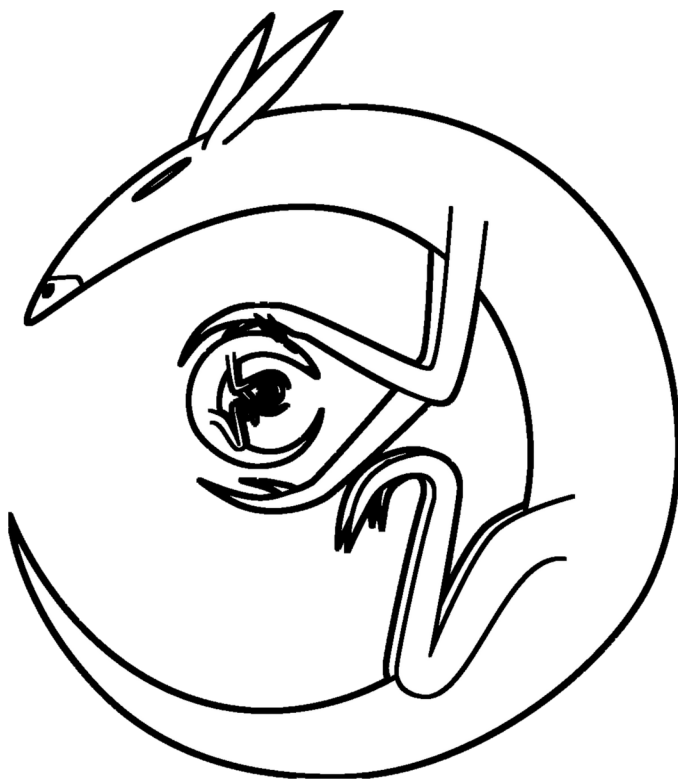


# Ten Dead Rats



A completely derivative effort at merging rules-light Classic D&D with grim and perilous Warhammer Fantasy RP.

**by Paul Siegel**

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# PREAMBLE

I have played every edition of Warhammer Fantasy RPG, and somehow despite a deep love of the setting each set of rules has scared me off with its complexities and oddities. I wanted something simple, something like classic D&D that was very rules light and easy to keep in your head so you don't have to scramble for rule books every time your players do something unusual.

When I discovered Chris Hogan's "Small But Vicious Dog" I thought I had found it. Using old school D&D as a skeleton and wrapping it up in the meat of Warhammer got me really excited. Unfortunately I found his document a bit difficult to follow, and in some cases still more complex than what I was looking for. Never-the-less, this document you are reading would have never existed without his coming first.

My other touch point was the OED house rules by Dan Collins. A glorious exercise in simplistic design, this 4 page booklet brought sanity to the little brown books and made for an incredibly playable game. While my writing may not be quite as spartan, it is an ideal to which I aspire.

And so here is my contribution, an attempt at a concise set of rules built atop OD&D, heavily inspired by, and in some cases directly ripping off, Chris Hogan's Small But Vicious Dog. Much like Chris Hogan's attempt, my document should be seen purely as a fan-created homage, and is not meant to challenge anyone's copyright.

# CREDITS

**WFRP** by Pramas, Bambra, Davis, Gallagher, Halliwell, and Priestley.

**D&D** by Gygax and Arneson.

**Small But Vicious Dog** by Chris Hogan.

**Critical Wound Charts** by Denis Tetreault.

# CHARACTERISTICS

We map the 6 OD&D primary ability scores to Warhammer characteristics: **Strength**, **Toughness**, **Agility**, **Intelligence**, **Will Power**, and **Fellowship**. They are created by rolling 3d6 in order.

Stat	Bonus
3-5	-2
6-8	-1
9-12	0
13-15	+1
16-18	+2
19-21	+3
22-24	+4

Each Characteristic also has a Bonus value. These are abbreviated with the letter 'B', eg. Strength Bonus is **SB** and Agility Bonus is **AgB**.

**Movement** is a single digit value representing tens of feet per round, the standard being 4 (40' per round).

**Weapon Skill (WS)**, **Ballistic Skill (BS)**, and **Wounds (W)** are dictated by your class (see page 5).

## Languages

Everyone speaks Reikspiel (or similar local language). Your Intelligence Bonus (IB) dictates the number of additional languages you can speak. If your IB is -1, you can only speak Reikspiel and have limited vocabulary. If your IB is -2, your speech must be very simple and fragmented.

## Tests

Characteristic Tests are performed by rolling 1d20 and adding the characteristic bonus. A result equal or over the Target Number based on difficulty indicates success.

