 2 instead.

Element 1 + Element 2 = Halfling Name

TABLE CP-15: HALFLING ELEMENT 1

Roll	Element	Roll	Element	Roll	Element	Roll	Element	Roll	Element	Roll	Element
01	Bag	18	Clog	35	Ermin	52	Gild	69	Lud	86	Podd
02	Balf	19	Clof	36	Ethan	53	Gon	70	Lurc	87	Porc
03	Berc	20	Cob	37	Falc	54	Grop	71	Mad	88	Riff
04	Bill	21	Cog	38	Fald	55	Gudd	72	Mag	89	Rip
05	Bobb	22	Crum	39	Falm	56	Gump	73	Man	90	Rob
06	Bodg	23	Crump	40	Far	57	Ham	74	May	91	Sam
07	Bog	24	Curl	41	Fild	58	Hal	75	Mer	92	Supp
08	Bom	25	Dod	42	Flac	59	Hart	76	Mul	93	Taff
09	Bonn	26	Dog	43	Fogg	60	Harp	77	Murc	94	Talb
10	Brog	27	Dott	44	Frit	61	Jac	78	Murd	95	Talc
11	Bulc	28	Dram	45	Ful	62	Jas	79	Nag	96	Tay
12	Bull	29	Drub	46	Func	63	Jasp	80	Nell	97	Tom
13	Bust	30	Drog	47	Gaff	64	Joc	81	Nobb	98	Wald
14	Cam	31	Dron	48	Galb	65	Lac	82	Od	99	Watt
15	Cap	32	Durc	49	Gamm	66	Lil	83	Og	00	Will
16	Ced	33	Elm	50	Gert	67	Lob	84	Old		
17	Chund	34	Enn	51	Giff	68	Lott	85	Pipp		

TABLE CP-16:
HALFLING FEMALE ELEMENT 2

Roll	Element	Roll	Element
01-05	A	51-55	Ia
06-10	Adell	56-60	Flower
11-15	Alot	61-65	Lotta
16-20	Apple	66-70	Petal
21-25	Bell	71-75	Riella
26-30	Berry	76-80	Sweet
31-35	Eena	81-85	Trude
36-40	Ella	86-90	Rose
41-45	Era	91-95	Willow
46-50	Et	96-00	Y

TABLE CP-17:
HALFLING MALE ELEMENT 2

Roll	Element	Roll	Element
01-07	Belly	52-58	Odoc
08-15	Er	59-65	Riadoc
16-22	Fast	66-72	Regar
23-29	In	73-79	Wick
30-36	It	80-86	Wise
37-43	Mutch	87-93	Wit
44-51	O	94-00	Y

SURNAMES

You can use the information on this page to generate a surname for your character if desired. Many Humans don't have surnames, going by their village or town name if anything. A man might be known as Johann of Esk, for example.

There is no chart for Dwarf surnames, as Dwarfs take a family name based on one of their parents. This is simply a first name, with either -son for male characters or -sdotr for female characters. You can use

Tables CP-9 to CP-10 to generate first names your parents, then apply the suffixes as noted. For example, the daughter of Grimkrina would have a surname of Grimkrinasdotr.

Dwarfs and sometimes Humans also earn flattering surnames through their deeds that may later become family names for their descendants. A might warrior, for example, may become known as Shieldhewer or Orcslayer.

