

Warhammer Fantasy Roleplay 4th Ed. Houserules

Chapter II – Character

Species

Alter the Random Species Table (p.24) to include gnomes from Appendix I of *Rough Nights & Hard Days*:

1d100	Species
01 - 89	Human
90 – 93	Halfling
94 – 97	Dwarf
98	Gnome
99	High Elf
00	Wood Elf

Class and Career

You can no longer choose your Class and Career (p.30). Instead, you can roll twice more on the table, bringing your total to 5 choices. There is no XP bonus for this.

Attributes

Alter the attributes table (p.33) as follows:

Attribute	Human	Dwarf	Halfling	Elf	Gnome
WS	2d10+20	2d10+30	2d10+10	2d10+20	2d10+20
BS	2d10+20	2d10+20	2d10+30	2d10+30	2d10+10
S	2d10+20	2d10+20	2d10+10	2d10+20	2d10+10
T	2d10+20	2d10+30	2d10+20	2d10+20	2d10+15
I	2d10+20	2d10+10	2d10+30	2d10+30	2d10+30
Agi	2d10+20	2d10+10	2d10+20	2d10+30	2d10+30
Dex	2d10+20	2d10+30	2d10+30	2d10+30	2d10+30
Int	2d10+20	2d10+20	2d10+20	2d10+30	2d10+30
WP	2d10+20	2d10+30	2d10+30	2d10+20	2d10+30
Fel	2d10+20	2d10+10	2d10+30	2d10+20	2d10+15
W	SB+(2xTB)+WPB	SB+(2xTB)+WPB	(2xTB)+WPB	SB+(2xTB)+WPB	(2xTB)+WPB
Fate	2	0	0	0	2
Resilience	1	2	2	1	0
Extra	3	2	3	2	2
M	4	3	3	5	3

This removes changes the Attribute rolls from the existing rules as follows:

- Humans: no change
- Dwarfs: I is reduced to 2d10+10, WP is reduced to 2d10+30
- Halflings: I is increased to 2d10+30
- Elves: WS is reduced to 2d10+20, I is reduced to 2d10+30, WP is reduced to 2d10+20, gain 1 Resilience
- Gnomes: WP is reduced to 2d10+30

Characters' starting wealth (p.37) is increased to the table below:

Status Tier	Starting Wealth
Brass	2d10 x 3 brass pennies per Status Level
Silver	1d10 x 3 silver shillings per Status Level
Gold	3 gold crowns per Status Level

Chapter III – Class and Careers

Talent Advances

Talents are only available when you are in the level of the Career that lists them, but you can now purchase an existing Talent multiple times as long as you are in a Career that includes that Talent (p.48).

You can change to a new Career (p.49) without completing your current Career at no additional XP cost. The extra 100 XP still applies if increasing in level within your current Career and the current level has not been completed.

Where a career path provides a *Ranged* or *Melee* Skill, this can be considered *Ranged (any)* or *Melee (any)* as long as the skill group choice is plausible given the career and the character's background.

Change the Wizard's Apprentice (p.60) *Melee (Polearm)* Skill to *Melee (Brawling)*, noting staffs are now in the Basic Weapon Group.

Chapter IV – Skills and Talents

Skills

The *Melee (Fencing)* and *Melee (Parry)* Skills are now combined into a single Skill called *Melee (Duelling)* (p.126). Any reference to *Melee (Parry)* or *Melee (Fencing)* should be read as *Melee (Duelling)*. The Parry weapons are added to the Fencing melee weapons list to form a new Duelling weapons group. *Melee (Duelling)* can also be used instead of *Melee (Basic)* when wielding a shield.

Melee (Cavalry) (p,126) can be substituted for any weapon requiring *Melee (Basic)* when mounted.

Ranged (p.128) becomes a basic, grouped skill instead of an advanced, grouped skill with the exception of *Ranged (Engineering)*, which remains an advanced skill. If a character doesn't have the Ranged Specialisation for the weapon used, refer to Chapter XI below.

Talents

Talents are only tied to Tests when bought multiple times so a Talent bought once will not provide any SL bonus on successful Tests.