Difficulty	Target Number
Moderate	10
Challenging	15
Onerous	20

Contested Rolls are made by both parties rolling 1d20, adding the appropriate characteristic score, and the higher total winning. The GM will adjudicate the meaning of any ties.

## Saving Throws

Saving Throws identical to characteristic tests, except that the player also adds their level to the roll. Use the following examples for determine what characteristic to use:

Characteristic	Save Against
SB	paralysis, polymorph, entanglement
TB	poison, intoxication, disease, drowning
AgB	falling, getting knocked over, maintaining balance
IB	illusions
WPB	fear, terror, magical effects
FB	mind control, hypnosis, snake oils salesmen

## Saving Throw or Characteristic Test?

Like Small But Vicious Dog, the rule of thumb is that Characteristic Tests are for actions that are player initiated, while Saving Throws are for when the characters are on the receiving end of something nasty.

## Ones and Twenties

For all Tests and Saves, a natural 1 on the die will always fail, and a natural 20 will always succeed, regardless of Target Numbers or modifiers.

## FATE POINTS

These represent the favor of the gods, or, more likely, the unwillingness of the gods to let you die until you have suffered further for their entertainment. Expenditure of a Fate Point allows a player character to avoid otherwise inevitable death or a horrific critical injury. What happens instead of death or maiming is entirely up to the GM, although the words ‘frying pan’ and ‘fire’ should be meditated upon.

All Characters begin with 2 Fate Points. Once spent, Fate Points can never be regained. The GM may decide to award Fate Points for spectacular heroic endeavors.

# LEVEL

Players gain levels through earning XP. Small But Vicious Dog only covered up to level 3. Here we include up to level 10, though we suspect few will survive past level 5.

XP is awarded for gaining treasure, typically 1 XP per gold crown. What counts as treasure? Simply ask yourself "would a pirate bury it?"

GMs may also ask players and/or the party as a whole to invent ambitions or goals, and award XP bonuses for achieving them. Alternately, for a more story-driven campaign, the GM may remove treasure XP rewards and use purely ambition based XP. In this case, use the formula in the column labeled "Sole XP".

Level	XP
1	0
2	200
3	400
4	800
5	1,600
6	3,200
7	6,400
8	12,800
9	25,600
10	51,200

Ambition	Expected Duration	Example	Bonus XP	Sole XP*
Personal	2-3 sessions	Purchase a firearm Make contact with a thieves' guild Unveil a chaos worshipper	25	<b>Level 1:</b> 25 <b>Thereafter:</b> Current Level XP / 8
Party	6-12 sessions	Travel from Altdorf to Kislev Find proof that Skaven exist Find out who is behind all these murders	100	<b>Level 1:</b> 100 <b>Thereafter:</b> Current Level / 2

\*For example, if the player is currently level 6 and the GM is using only ambition based XP, the award for achieving a personal ambition is  $(3,200 / 8)$  or 400 XP while a party ambition is worth  $(3,200 / 2)$  or 1,600 XP.

# RACE

Players may choose their race from the list below, or roll randomly and gain 30 XP. Each race also modifies ability scores as indicated here.

Roll (1d20)	Race	Modifiers
1-15	Human	+1 Fate Point
16-17	Halfling	+2 Ag, +2 Fel
18-19	Dwarf	+2 T, +2 S, -1 M
20	Elf	+2 Ag, +1 M

# CLASS

Your class is dictated by your career, and dictates the following:

<b>Academic</b>	Use no armor, dagger and staff only WS = level / 2 + SB BS = level / 2 + AgB W = 1d4 + TB per level Free Read/Write Talent
<b>Ranger</b>	Use medium armor and all weapons WS = level + SB BS = level + AgB + 1 W = 1d6 + TB per level
<b>Rogue</b>	Use light armor and one-handed weapons WS = level * 2/3 + SB BS = level * 2/3 + AgB W = 1d6 + TB per level One free Skill Talent from Career list of player's choice.
<b>Warrior</b>	Use heavy armor and all weapons WS = level + SB BS = level + AgB W = 1d8 + TB per level

# CAREER

Roll for your Career on the chart below and earn 20 XP. Or roll three times and pick your favorite, and get 10 XP. Or just pick, and no XP for you.