TABLE CP-18: ELF SURNAMES

Roll	Surname	Roll	Surname	Roll	Surname	Roll	Surname	Roll	Surname	Roll	Surname
01	Blackcain	18	Eldenkin	35	Goldenhair	52	Longroad	69	Slendertree	86	Swiftwing
02	Blackwood	19	Eldendrake	36	Goodroot	53	Oldmane	70	Slenderwand	87	Tallbeam
03	Blackbough	20	Fairowl	37	Goodwood	54	Oldtower	71	Soaringleaf	88	Tallhelm
04	Bluefeather	21	Fairwater	38	Greendale	55	Palemoon	72	Soaringsun	89	Tenderheart
05	Bluewing	22	Fastblade	39	Greenfeather	56	Palewand	73	Starbrow	90	Tendersong
06	Boldheart	23	Fastspear	40	Greenglade	57	Purelight	74	Starfire	91	Truefriend
07	Boldspear	24	Fastwing	41	Hawkhelm	58	Puresky	75	Stargaze	92	Trueseer
08	Bravehelm	25	Fellhand	42	Hawkstar	59	Seaglean	76	Strongarrow	93	Wiseheart
09	Bravestar	26	Fellblade	43	Hawkwood	60	Seamist	77	Stronghand	94	Wisewind
10	Brightcrown	27	Fleetfoot	44	Keeneye	61	Shadowhelm	78	Strongtower	95	Whitelock
11	Brightknife	28	Fleet-thought	45	Keengaze	62	Shadowseer	79	Silverdawn	96	Whitereed
12	Brightwand	29	Fleetwing	46	Keensight	63	Shadowstar	80	Silverhair	97	Whitetor
13	Coolstream	30	Gladheart	47	Kindheart	64	Sharpblade	81	Silverleaf	98	Youngleaf
14	Coolwater	31	Gladshore	48	Kindwater	65	Sharpspear	82	Sure-eye	99	Youngstar
15	Darkcagle	32	Gladwind	49	Lightfoot	66	Shiningmoon	83	Surehand	00	Youngwood
16	Darkmane	33	Goldenbrook	50	Lightwing	67	Shininghelm	84	Swiftbow		
17	Darkmoon	34	Goldencloud	51	Longleap	68	Slenderblade	85	Swiftwand		

TABLE CP-19: HALFLING SURNAMES

Roll	Surname	Roll	Surname	Roll	Surname	Roll	Surname	Roll	Surname	Roll	Surname
01	Alderberry	18	Codgerman	35	Farthingale	52	Haricot	69	Neddly	86	Stonewort
02	Alepuddle	19	Crabapple	36	Fastbuck	53	Havelock	70	Oddfoot	87	Tallowman
03	Appleback	20	Croop	37	Fetlock	54	Hempfire	71	Overhill	88	Talltree
04	Barleycorn	21	Crumbuckle	38	Finefettle	55	Hornblower	72	Patchpetal	89	Tanglefoot
05	Barncock	22	Crumbly	39	Firkin	56	Kettlebright	73	Pennyman	90	Thistlewood
06	Bayleaf	23	Curlytoes	40	Follyfoot	57	Lackstern	74	Quickblossom	91	Thornpocket
07	Bloomberry	24	Custard	41	Furrows	58	Larkspur	75	Quiggly	92	Tumblewine
08	Bracebelly	25	Dibbly	42	Girthtree	59	Lilywhite	76	Quivergrass	93	Tumpwell
09	Braidgirdle	26	Dibbly-Firkin	43	Gumbucket	60	Longbelt	77	Rattlebone	94	Whiteflower
10	Bramble	27	Dimmock	44	Guzzlewit	61	Longchalk	78	Ridgepole	95	Whitethorn
11	Bunbury	28	Darkwater	45	Greenacre	62	Manglepie	79	Riverbank	96	Widgeon
12	Burrows	29	Dogberry	46	Greenapple	63	Marrow	80	Rook	97	Willowand
13	Catkins	30	Downhill	47	Greenhill	64	Meadowdown	81	Rumplebreek	98	Winchgirdle
14	Churnhill	31	Downside	48	Grogbelly	65	Meadowsweet	82	Sandyhill	99	Windblossom
15	Cinderhill	32	Duckweed	49	Grubb	66	Millpond	83	Shakebelly	00	Wrinkleberry
16	Clinchstick	33	Fairtrot	50	Grumble	67	Muggins	84	Shufflefoot		
17	Clumphistle	34	Farfield	51	Harfoot	68	Mugwort	85	Sparrow		

