

# THE OLDE WORLD



ADVENTURES OF THE  
UBERSREIK VTH

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Workshop

No part of this game would be possible without the hard work,  
dedication, and sportsmanship of the cast, the crew, and the players.  
Thank you.

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# INTRODUCTION



## What is the Olde World?

The Olde World is a live-action roleplaying game (LARP) where we get to explore heroics and villainy. This is a grimdark fantasy game where mighty heroes can lose to despicable villains by standing idle in the face of evil, lack of leadership, or lack of supplies and arms. Success comes from teamwork, smart decisions, and costly compromises.

This is a game heavily influenced by the Warhammer Fantasy world, the writings of Robert E Howard, Fritz Lieber, HP Lovecraft, Michael Moorcock and other great pulp sword & sorcery creatives.

What we are looking to do with this LARP is create an immersive world that looks and feels at home in a fantastical 16th century setting. It's going to be deadly and grim.

## What is LARPing?

LARPing, or live-action roleplaying, is a roleplaying game, where you physically embody and portray your character. You will dress the part, act the part, and pursue your goals within the fictional setting. In The Olde World, you alternate between playing a “heroic” character and a “villainous” character. These are your player characters (PCs).

The gamemasters (GMs) and the rest of the cast play a variety of characters to flesh out the world and facilitate stories within it.

The point of the game is to have fun immersing yourself in a fantastical world, enjoying the agency that comes with playing a heroic or villainous character with the ability to affect change within the world.

## What is the setting?

The year is 2499.

Fresh after the Battle of Nuln, the Emperor’s Witch-hunters and Inquisitors are out in force looking for common folk and nobles colluding with the ruinous powers. Mercenaries and cut-throats have flocked to Altdorf to join these well paid “Practicals” in inquisitorial retinues.

Since the Battle of Nuln, Zealots have become more common in the street foretelling how the world will end in fire, and preaching that the return of Sigmar is close.

## Game structure

For weekend-long events, you will be playing two characters. At a single-day event, you will play either a heroic or villainous character, but not both.

Your heroic character, who is a hero or antihero, will try to survive in The Olde World, and generally support the efforts of the 5th Ubersreik Company. Your character will go on adventures and increase in power, developing new skills and abilities over time.

Your villainous character, who is a servant of evil, earns the favor of their dark masters by inflicting pain and misery everywhere they go. This character will progress the same way as your heroic character, but with more direction from your evil masters.

Most of the time, you will play your heroic character. For fun, at least once per event, you will get to throw in with the evil guys and get your hands dirty. If you would like to play your villain more often, please let the GMs know.

We would like our heroes to be heroic and our villains to be a squabbling backstabbing mess. The only thing that holds the Ruinous Powers from total conquest is their inability to get along.

## Schedule

This is the general out-of-game schedule for weekend-long events.

### Friday

- **3pm:** Setup starts.
- **7:30pm:** A Knights Hall Knight Fight runs on-site. All OWL (Olde World LARP) players and staff are invited to watch, no additional ticket needed.
- **9pm:** Out-of-game check-in starts.
- **10pm:** Opening briefing.

### Saturday

- **8am:** Game on!
- **9-10am:** Check-in in-game and a second opening meeting, in-game.
- **1am:** "soft-stop" where plots and combat stop, but you can stay up and roleplay if you wish. You will not be attacked in your cabin unless you opt-in to raids by monsters.

### Sunday

- **8am:** Game on!
- **12-2pm:** Game off.
- Following the game-off, check-out starts.
- Cleanup.

# ROLEPLAY AND COMBAT



## Game culture

The Warhammer World is full of hate and misery but we are not. This game, the GMs, staff, and players accept people of all identities, mandate enthusiastic consent in all cases, and do not tolerate harassment or assault in any form.

## Aesthetic culture

We aim to create an immersive fantasy world with a high production value. All characters should be dressed appropriately to reasonably establish the character they are playing based on where they are from, what class they are, their background, and their social station within society.

However, we also want to encourage the community to lift each other up and encourage an inclusive community that helps newer players flesh out their character's garb by loaning bits of kit and teaching them how to make things themselves until they have a costume that fits The Olde World aesthetic that they are proud to wear.

## Dressing the part

This LARP is based on Warhammer Fantasy roleplay and Warhammer Fantasy battles, which is loosely based on 14th to early 17th century Eastern and Western European cultures.

The setting can also be described as Holy Roman Empire punk.

The goal should be as much immersion as possible with reasonable consideration given to any exceptions such as weaponry and any other items that may come up.

Examples would also include footwear and types of armor.

Any exceptions should be submitted to staff as far ahead of time as possible. We want people to play and don't want to have to say "no" at the time of event for something that does not fit this criteria.

## Clothing choices

You should choose natural or natural looking fibers/materials whenever possible.

All Clothing must be made of natural or natural looking fabric blends including and not limited to wool, linen, cotton, canvas etc. Clothing should not look shiny or plastic in nature.

Staff reserves the right to ask a player to not wear an article of their costume if it does not meet Warhammer aesthetic and game expectations.

### Your Costume should be period-appropriate.

This includes but is not limited to sweatpants, jeans, dresses, shorts, cargo pants, tee shirts, hoodies, and other modern articles of clothing. Modern under-layers such as Under Armor, long johns, thermals, etc. are acceptable underneath the appropriate costuming layer. Take care to hide them under outer layers as much as possible.

- **FOOTWEAR:** We understand shoes can be an issue for some people depending on personal needs, but a reasonable attempt should be made to wear appropriate looking footwear. Many black or brown boots are acceptable if you don't have something more appropriate looking. Sneakers, skate shoes and athletic shoes should not be worn.

It is possible to hide or mask modern looking shoes with Gaiters or Leg Wraps. If you need help please ask Cast for resources on how to acquire or make these items. if you do not know what Gaiters are.

Please contact staff prior to the game should you require footwear approval.

- **HEADWEAR:** In the Warhammer world Hats are very commonplace, similar to baseball caps in the modern world.

Some examples of hats include cowls, berets, knit/peasant/arming caps, wide-brimmed hats, and wool/felt hats with or without pinned brims. We also encourage players to decorate their hats with feathers, broaches, hat bands, or pins.

Please contact staff prior to the game should you require hat approval.

- **ACCESSORIES:** Accessories can elevate your costume to a whole different level.

Necklaces, bracelets, soldiers medals, feathers in your hat, scarves, provincial armbands and favors, and good looking belts with belt buckles are all great examples of little things that can make your costume look better.

Please do not use plastic looking costume jewelry or medallions.

## Examples of dressing the part include but are not limited to:

- Are you playing a Commoner? You should have clothing that is utilitarian in nature that is potentially dirty and worn. You also have the tools of your trade on you at any or all times.
- Are you playing a Zealot? Zealots tend to dress in a varied fashion from the rags of the doomsayers that wander the streets, the robes of holy men of many factions, or the finer clothing of witch hunters.
- Are you playing a Footpad? Footpads tend to dress in nondescript clothing that match their local area with padded or leather armors and often have concealed weapons hidden on them.
- Are you playing a Marksman or Warrior? You are a current or former soldier of the state and generally have the ability to carry your arms and armor with you at all times. Most soldiers also often wear the colors of their province or mercenary company.
- Are you playing a Surgeon? You are a person of medicine who could be dressed in any clothing, but most often stained with the blood of others. You usually have bandages, aprons, and medical equipment with you as these are the tools of your trade.
- Are you playing an Engineer? You could have clothing of any station but usually have a generally dirty or worn appearance. You often have tools and protective equipment on your person at all times because you could be called on to ply your trade anywhere.
- Are you playing a Hedge Wizard? You usually wear a robe or tunic and pants sometimes paired with a large cloak. A wizard's hat is one of the most identifying marks of a wizard. Often hedge wizards look a bit disheveled and they are looked down on by the common man and are often poor despite the powers they command.
- Are you playing a College Wizard? You always wear the robes and hat of your chosen college of magic. A fire wizard would have bright orange or red robes potentially embroidered with flame designs. A gold wizard might have all his personal items plated in gold.
- The official colors of the Ubersreik Vth company are black and yellow, dating back to the regiment's founding by the Countess Emanuel of Nuln.

# SOLDIERS OF THE EMPIRE



ALTDORF



HOCHLAND



MIDDENLAND



WISSENLAND



CARROBURG



TALABHEIM



NULN



STIRLAND



MIDDENHEIM



OSTERMARK



NORDLAND



OSTLAND



AVERLAND



REIKLAND



TALABECLAND

## Roleplay rules

We are aiming for an immersive world so please keep all your stories and talk as in-game as possible. If you want to talk out of game, there will be a designated “out of game” hangout by the cast center. Please keep phones, soda cans and other modern or daily items stowed away from play so as to not ruin the immersion of others.

### The spirit of the game

We want our heroes to be reliable to other heroes. Sure, play that thieving rogue but with the spirit that members of the 5th are your lifeline when the enemies are on the march. If you want to be an anti-hero, the GMs will make opportunities available for you to do so.

When playing your villainous character, that is your free-for-all: steal, beat, and rob any who offends you, even fellow faction members! Challenge them for leadership when you're a villain. Your PvP flag is lit up!

### Roleplay check-in system

While immersion in a grimdark fantasy world is the goal, we want everyone to feel safe out-of-game. Everyone has different limits for what they are comfortable with, and feels differently about having those limits pushed. This check-in system is designed to keep as much immersion as possible, while allowing quick OOG (out-of-game) safety/comfort check-ins so that everyone feels safe OOG.

#### **Leave a Scene**

If you are part of a scene that you don't want to be a part of for out-of-game reasons, shade your eyes with your hand and leave the scene. This motion will indicate to everyone that you don't want the scene to follow you.

#### **Check-In**

If you want to check if a topic or scene is okay to roleplay, give the “ok” hand gesture to the person you are interacting with. The other person should respond with a “thumbs-up” to represent if they are comfortable with continuing or a “thumbs-down” to change the direction of the roleplay to something both parties agree on.

#### **PvP: Hero vs. Hero**

Before initiating PvP, you should say, “Mark my words!” If the player consents to PvP, they will respond with “You'll what?” or a similar goading phrase.

#### **Physical Roleplay**

A checkered armband means, “I am okay with physical roleplay.” This includes consenting to arms and shoulders being touched to deliver a touch effect such as a healing spell or “picking up” a body. Anything more requires an additional conversation and consent.

#### **Indoor Escalation**

If combat is brewing in an unsafe area (e.g., near the bar), say, “Let's take this outside!” Anyone involved with the scene must go to a combat safe place, such as outside the tavern.

## Safety rules

These verbal calls should be used to help protect against any potentially dangerous situations or to stop combat if someone is hurt out-of-game.

**HOLD:** All combatants should stop in place and take a knee until everyone in the immediate area says they are okay to continue. State, “Hold!” during a time when combat needs to stop for out-of-game reasons such as when someone is hurt or if someone’s glasses have fallen.

**CAUTION:** This call is a warning that one player sees a situation that may become dangerous. All players involved may choose to move away from the area that caused the call and reset. For example, if someone is backpedaling and you see they are about to collide with a fallen log, state, “Caution, log!”, let them step over it, step over it yourself, and then continue combat.

Weapon strikes in The Olde World should be as light as possible, however, targets should feel that they have been struck. The Olde World permits the use of SCA-style rubber-band guns and uses Latex and Plastidip melee weapons exclusively. This means that care and safety during combat is paramount so that combat can remain fast-paced but also safe.

For melee weapons, legal targets are the crown of the head, arms, legs, hands, feet, torso, hips. For ranged weapons, legal targets are arms, legs, hands, feet, torso, and hips.

The face, back and sides of the head, groin, and neck are never legal targets for attacks.

Body area	Legal target for melee	Legal target for ranged
Crown of the head	✔	X
Arms	✔	✔
Hands	✔	✔
Legs	✔	✔
Feet	✔	✔
Torso	✔	✔
Hips	✔	✔
Back of the head	X	X
Side of the head	X	X
Neck	X	X
Groin	X	X
Face	X	X





## Health conditions

The Olde World is a dangerous place, and you will likely find yourself in harm's way. There are six health conditions one can find themselves in: Healthy, Wounded, Bleeding Out, Out-of-Action, Dead, and Unconscious.

### Healthy

While you are Healthy, you are conscious and well. You can run, fight, use skills, etc.

### Wounded

You can only hobble, crawl, and talk quietly. You are pained and cannot run, fight, or use skills.

### Bleeding Out

You are conscious but barely. You cannot move or talk loudly.

### Out-of-Action

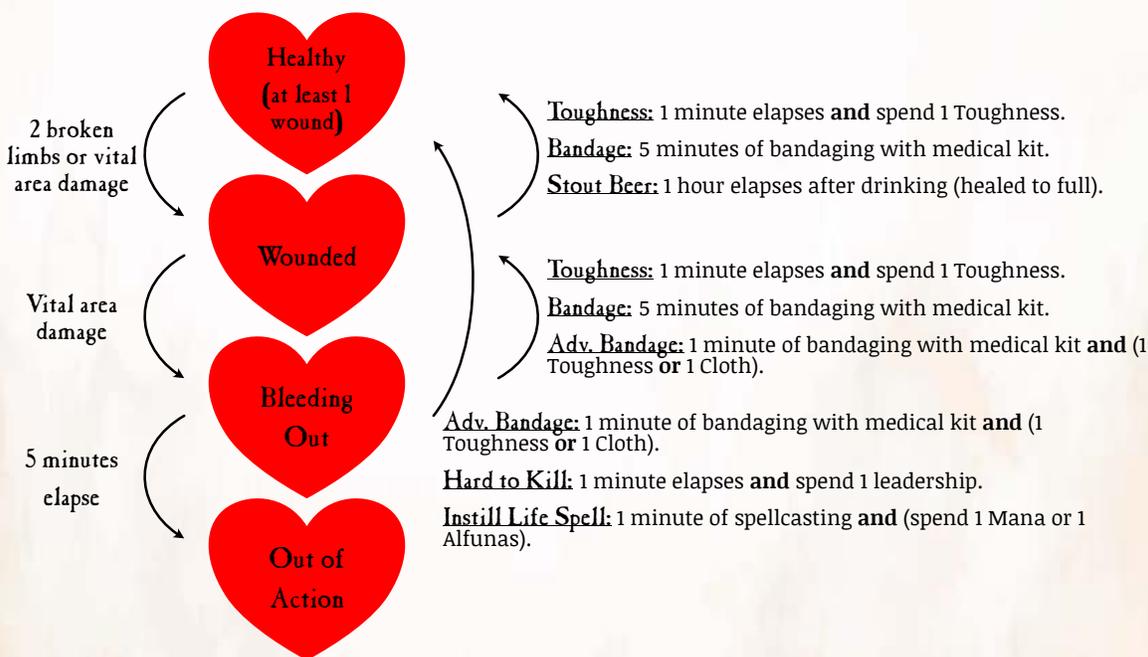
You are Unconscious and unable to recover for the scene. When an opportunity presents itself for you to leave the scene without getting in the way, place your hand on your head and silently leave the scene.

### Dead

You are dead permanently.

### Unconscious

You are unaware of your surroundings and unable to act. Usually this condition is temporary and caused by effects striking you, such as Waylay or Subdue. You can be Unconscious and another health state at the same time, such as Healthy & Unconscious, Unconscious & Wounded, etc.



## Taking damage

Most characters in The Olde World have 1 Wound. This is your pool of health points.