Roll	Class	Career	Roll	Class	Career
1	Academic	Apothecary	11	Rogue	Beggar
2		Barber-Surgeon	12		Charlatan
3		Engineer	13		Entertainer
4		Wizard's Apprentice	14		Grave Robber
5		Zealot	15		Smuggler
6	Ranger	Boatman	16	Warrior	Mercenary
7		Bounty Hunter	17		Pit Fighter
8		Coachman	18		Sailor
9		Rat Catcher	19		Soldier
10		Road Warden	20		Squire

# TALENTS

Each Career has access to a list of Talents. Players can select one Talent per level including their first. Most Talents can only be taken once unless otherwise noted. The GM may at their discretion allow access to Talents outside a player's Career based on the state of the campaign.

Some Talents have names prefixed with "Skill", all of which is covered by the "Skill: X" Talent. Generally all "skills" are performed via characteristic tests, and any skill can be attempted by any character. The "Skill" Talent simply grants a bonus to such attempts. Activities gated by non-skill Talents (eg. Read/Write, Swim) cannot be attempted without the Talent.

## Talents By Career

### Apothecary Talents

- Coolheaded
- Hardy
- Lightning Reflexes
- Magick
- Read/Write
- Savvy
- Skill: Chemistry
- Skill: Evaluate
- Skill: Gossip
- Skill: Medicine
- Skill: Persuasion
- Spell
- Suave

### Barber-Surgeon Talents

- Fearless
- Lightning Reflexes
- Orientation
- Read/Write
- Savvy
- Skill: Gamble
- Skill: Gossip
- Skill: Medicine
- Skill: Perform
- Skill: Sleight of Hand
- Strike Mighty Blow
- Strike to Stun
- Surgery
- Two-Weapon Fighting
- Very Resilient

### Beggar Talents

- Beneath Notice
- Doomed
- Flee!
- Hardy
- Orientation
- Sneak Attack
- Skill: Athletics
- Skill: Disguise
- Skill: Evaluate
- Skill: Gamble
- Skill: Gossip
- Skill: Perform
- Skill: Persuasion
- Skill: Pick Locks
- Skill: Stealth
- Skill: Sleight of Hand
- Stone Soup
- Suave
- Strike to Stun
- Very Resilient

### Boatman Talents

- Beneath Notice
- Contortionist
- Coolheaded
- Disarm
- Hardy
- Lightning Reflexes
- Mighty Shot
- Orientation
- Rapid Shot
- Skill: Athletics
- Skill: Evaluate
- Skill: Gamble
- Skill: Gossip
- Skill: Intimidate
- Skill: Persuasion
- Skill: Repair
- Skill: Sail
- Stone Soup
- Swim
- Very Strong



## Bounty Hunter Talents

- Disarm
- Fleet Footed
- Follow Trail
- Lightning Reflexes
- Mighty Shot
- Rapid Shot
- Rapid Strike
- Read/Write
- Skill: Animal Care
- Skill: Athletics
- Skill: Disguise
- Skill: Gamble
- Skill: Gossip
- Skill: Intimidate
- Skill: Law
- Skill: Ride
- Strike Mighty Blow
- Strike to Stun
- Two-Weapon Fighting
- Very Strong

## Charlatan Talents

- Contortionist
- Doomed
- Flee!
- Follow Trail
- Read/Write
- Savvy
- Skill: Animal Care
- Skill: Chemistry
- Skill: Disguise
- Skill: Evaluate
- Skill: Gamble
- Skill: Gossip
- Skill: Medicine
- Skill: Perform
- Skill: Persuasion
- Skill: Sleight of Hand
- Sneak Attack
- Suave
- Surgery
- Very Resilient

## Coachman Talents

- Charge
- Coolheaded
- Fearless
- Flee!
- Follow Trail
- Gunner
- Lightning Reflexes
- Mighty Shot
- Rapid Shot
- Rapid Strike
- Skill: Animal Care
- Skill: Drive
- Skill: Evaluate
- Skill: Gamble
- Skill: Gossip
- Skill: Repair
- Skill: Ride
- Skill: Stealth
- Two-Weapon Fighting
- Very Resilient

## Engineer Talents

- Fearless
- Fleet Footed
- Gunner
- Lightning Reflexes
- Mighty Shot
- Rapid Shot
- Read/Write
- Savvy
- Skill: Gamble
- Skill: Gossip
- Skill: Medicine
- Skill: Perform
- Skill: Sleight of Hand
- Strike Mighty Blow
- Swim

## Entertainer Talents

- Beneath Notice
- Contortionist
- Disarm
- Fleet Footed
- Magick
- Mighty Shot
- Read/Write
- Skill: Athletics
- Skill: Disguise
- Skill: Evaluate
- Skill: Gamble
- Skill: Gossip
- Skill: History
- Skill: Perform
- Skill: Persuasion
- Skill: Stealth
- Skill: Sleight of Hand
- Sneak Attack
- Stone Soup
- Suave