When using the Quick Armour option (p.301), the *Careful Strike* Talent (p.134) allows the character to ignore 1 AP of armour protection per level of Talent when attacking. Note that this excludes shields.

Feint becomes an Opposed *Melee/Intuition* Test. Supplemental to the effects on p.137, a character can instead choose to spend 1 Advantage to use their Move instead of their Action. This means they can attempt a feint in the same round as they use their Action for an attack.

The *Hardy* Talent (p.138) Max rating is half Toughness Bonus (round down) rather than Toughness Bonus.

The *In-fighter* Talent (p.139) +10 to hit during in-fighting is also applied to Opposed Melee Tests to initiate or end in-fighting.

The *Strike to Injure* Talent (p.146) instead adds +10 to rolls on the Critical Tables per level of the Talent.

Chapter V – Rules

Use the 'Fast SL' option on p.152. 'Fast SL' which limits the maximum possible rolled SL to 9. Scoring a higher SL will require spending Fortune or acquiring Talents multiple times, some of which give SL bonuses to successful relevant Tests. There is otherwise no benefit to a Skill above 100% other than the ability to absorb circumstantial penalties. The 'Tests above 100%' optional rule on p.151 is not used.

Extended Tests

When undertaking an Extended Test (p.154), a failure (negative SL) does not reduce the quantity of SLs already accrued, but doesn't add any further SL unless the failed Test was an Astounding Failure (SL -6) or fumble, in which case all positive SL accrued so far are lost.

A successful Test with a SL of 0 adds 1 towards the accrued SL, as per the options box on p.155.

Initiative Order

Each character rolls 1d10 and adds twice their Initiative Bonus to determine initiative order. Ties are resolved by comparing the higher Initiative Attribute, then Agility Attributes if still tied.

Ranged Combat

When using the *Dodge* skill or parrying with a shield against ranged weapons (p.160), do not make an Opposed Test, instead roll separately if the *Ranged Weapon* Skill attack was a success. If the subsequent dodge or parry is a success, reduce the attack's SL by the SL of the result. If the dodge or parry is a failure there is no effect, i.e. the dodge or parry cannot make increase the damage of the *Ranged Weapon* attack.

Advantage

Advantage (p.164) is capped to Initiative Bonus.

New Rule: Giving Ground

Rather than disengage from an opponent, any character taking the "On the Defensive" option (p.158) can move backwards up to their Move attribute in yards as long as there is no physical impediment in the way. Difficult ground, etc. reduce this movement as normal. The character's opponent can automatically choose move to follow up the character giving ground at the same time, in which case both remain Engaged in close combat.

Characters can also give ground when performing other actions than "On the Defensive" at the cost of 1 Advantage.

New Rule: Pressing Forward

A character who successfully attacks an opponent can spend 1 Advantage to press their attack and force their opponent to move their Move attribute in yards backwards as long as there is no physical impediment in the way. Difficult ground, etc. reduce this movement as normal. The attacker must also move with the pressed character, both remaining Engaged in close combat.

If the pressed character is standing on the edge of a ledge or similar, they must succeed at an **Average (+20) Dodge** Test or fall off. The pressing character does not need to follow them over the ledge in this instance.

Note that if the pressing character is at the cap for their Advantage, Advantage from the successful attack is added before spending 1 Advantage to press forward, i.e. this tactic cannot be used as a way of using Advantage above the character's I bonus cap.

Conditions

- *Bleeding*: If you reach 0 Wounds you no longer automatically gain the *Unconscious* Condition. Instead, if the number of *Bleeding* Conditions is equal to or less than the subject's Toughness Bonus roll at the end of each round there is a 10% chance per *Bleeding* Condition that the bleeding character gains the *Unconscious* Condition. If the *Bleeding* Conditions are not removed within 5 minutes of becoming unconscious, the character must roll again and if they fail, they gain a further *Bleeding* Condition.

If a character is at 0 Wounds and has more *Bleeding* Conditions than their Toughness Bonus, the rules as per p.168 apply, with a chance of the character dying every combat round left untreated. As per the rules on p.168, any double rolled when checking for Wound loss, unconsciousness or death results in the character losing 1 *Bleeding* Condition.