TABLE CP-20: HUMAN SURNAMES

Roll	Surname	Roll	Surname	Roll	Surname	Roll	Surname	Roll	Surname	Roll	Surname
01	Adelhof	18	Delfholt	35	Godtgraf	52	Kuhn	69	Neumann	86	Schwalb
02	Albrecht	19	Drakenhof	36	Grunenwald	53	Kummel	70	Niederlitz	87	Steiner
03	Allenstag	20	Drauwulf	37	Guth	54	Konig	71	Nuhr	88	Tabbeck
04	Altmann	21	Durrbein	38	Haintz	55	Konigsamen	72	Oberholtzer	89	Teuber
05	Atzweg	22	Ehrhard	39	Herz	56	Lang	73	Ohrsten	90	Tolzen
06	Bacher	23	Eisenhauer	40	Herzog	57	Lankdorf	74	Otzlowe	91	Trachsel
07	Baer	24	Eschlimann	41	Hirtzel	58	Liess	75	Reichert	92	Weber
08	Baumann	25	Falkenheim	42	Hoch	59	Lebengut	76	Reifsnieder	93	Wechsler
09	Becker	26	Fehr	43	Hoefer	60	Lutzen	77	Riese	94	Wirtz
10	Behn	27	Fiegler	44	Hofstetter	61	Machholt	78	Rohrig	95	Widmann
11	Betz	28	Fleischer	45	Jaeger	62	Meusmann	79	Reiss	96	Widmer
12	Beyer	29	Frohlich	46	Jochutz	63	Meyer	80	Schaffer	97	Veit
13	Bischof	30	Fruch	47	Jutzenbach	64	Mohr	81	Schaumer	98	Vogt
14	Boehm	31	Fuchs	48	Kalb	65	Muller	82	Scherer	99	Vogel
15	Breitenbach	32	Gaffwig	49	Kaltenbach	66	Nachtmann	83	Schultz	00	Zumwald
16	Breuer	33	Gaertner	50	Kraemer	67	Naubhof	84	Schleiermacher		
17	Dahmbach	34	Gebauer	51	Krebs	68	Netzhoch	85	Schreiber		

— MEET THY DOOM! —

Soothsayers and fortunetellers are ten a penny in the Empire. They long ago gave up promising folk riches, happiness, and tall handsome strangers. Instead they stick to things that might actually happen—death, doom, plague, etc. Most folk receive a foretelling of their demise at their tenth birthday.

TABLE CP-21: FORETELLING OF DOOM

Roll	Prognostication	Roll	Prognostication
01-03	Thy end will be a sticky one.	54-58	Death comes from above.
04-06	Beware beasts of the field, yea and red too.	59-65	The darkest rot will eat thee.
07-09	The written word will be your doom.	66-68	Thy end arises from flames unseen.
10-12	Lack of breath shall kill thee.	69-72	Pride, yea, and vanity shall ruin thee.
13	The number three.	73-75	You shall sup at the chalice of corruption.
14-16	The Beast of Brass shall claim thy soul.	76-78	The withering eye is thy reward.
17-22	Eat not chitterlings nor any meat with tubes in.	79-85	Violent means brings your Doom.
23-28	The Gods will strike thee down.	86-88	Thrice haunted, you shall die.
29-34	You shall die in bed, but not your own.	89-92	The flashing blade will end thy days.
35-38	Thy last breath be in Morrslieb's sight.	93-95	Green is thy undoer.
39-44	Water in all its forms is thy nemesis.	96-97	Ranald shall abandon thee.
45-48	Thou art not as good as thou thinkest thou art.	98-99	Morr sends a maiden.
49-53	Linger not upon the privy, nay, nor long drop neither.	00	???????

— PERSONAL HERALDRY —

Though most families of the Empire do not have "official" crests, there is a long tradition of heraldry and decoration amongst Imperial citizens. Painted armour, embossed jewellery, inscribed weapons, relics, charm bones, and gewgaws are all exceedingly common. The most popular form of this, at least amongst the martially inclined, is the decorated shield. Used both as an identifier and a guard against theft, these symbols are used by anyone who's anyone in Imperial society.

TABLE CP-22: SHIELD BACKGROUND

Roll	Background	Common Meanings	Roll	Background	Common Meanings
01-20	Plain	Humble Origins, Outcast, Incognito	71-80	Vertical Stripes	Long Martial Tradition
21-40	Leather Edging	Craftsman or Emergent Middle Class	81-90	Gilt Edging	Mercantile Association
41-50	Striped Edging	Marriage of North and South	91-95	Lightning Stripe	Family Honoured on the Battlefield
51-60	Checked Edging	Marriage of East and West	96-97	Quartered	Long Established Line
61-70	Halved	Union of Two Powerful Houses	98-99	Checked	Ancient and Venerable Line