## Grave Robber Talents

- Charge
- Coolheaded
- Dodge Blow
- Doomed
- Fearless
- Lightning Reflexes
- Skill: Animal Care
- Skill: Athletics
- Skill: Disguise
- Skill: Evaluate
- Skill: Gossip
- Skill: History
- Skill: Law
- Skill: Medicine
- Skill: Pick Locks
- Skill: Stealth
- Sneak Attack
- Suave
- Strike Mighty Blow
- Surgery

## Mercenary Talents

- Charge
- Coolheaded
- Disarm
- Dodge Blow
- Flee!
- Follow Trail
- Hardy
- Mighty Shot
- Rapid Shot
- Rapid Strike
- Skill: Animal Care
- Skill: Athletics
- Skill: Gamble
- Skill: Gossip
- Skill: Ride
- Strike Mighty Blow
- Strike to Stun
- Swim
- Two-Weapon Fighting
- Very Strong

## Pit Fighter Talents

- Charge
- Disarm
- Dodge Blow
- Fearless
- Flagellant
- Fleet Footed
- Frenzy
- Hardy
- Lightning Reflexes
- Rapid Strike
- Skill: Athletics
- Skill: Evaluate
- Skill: Gamble
- Skill: Gossip
- Skill: Intimidate
- Strike Mighty Blow
- Strike to Stun
- Two-Weapon Fighting
- Very Resilient
- Very Strong

## Rat Catcher Talents

- Beneath Notice
- Contortionist
- Doomed
- Fleet Footed
- Follow Trail
- Frenzy
- Lightning Reflexes
- Orientation
- Rapid Shot
- Skill: Animal Care
- Skill: Athletics
- Skill: Chemistry
- Skill: Evaluate
- Skill: Gamble
- Skill: Gossip
- Skill: Pick Locks
- Skill: Stealth
- Stone Soup
- Two-Weapon Fighting
- Very Resilient

## Road Warden Talents

- Charge
- Disarm
- Dodge Blow
- Fleet Footed
- Lightning Reflexes
- Mighty Shot
- Orientation
- Rapid Shot
- Rapid Strike
- Skill: Athletics
- Skill: Disguise
- Skill: Gamble
- Skill: Gossip
- Skill: Intimidate
- Skill: Law
- Skill: Persuasion
- Skill: Ride
- Suave
- Surgery
- Two-Weapon Fighting

## Sailor Talents

- Beneath Notice
- Contortionist
- Dodge Blow
- Doomed
- Fleet Footed
- Gunner
- Lightning Reflexes
- Orientation
- Rapid Shot
- Rapid Strike
- Skill: Evaluate
- Skill: Gamble
- Skill: Gossip
- Skill: Intimidate
- Skill: Sail
- Stone Soup
- Swim
- Two-Weapon Fighting
- Very Resilient
- Very Strong

## Smuggler Talents

- Charge
- Contortionist
- Flee!
- Follow Trail
- Orientation
- Read/Write
- Savvy
- Skill: Animal Care
- Skill: Disguise
- Skill: Drive
- Skill: Evaluate
- Skill: Gamble
- Skill: Gossip
- Skill: Persuasion
- Skill: Pick Locks
- Skill: Ride
- Skill: Sail
- Sneak Attack
- Suave
- Swim

## Soldier Talents

- Charge
- Disarm
- Dodge Blow
- Doomed
- Flee!
- Frenzy
- Gunner
- Hardy
- Orientation
- Rapid Shot
- Skill: Animal Care
- Skill: Drive
- Skill: Gamble
- Skill: Gossip
- Skill: Ride
- Strike to Stun
- Surgery
- Two-Weapon Fighting
- Very Resilient
- Very Strong

## Squire Talents

- Charge
- Disarm
- Dodge Blow
- Fearless
- Flee!
- Hardy
- Rapid Shot
- Rapid Strike
- Read/Write
- Savvy
- Skill: Animal Care
- Skill: Drive
- Skill: Gossip
- Skill: History
- Skill: Ride
- Suave
- Strike Mighty Blow
- Strike to Stun
- Two-Weapon Fighting
- Very Strong

## Wizard's Apprentice Talents

- Coolheaded
- Fearless
- Fleet Footed
- Magick
- Read/Write
- Savvy
- Skill: Chemistry
- Skill: Evaluate
- Skill: Gamble
- Skill: Gossip
- Skill: History
- Spell
- Surgery
- Swim
- Very Resilient

## Zealot Talents

- Coolheaded
- Doomed
- Fearless
- Flagellant
- Frenzy
- Magick
- Read/Write
- Savvy
- Skill: Gossip
- Skill: History
- Skill: Intimidate
- Skill: Law
- Skill: Persuasion
- Spell
- Stone Soup

## TALENTS DESCRIPTIONS

**Beneath Notice** – You are generally ignored by those of higher status, and may make Stealth tests in plain sight when surrounded only by your betters.