### **Going from Healthy to Wounded**

If you have more than 1 Wound and you take damage, you lose that many Wounds. For example, if you have 2 Wounds and you take 1 damage to your arm, you now have 1 Wound remaining.

If you have 1 Wound and you take damage to a vital area (head, hips, torso), you go to 0 Wounds and become Wounded.

If you have 1 Wound and you take damage to a limb (hands, arms, legs, feet) that limb becomes Maimed.

If you have 2 or more limbs Maimed, you become Wounded.

### **Going from Wounded to Bleeding Out**

If you are Wounded and hit in a vital area during a separate exchange of attacks, you collapse to the ground and become Bleeding Out.

### **Going from Bleeding Out to Out-of-Action**

After 5 minutes of Bleeding Out, you become Out-of-Action.

### **Going from Out-of-Action to Dead**

Generally, in most scenarios, heroic or villainous characters who are Out-of-Action survive their brush with death. They narrowly survive and return after the end of the scene with a story of how they cheated death.

Execution by the inquisition or your Doom finding you leads to one's permanent demise.

## Recovering from damage

While it's easy to become hurt in The Olde World, there are also many ways to recover from it. Here are a few of the common methods.

A character restored to the Healthy condition also heals any Maimed limbs.

### **Bandage**

All characters have the Bandage skill. If you have a Medical Kit, you can spend 5 minutes bandaging a character to move a character from Bleeding Out to Wounded, or from Wounded to Healthy.

While being bandaged, a character's "bleeding out count" is suspended. It continues if the bandaging is interrupted.

A character can bandage themselves if they are Wounded, so long as they have one un-Maimed arm.

### **Advanced Bandage**

Surgeons with the Advanced Bandage skill have additional ability to heal their allies. Advanced Bandage follows all the same rules as normal Bandage, but is faster and has additional potency.

Using a Medical Kit, a surgeon with Advanced Bandage can move a patient from Bleeding Out to Wounded in 1 minute instead of 5 minutes.

Using a Medical Kit, a surgeon with Advanced Bandage can expend 1 Cloth material, 1 of their own Toughness, or 1 Toughness of the patient and spend 1 minute treating them to Heal 1 to that patient. This moves the patient from Wounded or Bleeding Out to Healthy with 1 Wound (or heals 1 lost Wound if the patient has more than 1 Wound).

### **Toughness**

A character can expend 1 Toughness after 1 minute to move from Bleeding Out to Wounded, or from Wounded to Healthy.

## In-game calls

This section contains a comprehensive list of all verbal calls you may encounter during your adventures in The Olde World. Each call is a verbal statement that describes the in-game effect that an action has.

For example, if someone swings a sword that hits your leg and simultaneously states, “Maim”, then your leg suffers the effects of the “Maim” call and becomes maimed.

The basic anatomy of a call is:

**[Delivery] [Incantation] [Effects] [Specifier]**

A comprehensive list of all known call components can be found in the following pages.

### **Deliveries**

The “delivery” is how you determine who was affected. Most deliveries are implied rather than said. For example, if you are delivering a “Maim” effect by a weapon swing, you do not need to declare that the effect is being delivered by a weapon swing. Simply swing your weapon and state, “Maim.”

### **Incantation**

Calls sometimes come with an optional incantation or “incant.” This is a short phrase that adds additional context to the call, often describing the power source.

For example, a college wizard wielding the yellow wind of magic might throw a spell packet and incant, “By the Lore of Metal, I unweave you, Earth!” which will deliver the “Earth” effect by packet. The incantation also includes additional information: the source of the effect is the Lore of Metal, the yellow wind of magic.

Incantations can include specifiers (see below) or describe the source of the power, which are both in-game concepts. For example, a creature of fire may not be able to be affected by any harmful spells using the Lore of Fire as a power source.

If you suffer a harmful effect (such as damage) while incanting, you must start over, but do not lose any resources from having your skill interrupted.

### **Effects**

The actual mechanical function of the call. Includes damage types as well as special abilities.

### **Specifiers**

A specifier is an optional add-on to a call that describes who specifically is affected. If a specifier is added, then it only affects those types of creatures/targets. If someone stabs you and says, “Paralyze to Vampires” and you are not a vampire, then you are not affected.

There are two ways you can hear a specifier. The first is wrapped into an incantation: e.g., “All within the sound of my voice, I purge the Unclean, Pain!” in which case it is clear that this call has the “All within the sound of my voice” delivery, the specifier “to the Unclean” and the effect “Pain”. The second is after the main effect: e.g., “Pain to the Unclean” would only affect creatures that are Unclean.

## Common deliveries:

### **By Ranged Weapon**

The effect is delivered by a ranged weapon, such as a throwing weapon or bow and arrow and is delivered if it strikes a legal target. Uncalled hits deal 1 damage unless blocked by armor. Shields block uncalled damage and calls delivered by ranged weapons. You do not need to announce the delivery; simply fire the weapon or throw the ranged weapon.

*Example: Anders fires his bow at an onrushing chaos cultist. The cultist is wearing a chain hauberk (cf. Medium Armor). The arrow strikes the heretic in the chest, but because bows are heavy weapons (cf. Table of Ranged Weapons), the arrow deals 1 damage to the torso of the cultist. Anders does not need to call any effect, he simply fires his weapon...and hits! Another heretic vanquished!*

*Example: Anders fires his bow at an onrushing chaos cultist. The cultist is wearing a steel breastplate (cf. Heavy Armor). Anders knows that arrows cannot penetrate heavy armor, so he expends 1 point of Ballistic Skill to use his Pierce skill. He fires his arrow and calls "Pierce" as he shoots. The arrow strikes the cultist in the chest, piercing the armor and dealing 1 damage to the torso.*

*Example: Anders fires his bow at a Norsican raider carrying a shield. The Norsican blocks the shot with his shield, causing no damage to be dealt.*

### **By Firearm**

The effect is delivered by a firearm and is delivered if it strikes a legal target. Firearms penetrate shields. If you are wielding a shield and you are hit in the shield with a firearm shot, you either (a) take the effect as if it hit your arm carrying the shield, or (b) can drop the shield (treat as an un-Resist-able Disarm) to negate the effects of the shot. When you shoot a firearm, you do not need to announce the delivery; simply shoot the firearm.

*Example: Saskia fires her flintlock pistol at a chaos cultist wearing a steel breastplate. The flintlock is a penetrating weapon (cf. Table of Ranged Weapons) so if she hits, she deals 1 point of damage.*

*Example: Saskia fires her flintlock pistol at a Norsican raider wielding a shield. She hits the shield, forcing the Norsican to drop their shield to avoid taking damage to their arm.*

### **By Melee Weapon**

The effect is delivered by a melee weapon such as a sword or ax, and is delivered if it strikes a legal target. Shields block uncalled damage and calls delivered by melee weapons. You do not need to announce the delivery; simply swing the weapon.

### **By Flask, Dynamite, Grenade, or Packet**

The effect is delivered by a special thrown prop such as a flask, dynamite, grenade, or spell packet. It is delivered if it strikes a target anywhere, including their shield or garb. Do not aim for illegal targets on purpose. You do not need to announce the delivery; simply throw the prop. The damage affects the nearest body part (i.e., a limb if the effect struck a wielded shield or weapon).

If you are wielding a shield and you are hit in the shield with a flask, dynamite, grenade or packet, you either (a) take the effect as if it hit your arm wielding the shield, or (b) can drop the shield (treat as an un-Resist-able Disarm) to negate the effects of the attack.

### **All Before Me**

This delivery affects everyone within an area 30 feet long and 6 feet wide in front of the user. If you are unsure if you are within the area of effect, err on the side of taking the effect. To deliver an “All Before Me” effect, spread your arms forward and out and state, “All before me, [effect]!”.

If no specifier is given either in the incant, the delivery, or as a specifier at the end, the effect affects everyone.

### **All Within the Sound of My Voice**

This delivery affects everyone within 30 feet of the user who makes the call. If you are unsure if you are within the area of effect, err on the side of taking the effect.

If no specifier is given, and the effect is beneficial, assume it affects you if you are part of the same faction as the user. If no specifier is given, and the effect is harmful, assume it affects you if you are not part of the same faction as the user.

### **Area**

This delivery affects everyone within 6 feet of the user. If the user throws a prop as part of the call, such as tossing a grenade prop, then the effect is delivered 6 feet around where the prop impacts first instead.

A good rule of thumb is that if you could touch the user with a weapon, then you are within range.

If no specifier is given, and the effect is beneficial, assume it affects you if you are part of the same faction as the user. If no specifier is given, and the effect is harmful, assume it affects you if you are not part of the same faction as the user.

### **Backlash**

This delivery is exclusively used in response to being struck with an attack or effect (the incoming attack or effect still affects you). The attacker is automatically struck with the backlash effect. If the effect only affects a limb, it affects the limb the target used to attack with. If the effect targets any other specific body part (such as damage), it affects the torso vital area.

*Example: If you strike a Slaanesh daemon, it might respond with “Backlash Pain”, in which case, you take the Pain effect.*

### **By Touch**

Most beneficial effects are delivered through touch. Do not touch people without their consent, though it is assumed that all participants at The Olde World are comfortable with having a spell packet touched to their shoulder, which should be the default way to deliver touch-based effects without prior consent.

### **By Siege Weapon**

Siege weapons, such as cannons, ballistae, and boulders thrown by monsters deliver their effect if they strike a target anywhere, including their shield or garb. Do not aim for illegal targets on purpose. See the Other Dangers section for a description of the effects of common siege weapons.

## Effects

The following is a complete list of all effects in the game. They are written from the perspective of being affected by them, so for instance, if you hit someone with "Acid" then they will take one acid damage.

### **ACID**

This corrosive effect is good against things made of metal. Acid does 1 point of damage.

### **BACKSTAB**

This effect must strike you in the back torso area to be effective. It does 3 damage to you, or 1 if you are wearing heavy armor.

### **BANE**

This effect is combined with another call. You are unable to resist the stated effect for 5 minutes. For example, "Bane Fire" means you cannot resist "Fire" for 5 minutes.

### **BESTOW**

Bestow gives 1 use of an effect to you. For instance, "Bestow Pierce to [this touched melee weapon]" grants you one use of the Pierce effect with that melee weapon.

### **CHARM**

You trust the user implicitly and regard them as a friend. This effect lasts 1 minute.

### **COMPEL**

You are forced to roleplay the stated emotion or action for 1 minute. For example, "I compel you to kill your friends" or "I compel you to laugh uncontrollably." You must follow the intent of the call.

### **DISARM**

If this effect is delivered by a ranged weapon or packet, drop one weapon or other hand-held item you are holding (safely!). If this effect is delivered by melee weapon strike, it must strike the hand or item directly instead.

### **DISEASE**

If you are Diseased, you cannot be healed until the condition is cured by any means. You cannot use Toughness when Diseased to heal.

### **DOOM**

If you are struck by Doom, you die immediately. Your character is killed permanently.

### **FEAR**

You must roleplay being terrified. Make bad decisions and try to flee to at least 30 feet away from what caused you Fear for 1 minute. A Fear Aura is represented by a red glowing light. Characters approaching or engaging in combat with a creature bearing a Fear Aura are subject to the Fear effect.

### **FIRE, EARTH, ICE, THUNDER, SHADOW, RADIANT**

These effects all do 1 point of elemental damage of the specific type.

### **HEAL**

This effect heals your wounds. If a number is stated, e.g., "Heal 1," then you heal that many wounds. If no number is stated, you heal all your wounds.

### **HOLY**

This is the energy of the sun and of gods. It is particularly effective against Undead and Daemons. Holy does 1 damage.

### **KNOCKDOWN**

When you or your gear is struck by this effect, you fall to the ground. You must touch your chest or back to the ground (safely!) after which you are free to act normally again.

### **MAIM**

If delivered by a melee weapon, it must strike a limb. If delivered by a ranged weapon or prop (e.g., flask, dynamite, grenade, spell packet), you choose. The selected or struck limb is rendered useless until healed.

### **MANGLE**

Maims all limbs (renders them useless) until healed.

### PARALYZE

You are frozen in place for 1 minute. You cannot defend yourself, move, or speak in any way.

### PIERCE

An attack with this call ignores armor. It is as if your armor does not exist. For example, if you are wearing a steel breastplate and get stabbed by a short weapon delivering "Pierce", you take 1 damage. If instead you were stabbed with "Pierce Slay", you take 3 damage instead, even though you are wearing heavy armor.

### POISON

You gain the Weakness condition and will lose all Wounds and immediately drop to the Dying condition after 5 minutes.

### REMOVE

Removes an effect. For example, "Remove Poison" will remove the Poisoned condition from someone.

### REPEL

You must walk away from the user for 1 minute. You may defend yourself normally, but cannot approach.

### RESIST

Said in response to an effect. It negates the effect.

### ROOT

You cannot move your feet for 1 minute. They are stuck to the ground.

### RUIN

You take 10 damage to your torso vital area, no matter where the effect struck you.

### SHATTER

This effect breaks whatever it touches: armor, shields, or weapons. If a specific target is called out, e.g., "Shatter Shield" then that item is broken instead.

### SICKEN

You roleplay being violently ill. Stagger back, pretend to gag or retch. You cannot defend yourself for 10 seconds.

### SLAY

You take 3 damage. If you are wearing heavy armor, Slay deals 1 damage instead.

### SLEEP

You fall unconscious for 1 minute. You cannot be roused except by effects that specifically remove Sleep.

### SUBDUE

If Subdue hits your torso, you are knocked unconscious for 10 seconds.

### VENOM

This is a poison type of damage that normally doesn't work on non-living creatures or outsiders. Venom does 1 damage.

### VILE

Vile is the energy of dark magic. It deals 1 damage.

### WAYLAY

If you are struck in the back torso by this effect you are knocked unconscious for 1 minute, unless you are wearing a helmet. "Pierce Waylay" ignores the helmet protection.

### WEAKNESS

You cannot run, fight, or use skills for 5 minutes.

## Prop Effects

The following are some examples of various props and theatrical elements that may be in play, and how to play around them.

### **Fear Aura**

Represented by a red glowing light, a place or a creature can be scary if it has red lighting. You must expend leadership to enter this place or engage with creatures in close combat.

### **Green Smoke**

If you are touched by this smoke you are now diseased with Nurgle Pox.

### **Red smoke**

If you are touched by this smoke you must use a point of leadership to resist or you become berserk, causing you to fight those closest to you for the remainder of the scene or until you are dropped by those around you.

### **Blue Smoke**

Mana is not expended while in blue smoke.

### **Pink Smoke**

If you are touched by this you must use a point of leadership to resist or you are charmed by the source of the smoke for one minute.

### **Yellow smoke**

If you are touched by this smoke you are affected by poison.

### **Black smoke**

If you are touched by this smoke you are affected by weakness for 5 minutes.

### **Pull string traps**

If you activate this trap you are affected by slay to the torso.

### **Contact Poison**

If you touch a Vaseline covered surface with an ungloved hand or other exposed skin you are subjected to the poisoned effect.

### **Snap Trap**

Maims the limb that steps on it.

### **Mechanical traps**

Whatever area is touched is hit with shatter and slay.

### **Green and yellow braided cord or string**

If You touch an item with this tied on it, you have a Plague. Report to logistics to find out your symptoms!

### **Braided blue cord with an accent color band**

This is a magic item! It must be attuned to in order to be used!

### **Cannon Shot**

Counts as Pierce/Ruin effect to torso, and does 10 structure damage to barricades.

### **Ballista Shot**

Counts as Pierce/Slay effect to torso, and does 5 structure damage to barricades.