TABLE CP-23: SHIELD DEVICE

Roll	Device	Common Meanings	Roll	Device	Common Meanings
01-04	Gothic Cross	Unity, Honour, Oaths Fulfilled	50-52	Horn and Bow	Hochland
05-09	Laurel Wreath	Leadership, Victory	53-54	Sun	Wissenland
10-14	Hourglass	All Things Must Pass.	55-56	Bull's Head	Ostland, Solidity
15-19	Sword	Martial Prowess, Noble Descent	57-58	Cock	The Moot, Halfings
20-21	Snarling Lion	Courage, Strength	59-61	Hammer	Sigmar, Unity
22-26	Skull & Crossbones	Honoured Ancestor	62-66	Twin Tailed Comet	Sigmar, The Will of the Gods
27-29	Crossed pistols	Marksmanship	67-72	Wolf's Head	Ulric
30-34	Cowled Skeleton	Altdorf	73-75	Spearhead	Myrmidia
35-39	Cannon	Nuln	76-79	Two Candles	Gates to Morr's Garden
40-44	Four Towers	Middenheim	80-84	Two Shillings	Prepared for Death
45-47	River Boat	Talabheim	85-91	Scales	Verena, Justice
48-49	Warrior Queen	Stirland	92-96	Dice	Ranald, luck
			97-00	White Dove	Shallya

— HUMAN BIRTHPLACE —

These expanded tables allow you to more specifically determine where in the Empire your character hails from. Your first roll determines your province and your second determines what city, town, or village you came from within that province. You can use this chart in place of the one in the core rules if you want a more specific place of origin.

TABLE CP-24:
PROVINCE OF ORIGIN

Roll	Result
01-10	Averland
11-20	Hochland
21-30	Middenland
31-40	Nordland
41-50	Ostermark
51-60	Ostland
61-70	Reikland
71-80	Stirland
80-90	Talabecland
91-00	Wissenland

TABLE CP-24A:
AVERLAND

Roll	Result
01-25	Averheim (capital city)
26-35	Grenzstadt (town)
36-45	Hochsleben (town)
46-54	Loningbruck (town)
55-63	Wuppertal (town)
64-72	Agbeiten (village)
73-81	Braundorf (village)
82-91	Kotzenheim (village)
92-00	Zecher (village)

TABLE CP-24B:
HOCHLAND

Roll	Result
01-25	Hergig (capital city)
26-38	Breder (town)
39-51	Krudenwald (town)
52-64	Bergendorf (village)
65-77	Esk (village)
78-90	Gruyden (village)
91-00	Koerin (village)

TABLE CP-24C:
MIDDENLAND

Roll	Result
01-25	Middenheim (capital city)
26-37	Delberz (town)
38-49	Grimminhagen (town)
50-60	Norderingen (town)
61-70	Holzbeck (village)
71-80	Immelscheld (village)
81-90	Pritzstock (village)
91-00	Sokh (village)

TABLE CP-24:D
NORDLAND

Roll	Result
01-25	Salzenmund (capital city)
26-38	Beeckerhoven (town)
39-51	Dietershafen (town)
52-64	Grafenrich (village)
65-77	Luftberg (village)
78-90	Oldenlitz (village)
91-00	Wilhelmskoog (village)

TABLE CP-24E:
OSTERMARK

Roll	Result
01-25	Bechafen (capital city)
26-38	Eisental (town)
39-51	Remer (town)
52-64	Bissendorf (village)
65-77	Dorna (village)
78-90	Fortenhaf (village)
91-00	Heffengen (village)

TABLE CP-24F:
OSTLAND

Roll	Result
01-25	Wolfenburg (capital city)
26-38	Ferlangen (town)
39-51	Vandengart (town)
52-64	Boven (village)
65-77	Lubrecht (village)
78-90	Smallhof (village)
91-00	Zundap (village)

TABLE CP-24G:
REIKLAND

Roll	Result
01-25	Altdorf (imperial capital city)
26-40	Nuln (city)
41-50	Bögenhafen (town)
51-60	Grünburg (town)
61-70	Halheim (village)
71-80	Misthausen (village)
81-90	Teufelfeuer (village)
91-00	Weissbruck (village)

TABLE CP-24H:
STIRLAND

Roll	Result
01-25	Wurtbad (capital city)
26-38	Drakenhof (town)
39-51	Waldenhof (town)
52-64	Eschedorf (village)
65-77	Furtzhausen (village)
78-90	Schwartzhafen (village)
91-00	Wurstheim (village)