**Charge** – You can charge head-long into combat moving your full movement and then making an attack with a damage bonus equal to your level if you hit.

**Contortionist** – You can bend and manipulate your body in unusual ways, and squeeze through unlikely gaps.

**Coolheaded** – Permanently increase your Will Power by +2.

**Disarm** – After hitting your opponent you may attempt to disarm them instead of dealing damage. The opponent must make an Agility save or their weapon drops to the ground.

**Dodge Blow** – You take 1 less damage from all melee attacks.

**Doomed** – Your death was foretold at an early age. Write down the means of your impending death, and if your character dies in this fashion, your next character begins one level higher than normal.

**Fearless** – You are immune to Fear and treat Terror as Fear.

**Flagellant** – You gain a bonus to your WS equal to the number of Wounds you have lost, up to a maximum of your TB.

**Flee!** – When moving away from combat you gain +1 Move.

**Fleet Footed** – You permanently gain +1 Move.

**Follow Trail** – You can follow most ordinary tracks. An Intelligence test may be called for to find old or well concealed tracks, or to determine distance, number, or type of quarry.

**Frenzy** – You can spend a round working yourself up into a frothing rage. You gain +2 to Strength tests, WP tests, and damage rolls, but -2 to WS and Int tests. You must attack the nearest enemy and may not flee or retreat. This frenzied state lasts until the end of the combat.

**Gunner** – You understand how to use black powder weapons.

**Hardy** – You gain +1 wound per level. You do gain the extra wounds for levels achieved after taking this Talent.

**Lightning Reflexes** – Permanently increase your Agility by +2.

**Magick** – You may take this Talent multiple times, but no more than once per 3 levels of experience. So at level 4 it can be taken twice, at level 7 three times, etc. Each time you increase the number of dice you can use to cast spells. Upon gaining your first die, you also learn one spell for free (see **Spell** Talent below).

**Mighty Shot** – You deal +1 damage with all ranged attacks.

**Orientation** – You rarely get lost and always know where North is.

**Rapid Shot** – You may make an additional range attack each round.

**Rapid Strike** – You may make an additional melee attack each round.

**Read/Write** – You are literate and can read and write any language you are able to speak. You cannot take this Talent if your Intelligence modifier is below 0.

**Savvy** – Permanently increase your Intelligence by +2.

**Skill: X** – You are especially skilled in the given pursuit. Any ability test you make receives a bonus equal to your level if the GM can be convinced the skill applies.

**Sneak Attack** – You deal double damage when attacking from an unseen position. This increases to triple damage at level 6.

**Spell** – You learn an additional spell. You can take this Talent as many times as you like. You cannot learn spells of a level higher than half your current character level rounded up. Thus, a 5<sup>th</sup> level character can only learn spells of spell levels 1, 2, or 3, while a 4<sup>th</sup> level character is limited to only spell levels 1 and 2.

**Stone Soup** – You can subsist on half the amount of food as others, and can resist starvation for 2 days longer.

**Strike Mighty Blow** – You deal +1 damage with all melee attacks.

**Strike to Stun** – After hitting with a melee attack, you may stun your opponent for 1 round instead of rolling damage.

**Suave** – Permanently increase your Fellowship by +2.

**Surgery** – Make an Intelligence test to heal the patient for a number of Wounds based on the chart below. Failing this roll causes the patient to take 1d4 Wounds of damage instead. Any given character may only benefit from Surgery once per combat or other Wound causing event.

Roll	Wounds Healed
10 - 14	1d6 + 1
15 - 19	2d6 + 2
20+	3d6 + 3

Note that a single d6+1 of healing may instead be allocated to removing a Critical Injury. Eg, if a Surgeon rolls a 23 when healing a character with a Critical Injury, the injury may be removed and the character restores 2d6+2 Wounds.

**Swim** – You are able to move through deep water at up to half your normal Move score without drowning.

**Two-Weapon Fighting** – You can fight with a light weapon in your off hand, gaining either an additional attack, or a +2 AC if used to parry.