### **Giant Rock**

Counts as Mangle/Shatter, and does 5 structure damage to barricades.

# Gear



## Income

Money is both the life's blood and goal of any adventurer. Without money you cannot purchase the supplies to survive in the Olde World. This includes feeding yourself, maintaining your gear, buying new equipment, along with potential "gifts" to prominent people to make things happen.

1 gold coin (gc) is worth 20 silver coins (sc).

Your heroic characters have pay from their enlistment in the 5th Ubersreik. As such, you receive a stipend of gold coins at the start of each event. You can use this money to upkeep your equipment (you must pay this each game) or save it.

As a villainous character, you have pay that works the same way, though your income comes from the spoils of war.

## Upkeep

At the beginning of each game, you must pay upkeep for the gear that you want to bring. You can pay this upkeep from the pay that you receive or from currency that you have earned from previous expeditions.

## Weapons & armor

Weapons are classified into light, medium, heavy, and penetrating weapons. Armor is classified into light, medium, and heavy armor. Light armor blocks light weapons, medium armor blocks medium weapons, etc. Penetrating weapons penetrate light, medium, and heavy armor.



## Melee weapons

Below is a list of melee weapons. Repair cost depends on what the weapon is predominately made of.

In terms of physical construction, melee weapons at The Olde World should be made of latex or plastidip and should look realistic.

Mighty weapons are special weapons of prodigious size, each with their own unique characteristics.

Weapon Name	Weapon Type	Length	Example	Upkeep Cost	Repair Cost
Small	Light	< 16"	Knife, club	1 <sup>st</sup> is free, 1gc after	1 Iron, Steel, or Wood
Short One-handed	Medium	< 34"	Shortsword, light hammer	1gc	1 Steel or Wood
Long One-Handed	Heavy	< 48"	Longsword, warhammer	1gc	1 Steel or Wood
Two-Handed	Penetrating	< 72"	Polearm, greatsword	2gc	1 Steel or Wood
Spear	Medium	One-handed: < 66" Two-handed: < 78"		1gc	1 Wood
Pike	Medium	Two-handed: < 114"	Thrust-only spear	3gc	2 Wood
Mighty	Penetrating	< 108"	Special	Special	Special
Claws	Penetrating	Special	Special	Special	Special

## Ranged weapons

Below is a list of ranged weapons.

Thrown weapons should be coreless latex or plastidip weapons. Bows should shoot flat-tip LARP arrows. Flintlock firearms should be from one of the following manufacturers:

- B3 Imagination Studio
- Bandguns.com, Castille Armoury or similar SCA-style rubber-band guns
- CarnyRex
- FakeSteel

If you shoot a rubber-band gun with a firework (i.e., like a capgun), you can shoot Pierce for free (still costs ammunition as normal).

A blunderbuss is a special ranged weapon that shoots 3 bullets at once.

## Misfires

A Misfire occurs when a firearm goes off improperly.

For example, a firearm discharging while you're reloading, while it's on your hip and it fires, or when you are just fiddling with your gun and it goes off.

When this happens, you take a firearm shot to the torso. If the ammunition hits someone else instead, the person being hit by the ammunition takes a pistol shot where they are hit.

Weapon Name	Weapon Type	Example	Upkeep Cost	Repair Cost
Thrown Weapon	Light	Knife, rock	1gc for 3	1 Iron or Steel for 3
Blowgun	Light		1gc	1 Wood
Bow/Crossbow	Heavy		1gc	1 Wood
Flintlock	Penetrating*	Pistol, musket	3gc	1 Steel or Wood
Blunderbuss	Penetrating*		3gc	1 Steel or Wood
Black Powder	-	10 shots of ammunition	1gc	-
ARROWS	-		Free	-

## Assorted props

### Flask

A coreless throwable foam bottle prop.

### Dynamite

A coreless throwable dynamite prop for single-target explosions.

### Grenade

A coreless throwable grenade prop for area of effect explosions.

### Spell Component/Packet

A coreless throwable spell representation (either a ball or packet).



## Armor

Helmets and padded armor are highly recommended for all characters to protect your in-game and out-of-game body from harm. Armor protects only the actual areas that it covers.

Below is a list of armor types. Repair cost depends on what the armor is predominately made of.

Armor Type	Upkeep Cost	Repair Cost
Light	1gc	1 Cloth or Leather
Medium	2gc	1 Steel or Leather
Heavy	3gc	1 Steel or Leather
Helmet	1gc	1 Steel or Leather

### **Light Armor**

Light armor includes gambesons, padded jackets, or light/thin leather armors.

Light armor protects against all uncalled attacks from light weapons. Light armor includes a light helmet for free.

*Examples: Padded jacket with full arms, padded greaves, leather skullcap, arming cap, leather jerkin*

### **Medium Armor**

Medium armor includes chainmail, scale mail, reinforced or studded leather. It protects against all uncalled attacks from light and medium weapons. Medium armor includes a medium or light helmet for free.

*Examples: Chainmail hauberk, boiled leather cuirass*

### **Heavy Armor**

Heavy armor includes steel plate mail.

Heavy armor protects against all uncalled attacks from light, medium, and heavy weapons, but not penetrating weapons. Heavy armor includes a light, medium, or heavy helmet for free. Slay and Backstab do 1 damage through heavy armor instead of the normal 3.

### **Helmet**

You can purchase a helmet of any level of armor (light, medium, or heavy) for 1 gc.

All helmets protect as the type of armor they are against hits to the crown of the head.

All helmets protect against Subdue and Waylay.

The use of helmets is strongly encouraged for safety reasons.

### Stunned

While wearing a heavy helmet, once per scene, you can resist taking 1 damage and instead stagger backwards for 10 seconds and take the Knockdown effect. The triggering damage does not need to be to your head. State “Resist” then stagger back and fall.

### Armor Layering

Two layers of armor stacked on top of each other count as a higher tier of armor. You must have the proper armor proficiency skill in order to wear armor in this way, and you must pay for the upkeep of the higher tier of armor.

*Example: A thick, quilted gambeson (light armor) under a leather jerkin (light armor) counts as medium armor where they overlap. You must pay for medium armor and be able to wear medium armor.*

*Example: Two medium armors such as a chain hauberk under a boiled leather cuirass count as heavy armor where they overlap. You must pay for heavy armor and be able to wear heavy armor.*

### Armor Gaps

When you are wearing mixed types of armor, so long as the lesser tier of armor is less than 50% of your total armor coverage, that armor is upgraded one step.

*Example: You are wearing a quilted gambeson (light) with a chainmail hauberk (medium) over it. The hauberk covers your torso, shoulders, back, and upper arms, but not your lower arms. Since the coverage of the gambeson (on your lower arms) is less than 50% of the total armor coverage, your lower arms, covered by the gambeson, count as being covered by medium armor as well.*

*Example: You are wearing plate mail (heavy armor) over your entire body. The gaps between the plate mail (heavy armor) are covered by the gambeson (light armor) you are wearing underneath. Those gaps, covered by the gambeson, count as being covered by medium armor.*

*Example: You are wearing plate mail (heavy armor) over your entire body. The gaps between the plate mail (heavy armor) are covered by chainmail (medium armor) you are wearing underneath. Those gaps, covered by the chainmail, count as being covered by heavy armor.*

### Enhanced Armor

Especially strong or magically-fortified armor provides additional protection.

**Enhanced Armor I** includes gromril armor, lesser chaos armor, and armor of midnight. Enhanced Armor I protects against all uncalled attacks from light, medium, heavy, and penetrating weapons.

**Enhanced Armor II** includes heirloom Dwarven armor and the armor of a champion of Chaos. Enhanced Armor II protects against all uncalled attacks from light, medium, heavy, and penetrating weapons. Furthermore, the wearer is immune to Maim, Slay, and Pierce as well as the basic 1-damage versions of Acid, Fire, Ice, etc. Combined effects such as “Fire Slay” deal 1 damage instead. Ruin deals 3 damage instead of 10.

		Weapon			
		Light	Medium	Heavy	Penetrating
Armor	Unarmored	✓	✓	✓	✓
	Light	x	✓	✓	✓
	Medium	x	x	✓	✓
	Heavy	x	x	x	✓

## Shields

Shields protect against melee and ranged attacks from weapons.

Uniquely, firearms penetrate shields as well as armor. When struck by a firearm, the shield-bearer may either drop the shield (as Disarm), or Maim the limb.

Shield Type	Size	Upkeep Cost	Repair Cost
Buckler	20"x20" or smaller	1gc	1 Wood or Leather
Shield	Any size	2gc	1 Wood or leather

## Kits

In order to use certain skills, characters must have the appropriate tools. These tools are collected into kits. Each kit costs 2 gc to upkeep.

- A Healer's Kit is required for Bandage, Advanced Bandage, and any other nonmagical healing skills.
- A Wizard's Focus is required for casting spells.
- Repair Tools are required to repair items.
- Engineer's Tools are required to repair advanced items and engineering devices.

## Relics

In this age of superstition and religious fanaticism, holy objects are an important part of life. Relics abound in the Olde World: hairs of Sigmar, Pieces from Ulric's hammer, teeth of Daemon Princes, all are sold to men needing encouragement before battle and as charms against sorcery.

Relics can be used in a number of rituals of protection or the forging of holy objects. The most common usage is you hold it aloft and invoke its power.

Minor relics can be purchased for 2 gc during upkeep.

### Minor Relic

*"All in the sound of my voice, I cast out the Unclean, Pain!"* This relic is consumed by its use.

### Lesser Relic

*"All in the sound of my voice, I cast out the Unclean, Repel!"* This relic is consumed by its use.

### Greater Relic

*"All in the sound of my voice, I cast out the Unclean, Holy!"* This relic may be used once per day.

### Divine Relic

*"All in the sound of my voice, I cast out the Unclean, Holy Slay!"* This relic may be used once per day.



## Crafting

To create an item, you need four things:

1. You must have learned the recipe or schematic.
2. You must roleplay crafting the item at the correct crafting station for 5 minutes.
3. You must have the raw materials to craft the item.
4. You must have the correct skill (e.g., Engineering 1).

Between each game, you may learn one recipe or schematic that you have access to.

## Spellcasting

To cast a spell, you use some innate energy within yourself to fuel a magical effect. To do this, you expend mana from your mana pool.

If you are out of mana or do not want to spend it, you can prepare a spell. To do so, you must spend 5 minutes roleplaying preparing the spell and consume the correct materials (depends on the spell). You can then cast the spell once without expending mana. You may only have one spell prepared at a time.



# Character Creation



## Character creation

This section describes character creation for both heroic and villainous characters. The steps are as follows:

1. Decide on a concept for your character from the Warhammer World and choose a faction (e.g., the 5th Ubersreik, the Vampire Counts, Chaos).
2. Add free abilities and skills.
3. Pick a class and background. Add free abilities and skills given by those choices.
4. Spend your character points (CP) on skills from your class or the open skill list.
5. Select gear to upkeep using your pay.
6. Send your character sheet, character history, and picture in costume to [theoldworldlarpg@gmail.com](mailto:theoldworldlarpg@gmail.com).

Once before purchasing any skills from your Tier 2 class, you may rewrite your character.

## Abilities

There are eight core abilities each defined by a number. The following table describes the eight core abilities, their starting values, and their maximum possible values for humans. It is possible to “purchase” ability points past the maximum, but instead of increasing the ability value, it will instead unlock new uses for that ability.

Ability	Starting Value	Max Value	Description
Weapon Skill (WS)	0	10	Expended to use special melee skills.
Ballistic Skill (BS)	0	10	Expended to use special ranged skills.
Mana (M)	0	10	Expended to cast spells.
Toughness (T)	1	10	Expended to recover from being Wounded.
Strength (S)	1	10	Raw physical strength.
Initiative (I)	0	10	Expended to use special cunning skills.
Wounds (W)	1	3	How many hits you can take.
Leadership	1	10	Your willpower and social presence.

## Uses

Strength, Toughness, and Leadership can all be expended in the following ways by any character.

### **Strength**

- If you have a Strength of 3, you are three times as strong as someone with a Strength of 1.
- You can expend 1 Strength to break free of the Root effect.
- You can expend 1 Strength to deal 1 structural damage to a barricade.
- You can expend 1 Strength to throw a knockdown punch. Toss a bean bag packet at a target's torso at close range and state, "Knockdown!"
- You can expend 1 Strength to pick up a body and hustle while carrying the target.
- Objects that are particularly heavy may require a certain Strength threshold to lift. Picking up these objects does not expend Strength, but the threshold must be met before the object can be lifted. Multiple characters can work together to meet the threshold.

### **Toughness**

- Your Toughness can help you recover from wounds. A character can expend 1 Toughness after 1 minute to move from Bleeding Out to Wounded, or from Wounded to Healthy.

### **Leadership**

- Leadership represents your willpower, bravery, and social presence.
- You can expend 1 Leadership to Resist a Fear effect. If you expend Leadership to Resist a Fear Aura, you are immune to that particular aura for the remainder of the scene. You will need to expend more than one Leadership to Resist more than one Fear Aura.
- You can expend 1 Leadership to Resist a Charm effect.

## Free skills

All characters start with the Carry, Bandage, and Knockdown Punch skills for free.

### **Bandage**

All characters have the Bandage skill. If you have a Medical Kit, you can spend 5 minutes bandaging a character to move a character from Bleeding Out to Wounded, or from Wounded to Healthy.

While being bandaged, a character's "bleeding out count" is suspended. It continues if the bandaging is interrupted.

A character can bandage themselves if they are Wounded, so long as they have one un-Maimed arm.

### **Carry**

As long as you are not Wounded, you can pick up a person by saying, "I pick you up." You may walk while carrying that person. If you expend 1 Strength, you may hustle while carrying them.

### **Knockdown Punch**

You can expend 1 Strength to throw a knockdown punch. Toss a bean bag packet at a target's torso at close range and state, "Knockdown!"

## Character points & advancement

Heroic characters begin with 5 character points (CP). You earn +1 CP for submitting a character history and you earn +1 CP for submitting a picture in costume. Villainous characters begin with 10 CP.

Each game you attend earns you +1 CP for your heroic character. Helping with setup earns +1 CP. Helping with breakdown earns +1 CP. Finally, submitting a post-event letter (PEL) within two weeks of the end of the event earns you +1 CP, for a possible total of +4 CP per game. There are also donation opportunities that can earn you more CP.

Villainous characters always earn 5 CP per game.

Your characters can spend up to 10 CP + 5 times the number of events you have attended previously. For instance, if you have attended 3 events, your CP cap is 25. You can earn and bank CP above your maximum, but you cannot spend them.

Heroic characters unlock a Tier 2 class after surviving 4 events. Villainous characters unlock new classes through services to their dark patrons.



## Death, Doom, & Retirement

Eventually your character's death or doom will find them. This is represented by the character either dying, retiring or their impending doom finally finding them. In The Olde World, doom or retirement will happen after you have become an exalted hero, but death can happen any time you are out of action. Once you reach your hero's top tier you will be offered retirement options or a position of power with the possibility of being renowned in the world. These opportunities will grow as you continue to grow your legend. Unfortunately your doom is also building for your character and your character needs to decide if they should retire before their doom finds them.