TABLE CP-24I:
TALABECLAND

Roll	Result
01-25	Talabheim (capital city)
26-38	Bek (town)
39-51	Kemperbad (town)
52-64	Garndorf (village)
65-77	Rangenhof (village)
78-90	Wellenborn (village)
91-00	Zurin (village)

TABLE CP-24J:
WISSENLAND

Roll	Result
01-25	Wissenburg (capital city)
26-38	Grissenwald (town)
39-51	Pfeildorf (town)
52-64	Ambosstein (village)
65-77	Konigsdorf (village)
78-90	Segeldorf (village)
91-00	Steingart (village)



— SPELL SUMMARIES —

The following section summarizes the various Arcane and Divine Lores. While not a total replacement for Chapter 7 of the core rulebook, these tables do contain the Name, Casting Number, and Casting Time of each spell. The Dark Lores are not covered here, as they are usually the province of the Game Master.

TABLE CP-25: PETTY MAGIC (ARCANE) SPELLS

Spell Name	Casting Number	Casting Time
Glowing Light	3	Half action
Sounds	4	Half action
Drop	4	Half action
Marsh Lights	6	Full action
Magic Dart	6	Half action
Sleep	6	Half action

TABLE CP-26: PETTY MAGIC (DIVINE) SPELLS

Spell Name	Casting Number	Casting Time
Blessing of Courage	3	Half action
Blessing of Speed	4	Half action
Blessing of Fortitude	5	Half action
Blessing of Healing	5	Half action
Blessing of Might	6	Half action
Blessing of Protection	7	Half action

TABLE CP-27: PETTY MAGIC (HEDGE) SPELLS

Spell Name	Casting Number	Casting Time
Protection from Rain	3	Full action
Magic Flame	3	Half action
Gust	4	Half action
Ghost Step	4	1 full action and 1 half action
Ill Fortune	5	1 full action and 1 half action
Shock	6	Half action

TABLE CP-27: LESSER MAGIC SPELLS

Spell Name	Casting Number	Casting Time
Move	4	Half action
Aethyric Armour	5	Half action
Blessed Weapon	6	Half action
Magic Lock	7	1 minute
Magic Alarm	8	1 minute
Silence	10	Half action
Skywalk	11	Full action
Dispel	13	Full action

ARCANE LORES

TABLE CP-29: LORE OF BEASTS SPELLS

Spell Name	Casting Number	Casting Time
Calm the Wild Beast	5	Half action
Form of the Soaring Raven	7	Full action
Claws of Fury	8	Half action
The Talking Beast	11	Half action
Master's Voice	13	Half action
Form of the Ravening Wolf	15	2 full actions
Crow's Feast	17	Full action
The Beast Unleashed	19	2 full actions
Form of the Raging Bear	21	3 full actions
Wings of the Falcon	25	2 full actions

TABLE CP-30: LORE OF DEATH SPELLS

Spell Name	Casting Number	Casting Time
Deathstare	5	Full action
Swift Passing	7	Half action
Reaping Scythe	8	Half action
Tide of Years	11	Half action
Acceptance of Fate	14	1 full action and 1 half action
Steal Life	16	Half action
Final Words	18	Full action
Death's Door	20	Full action
Youth's Bane	23	Full action
Wind of Death	27	Full action

TABLE CP-31: LORE OF BEASTS SPELLS

Spell Name	Casting Number	Casting Time
Cauterize	4	Half action
Fires of U'Zhul	6	Half action
Crown of Fire	8	Full action
Fire Ball	12	Half action
Shield of Aqshy	12	Full action
Flaming Sword of Rhuin	14	Half action
Hearts of Fire	16	2 full actions
Fiery Blast	22	Full action
Breathe Fire	25	Full action
Conflagration of Doom	31	1 full action and 1 half action

TABLE CP-32: LORE OF THE HEAVENS SPELLS

Spell Name	Casting Number	Casting Time
Omen	4	1 minute
First Portent of Amul	6	Half action
Lightning Bolt	10	Half action
Second Portent of Amul	12	Full action
Wind Blast	14	Half action
Curse	16	Half action
Wings of Heaven	18	Full action
Starshine	22	1 full action and 1 half action
Lightning Storm	25	Full action
Fate of Doom	31	1 hour