**Very Resilient** – Permanently increase your Toughness by +2.

**Very Strong** – Permanently increase your Strength by +2.

# GEAR

## Currency

1 Gold Crown (GC) = 20 Silver Shillings (/)

1 Silver Shilling (/) = 12 Brass Pence (d)

Players begin the game with 3d6 Gold Crowns.

## Encumbrance

Your carrying capacity is 40 lbs. plus your SB x 10 lbs. You can carry up to double this at -1 Move, and up to triple at -2 Move. Anything more than triple your carrying capacity and you cannot move at all.

## Armor

Armor Class (AC) is 9 when unarmored, or per the armor type worn, minus the wearer's Agility modifier. Shields further reduce AC by 1. Thus a character with Chain Mail, Shield, and an Agility of 13 would have AC 3.

Armor	Cost	AC	Weight
Leather	2 GC	7	20 lbs
Chain Mail	6 GC	5	40 lbs
Plate Mail	30 GC	3	50 lbs
Shield	2 GC	1 less	10 lbs

## Melee Weapons

Any weapon that can be carried on one hand (sword, mace, axe, club, pointed stick) is considered a "Hand Weapon".

Melee Weapon	Cost	Damage	Weight
Hand Weapon	1 GC	1d6	3 lbs.
Dagger	16 / -	1d4	1 lbs.
Great Weapon (2-handed)	4 GC	1d8	15 lbs.
Pole Arm (2-handed)	2 GC	1d10	15 lbs.
Staff (2-handed)	3 / -	1d4	4 lbs.

## Ranged Weapons

Range value shows the maximum range the weapon can reach. Short range is up to half maximum and incurs no penalty, long range is anything above half maximum and suffers a -2 penalty.

Ranged Weapon	Cost	Damage	Range	Weight
Crossbow	5 GC	1d6	240'	4 lbs.
Case of 12 Bolts	5 / -			1 lbs.
Bow	4 GC	1d6	150'	2 lbs.
Long Bow	5 GC	1d6	210'	3 lbs.
Quiver of 20 Arrows	8 / -			3 lbs.
Sling	1 / -	1d4	160'	0 lbs.
Pouch of 10 Sling Stones	-			1 lbs.
Thrown Dagger	16 / -	1d4	30'	1 lbs.

## Black Powder Weapons

Black Powder weapons can only be used by those with the Gunner talent. They are expensive, fiddly, complicated, and prone to failure. They require a full round to reload.

On a natural 1 when rolling to hit, roll a second d20. On a 1 the gun explodes, causing its normal damage to the wielder and destroying the weapon. Any other result and the gun jams, and cannot be used again until a successful Intelligence (Repair) test is performed to unjam the weapon.

Black Powder Weapons	Cost	Damage	Range	Weight
Blunderbuss (2-handed)	8 GC	2d6	*	5 lbs.
Firearm (2-handed)	20 GC	2d6	150'	10 lbs.
Hochland Long Rifle (2-handed)	100 GC	2d6	210'	15 lbs.
Pistol	50 GC	2d6	150'	3 lbs.
Powder and Shot (12)	3 / -			1 lbs.

A blunderbuss fires in a 15' cone extending from the wielder. The wielder does not roll to hit – anyone in the area must make an Agility Save or take the damage. The wielder does still roll a d20 to check for misfire as above.



## Other Gear

Gear	Cost	Weight	Gear	Cost	Weight
Backpack	10 / -	2 lbs.	Rations, Iron (per week)	2 GC	7 lbs.
Crowbar	1 GC	5 lbs.	Rations, Standard (per week)	10 / -	7 lbs.
Flask of oil	4 / -	1 lbs.	Rope (50' length)	2 / -	10 lbs.
Garlic (3 cloves)	10 / -	-	Sack, Small	4 / -	½ lbs.
Grappling hook	3 GC	4 lbs.	Sack, Large	6 / -	½ lbs.
Hammer (small)	4 / -	2 lbs.	Saddle and Bridle	3 GC	25 lbs.
Holy symbol	3 GC	1 lbs.	Stakes (3) and Mallet	6 / -	3 lbs.
Holy Water (1 vial)	3 GC	1 lbs.	Thieves' Tools	3 GC	1 lbs.
Iron Spikes (12)	2 / -	8 lbs.	Tinder Box (flint & steel)	6 / -	-
Lantern	1 GC	3 lbs.	Torches (6)	2 / -	6 lbs.
Mirror (hand-sized, steel)	10 / -	½ lbs.	Water/Wine Skin	2 / -	4 lbs.
Pole, Wooden (10' long)	2 / -	8 lbs.	Wolfsbane (1 bunch)	1 GC	-

## COMBAT

At the start of combat, initiative is rolled as a group - the GM rolls 1d6 and the players nominate one of their number to roll 1d6. The group with the higher value goes first, starting with either the DM or the player immediately to the DM's left or right, then proceeding around the table.