- **DEATH**, a normal death is something that the character decides at any time when they are out of action, and the character should at the time of death decide on a story to describe their end. This story should be related to the plot. At some point in the next event you may be asked to play the character one last time as a corpse for your funeral, and your body is blessed and laid to rest by Morr.
- **DOOM**, this is what happens when your doom builds to the point where it can no longer be avoided. This starts building as soon as you reach your exalted class. Every game after you reach exalted status the chances for your doom become harder to avoid. When your doom finds you a cast member who strikes you will use the call of "doom". Armor cannot stop your doom, but a weapon or shield parry can. The frequency of this potentially happening will increase as your doom builds.
- **RETIREMENT**, this is a choice the character can make to avoid their doom. A NPC will recognize your character's skills and achievements and offer you an opportunity. If you wish to know if this is retirement you can clarify this with the NPC. Good examples would be, teaching at a college of magic, owning a tavern for mercenaries in an empire city or becoming an advisor to an elector count or religious figure.

You do not need to accept a retirement offer but your doom will still build if you do not.

## Skills

Skills are either single purchase (SP) or multi-purchase (MP). Single purchase skills can be purchased once only. Multi purchase skills can be purchased multiple times.

The following sections describe Open skills, which are open to anyone to purchase at any time, and Class skills, which must be on your class skill list for you to purchase.

## Open Skills

Skill Name	Purchase	CP Cost	Description
Toughness +1	MP	5	Increase your Toughness by 1.
Strength +1	MP	5	Increase your Strength by 1.
Leadership +1	MP	5	Increase your Leadership by 1.
Gather Common Agricultural*	MP	5	As evidence of your hardworking nature, at the beginning of each game, choose from Wood, Wheat, Fruit, Meat, Bone, Cloth, Leather, or Fine Soil. You begin the game with 4 of that material.
Gather Common Herbs*	MP	5	As evidence of your hardworking nature, at the beginning of each game, choose from Mandrake, Blood Oak Leaf, Speckled Rust Wort, Alfunas, Bootbane Mushroom, or Nightshade. You begin the game with 4 of that material.
Gather Common Mineral*	MP	5	As evidence of your hardworking nature, at the beginning of each game, choose from Glass, Crystal, Lead, Copper, Iron, or Steel. You begin the game with 4 of that material.
Gather Common Alchemical	MP	5	As evidence of your hardworking nature, at the beginning of each game, choose from Saltpeter, Brimstone, Basic Acid, Quicksilver, or Oil. You begin the game with 4 of that material.
Medium Armor Proficiency	SP	3	
Short Weapons Proficiency	SP	2	
Spear Proficiency	SP	2	
Bow Proficiency	SP	2	
Firearms Proficiency	SP	5	
Use Engineering Device	SP	5	You can activate engineering devices.
Use Alchemical Device	SP	5	You can activate alchemical devices.
Use Magical Device	SP	5	You can activate magical devices.
Use Poison	SP	5	You can apply and use poison.

## Class Skills

Skill Name	Class	Description
Advanced Bandage	Surgeon	Advanced Bandage follows all the same rules as normal Bandage, but is faster and has additional potency. Using a Medical Kit, a surgeon with Advanced Bandage can move a patient from Bleeding Out to Wounded in 1 minute instead of 5 minutes. Using a Medical Kit, a surgeon with Advanced Bandage can expend 1 Cloth material, 1 of their own Toughness, or 1 Toughness of the patient and spend 1 minute treating them to Heal 1 to that patient. This moves the patient from Wounded or Bleeding Out to Healthy with 1 Wound (or heals 1 lost Wound if the patient has more than 1 Wound).
Apothecary 1	Surgeon	You can craft medicinal poultices and remedies of up to Tier 1.
Artifice 1	College Wizard, Hedge Wizard	You can craft magic items of up to Tier 1.
Backstab	Footpad	Expend 1 Initiative and strike an opponent in the back torso with a melee or ranged attack and state, "Backstab." They take 3 damage or 1 damage if they are wearing heavy armor.
Bandage Stash	Surgeon	You begin each event with 4 Cloth per purchase.
Black Powder Stash	Marksman	You begin each event with 10 shots worth of black powder.
Blacksmithing 1	Commoner	You can improve items using blacksmithing recipes of up to Tier 1.
Brewing 1	Commoner	You can brew powerful alcoholic beverages of up to Tier 1.
Call Agent of the Faith	Zealot	You can bring in Priests, Witch Hunters, etc. to help you deal with small problems, or teach you about the horrors of the Olde World.
Cleanse with Fire	Zealot	You can use a torch or hot iron as a weapon in either your main or off hand. You may swing "Fire" once per game. You can prepare another use of "Fire" by expending 1 Oil and spending 5 minutes of roleplay relighting your torch.
Collect Recipe	Scholar	During check-in, you receive a random recipe.
Craft Antidote	Surgeon, Hedge Wizard	You begin each game with 1 Antidote and learn the recipe.

Skill Name	Class	Description
Craft Antiseptic	Surgeon	You begin each game with 1 Antiseptic and learn the recipe.
Craft Black Powder	Engineer	You begin each game with 10 shots worth of Black Powder and learn the recipe.
Craft Dynamite	Engineer	You begin each game with 1 Dynamite and learn the recipe.
Craft Hearty Brew	Commoner	You begin each game with 1 Hearty Brew. You learn the recipe.
Craft Hot Shot	Engineer	You begin each game with 1 Hot Shot and learn the recipe.
Craft Numbing Poultice	Surgeon	You begin each game with 1 Numbing Poultice and learn the recipe.
Craft Protection Charm	Hedge Wizard	You begin each game with 1 Protection Charm and learn the recipe.
Craft Venom	Footpad, Hedge Wizard	You begin each game with 1 Venom and learn the recipe.
Diagnosis	Surgeon	You may ask the following questions to a person you're inspecting: Do you have a pulse? Are you Wounded or Bleeding Out? Are you poisoned? Are you diseased? Do you have a plague? What are its symptoms? How much toughness do you have left?
Dual-Wield Pistol	Marksman	You can wield a flintlock pistol in each hand.
Engineering 1	Engineer	You can craft engineering devices of up to Tier 1.
Find Adventure	Scholar	Find the location of a hidden tomb or lost treasure once per season (4 events).
Find Expert	Scholar	Find an expert of an obscure topic, and pay the cost associated with bringing them to help.
Find Relic (Minor)	Zealot	You start each game with 1 minor relic of your god. You receive one at the beginning of every game. These items can be used as is, or consumed to fuel a ritual.
Gather Lore	Scholar	You passively gather local lore. Wherever you are at the beginning of each game, you receive info on a local legend.
Hard to Kill	Warrior, Zealot	If you are Bleeding Out or Wounded, after 1 minute, you can expend 1 Leadership to become Healthy at 1 Wound.
Invoke Their Wrath	Zealot	Take on a terrible visage of your god, scaring those around you with your fervor. Destroy a minor relic and create a Fear Aura. This is indicated by a red light on your chest! Warning, you will be scarier at night! This lasts for the scene.

Skill Name	Class	Description
Knockdown with Melee Weapon	Warrior	Expend 1 WS, swing your weapon and call "Knockdown".
Knockdown with Ranged	Marksman	Expend 1 BS, shoot a ranged weapon, and call "Knockdown".
Learn Language	Scholar	You learn 1 exotic language, such as Duridain, Sylvan, Asurian, Naggorothi, Khemri, Kiesliv, Lustrian, or Cathain.
Mage Sight	College Wizard, Hedge Wizard	Allows you to read auras on magic items and places.
Magic Bolt	College Wizard	Using the appropriate incantation, throw a spell packet and deal 1 damage of the appropriate type.
Magic Strike	College Wizard	Using the appropriate incantation, swing for 1 damage of the appropriate type.
Maim	Footpad	Expend 1 Initiative or 1 WS or 1 BS and strike a limb with a melee or ranged weapon and call, "Maim." That limb is Maimed. You can only pay for Maim using WS if you're using a melee weapon and can only pay for Maim using BS if you're using a ranged weapon.
Pierce	Marksman	Expend 1 WS or BS, depending on if the weapon you are using is melee or ranged, and swing or shoot; state, "Pierce." You can combine this skill with another, e.g., to shoot, "Pierce Slay."
Poisoncraft 1	Footpad, Hedge Wizard	You can craft poisons of up to Tier 1.
Repair Advanced	Engineer	You can repair advanced items, as well as basic ones. If you purchase this skill, you gain Repair Simple for free. If you already had purchased Repair Simple, refund the CP for it.
Repair Simple	Commoner, Engineer	You can repair items. This takes 1 minute and requires the item to be repaired and the required resources.
Research	College Wizard, Scholar	Research and gain some information on a topic between games. This can be used to learn a language, investigate items or people of note. It may also be used to research monsters and villains of the Olde World. You may even research recipes if you work with a practitioner of that craft.

Skill Name	Class	Description
Resist Curse	Scholar	Once per purchase per game, you can Resist the effects of one curse.
Resist Misfire	Marksman	When you misfire with a black powder weapon, you may expend 1 BS to ignore the misfire.
Resist Traps	Scholar	Once per purchase, you may state "Resist" when you would be damaged by a trap, negating its effect.
Ruthless Acquisition	Footpad	You begin each game with 4 random items from your banditry, pickpocketing, or other illicit means. This can be random resources, jewelry, coins, or anything of value. You will receive these items at check in.
Sharpen Weapon	Commoner	You can sharpen one weapon for free each game, and learn the recipe.
Slay	Warrior	Expend 1 S and 1 WS and swing with a melee weapon. State, "Slay." This deals 3 damage. Slay only deals 1 damage to an opponent wearing heavy armor.
Slay with Firearm or Crossbow	Marksman	Expend 2 BS and shoot a firearm or crossbow. State, "Slay." In case of a misfire, BS points are not consumed. This deals 3 damage. Slay only deals 1 damage to an opponent wearing heavy armor.
Suffer Not the Witch	Zealot	When struck by a spell effect, you may expend 1 Leadership and state "Resist", negating the spell's effect on you.
Use Blunderbuss	Engineer	You gain proficiency with the blunderbuss.
Waylay	Footpad	Expend 1 Initiative and strike an opponent in the back with a melee weapon and state, "Waylay." If they are not wearing a helmet, they are knocked unconscious for 1 minute.

# Heroic Characters



This section focuses on creating heroic characters. It covers the background and classes available to them, as well as the skills available to those classes.

To create a heroic character, follow the steps from Character Creation, which have been reproduced here for convenience:

1. Decide on a concept for your character from the Warhammer World and choose a faction (e.g., the 5th Ubersreik, the Vampire Counts, Chaos).
2. Add free abilities and skills.
3. Pick a class and background. Add free abilities and skills given by those choices.
4. Spend your character points (CP) on skills from your class or the open skill list.
5. Select gear to upkeep using your pay.
6. Send your character sheet, character history, and picture in costume to [theoldeworldlarpg@gmail.com](mailto:theoldeworldlarpg@gmail.com).

Once before purchasing any skills from your Tier 2 class, you may rewrite your character.

## Backgrounds

In the Olde World, your home province determines a lot of your character's background. Each province of the empire has its own culture and values.

When creating a heroic character, choose one of these backgrounds, reflecting where your character is from.



## Middenland

Middenheim, the capital of Middenland, also known as the Ulricsberg, the Fauschlag (meaning "Fist-Strike"), or simply the City of the White Wolf, is amongst the greatest and most fortified fortress-cities within the Olde World and beyond. The City of the White Wolf, home to the Cult of Ulric and the greatest city-state of the North, Middenheim is the rock upon which the Northern enemies of the Empire have broken upon.

Founded before the Empire was born, the giant mountain on which Middenheim sits, called the Fauschlag or Ulricsberg, towers high above the surrounding Drakwald, like an island of defiance against a rising sea of green and corruption. Since its founding, the grand city of Middenheim has never fallen to any invader that dares to assault its towering walls.

### Benefits

+1 S

+1 T



## Reikland

The Grand Principality of Reikland, is one of the founding Electoral Provinces of the Empire. It is located in the southwestern Empire in the north-central region of the Olde World continent. Reikland has been the most important state of the Empire for nearly one hundred years, for it surrounds Altdorf, the current Imperial capital city, and its state armies are those under the command of the Emperor Karl Franz I himself.

Reikland was one of the provinces created at the founding of the Empire during the reign of its first Emperor, Sigmar Heldenhammer. Indeed, in the eyes of the Imperial citizenry, the territories of the Reikland are considered the heartland of the Empire culturally, politically, economically, religiously and in every other way that matters.

The Reiksguard, pride of the province's state army and the most powerful and prestigious regiment in the Empire, are the bodyguard of the Emperor himself. The Emperor is able to provide the finest equipment and training available for his own state army; as a result, the armies of Reiksguard are said to be the most disciplined troops in the Empire. They are famous for their precise coordination and their steady resolve. Few foes can perturb the valiant men of Reikland.

### Benefits

Choose 2

+1 WS

+1 BS

+1 L

Firearms



## Marienburg

The wealthy city state lies to the west of Reikland. It seceded over seventy years ago in a corrupt deal that brought shame on the Empire. It is a rich and corrupt place, rife with intrigue. Marienburg is one of the wealthiest ports in the world, by providing this tremendous amount of income it provides its natives with both negotiating power and valuable contacts.

Benefits  
You are paid 2 more gold crowns that cannot be docked by anyone not from Marienburg



## Stirland

The Grand County of Stirland is a major and founding Imperial Province that lies within the eastern territories of the Empire. Stirland is a rugged highland province famous for its rural backwater society and the province's close affiliation with death. Such an attitude stems from the province's close association with the province of Sylvania, a land perpetrated with misty forests and ancient castles resting on the craggy peaks like circling vultures.

Ever since the end of the Vampire Wars, the province of Stirland has been given the rights to all the lands of eastern Sylvania. This essentially doubled the size of the province, but did little to improve the province's fortunes. Indeed, the province of Stirland is a relatively poor country in comparison to its surrounding southern neighbors such as Averland or Wissenland. The citizenry of Stirland are a conservative and superstitious lot, known for their backwards outlook and religious intolerance. The Banner of Stirland shows a skeleton sounding a hunting horn, signifying a call to battle. The skeleton itself is a common symbol of the lands, an expression of both the Stirlander battle cry "Victory or Death" and a grim reminder of the lands of Sylvania that they share borders with.

Benefits  
+1 T  
+1 L



## Averland

Averland, formally the Grand County of Averland, is a founding Electoral Province of the Empire that lies in the south-eastern corner of that realm. As with the province of Ostermark, Averland has an economy based mostly on agriculture and the raising of cattle and livestock. Unlike most of the other states in the Empire, Averland contains large stretches of unbroken, fertile plains and few woodlands. While this territory is not as fertile as that in Ostermark, it has proved valuable as grazing land for the infamous Averlander cattle herds.

Averland also has the "honour" of defending the site of Black Fire Pass, where Sigmar won his greatest victory against the Greenskins millennia ago, which cuts through the Worlds Edge Mountains to the Dark Lands.

This is the clearest pass through those mountains for thousands of miles and as such, is a popular route for marauding Orcs and Goblins. As a result of years of defending it, the Averlanders are held in high esteem in the art of siege defense.

### Benefits

Choose 2:

Spears

Use  
Engineering  
Device

Gather  
Common  
Agricultural

Shields



## Wissenland

The Grand County of Wissenland is a major and founding Imperial Province that lies at the most southern territories of the Empire. The province of Wissenland is considered the armory of the Empire, for it holds within its borders the city-state of Nuln, the largest industrial city within the Olde World. From its workshops and factories, the city of Nuln churns out some of the most devastating black-powder weaponry known to Mankind.