TABLE CP-33: LORE OF LIFE SPELLS

Spell Name	Casting Number	Casting Time
Curse of Thorns	6	Half action
Fat of the Land	8	1 minute
Earth Blood	9	1-10 half actions
Summer Heat	12	Half action
Earth Gate	14	Full action
River's Whisper	15	1 minute
Spring Bloom	18	10 minutes
Geyser	22	Full action
Winter Frost	25	Full action
Cure Blight	27	10 minutes

TABLE CP-34: LORE OF LIGHT SPELLS

Spell Name	Casting Number	Casting Time
Dazzling Brightness	5	Half action
Radiant Gaze	7	Full action
Shimmering Cloak	8	Half action
Healing of Hysh	10	Full action

TABLE CP-34: LORE OF LIGHT SPELLS (CONT'D)

Spell Name	Casting Number	Casting Time
Banish	13	Full action
Inspiration	16	1 minute
Eyes of Truth	20	Full action
Blinding Light	24	Full action
Daemonbane	26	1 full action and 1 half action
Pillar of Radiance	28	Full action

TABLE CP-35: LORE OF METAL SPELLS

Spell Name	Casting Number	Casting Time
Guard of Steel	5	Half action
Law of Logic	7	1d10 full actions
Curse of Rust	9	Half action
Silver Arrows of Arha	13	Half action
Armour of Lead	14	Full action
Trial and Error	16	Full action
Transformation of Metal	18	1 minute
Enchant Item	21	1 minute
Transmutation of the Unstable Mind		23 10 minutes
Law of Gold	26	Full action

TABLE CP-36: LORE OF SHADOW SPELLS

Spell Name	Casting Number	Casting Time
Shadowcloak	5	Half action
Doppelganger	7	1 full action and 1 half action
Bewilder	8	Half action
Cloak Activity	12	Half action
Pall of Darkness	15	Half action
Shroud of Invisibility	17	Full action
Dread Aspect	21	Half action
Shadow Knives	22	Half action
Illusion	24	1 full action and 1 half action
Universal Confusion	27	Half action

DIVINE LORES

TABLE CP-37: LORE OF MANANN SPELLS

Spell Name	Casting Number	Casting Time
Blessed Voyage	5	1 minute
Breathe Water	7	Full action
Water Blast	10	Half action
Waterwalk	14	Full action
Becalm	16	Full action
Curse of the Albatross	19	Full action

TABLE CP-38: LORE OF MÓRR SPELLS

Spell Name	Casting Number	Casting Time
Preserve Corpse	5	1 minute
Sign of the Raven	9	Half action
Dream Message	10	1 minute
Destroy Undead	13	Half action
Vision of Mórr	15	1 minute
Sleep of Death	20	Full action

TABLE CP-39: LORE OF MYRMIDIA SPELLS

Spell Name	Casting Number	Casting Time
Spear of Myrmidia	5	Half action
Inspired Leadership	7	Full action

TABLE CP-39: LORE OF MYRMIDIA SPELLS (CONT'D)

Spell Name	Casting Number	Casting Time
Skill of Combat	10	Full action
Quick Strike	14	Full action
Dismay Foe	16	Half action
Shield of Myrmidia	20	1 full action and 1 half action

TABLE CP-40: LORE OF RANALD SPELLS

Spell Name	Casting Number	Casting Time
Stealth of Ranald	5	Full action
Good Fortune	7	Full action
Open	9	Half action
Bamboozle	14	Half action
Trapsense	16	2 full actions
Bountiful Fortune	20	Full action

TABLE CP-41: LORE OF SHALLYA SPELLS

Spell Name	Casting Number	Casting Time
Cure Poison	4	Half action
Cure Wounds	6	Half action
Cure Disease	11	1 full action and 1 half action
Martyr	14	Half action
Purify	16	Half action
Cure Insanity	20	1 hour

TABLE CP-42: LORE OF SIGMAR SPELLS

Spell Name	Casting Number	Casting Time
Hammer of Sigmar	5	Half action
Armour of Righteousness	6	Full action
Healing Hand	12	1 full action and 1 half action
Beacon of Courage	14	Half action
Comet of Sigmar	16	Half action
Soulfire	20	Half action

TABLE CP-43: LORE OF TAAL AND RHYA SPELLS

Spell Name	Casting Number	Casting Time
Beastfriend	4	1 full action and 1 half action
Stag's Leap	6	Half action
Tanglefoot	8	Full action
Thunderclap	12	Full action
Bear's Paw	15	Full action
Rhya's Comfort	18	1 minute