Combat resolution uses Target 20 as OED. A hit is calculated as:

$$1d20 + \text{Attacker's WS or BS} + \text{Target's AC} \geq 20$$

Natural 1's and 20's are automatic misses or hits with no additional effect, unless otherwise noted (eg. Black Powder Weapons have special rules for natural 1's).

# CRITICAL INJURIES

Upon reaching 0 wounds a character suffers a critical injury. To determine the effect, roll for the location and severity of the injury. Any further damage will immediately kill the character. Healing that restores a die of wounds may instead remove a critical injury. Lost limbs cannot be restored.

Roll (d100)	Location	Roll (d100)	Location
01-02	Foot	51-70	Chest (c)
03-07	Shin	71-73	Hand
08-10	Knee	74-78	Lower Arm
11-20	Thigh	79-81	Elbow
21-22	Groin (a)	82-91	Upper Arm
23-33	Gut (b)	92-93	Neck (d)
34-40	Hip	94-96	Face (e)
41-50	Shoulder	97-00	Head (f)

Roll (1d8)	Severity	a	b	c	d	e	f
1-4	Broken – will heal in 1d4+2 weeks	S	B	P	D	I	U
5-7	Maimed – can only be healed magically	I	O	L	X	D	D
8	Severed	I	D	D	X	X	X

Special Notes	
S	Stunned – cannot act for 1 round
I	Incapacitated, effectively unconscious
U	Unconscious
P	Pain from broken ribs, -2 to hit and damage
L	Punctured Lung, severe pain, -4 to hit and damage
B	Massive Bleeding, Death in 1d6 rounds without aid
O	Ruptured Organs, internal bleeding, Death in 1d3 rounds
D	Death in 1d6 rounds
X	Instant Death

# MAGICK

Standard OD&D spell lists can be used, though we recommend instead using the Book of Spells by Dan Collins.

<https://tinyurl.com/t5tkksj>

Unlike D&D, spells are not memorized, but rather rolled for as in Warhammer FRPG. Each spell caster has a number of six-sided magic dice and may choose to roll any number of them each time they cast a spell. The target number (TN) of any spell is based on the level of the spell. If the total rolled is equal to or more than the spell's target number the spell is cast successfully.

Spell Level	Target Number (TN)
1	3
2	5
3	7
4	9
5	11
6	13

If the roll is failed, the spell simply does not manifest. If a single die is used and a 1 is rolled, or if multiple of the same number are rolled (doubles, triples, etc.) the caster suffers a mishap. The details of any specific mishap are up to the GM to interpret with the following guidelines:

<b>Minor Mishap (doubles, or 1 on a single die)</b>	Caster glows with eldritch light for 1d10 rounds, milk curdles, animals flee, ghostly voices, caster takes minor damage, etc.
<b>Major Mishap (triples)</b>	Caster gains visible infernal mark lasting 24 hours, stunned for 1 round, a minor daemon appears, suffers magical burnout (1 Casting Dice for the next 24 hours), etc.
<b>Critical Mishap (quads)</b>	Casters falls unconscious for 1d10 minutes, 1d6 daemons appear, caster takes random critical hit, etc.

Note that is possible to roll a mishap and for the spell to still succeed. In this case resolve the mishap first, and then the effect of the spell.

# PSYCHOLOGY

## Fear

When faced with something that causes Fear, characters must make a WP Saving Throw. Characters who fail this save will refuse to move towards or attack the fear causing object unless and until it attacks them. They also suffer a -1 penalty to all attack rolls, saving throws and characteristic tests for 3d4 rounds. Characters who succeed at this save suffer no ill effects.

## Terror

When faced with something that causes Terror, characters must make a WP Saving Throw. Characters who fail this save immediately curl up into an unmoving ball, or may display other undesirable behavior as dictated by the GM. Regardless of success the character is affected as if they failed a Fear save (see above).

# CORRUPTION

When a player comes into contact with something imbued with Chaos (warpstone, mutants, demons, etc) they may become corrupted. When this happens, the GM will ask the player to record a number of Corruption Points on their character sheet. The GM may decide to allow a WP Test to avoid the corruption, or to reduce the amount (for example from d3 Corruption Points to just 1).