Wissenland's territories were originally confined between the Grey Mountains and the River Soll. Following the destruction of Solland in 1707 IC, the territories of Solland were given to Wissenland. Ever since then, the people of Wissenland have expressed a degree of sorrow and remembrance for their neighbors, going as far as to add the flag of Solland upon their own banners as a sign of respect for their fallen countrymen.

### Benefits

Choose 2:

Gather  
Common  
Minerals

Craft Black  
Powder

+1 BS

+1 T



## Talabecland

Talabecland, formally known as the Grand Duchy of Talabecland or the Grand Freistadt of Talabecland, is one of the founding Electoral Provinces of the Empire and is located at its geographical center.

Talabecland is perhaps one of the largest of the Imperial provinces, and its dominant features include its dominion over the River Stir and the River Talabec, as well political control over nearly all of the Great Forest. Much of the province's trade flows along these rivers, as well as trade that flows through to the north and south along the Great Forest Road.

When times are relatively tranquil, the province is a thriving center of commerce and the many coaching inns that line the roads of Talabecland are typically filled to capacity with merchants and tradesmen of all kinds and nationalities.

In Talabecland lies the major fortress-city of Heldenhame Keep, which is situated on several key trade routes. The provincial capital city of Talabecland is Talabheim, a large city-state built inside a titanic meteorite crater miles upon miles wide.

The very province itself is named after Taal, the god of the wilderness of the Old World Pantheon, and he is considered the province's patron god after Sigmar himself.

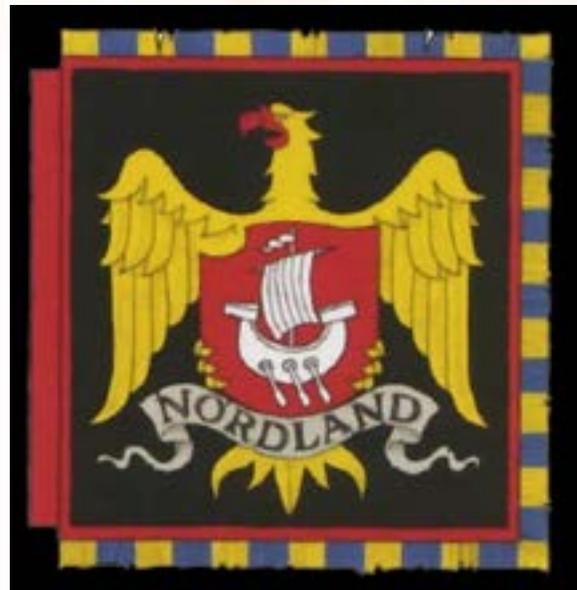
**Benefits**  
Choose 2:

Bows

Gather  
Common  
Alchemical

Find Relic  
(Minor)

+1 T



## Nordland

Nordland, officially the Grand Barony of Nordland, is an Electoral Province of the Empire that lies on the northwestern shores of that realm. The lands of Nordland did not truly exist during the founding of the Empire, for the Was Jutones of both Nordla and Westerland refused Emperor Sigmar's invitation to his Empire. It wasn't until the 8th century IC that the Was Jutones were finally subjugated and forced into the Empire as a new province by Emperor Sigismund II.

Since its incorporation as a province, Nordland has become famous for hosting the Second Fleet of the Imperial Navy and its heavily tolled coastal roads, which provide both safe passage for rich merchants heading towards the city of Marienburg and the main source of income for its provincial government. Many sea fortresses and watch-towers line the coast of Nordland, as Norscan raiders from across the Sea of Claws are an all-too-common threat that can't be ignored without dire consequences. Raids and retaliatory raids between the Nordlanders and their cousins across the seas are so ingrained upon their history and culture, that none can fathom any other way of living.

**Benefits**

You may buy  
and  
maintain  
both one  
spear and  
one bow at  
no cost.

You may do  
this for  
yourself or  
someone  
else.



## Bretonnia

Modern Bretonnia currently falls into two distinct and separate but cooperative cultures:

**Metropolitan Bretonnia**, who tend towards new ways and invention along with decadence and new fashion such as powdered wigs. Your decadent life follows you wherever you go.

**Olde Order Bretonnia**, who follows the Lady and the old ways these Bretonnias frequently come from traditionalist holdfasts where feudalism is still prevalent. They still dress in the manner of their forebears wearing the outdated armor bearing the outdated weapons. They favor martial prowess over technical might.

**Restrictions (Olde Order only)**

May not be an engineer or college wizard  
May never pick these skills: Firearms or engineering device.

### Benefits (Metropolitan)

Wine Stash (1 bottle of Bretonian Red today)

### Benefits (Olde Order)

Choose 2

Shields  
Medium Armor  
Long Weapons  
+1 WS (may be picked twice)



## Kislev

Kislev, officially the Tzardom of Kislev, also known as the "Realm of the Ice Queen," and to the Kislevites themselves as "The Motherland," is the most Northerly Human realm of the Old World.

It is a powerful kingdom driven by the need to prepare for constant warfare that is known far and wide for having some of the greatest horsemen to ever roam the plains of the southern realms. Ruled by a mighty monarch known as a "tzar," Kislev is a nation born from the saddle, its people's ancestry traced to the mighty horse-warriors of the Eastern Steppes many millennia ago.

### Benefits Choose 2:

Bows  
+1 BS  
Spears  
Make Kvass

(Kvass restores 1 toughness, provides 1 per game, as well as the recipe.)

## Classes

Each heroic character begins with one class unlocked. They gain the pay and free skills of that class and can spend CP to purchase the unlocked skills.

When you are creating your heroic character, pick one class.

After surviving four events, you unlock a tier 2 class associated with your first class or unlock a second tier 1 class. Tier 2 skills are hidden. You only learn what the specific skills are after unlocking the class.

When combining features from two classes, bonuses add and unlocks combine. If they overlap, you retain the better value. For instance, if you are a Hedge Wizard (with a Pay of 3) and you choose to unlock Warrior (which has a Pay of 5), you would have a Pay of 5. If a class grants you +1 Weapon Skill, and you already had 2 Weapon Skill, you increase to 3 Weapon Skill.

*Example: Saskia is an Engineer. After her fourth expedition with the 5th Ubersreik, she chooses to unlock the Sapper Tier 2 Engineer class.*

*Example: Leonard is a Surgeon. He spends 5 CP to gain Proficiency: Firearms as an Open Skill. After his fourth event, he chooses to unlock the Marksman Tier 1 class instead of a Tier 2 Surgeon class. He now has the combined proficiencies of the Surgeon and Marksman classes, meaning that he gains Proficiency: Firearms for free through the Marksman class. He retains Proficiency: Firearms but gets his 5 spent CP refunded.*

### **Social status**

There are 5 social statuses that will delineate where you are ranked in the empire's social hierarchy. The statuses that follow will have benefits that are not apparent but will allow roleplay opportunities. When you are trying to get your way and you think you are of higher status than someone, you should try to work into roleplaying your status, and this may aid you in whatever you are trying to persuade them to allow you to do.

- Very low: Serf, Peasant, Beggar, Zealot
- Low: Tradesmen, Soldier, Peddler, Priest, Wizards
- Middle: Surgeon, Merchant, Minor Noble, War heroes, Priests
- High: Nobility, High priests
- Very high: Elector Counts, Heads of a church, Head of a wizards college, Generals

# College Wizard



Play this class if you enjoy all things magical. These warriors are typically adept at blasting the enemy with an array of spells. Play if you like damage casting and being dressed like a stereotypical wizard.

As a college wizard, you are skilled in one of the lores of magic. Choose one of the following:

- Lore of Fire
- Lore of Heavens
- Lore of Metal
- Lore of Beasts
- Lore of Life
- Lore of Light
- Lore of Death
- Lore of Shadows

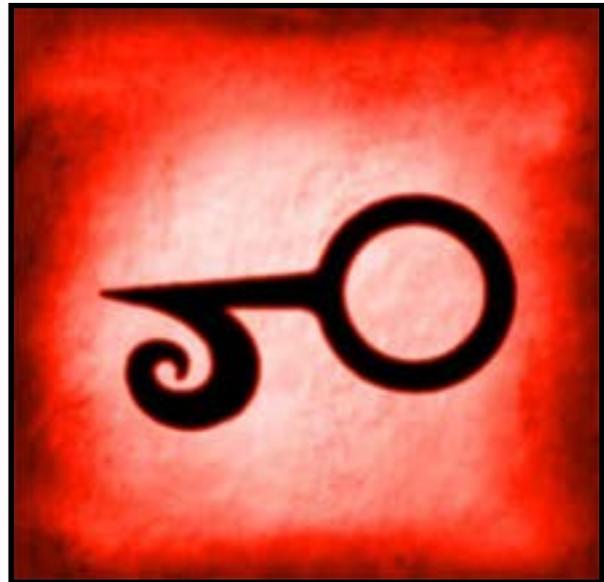
You are a wizard studying that lore. You are able to purchase and learn the associated spells. Your choice of lore also affects your Magic Strike and Magic Bolt spells as described below.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
4gc	Low	Mana +1	Artifice 1 Use Magical Device	Small weapons Short weapons Light armor Helmets

Skill Name	CP Cost	Purchase
Mage Sight	3 CP	SP
Research	3 CP	SP
Magic Strike	3 CP	SP
Magic Bolt	3 CP	SP
Mana +1	3 CP	MP

### Lore of Fire

Aqshy, the Lore of Fire, also called the Seventh Lore, is the Red Wind of Magic. It is the coalescence within the Aethyr of the emotional experience and abstract of passion among mortals in its widest possible sense. It is the projection into the Aethyr of the emotions of brashness, courage, and enthusiasm. It is also an expression of the mortal feelings of warmth and heat that is often felt in a state of high emotion.



Spell Name	CP Cost	Purchase	Description
Backlash (Fire)	5 CP	SP	The incant is, "By the Lore of Fire I wreath myself in flames, bestow a backlash fire to self." You cast this spell on yourself, and this will be in effect until used. When you are struck (hit still counts), this will allow you to make the call of "Backlash" with your lore element one time when struck. This will cause the creature hitting you to take 1 damage of the specified type in response to striking you. This goes through all shields and armor. This also counts as a torso hit. Once used, this effect wears off. This spell costs 1 mana (or 1 Brimstone to prepare).
Torrent of Flame	5 CP	SP	The incant is, "By the Lore of Fire, I burn you to cinders, Fire Slay." Casting this spell allows you to throw a spell packet that does 3 points of fire damage. This goes through all shields and armor. This spell costs 2 mana (or 1 Iron and 1 Brimstone to prepare).

Magic Element	Incantation	Preparation Cost
Fire	"By the Lore of Fire, I burn thee, Fire!"	1 Brimstone

### Lore of Beasts

Ghur, also called Garrack, Ghurrag Gurmaan, the Lore of Beasts, and the Eighth Lore, is the Brown Wind of Magic, which is the manifestation within the Aethyr of the wild and bestial spirit of the mortal world and its animal inhabitants. Ghur is used by the feral Human wizards of the Amber Order, also known as "shamans," to shape spells of beastcraft and communion with the creatures of the wild.



Spell Name	CP Cost	Purchase	Description
Blessing of the Predator	3 CP	SP	Say the incant, "With the wyld, I become the hunter." and use beast claw prop to represent the claws. You grow claws on your character, and may use them to do damage in place of a weapon. These claws ignore heavy armor. This effect lasts for 1 battle. This spell costs 1 mana (or 1 Meat to prepare).
Hide of the Beast	5 CP	SP	Say the incant, "with the wyld, I alter myself, hide of the beast." By casting this spell on yourself, you grow fur and don a wolf or beast mask and gloves or furry arms of some sort. This counts as heavy armor. This effect lasts for 1 battle. This spell costs 1 mana (or 1 Meat and 1 Bone) to prepare.

Magic Element	Incantation	Preparation Cost
Venom	"With the Wyld, I cast Venom!"	1 Fine Earth

### Lore of Heavens

Azyr, the Lore of Heavens, also called the Fourth Lore, is the Blue Wind of Magic. It is said to be a manifestation within the Aethyr of mortals' capability to be inspired and to seek that which is out of reach.



Spell Name	CP Cost	Purchase	Description
Backlash (Lightning)	5 CP	SP	The incant is, "By the Lore of Heavens I carry the storm, bestow backlash lightning to self." You cast this spell on yourself, and this will be in effect until used. When you are struck (hit still counts), this will allow you to make the call of "Backlash" with your lore element one time when struck. This will cause the creature hitting you to take 1 damage of the specified type in response to striking you. This goes through all shields and armor. This also counts as a torso hit. Once used, this effect wears off. This spell costs 1 mana (or 1 Copper to prepare).
Augury	5 CP	SP	You must go to logistics to cast this spell and you must pick a time for foreseeing. There are currently 2 known effects possible and the caster must choose one at time of casting. By casting this spell you may pick a time frame (morning, afternoon, or night on a specific day) and you may ask what enemies will be around at those times, and logistics will provide an answer. By casting this spell you may determine when a specific NPC or type of NPC might be available to interact with and what time of day they will be available (morning, afternoon, or night on a specific day). This spell costs 1 mana (or 1 Copper and 1 Bone to prepare).
Magic Element	Incantation		Preparation Cost
Lightning	"By the Lore of Heavens, know my wrath, Lightning!"		1 Copper

### Lore of Metal

Chamon, the Lore of Metal, also called the Second Lore, is the Yellow Wind of Magic. It is a manifestation within the Aethyr of the abstract and reality of logic, the mortal desire to quantify, the mortal desire and need to learn and instruct, and the wish to implement learning to practical or tangible ends.



Spell Name	CP Cost	Purchase	Description
Spell Shield	5 CP	SP	The incant is, "By the Lore of Metal I protect you from Baleful magics, I grant you a spell shield." Casting this spell, you may cast a spell shield on you or an ally, and the target can resist the next spell effect that affects or hits them. This spell costs 1 mana (or 1 Lead to prepare).
Bestow Pierce	5 CP	SP	The incant is, "By the Lore of Steel I augment this item, bestow Pierce". By casting this spell you gain one use of the Pierce effect on a weapon of your choice. This spell costs 1 mana (or 1 Oil and 1 Steel to prepare).

Magic Element	Incantation	Preparation Cost
Earth	"By the Lore of Metal, I unweave you, Earth!"	1 Quicksilver

### Lore of Life

Ghyran, the Lore of Life, also called the Third Lore, is the Green Wind of Magic often described by Imperial Magisters as the embodiment of the Aethyr's momentum towards growth and the need to nourish and be nourished. Ghyran is the Aethyr's echo and mirror of fertility and the nurturing aspects of mortal life. This brimming energy has granted the spells powered by Ghyran their title as the "Lore of Life."



Spell Name	CP Cost	Purchase	Description
Healing Hands	3 CP	SP	The incant is, "By the vital Bloom, I repair your limb." You can cast this spell on any 1 person. You cure a broken limb instantly. This spell costs 1 mana (or 1 Wheat to prepare).
Instill Life	5 CP	SP	The incant is, "By the vital Bloom, I begin healing you..." After 1 minute, state, "Heal 1." The caster must stay by the target uninterrupted for the spell to take effect. The spell costs 1 mana (or 1 Alfunas to prepare).

Magic Element	Incantation	Preparation Cost
Venom	"By the vital Bloom, I cast Venom."	1 Mandrake

### Lore of Light

Hysh, the Lore of Light, also called the First Lore, is the White Wind of Magic, a magical force of illumination and holy radiance. It is the Aethyric manifestation of light, and the abstract concepts light sometimes represents to mortals, like enlightenment and purity.