TABLE CP-44: LORE OF ULRIC SPELLS

Spell Name	Casting Number	Casting Time
Winter's Chill	5	Half action
Battle Fury	7	Full action
Howl of the Wolf	11	Half action
Ulríc's Gift	15	1 full action and 1 half action
Heart of the Wolf	18	1 full action and 1 half action
Ice Storm	20	Half action

TABLE CP-45: LORE OF VERENA SPELLS

Spell Name	Casting Number	Casting Time
Shackles of Verena	6	Half action
The Past Revealed	8	1 minute
Sword of Justice	10	Half action
Words of Truth	13	2 full actions
Eavesdrop	15	1 minute
Trial by Fire	18	1 minute

— COMBAT ACTION SUMMARY —

This section summarizes Basic and Advanced Actions used in combat in *WFRP*. Remember that this list isn't all-inclusive; it represents the most common actions. If you want to do something else, just tell your GM and he'll let you know what type of action it is and what (if anything) you need to roll.

— BASIC ACTIONS —

AIM

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 +10% bonus to Weapon Skill (for melee attacks) or Ballistic Skill (for ranged attacks).

Action Type: Half

CAST

The character unleashes a magic spell. If the character spends an extra half action, the Casting Roll can be augmented with a Channelling Skill Test. See **Chapter 7: Magic** in the core rulebook for more information. Casting can be an extended action. You cannot cast more than one spell per round.

Action Type: Varies

CHARGE ATTACK

The character rushes up to an opponent and delivers a single attack. The opponent must be at least 4 yards (2 squares) away from the character but within the character's charge move (see **Table 6-1: Combat Movement in Yards** in the core rulebook). The last 4 yards (2 squares) of the charge must be in a straight line, so the charger can build up speed and line up with the target. The charging character gains a +10% Weapon Skill bonus.

Action Type: Full

DISENGAGE

The character breaks off from melee combat and may move away (see **Table 6-1: Combat Movement in Yards** in the core rulebook for distances). Difficult terrain like rubble or underbrush reduces distances moved by half (round up). If trying to move away from one or more melee opponents without using the disengage action, each opponent gets a free attack against the character before he moves away. This is a bonus attack and is made in addition to any other attacks opponent's make during their turn.

Action Type: Full

MOVE

The character can make a short move (see **Table 6-1: Combat Movement in Yards** in the core rulebook for distances). Difficult terrain like rubble or underbrush reduces distances moved by half (round up).

Action Type: Half

READY

The character can unsheathe a weapon, or pull an item out of a convenient pouch or pocket. The character also put away an item already in hand at the same time. So, for example, a character could sheathe a sword and unsheathe a dagger as one action. A character can also use this action to take a flask or other container and drink a draught.

Action Type: Half

RELOAD

The character can reload a missile weapon. See **Chapter 5: Equipment** in the core rulebook for the time taken to reload different ranged weapons. Reload can be an extended action.

Action Type: Varies

STAND/MOUNT

A character can get up if currently on the ground, or mount a riding animal like a horse or pony.

Action Type: Half

TABLE CP-46:

BASIC AND ADVANCED ACTIONS

Basic Actions

Aim
Cast
Charge Attack
Disengage
Move
Ready
Reload
Stand/Mount
Standard Attack
Swift Attack
Use a Skill

Advanced Actions

All Out Attack
Defensive Stance
Delay
Feint
Guarded Attack
Jump/Leap
Manoeuvre
Parrying Stance
Run

TABLE CP-47: ACTIONS BY TYPE

Full Actions

Charge Attack
Disengage
Swift Attack
All Out Attack
Defensive Stance
Guarded Attack
Jump/Leap
Run

Half Actions

Aim
Move
Ready
Stand/Mount
Standard Attack
Delay
Feint
Manoeuvre
Parrying Stance

Variable Actions

Cast
Reload
Use a Skill

STANDARD ATTACK

A character can make one melee or ranged attack.

Action Type: Half

SWIFT ATTACK

The character can make a number of melee or ranged attacks equal to his Attacks Characteristic. The character must have Attacks 2 or better to take advantage of this action. If making a missile attack, a character can only use this action if the weapon can be reloaded as a free action

or if the character has a loaded pistol weapon in each hand. In the latter case, the character can make a maximum of 2 attacks (one per weapon).