When a player reaches 5 or more corruption points, they must make a WP Test with a Target Number of 10 plus total corruption points. If they fail, remove 5 corruption points from their total and assign them a mutation.

# MUTATION

The 2nd Edition WFRP book *Tomb of Corruption* offers a lot more variety if you find this list too limited for your needs.

Roll	Mutation	Effect
1	Animalistic Legs	+1 Movement
2	Chaos Organ	+1 Toughness, -1 Fellowship
3	Corpulent	-1 Movement, +1 Strength, +1 Toughness
4	Distended Digits	+2 to Tests that require nimble fingers
5	Emaciated	-2 Strength, +1 Agility
6	Enormous Eye	+2 on Tests involving vision
7	Extra Leg Joints	+1 Agility
8	Extra Mouth	Roll on the Hit Location table to see where
9	Fleshy Tentacle	Free Two-Weapon Fighting Talent
10	Glowing Skin	Effective light of a candle
11	Horns	Can make free extra attack for 1d4 damage
12	Inhuman Beauty	+2 Fellowship; you do not scar
13	Inverted Face	-4 to all Fellowship Tests
14	Iron Skin	+1 AC, -2 Agility
15	Lolling Tongue	-2 to Tests requiring speech
16	Patchy Feathers	Roll on the Hit Location table twice to see where
17	Short Legs	-1 Movement
18	Thorny Scales	+1 AC
19	Weeping Pus	Roll on the Hit Location Table to see from where
20	Whiskered Snout	+2 to tracking related Tests

# MONSTERS

Monster stats appear as follows.

Monster Name							
M	WS	BS	A	W	AC	Save	Tests

**A** stands for number of attacks, **Wounds (W)** are in dice to roll per monster. Damage for monsters is generally 1d6 unless otherwise noted. All other stats are the same as players. D&D monsters should be easy to convert, supplying the **HD** value for **WS**, **BS**, **W**, and **Save**, and half that value rounded up for **Tests** (used for making Characteristic Tests if necessary).

# CHAOS

Beastmen							
M	WS	BS	A	W	AC	Save	Tests
4	2	2	1	2d8	6	2	1

Beastmen are goat-legged, animal-headed tribal humanoids who consider themselves the favored children of Chaos. 50% of all Beastmen should have a random mutation (roll on the Mutation chart).

Mutants							
M	WS	BS	A	W	AC	Save	Tests
4	1	1	1	1d8	7	1	1

The people of the Empire typically leave children showing the touch of Chaos in the woods to die. Some manage to survive, prowling the forests for survival. Roll 1d3 random mutations for each mutant.

### Lesser Demon

M	WS	BS	A	W	AC	Save	Tests
4	4	4	2	4d8	4	4	2

Summoned by dark rites from the realm of Chaos itself, demons take all manner of strange and unusual forms. Some can fly, or turn into smoke, or spit fire. Consider the stats above as a baseline and modify as you see fit.

## GREENSKINS

### Goblins

M	WS	BS	A	W	AC	Save	Tests
3	1	1	1	1d4	6	1	1

Vicious, quarrelsome, and disorganized, goblins are the lowest and most feeble of the greenskins. They fight in patchwork armor and with whatever weapons they can scrounge.

### Orcs

M	WS	BS	A	W	AC	Save	Tests
4	1	1	1	1d8	6	1	1

Larger and stronger than goblins, orcs delight in cruelty and slaughter. They especially hate dwarves and all have the Strike Mighty Blow Talent (dealing +1 damage).

Orcs will sometimes be accompanied by a Boss. Larger and stronger than the others, the orc boss will have 2d8 Wounds and fight with a two-handed Great Weapon for 1d8 damage.

# SKAVEN

<b>Goblins</b>							
M	WS	BS	A	W	AC	Save	Tests
4	1	1	1	1d8	6	1	1

Small humanoid rat-men definitely do not exist, and are not prowling unseen through the sewers of every major human city.

# UNDEAD

<b>Skeletons</b>							
M	WS	BS	A	W	AC	Save	Tests
4	1	1	1	1d8	7	1	1

The bleached animated bones carrying the weapons they wielded in life are quite horrific to behold. Skeletons cause Fear to anyone who beholds them.

<b>Zombies</b>							
M	WS	BS	A	W	AC	Save	Tests
4	2	2	1	1d8	8	2	1

Zombies are quite slow and thus always lose initiative when encountered on their own. Their shambling mindless form, like most undead, causes Fear in those that behold them.