- *Prone*: If *Prone* at 0 Wounds you can still use a Move to stand without needing to heal above 0 Wounds first.

New Rule: Knocking Out an Opponent

To knock an opponent out and capture them alive, the attacker must 'pull their blows' as per the option on p.171. Once their opponent is at 0 Wounds, then the attacker can perform a called shot or use the *Strike to Stun* Talent using a weapon with the *Pommel* Quality to make an Opposed Strength / Endurance Test as per the *Pommel* Quality rules on p.298. If successful, instead of your opponent gaining the *Stunned* Condition, they gain the *Unconscious* Condition.

If using the 'sudden death' option on p.173, if the attacker is pulling their blows and the target subject to 'sudden death' is reduced to 0 Wounds, they gain the *Unconscious* Condition rather than dying.

Melee weapons without the *Pommel* Quality can often be treated as if they possess the Quality (striking with a sword pommel, etc.), but are treated as Improvised Weapons while used in this way.

Injury

When reduced to 0 Wounds and taking a Critical Wound, the roll is modified as follows:

- -20 if negative Wounds < the character's TB
- +0 if negative Wounds = or > the character's TB
- +20 if negative Wounds > twice the character's TB

- +40 if negative Wounds > thrice the character's TB
- +60 if negative Wounds > quadruple the character's TB

Critical Wounds and Weapon Type

Weapons with the *Undamaging* Flaw, from the Entangling or Brawling Weapon Groups, bolas and rocks apply -20 to the roll for a Critical Wound and cannot cause Amputation effects except to teeth or eyes. Instead, treat the Amputation as a Broken Bone (Major)

Chapter VIII – Magic

Channelling (p.237) does not need to reduce the CN to 0 before a Casting attempt can be made. Casting can occur earlier, using the reduced CN from any Channelling in the preceding rounds.

Chapter IX – The Gamemaster

If a in an ongoing campaign character dies or retires, their replacement character is created using half the XP their dead / retired character had. From that point on, the character receives double the XP of the other characters until reaching their previous character's XP total at the time of death / retirement.

If the character retired after achieving their long-term ambition (p.41) or a character with the *Doomed* Talent died in accordance with dooming (p.136) then their replacement character is created with the same number of XP as the dead / retired character had at the time of death or retirement.

Chapter XI – The Consumers' Guide

Item Qualities and Flaws

Best Quality hand weapons (p.292) gain the following Qualities:

- *Axe: Hack*
- *Mace: Pummel*
- *Short Spear: Impale*
- *Sword: Precise*

The *Fine* Quality (p.292) might attract favourable attention and related Fellowship Tests might even receive a +10 bonus.

Silvered is a new Quality and causes the silvered weapon to affect creatures with the *Undead* and *Unstable* creature traits as it the weapon's attacks are *Magical*. Refer to the *Unstable* Creature Quality rules below.

Weapon Reach and In-Fighting (p.297)

Instead of the longer weapon inflicting a -10 to hit penalty to opponents, it gives the wielder 1 Advantage. This Advantage does not apply in addition to Advantage awarded for attacking opponents with the *Surprised* Condition and only in situations where the wielder is able to leverage the advantage of the longer weapon.

In-fighting requires either taking an Action to make an Opposed Melee Test or launching the attack before the wielder of the longer weapon has readied their weapon. Any weapon more than one reach

category longer than the in-fighter is considered an Improvised weapon until the combatant makes a counter Opposed Melee Test to manoeuvre out of in-fighting as their Action.

Any character with the In-fighter Talent gains +10 to the Opposed Melee Test to enter or leave in-fighting, as well as to hit your opponent while in-fighting.

Weapons

- Shields' Qualities on p.294 change as follows:
 - Buckler Qualities: Defensive, Undamaging
 - Shield Qualities: Shield 1, Defensive, Undamaging
 - Shield (Large) Qualities: Shield 2, Defensive, Undamaging.

All shields are designed to be used defensively in the off-hand and do not incur the off-hand penalty when used to parry or block with.