Action Type: Full

USE A SKILL

The character uses a skill, which usually involves making a Skill Test. See **Chapter 4: Skills and Talents** in the core rulebook. This can be an extended action.

Action Type: Varies.

— ADVANCED ACTIONS —

ALL OUT ATTACK

The character makes a furious melee attack, exposing himself to danger in order to land a forceful blow. The character's melee attack gains a +20% Weapon Skill bonus. However, until his next turn, the character cannot parry or dodge.

Action Type: Full

DEFENSIVE STANCE

The character strikes no blows this round, preferring instead to concentrate on self-defence. Until his next turn, all melee attacks against the character suffer a -20% Weapon Skill penalty.

Action Type: Full

DELAY

The character waits and watches for an opportunity. When the delay action is used the character's turn ends immediately, but a half action is reserved for later use. Any time before his next turn, the character can take his half action. If two conflicting characters are both trying to use a delayed action simultaneously, make an Opposed Agility Test to see who acts first. If the prepared action is not taken before the character's next turn, it is lost.

Action Type: Half

FEINT

The character pretends to attack in one direction, deceiving his opponent and throwing off his defence. This is resolved as an Opposed Weapon Skill Test. If the character wins, his next attack cannot be either dodged or parried. If the character's next action is anything other than a standard attack, this bonus is lost.

Action Type: Half

GUARDED ATTACK

The character attacks carefully, making sure he is well defended from counter blows. He makes a melee attack with a -10% Weapon Skill penalty. Until his next turn, the character gains a +10% bonus on any attempted parries and dodges.

Action Type: Full

JUMP/LEAP

The character jumps down or leaps across something. For details on jumping and leaping, see page 138 of *WFRP*.

Action Type: Full

MANOEUVRE

The character uses superior footwork and aggression to force his opponent to move 2 yards (1 square) in a direction nominated by the player. If desired the character can advance 2 yards (1 square) as well. Manoeuvre is resolved as an Opposed Weapon Skill Test. If successful the character's opponent is moved as described. The opponent cannot be forced into another character or terrain feature (wall, barrel, etc.).

Action Type: Half

PARRYING STANCE

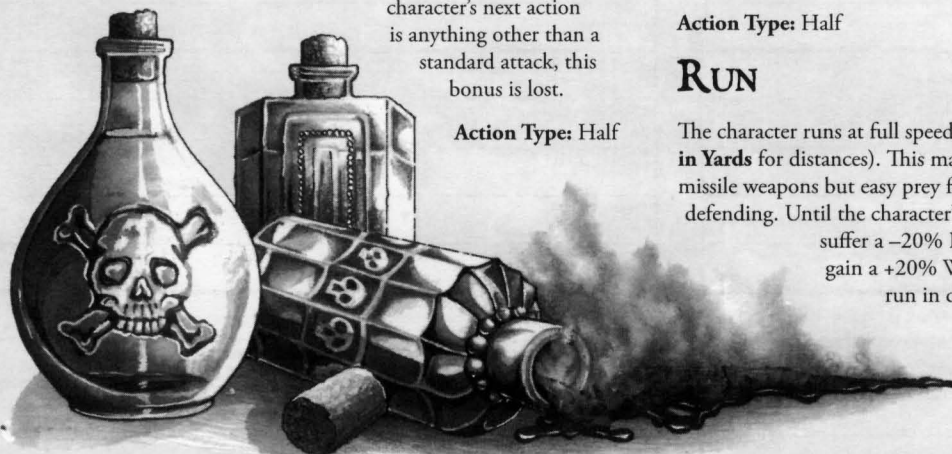
The character readies to parry an incoming blow. Any time before his next turn, the character can try to parry one successful melee attack against him as long as he is aware of the attack. Parrying stance ends at the start of his next turn, regardless of whether he parried a blow. See **Dodge and Parry** on page 129 of *WFRP* for more information on parrying.

Action Type: Half

RUN

The character runs at full speed (see **Table 6-1: Combat Movement in Yards** for distances). This makes the character harder to hit with missile weapons but easy prey for melee attacks because he isn't actively defending. Until the character's next turn, ranged attacks against him suffer a -20% Ballistic Skill penalty, but melee attacks gain a +20% Weapon Skill bonus. Characters cannot run in difficult terrain.

Action Type: Full



— CHARACTER PORTRAITS —



Essential Trappings...



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