Spell Name	CP Cost	Purchase	Description
Backlash (Repel)	3 CP	SP	<p>The incant is, "Through the luminarks, I bestow a backlash repel."</p> <p>You cast this spell on yourself, and this will be in effect until used. This will allow you to make the call of "repel" one time when struck (hit still counts), and this will affect the creature that struck you. Once used, this effect wears off.</p> <p>The spell costs 1 mana (or 1 Crystal to prepare).</p>
Banish	5 CP	SP	<p>The incant is, "Through the luminarks, I banish thee".</p> <p>By casting this spell the caster damages the connection magical creatures have to this world. This is specifically damaging against spirits and demons.</p> <p>This spell costs 2 mana (or 1 Silver to prepare).</p>

Magic Element	Incantation	Preparation Cost
Radiant	"Through the luminarks, I cast Radiant."	1 Crystal

**Lore of Death**

Shyish, also called the Lore of Death, Spirit Lore and the Sixth Lore, is the Purple Wind of Magic and the embodiment within the Aethyr of mortals' certainty of the passage of time and the inevitability of death for all living things. It is the most mysterious and terrible of all the wholesome forms of magic practiced by Men.



Spell Name	CP Cost	Purchase	Description
Weakness	5 CP	SP	Say the incant, "Through the spirits, I weaken thee, Weakness." Casting this spell allows you to throw a spell packet to inflict weakness on a creature that it hits for 5 min. This goes through all shields and armor. This spell costs 1 mana (or 1 Bone to prepare).
Stabilize	5 CP	SP	Say the incant, "Through the spirits, all within the sound of my voice, I stabilize you from bleeding out to wounded." All allies who are Bleeding Out are now Wounded instead. This spell costs 2 mana (or 1 Iron and 1 Wood to prepare).

Magic Element	Incantation	Preparation Cost
Ice	"Through the spirits, I cast Ice."	1 Fine Soil

### Lore of Shadow

Ulgu, the Lore of Shadow, also called the Fifth Lore, is the Grey Wind of Magic, and one which is the Aethyrs embodiment of, and reaction to, the emotional experience among mortals of being lost or confused. This Wind of Magic is full of unseen depths, plots, shadows, and illusion. Grey Wizards weave Ulgu into elaborate spells that wreathe them in its mysterious presence. This Lore of Shadows contains spells of darkness, invisibility, shadowy death, and panicked bewilderment.



Spell Name	CP Cost	Purchase	Description
Fear	5 CP	SP	Say the incant, "I call upon the shadows, Fear." Throw a spell packet at a target; they suffer the Fear effect. This spell costs 1 mana (or 1 Nightshade to prepare).
Root	3 CP	SP	Say the incant, "I call upon the shadows to bind you, Root." Throw a spell packet at a target; they suffer the Root effect. This spell costs 1 mana (or 1 Glass to prepare).

Magic Element	Incantation	Preparation Cost
Shadow	"I call upon the shadows, I cast Shadow."	1 Nightshade

# Commoner



Play a Commoner if you want to be the salt of the Earth. Commoners are hard working everyday people of the Olde world and the cornerstone of the economy. Without you, all crafting materials including the creation of gunpowder, grind to a halt.

## Advancement

- **HUNTER:** You're an expert hunter, skilled in traps and ranged weapons.
- **BLACKSMITH:** You're skilled at the creation and enhancement of arms and armor. You're handy to have around in a fight due to your strong arms from hammering and your ability to keep arms and armor fit for the fight.
- **TRADESMAN:** Name your trade and we will work on it with you. Examples: bowyer, farmer, miner, herbalist.
- **CONSCRIPT:** You learn to fight in the way of your station wielding a pike or bow finding strength in numbers.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
3gc	Very Low	Commoners can learn up to 3 Gather skills.	Brewing 1 OR Blacksmithing 1	Short weapons Spears Bows Thrown weapons Light armor Helmets

Skill Name	CP Cost	Purchase
Gather Common Minerals	3 CP	SP
Gather Common Alchemical	3 CP	SP
Gather Common Herbs	3 CP	SP
Gather Common Agricultural	3 CP	SP
Repair Simple	3 CP	SP
Strength +1	3 CP	MP
Toughness +1	3 CP	MP
Brew Hearty Beer (Brewing only)	3 CP	SP
Sharpen Weapon (Smithing only)	3 CP	SP

# Engineer



Play an Engineer if you want to create and use the advanced weapons of war. Destroy your enemies with fire and black powder. Be inventive and create your own devices.

## Advancement

- **CANNONEER:** You have specialized in the construction and firing of cannons and using explosives.
- **SIEGEWORKS SPECIALIST:** You can fortify buildings and help equip an army with flaming projectiles.
- **GUNNER:** You have modified your rifle to the point where it's an extension of you. Your servicing of firearms is exemplary.
- **SAPPER:** Your specialty is the use of explosive ordnance and caustic chemicals.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
5gc	Medium		Engineering 1 Use Engineering Device	Small, short, & long weapons Light & medium armor Helmets Bows Flintlocks

Skill Name	CP Cost	Purchase
Craft Fire Bottle	2 CP	SP
Craft Dynamite	5 CP	SP
Craft Black Powder	3 CP	SP
Craft Hot Shot	3 CP	SP
Repair Simple	2 CP	SP
Repair Advanced	3 CP	SP
Use Blunderbuss	5 CP	SP

# Footpad



Play a Footpad if you want to stealthily kill your enemies and are fueled by crime.

## Advancement

- **HIGHWAYMAN:** You're good at either fighting in the thick of it, or sneaking.
- **ASSASSIN:** You are a quiet death, and a master of poisons.
- **SMUGGLER:** You are great at acquiring and selling stolen and illegal goods.
- **RUSTLER:** You make your money off the small folk but you are damn good at coming up with large amounts of resources.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
4gc	Very Low	Initiative +1	Use Alchemical Device Use Poisons Poisoncraft 1	Small, short, & long weapons Thrown weapons Flintlock pistols Bows Light & medium armor Helmets

Skill Name	CP Cost	Purchase
Backstab	3 CP	SP
Maim	3 CP	SP
Waylay	5 CP	SP
Ruthless Acquisition	3 CP	SP
Craft Venom	3 CP	SP
Initiative +1	3 CP	MP

# Hedge Wizard



Play a Hedge Wizard if you want to wield powerful magics, and aren't afraid of constant suspicion from witch hunters and the fear of common folk.

## Advancement

- **WITCH:** You can control dark magics, and call forth dark creatures of the forest. Crops sour and misfortune befalls those around you. Your power in curses and hexes makes you a force to be feared.
- **ELEMENTALIST:** Continue your untrained and unfocused magic and gain a freedom and flexibility that other wizards will never have.
- **ALCHEMIST:** Infusing brews and elixirs with potent Magics, you become adept at making all manner of concoctions.
- **DRUID:** You can control the growth of crops and heal the sick. You are a steward of the spirits.

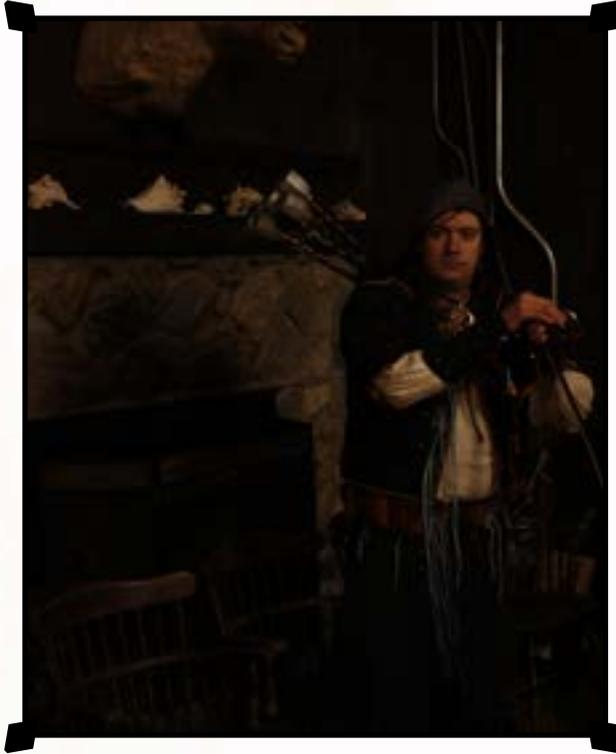
Pay	Social Rank	New Abilities	Free Skills	Proficiencies
3gc	Very Low	Mana +1	Mage Sight Use Magical Device Use Alchemical Device Use Poisons Poisoncraft 1 Artifice 1	Small weapons Thrown weapons Blowguns Light armor Helmets

Skill Name	CP Cost	Purchase
Craft Venom	3 CP	SP
Craft Antidote	2 CP	SP
Craft Protection Charm	3 CP	SP
Mana +1	3 CP	MP
Leadership +1	3 CP	MP

## Hedge Wizard spells

Spell Name	CP Cost	Purchase	Description
Blessing of the Predator	2 CP	SP	The incant is, "With the Wyld, I become the hunter." Your character grows bestial claws. You gain the use of claw weapons for the remainder of the scene. They follow all the normal rules for claw weapons (cf. Melee Weapons). This spell costs 1 mana (or 1 Meat to prepare).
Fire Bolt	2 CP	SP	The incant is, "By the Lore of Fire, I burn thee, Fire!" Throw a spell component, delivering the Fire effect. This spell costs 1 mana (or 1 Sulfur to prepare).
Glittering Robes	2 CP	SP	The incant is, "By the Lore of Metal, I turn my vestments to steel." You count as if you were wearing heavy armor for five minutes. Use roleplay to indicate your improved armor, e.g. "You fool, I am warded by magic against your sword!" This spell only works on yourself. This spell costs 1 mana (or any metal material to prepare, e.g., Iron, Copper, or Steel).
Root	2 CP	SP	The incant is, "I call upon the shadows to bind you, Root, 1 minute!" Throw a spell component, delivering the Root effect for 1 minute. This spell costs 1 mana (or 1 Glass to prepare).

# Marksman



Play a Marksman if you want to do lots of damage from afar, and be deadly in combat.

## Advancement

- **LONG RIFLEMAN:** Deal massive damage from afar with a rifle.
- **PISTOLEER:** Fight in the thick of it with a pistol and sword.
- **BOWMAN:** You are a master of archery and can rain down hell on your foes.
- **GRENADIER:** You combine your precise aim with the inventions of the engineering schools.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
5gc	Low	Ballistic Skill +1		All armor Small, short, and long weapons Thrown weapons Blowguns, bows, flintlocks

Skill Name	CP Cost	Purchase
Dual-wield Pistols	3 CP	SP
Slay with Firearm or Crossbow	3 CP	SP
Resist Misfire	2 CP	SP
Black Powder Stash	2 CP	SP
Knockdown with Ranged	2 CP	SP
Pierce	3 CP	SP
Ballistic Skill	3 CP	MP

# Surgeon



Play a Surgeon if you want to be the life of the party. Patch up people after deadly battles and use your knowledge to deal with poisons and diseases.

## Advancement

- **PHYSICIAN:** You are adept at lancing boils and removing mutations. You are also good for healing the advanced plagues Nurgle has brewed.
- **APOTHECARY:** You specialize in the creation of healing potions and poultices.
- **CHIRURGEON:** You have gotten good at field medicine and have become adept at fighting your way to the wounded and fighting your way out.
- **ANATOMIST:** You know that exploring the dead will teach you how to save the living. You excel at studying and learning the weak points of the foul beasts that pollute this empire.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
5gc	Medium		Apothecary 1 Use Alchemical Device Bandage Stash	Small Weapons Thrown Weapons Light Armor Helmets

Skill Name	CP Cost	Purchase
Craft Antidote	2 CP	SP
Craft Numbing Poultice	2 CP	SP
Advanced Bandage	3 CP	SP
Craft Antiseptic	2 CP	SP
Toughness +1	3 CP	MP
Diagnosis	2 CP	SP
Bandage Stash +1	3 CP	MP

# Scholar



Play a Scholar if you like decoding lore, writing correspondence with other scribes and learning all you can about the goings on of the Olde World.

## Advancement

- **OCCULTIST:** Specialize in finding rituals and magic recipes from ages past. Find elven banishment rituals or dwarven protection runes.
- **HISTORIAN:** You know much of the history of the Olde World, and are adept at finding out its hidden secrets.
- **STORYTELLER:** You know how to tell an inspiring story including some stories that stir the heart of Soldiers before battle. Speak of epic deeds that will inspire more heroic acts.
- **LAWYER:** Represent people in legal matters. Operate a network of contacts. Be able to call forth state records and manage disputes.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
5gc	Medium		Learn Language	Small weapons Light armor Helmets

Skill Name	CP Cost	Purchase
Research	3 CP	SP
Gather Lore	3 CP	SP
Find Adventure	5 CP	SP
Collect Recipes	5 CP	SP
Resist Traps	2 CP	MP
Resist Curse	2 CP	MP
Find and Contact Expert	5 CP	SP

# Warrior



Play a Warrior if you want to be deadly in the heart of battle, and be able to shrug off wounds that would kill softer folk.

## Advancement

- **DUELIST:** A master of one-on-one combat.
- **CHAMPION:** A master of armor and defense, shrugging off blows that would kill a normal person.
- **THUG:** You're unparalleled in dirty fighting. Every brawl is quick and dirty.
- **CHOSEN:** You have been chosen by a weapon of fell purpose. Your connection to the weapon will grow over time; its magic will bring you to your destiny.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
5gc	Low	Weapon Skill +1		All weapons and armor, except special weapons

Skill Name	CP Cost	Purchase
Slay	3 CP	SP
Strength +1	3 CP	MP
Knockdown with Melee Weapon	2 CP	SP
Hard to Kill	5 CP	SP
Leadership +1	3 CP	MP
Toughness +1	3 CP	MP
Weapon Skill +1	3 CP	MP

# Zealot



Play a Zealot if you would like to play a hard to kill fanatic dedicated to one of the Gods.

## Advancement

- **WITCH HUNTER:** With a pistol and sword cleanse this world of corruption. You specialize in killing the twisted abominations of chaos and the witches who use dark magic.
- **BATTLE PRIEST:** Invoke your god to inspire others, and channel their divinity into righteous wrath to smite the foes of man.
- **PROPHET:** You see the future and the end of the world. You channel your bleak visions into saving humanity by uncovering artifacts and stopping evils from occurring.
- **FLAGELLANT:** Whip yourself into a holy fervor where only the death of your gods' enemies matters.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
3gc	Very Low			Small, short, and long weapons Spears Thrown weapons Shields Bows Light armor Helmets

Skill Name	CP Cost	Purchase
Find Relic (Minor)	2 CP	SP
Invoke Their Wrath	5 CP	SP
Cleanse with Fire	3 CP	SP
Hard to Kill	5 CP	SP
Strength +1	3 CP	MP
Leadership +1	3 CP	MP
Suffer Not the Witch	5 CP	SP
Call Agent of the Faith	5 CP	SP

# Villainous Characters



This section focuses on building villainous characters. It is separated into one section for the common rules for all villainous characters and then by faction. The forces of evil in the Warhammer World are a fractious lot and are just as likely to be fighting each other as against the forces of Order.

Villainous characters start with 10 CP and gain 5 CP per attended event. They have access to the same list of Open Skills as heroic characters.