- Quarter Staff is moved from the Polearm weapon group to the Basic weapon group.
- Blunderbuss and its ammunition lose the *Blast* Quality and gain the *Spread* Quality of equal rating.
- Crossbow Pistol gains the *Reload 1* Flaw.
- Elf Arrows lose the *Penetrating* and *Accurate* Qualities
- Bolts gain the *Penetrating* Quality

Ranged Weapons

Ranged Weapon Group (p.297) entries are changed now *Ranged* is a basic, grouped Skill. The conditions for Crossbow and Throwing weapon groups now also apply to the Bow, Entangling, and Sling weapon groups as well, i.e. the Test can be attempted using *Ballistic Skill* but the weapon loses all Qualities while retaining any Flaws.

Blackpowder and Explosives weapon groups are treated as above, except the *Blast*, *Spread* and *Impact* Qualities are never lost regardless of skill, all weapons gain the *Dangerous* Flaw if they do not already have it, and, if the weapon possesses it, any *Reload* Flaw value increases by 1.

Ranged (Engineering) remains an Advanced Skill and is unchanged, including the notes on p.297 regarding use of the *Ranged (Blackpowder)* Skill for Engineering weapons and vice versa.

Weapon Qualities and Flaws

- The *Fast* Quality (p.298) does not inflict -1 SL to defend against, it only allows the wielder to strike outside of the normal initiative sequence.
- The *Pummel* Quality can be added to most melee weapons during an attack but the weapon is treated as an Improvised Weapon while doing so.
- Any *Shield* Quality (p.298) can be used to defend against ranged attacks excluding blackpowder weapons, not just *Shield 2* or greater. Any weapon with the *Shield* Quality can also be used for Critical Deflection as per p.299. The *Shield* Quality is available to all wielders, including those untrained in *Melee (Basic)*.
- A new *Spread* Quality creates a cone with width in yards equal to its rating at the weapon's range. All characters within this cone are attacked for SL + damage, just like the *Blast* Quality.
- Instead of the description on p.299, the *Dangerous* Flaw, replace with "All failed tests with this weapon resulting in a Fumble are treated as Misfires (p.160), not just Fumbles with an even dice result."

- Even on a failed Ballistic Skill roll, each attempt counts as minimum 1 SL toward the *Reload* Flaw (p.299) Extended Test.
- The *Slow* Flaw (p.299) does not provide +1 SL to defend against, it only forces the wielder to strike last unless the opponent is also wielding a weapon with the *Slow* Flaw.

Critical Deflection

Critical Deflection (p.299): Each armour point sacrificed reduces the rolled critical result by 20.

Chapter XII: Bestiary

Size Trait (p.341):

- If 1 or 2 Size levels higher than opponents, add that many levels of the *Combat Master* Talent; if 3 or more Size levels higher than opponents, add twice the Size difference levels of the *Combat Master* Talent.
- Halflings and gnomes count as Medium sized for Fear purposes.

Unstable Trait (p.343): Replace the existing text from “...the material realm,” with:

“At the end of each round roll 1d10 to see if the creature becomes *Unstable*.

When rolling for instability, subtract 1 from the roll if the creature has taken damage this round from a Magical weapon or source. This means a creature with the *Unstable* Creature Quality can never gain Wounds if just struck by a Magical damage source.

A result of 1 means the creature suffers 1-3 Wounds as determined on the table below, +1 Wound per point of Advantage any engaged opponent has higher than the creature’s current Advantage. Taking damage from becoming *Unstable* does not remove any Advantage the creature currently has.

A result of 10 means the creature gains 1-3 Wounds as determined on the table below, +1 Wound per point of Advantage the creature has higher than any engaged opponent’s current Advantage.

If engaged with multiple opponents, use the highest opponents’ Advantage to determine the difference.

1d10 Roll	Wounds Removed / Gained
1-3	1
4-7	2
8-10	3

If the creature ever reaches 0 Wounds, the magics holding it in place collapse and it ‘dies’. The creature can never increase its Wounds beyond double their usual amount.”