## Villainous backgrounds

Human villains choose a background. Non-human villains (such as zombies and beastmen) do not. The following backgrounds are available for villainous characters:

### **Noble**

A life of privilege and wealth has shaped you. You gain +2 pay and proficiency with firearms.

### **Outlaw**

Fighting for every scrap you have has made you tough and hard to kill. You gain +1 Wound and +1 Toughness.

### **Dreg**

You gain the Dark Blessings skill.

### **From the Wastes (Brethren or Norsican only)**

You may Resist Poison once per scene. You may swing "Vile" with a melee weapon once per scene.

### **Necromancer Tutelage (Thralls only)**

You may heal the undead once per scene. Incant: "Awake, O dead, for there can be no rest for ye beneath the earth, Heal Zombie." This only works on Zombies.

## Villain Skills

Skill Name	Class	Description
Area Knockdown	Beastman	Expend 1 Strength and 1 Weapon Skill and call "Area Knockdown." Everyone within 6 feet suffers the Knockdown effect.
Area Sicken	Ghoul	Expend 2 Strength and state, "Area Sicken." This causes all enemies within 6 feet to become Sickened.
Backlash Acid	Mutant	When struck by a melee weapon, you may expend 1 Strength and call "Backlash Acid" to deal 1 acid damage to their torso.
Backstab	Ghoul	Expend 1 Initiative and strike an opponent in the back torso with a melee or ranged attack and state, "Backstab." They take 3 damage or 1 damage if they are wearing heavy armor.
Collect Blood	Thrall	Spend 1 minute roleplaying harvesting blood from an incapacitated human target. State, "Weakness." You gain one vial of blood.
Diseased Strike	Ghoul	Expend 1 Strength and swing a melee weapon. State, "Disease." If you hit, the target is diseased.
Feast on the Fallen	Ghoul	Spend 1 minute roleplaying eating a body to regain all toughness. May be used once per battle.
Find Unholy Relic (Minor)	Brethren	Collect a Minor Unholy Relic at the beginning of each game. These relics may be used in Chaos rituals.
Font of Dhar	Zombie	Your body creates so much necromantic energy you become saturated with the magic of death. You gain 4 Dhar shards a game. These can be used in rituals or they can be used to be fully sentient for 5 minutes. You can't speak above a whisper while sentient. These can not be looted but may be harvested.
Gather Grisly Trophies	Mutant, Beastman	You gain 4 grisly trophies at the beginning of each game. These represent your notable kills between events. They are used in Chaos rituals.
Humble Servant	Thrall	Expend a vial of collected blood or 1 Toughness to deliver "Heal 3 to Undead" by touch.
Ignore Maimed Limbs	Zombie	If you are Healthy (not Wounded or Bleeding Out), you can expend 1 Toughness to state "Remove All Maims" and cure all Maimed limbs you have.

Skill Name	Class	Description
Knockdown	Beastman	Expend 1 WS or BS, depending on if your weapon is melee or ranged, and then swing or shoot your weapon, and state, "Knockdown."
Knockdown with Melee Weapon	Mutant	Expend 1 WS, swing your melee weapon and state, "Knockdown."
Maim	Zombie, Ghoul, Mutant, Chaos Marauder, Ulfwerener, Beastman	Expend 1 Initiative or 1 WS or 1 BS and strike a limb with a melee or ranged weapon and state, "Maim." That limb is Maimed. You can only pay for Maim using WS if you're using a melee weapon and can only pay for Maim using BS if you're using a ranged weapon.
Pierce	Thrall, Beastman	Expend 1 WS or BS, depending on if the weapon you are using is melee or ranged, and swing or shoot; state, "Pierce." You can combine this skill with another, e.g., to shoot, "Pierce Slay."
Poisoner	Skaven Infiltrator	You start each game with an application of poison, as specified in the ability type (ex. contact).
Resist Ranged	Zombie	Your undead body is incredibly resilient. When hit with a ranged weapon attack, you may expend 1 Toughness and state, "Resist." You take no damage or effect from the attack. You cannot use this skill against Doom or Holy.
Root by Melee Weapon	Zombie	Expend 1 Strength, swing your melee weapon, and state, "Root."
Root by Ranged Weapon	Beastman	Expend 1 BS, shoot or throw your ranged weapon, and state, "Root."
Shatter with Claw	Mutant, Ulfwerener	Expend 2 Strength, swing your claw, and state, "Shatter." Your claw Shatters whatever it hits.
Slay	Chaos Marauder, Ulfwerener, Beastman	Expend 1 S and 1 WS and swing with a melee weapon. State, "Slay." This deals 3 damage. Slay only deals 1 damage to an opponent wearing heavy armor.
Spit Acid	Mutant	Expend 1 Strength, throw a spell packet, and state, "Acid." This deals 1 point of acid damage to whatever it hits.

Skill Name	Class	Description
Spy	Skaven Infiltrator	You may ask for a faction's call times at check-in.
Trained Rats	Skaven Filth	You may throw a soft rat and call Disease. You may have one trained rat per purchase.
Vile Bolt	Brethren	Expend 1 mana and throw a spell packet. State, "Vile." This does 1 point of vile damage.
War Cry	Norsican	Incant: "Gods see my Prowess, Bestow heavy armor." For the rest of the scene, you count as if you were wearing heavy armor on all body locations.
Waylay	Ghoul	Expend 1 Initiative and strike an opponent in the back with a melee weapon and state, "Waylay." If they are not wearing a helmet, they are knocked unconscious for 1 minute. Ghouls may spend Strength instead of Initiative.

# Zombie

You should play a zombie if you want to be a tank with good debuffs. Shamble around taking down humans with dogged endurance and your fearsome appearance. Perhaps your trapped spirit and rotten shell may be found useful and be empowered by necromancy!

## Zombie Traits

All zombies have the following traits:

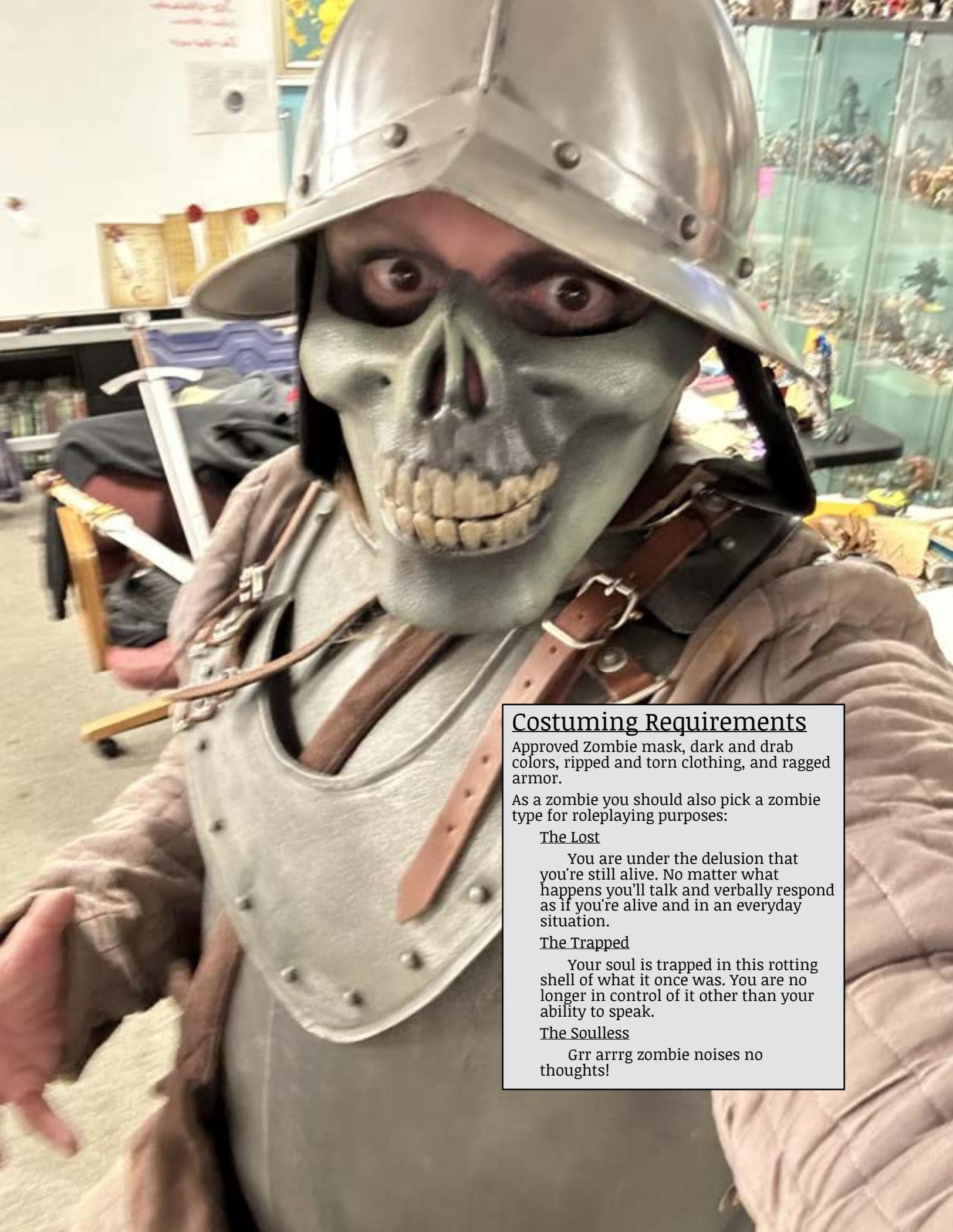
- Zombies are scary! They have a Fear Aura, indicated with a red glowing light.
- Zombies cannot run. They walk in a slow, staggering gait.
- They count as Unclean and Undead for the purpose of spells & effects.
- Zombies are immune to Poison, Venom, Sleep, Fear, and Charm.
- Holy damage does double damage to Zombies.

## Advancement

- **REVENANT:** You become even harder to keep down as necromantic energy infuses your body.
- **WIGHT:** You begin to be able to steal life from your victims as the flesh strips from your bones.
- **SHEPHERD OF ROT:** You awaken and embrace your purpose to strengthen and spur on the horde around you.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
5gc	None	Zombie Traits	<ul style="list-style-type: none"> <li>• Strength starts at 3</li> <li>• Toughness starts at 3</li> <li>• Wounds starts at 3</li> <li>• Leadership starts at 0</li> </ul>	Small, short, long, and two-handed weapons Spears Thrown weapons All armors Helmets

Skill Name	CP Cost	Purchase
Strength +1	3 CP	MP
Toughness +1	3 CP	MP
Wounds +1	5 CP	MP
Maim	3 CP	SP
Ignore Maimed Limb	3 CP	SP
Resist Ranged	3 CP	SP
Root by Melee Weapon	3 CP	SP
Font of Dhar	3 CP	SP



## Costuming Requirements

Approved Zombie mask, dark and drab colors, ripped and torn clothing, and ragged armor.

As a zombie you should also pick a zombie type for roleplaying purposes:

### The Lost

You are under the delusion that you're still alive. No matter what happens you'll talk and verbally respond as if you're alive and in an everyday situation.

### The Trapped

Your soul is trapped in this rotting shell of what it once was. You are no longer in control of it other than your ability to speak.

### The Soulless

Grr arrrg zombie noises no thoughts!

# Ghoul

Play if you want to play a feral flesh crazed sneaky type. Plays best as flankers or hidden in zombie ranks. Hunt in packs or stalk and pick off humans with stealth. Loyal ghouls may be rewarded with sips of their masters blood, becoming fearsome ghosts or maybe even crypt horrors.

## Ghoul Traits

Ghouls count as Unclean, but not Undead.

## Advancement

- **CRYPT HORROR:** You have fed on vampire blood and become large and powerful.
- **BLOOD WITCH:** You have learned simple necromancy based on your packs' rituals. You can compel foolish man things to come to you to be devoured.
- **STALKER:** Your expert hunting feeds your pack routinely. You are good at picking off lone humans.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
2gc	None	Ghoul Traits	<ul style="list-style-type: none"> <li>• Strength starts at 2</li> <li>• Toughness starts at 3</li> <li>• Wounds starts at 3</li> <li>• Leadership starts at 0</li> </ul>	Small, short, and long weapons. Spears

Skill Name	CP Cost	Purchase
Strength +1	3 CP	MP
Toughness +1	3 CP	MP
Wounds +1	5 CP	MP
Maim	3 CP	SP
Waylay	2 CP	SP
Backstab	3 CP	SP
Diseased Strike	3 CP	SP
Area Sicken	3 CP	SP
Feast on the Fallen	5 CP	SP



### Costuming Requirements

Approved Ghoul mask, tattered or primitive clothing, dark colored drab clothing, clubs or spears. The monks of the monastery St. Helstrom all fell to cannibalism and became ghouls. Therefore, finding ghouls dressed as monks is quite common.

# Thrall

Rejected and despised, these human dregs eke out a miserable existence at the fringes of civilization. Often these wretches are recruited by vampires, becoming loyal servants in exchange for protection. They guard coffins during the day and venture into settlements where vampires might draw unwanted attention.

You are a noble servant of the night lords of Sylvania.

Kill to serve your dark masters! Loyalloy serve as both a snack and attack dog for your master!

Through loyalty and sacrifice you may become favored by your master and drink from his cup to become a blood thrall. Maybe one day you could even be a vampire like him!

Play if you want to be a servant to evil and grovel for power while using weapons and tactics to feed your masters. This class will be a versatile warrior, melee or ranged!

Since thralls are human, choose a Villainous Background.

You may choose to use any of the heroic classes for this character, or the class listed below.

## Skills for Purchase

When you select this class, choose Ballistic Skill or Mana.

## Advancement

- **NECROMANCER:** Your dark master teaches you his magic.
- **BLOOD INITIATE:** Your master has begun feeding you his blood and you have gained vampiric power from this. Maybe one day you'll be an immortal like him.
- **GHOST:** Your master loved you, he really did! Unfortunately you didn't survive his last feeding. Now your restless spirit serves him in death.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
4gc	Very Low			Small, short, and long weapons Spears Thrown weapons Bows All armors

Skill Name	CP Cost	Purchase
Ballistic Skill +1	3 CP	MP (if BS was chosen)
Mana +1	3 CP	MP (if M was chosen)
Wounds +1	5 CP	SP
Toughness +1	3 CP	MP
Pierce	3 CP	SP
Collect Blood	4 CP	SP
Ritual: Create Hand of Glory	5 CP	SP
Root (spell)	3 CP	SP
Humble Servant	3 CP	SP
Grave Riches	3 CP	SP



### Costuming Requirements

Dark and scavenged armor, dark and drab filthy appearing clothes. Wear a skull mask to denote your allegiance.

# Brethren

The mortal followers of the Dark Gods, the Brethren eagerly seek out the rewards of damnation. They see possession and mutation as sacred blessings, rewards they hope to earn through acts of insane depravity. To descend into the inner mysteries of their obscene faith, there is no act too unspeakable for the Brethren.

Join the Brethren, serve your dark masters and earn your mark. Maybe one day ascend to a chaos Warrior or Sorcerer.

Since brethren are human, choose a Villainous Background.

You may choose to use any of the heroic classes for this character, or the class listed below.

## Advancement

- **MAGISTER:** You now lead a coven and have learned prayer and spells to aid you! Play if you want to do dark rituals and grisly acts in the name of the dark gods and be a melee caster hybrid.
- **DEMONOLOGIST:** You have specialized in summoning daemons; you lead rituals to summon them and call upon them for power.
- **CHOSEN:** The gods have chosen you for a higher destiny; you walk the path to being a dreaded champion of chaos.

## Skills for Purchase

Choose Warrior or Sorcerer. If you choose Warrior, you gain +1 Weapon Skill (see Free Skills below). If you choose Sorcerer, you gain +1 Mana (see Free Skills below).

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
5gc	Very Low		<ul style="list-style-type: none"> <li>• Weapon Skill +1 (Warrior)</li> <li>• Mana +1 (Sorcerer)</li> <li>• Chaos Sorcery 1 (Sorcerer)</li> </ul>	Small, short, long, and two-handed weapons Spears Thrown weapons Bows Shields All armors

Skill Name	CP Cost	Purchase
Find Unholy Relic (Minor)	3 CP	MP
Mana +1	3 CP	MP (Sorcerer only)
Self-Sacrifice	2 CP	SP
Strength +1	3 CP	MP
Toughness +1	3 CP	MP
Weapon Skill +1	3 CP	MP (Warrior only)
Hard to Kill	5 CP	SP
Vile Bolt	3 CP	SP (Sorcerer only)
Maim	3 CP	SP (Warrior Only)



## Costuming Requirements

Based on your background:

**Noble:** Fine black robes and a gold or silver animal mask marking your membership of some secret cabal that rots the empire from within. Sleek black armor and fine weapons.

**Outlaw/ Dreg:** Worn armor and weapons. Dark drab clothing and black or natural leather (black canvas or burlap also work), hand sewn hood mask. Grisly trophies and chaos stars that mark your devotion to your dark god. Think dirty and ugly.

**From the wastes:** you're a mighty Norsican raider from the chaos wastes. You dress in dark colors as a fantasy viking/barbarian type. Horned ocularum helms and grisly trophies.

# Mutant

Chaos has taken a hold of your body and now you've warped and twisted in deadly ways. Grow in power and become either a host to a daemon or become an unrecognizable chaos spawn.

Play if: you want to be gross and damned and enjoy makeup and prosthetics. Good at front line combat and formation breaking.

You may choose to use any of the heroic classes for this character, or the class listed below.

## Mutant Traits

Mutants count as Unclean and Chaos.

## Mutations

### Great Claw

Your arm has mutated into a large wicked claw. You must wear a weapon-safe claw prosthetic. It counts as a claw for the purposes of blocking hits and dealing damage/penetrating armor. You are proficient in this claw and it costs 0 gc for upkeep.

You gain the Shatter with Claw skill.

### Black Blood

Your blood is an oily black substance. You must have oily black makeup around your mouth and you have oily black spittle.

You gain the Backlash Acid skill.

### Horrid Appearance

You have a hideous appearance. You must have dark colored markings around the eyes or wear a hideous mask.

You gain a Fear Aura (red light hung on a necklace).

### Daemon Soul

You are possessed by a daemon. You have small horns and small pointed ears.

You are immune to magic. State, "Resist" when affected by any magic.

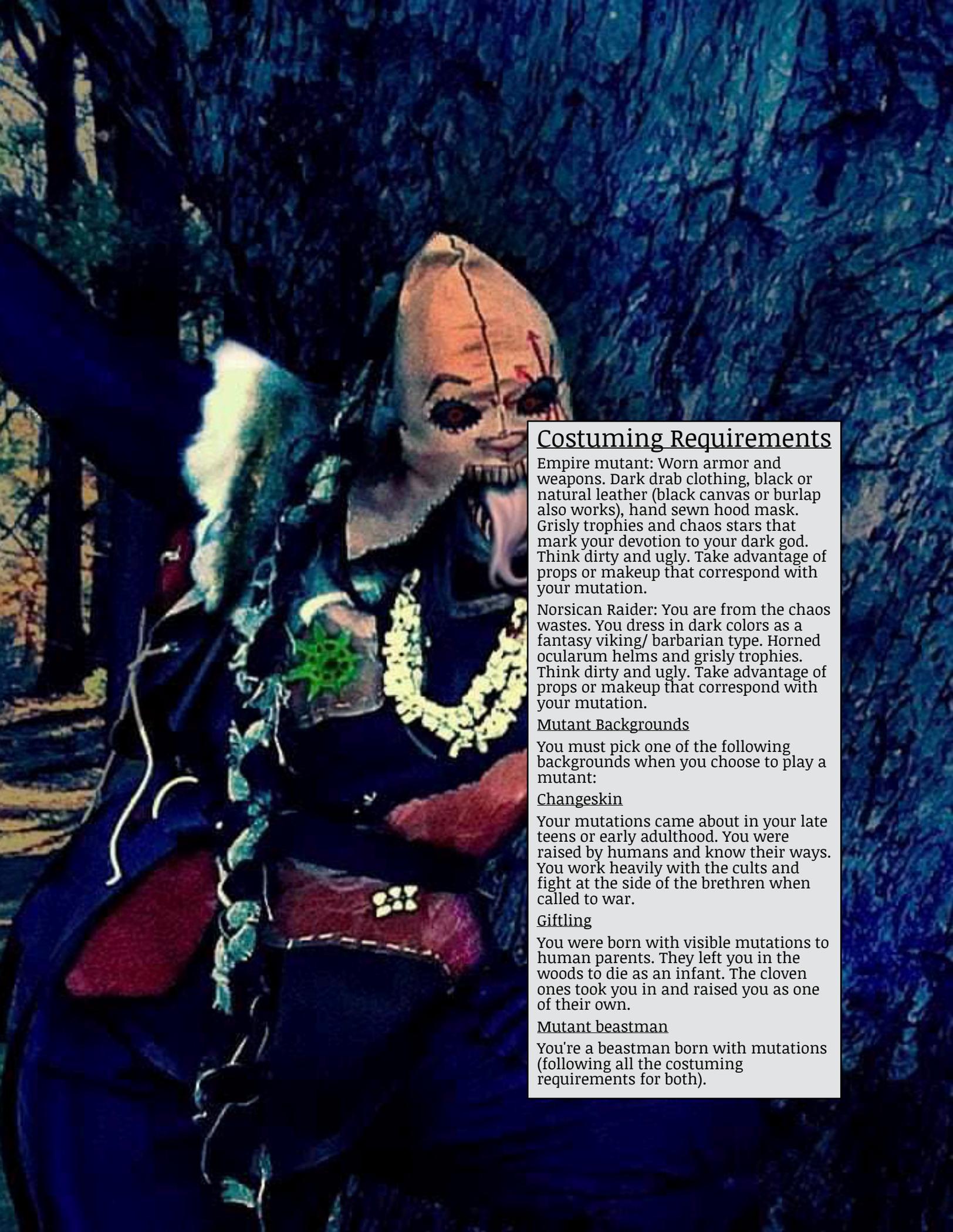
### Acid Spit

You have green spittle and green markings around your mouth.

You gain the Spit Acid skill.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
3gc	Very Low	Mutant Traits	<ul style="list-style-type: none"> <li>Mutation (Choose one)</li> <li>Weapon Skill +1</li> </ul>	Small, short, long, and two-handed weapons All armors

Skill Name	CP Cost	Purchase
Weapon Skill +1	3 CP	MP
Strength +1	3 CP	MP
Toughness +1	3 CP	MP
Maim	2 CP	SP
Knockdown with Melee Weapon	3 CP	SP
Gather Grisly Trophies	3 CP	SP



## Costuming Requirements

**Empire mutant:** Worn armor and weapons. Dark drab clothing, black or natural leather (black canvas or burlap also works), hand sewn hood mask. Grisly trophies and chaos stars that mark your devotion to your dark god. Think dirty and ugly. Take advantage of props or makeup that correspond with your mutation.

**Norsican Raider:** You are from the chaos wastes. You dress in dark colors as a fantasy viking/ barbarian type. Horned ocularum helms and grisly trophies. Think dirty and ugly. Take advantage of props or makeup that correspond with your mutation.

### Mutant Backgrounds

You must pick one of the following backgrounds when you choose to play a mutant:

#### Changeskin

Your mutations came about in your late teens or early adulthood. You were raised by humans and know their ways. You work heavily with the cults and fight at the side of the brethren when called to war.

#### Giftling

You were born with visible mutations to human parents. They left you in the woods to die as an infant. The cloven ones took you in and raised you as one of their own.

#### Mutant beastman

You're a beastman born with mutations (following all the costuming requirements for both).

# Norsican Raiders

The tribes of the Northmen flock southwards with any Chaos invasion. They are known by those in their path as Chaos Marauders. Natural fighters born into hardship and brought up in a world where surviving each day is no small victory. They have no time for plough or sickle, for their tools are the axe, the sword and the shield. What their own lands cannot provide, they simply take from the lands of lesser men. They have little fear of dying in battle, for they know that they fight under the scrutiny of their gods and that cowards are beneath their deities' notice.

Norsicans can take any heroic class, the Mutant class, or the Brethren class. They may also take the Chaos Marauder or Ulfwerener classes below.

All Norsican brethren and chaos marauders must take the From the Wastes background.

## Costuming Requirements

Barbarian clothing, standard pseudo vikings with horned helmets.

When Ulfwereners transform, they look like werewolves with claws instead of fingers.

## Chaos Marauder

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
4gc	Low		<ul style="list-style-type: none"> <li>• Strength +1</li> <li>• Toughness +1</li> <li>• Wounds +1</li> <li>• Leadership +1</li> <li>• Weapon Skill +1</li> <li>• Ballistic Skill +1</li> </ul>	Small, short, long, and two-handed weapons Spears Thrown weapons (axes and javelins only) Bows All armors Helmets Shields

Skill Name	CP Cost	Purchase
Weapon Skill +1	3 CP	MP
Strength +1	3 CP	MP
Toughness +1	3 CP	MP
Maim	2 CP	SP
Slay	3 CP	SP
Pain	3 CP	SP
Hard to Kill	5 CP	SP
Warcry	5 CP	SP

### Chaos Warrior Advancement

- **CHAMPION:** Champions are the strongest and most battle hardened warriors in the tribe. They fight constantly waiting for the day when they can finally be judged by their god as being worthy of his service.
- **CONDEMNED:** A servant of a dark god who was foolish enough to turn away from his patron is forever condemned. If the traitor turns to another god for aid then they are often spared death, but suffer a fate many times worse. The servant suffers constant mutations at the hands of their old god but maintains vestiges of his humanity as his new god compensates for the mutations by restoring or altering the form of the servant. It is all in vain, as the unwitting servant eventually becomes a plaything of both gods who use the servant's body and soul as a contest of wills between themselves, completely uncaring of the condemned servant's fate.
- **SEER:** A Seer is the Chieftain's advisor as

their god tells them his will through the Seer's visions and dreams. The other tribesmen see the Seer's attunement to their gods as a great gift that is to be equally respected and feared.

### Ulfwerener Advancement

- **RED DEATH**
- **STORM STALKER**
- **LODGE-BREAKER**

## Ulfwerener

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
4gc	Low		<ul style="list-style-type: none"> <li>• Strength +1</li> <li>• Toughness +1</li> <li>• Wounds +1</li> <li>• Leadership +1</li> <li>• Weapon Skill +2</li> </ul>	Small, short, long, and two-handed weapons Spears Thrown weapons (axes and javelins only) Bows Light armor Helmets Shields

Skill Name	CP Cost	Purchase
Weapon Skill +1	3 CP	MP
Strength +1	3 CP	MP
Toughness +1	3 CP	MP
Maim	2 CP	SP
Slay	3 CP	SP
Pain	3 CP	SP
Hard to Kill	5 CP	SP
Ulfzerk	5 CP	SP
Shatter with Claws	5 CP	SP





# Beastmen

The lowest rank of beastman heaps gore and glory on your name. Have your name etched into the herdstone as you grow and dominate your kin. One day your horns may grow in if the gods call for it.

Play if you want to be a bestial monster who is excellent at skirmishing and tanking.

## Advancement

- **MALEDICTOR:** You have learned the magic of your ancestors and lead sacred rituals at the herdstone. You call the elements to smite your foes.
- **MANEATER:** You harass the man-things on and off the field of battle. An expert at disrupting supply lines and aiding attrition.
- **BESTIGOR:** Your size and strength have brought glory to the herd. You chop through men and laugh off wounds that would kill lesser beings.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
3gc	None		<ul style="list-style-type: none"> <li>• Strength +1</li> <li>• Toughness +1</li> <li>• Wounds +1</li> <li>• Leadership +1</li> </ul>	Small, short, long, and two-handed weapons Spears Thrown weapons (axes and javelins only) Bows All armors Helmets Shields

Skill Name	CP Cost	Purchase
Weapon Skill +1	3 CP	MP
Strength +1	3 CP	MP
Toughness +1	3 CP	MP
Ballistic Skill +1	3 CP	MP
Slay	3 CP	SP
Wounds +1	5 CP	SP
Gather Grisly Trophies	3 CP	SP
Knockdown	3 CP	SP
Area Knockdown	5 CP	SP
Pierce	2 CP	SP
Root with Ranged Weapon	2 CP	SP



### Costuming Requirements

Furry goat legs, monster teeth, horns, loin cloths, primitive clothes, primitive and scavenged armor and weapons.

# Skaven

The Skaven, (pronounced "SKAY-ven") sometimes known as the ratmen, the Ratkin, the "Children of the Horned Rat," or the "Underfolk" are a malevolent and diabolical race of large, intelligent, humanoid rats that inhabit a massive, inter-continental, subterranean empire known in their tongue simply as the "Under empire" At the very heart of Skavendom lies the horrific city of Skavenblight the ratmen's capital city and the probable birthplace of the Skaven race.

The Skaven as a whole are a cruel, treacherous, and highly numerous species that have since spread their loathsome corruption to the farthest corners of the known world. From deep below the earth, these scavengers have built a vast empire, whose military power and incomprehensible numbers have the potential to smother the human kingdoms of the Olde world a seething tide of violence and anarchy.

All skaven have the same stats but get to pick a class from the following:

## Filth

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
3gc	None		<ul style="list-style-type: none"> <li>• Rat Friends (Infestation 3)</li> </ul>	Small and short weapons Spears

Skill Name	CP Cost	Purchase
Trained Rats	3 CP	MP
Toughness +1	3 CP	MP
Leadership +1	5 CP	MP

## Infiltrator

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
3gc	None		<ul style="list-style-type: none"> <li>• Spy</li> </ul>	Blow guns Throwing weapons Small, short, long, and two-handed weapons Medium armor Shields

Skill Name	CP Cost	Purchase
Poisoner (Contact)	3 CP	MP
Toughness +1	3 CP	MP
Leadership +1	5 CP	MP

## Pledge Rat

Pick one of the following:

- **CLAN SKYRE:** Gain firearm proficiency, gain a free firearm without paying upkeep. May only choose from firearms on the Skaven equipment list.
- **CLAN MOULDER:** Choose a mutation from the Mutant list and bestow that mutation on a Skaven player. That player adds the type "Subject", and is now susceptible to spells and effects that target subjects.

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
3gc	None			Firearms (Skyre only) All melee weapons (Moulder only)

Skill Name	CP Cost	Purchase
Trained Rats	3 CP	MP
Toughness +1	3 CP	MP
Leadership +1	5 CP	MP

## Warlock

Pay	Social Rank	New Abilities	Free Skills	Proficiencies
3gc	None		<ul style="list-style-type: none"> <li>• Mana +1</li> <li>• Vile Bolt</li> </ul>	Short weapons

Skill Name	CP Cost	Purchase
Mana +1	3 CP	MP
Toughness +1	3 CP	MP
Leadership +1	5 CP	MP





