

ABILITIES

Changes to existing abilities

Blademaster This skill doesn't exist; it's far too powerful for Fantasy, and it's a bit silly anyway.

Deflect Shot This cannot be used if a character's weapon is inflicting any to hit penalty because of its weight. Also, it will not rebound any attacks; it will just deflect them.

Gunfighter/ Medic Renamed Pistolier and Healer respectively, purely for atmosphere purposes.

Hipshooting This ability does not cancel moving and shooting penalties altogether; instead, it changes the penalty from -5 per yard moved to -1 per yard.

Word of the Emperor Becomes Word of Sigmar, or Mórr, or Myrmidia or whoever. You should make sure that the gods you have the Word Of are appropriate; no Word of the Lady of the Lake please!

New Abilities

Blackpowder Master The character adds +20 to rolls on the Blackpowder weapon misfire chart. They can also deliberately over-pack the weapon if they pass a Sagacity test: they must declare they are doing this as they load the weapon, but make the test when the shot is fired. If successful, the shot counts as misfiring with result 06-15 on the table. If they fail the Sagacity test, roll on the Misfire chart with a -20% modifier (instead of the usual +20%).

Brawler The character is adept at hitting opponents where it hurts. A character with this skill adds +D3 damage with unarmed and improvised attacks, as well as attacks made with gauntlets or knuckledusters.

Climb The character is able to scale surfaces with the greatest of ease. Climbing is not a Risky action for characters with this ability. If they like they can climb at double the usual rate (i.e. 4 yards per action) but if they choose to do this, the action is treated as Risky, as for other characters climbing at the usual rate.

Combat Master The character gets one 'free' parry each turn – his first parry is discounted. This means that both his first and second parries are made at full weapon skill; the third is at half weapon skill, the fourth at a quarter and so on. This also applies to dodges.

Jump Up If the character is prone, and not stunned, at the start of their turn, they can stand up without using an action if they first pass an Initiative test. This skill cannot be used at all if the character is suffering an Initiative penalty because of their armour.

Killing Blow The character is able to place blows in hand to hand combat with awesome skill, striking where their opponents are most vulnerable. They may add or deduct up to 10% from hit location rolls in hand to hand.

Melee The character seems to have a sixth sense or eyes in the back of his head, switching and turning from one opponent to another in heroic fashion before they can swamp him with numbers. The character's number of parries is reset to 0 after each speed phase, rather than at the end of each turn. He can still only use the Combat Master skill once per turn, not once per Speed phase.

Quick Shot The character can draw ('load') and shoot a bow as one action, but with a -10 penalty to hit.

Shield Wall If using a shield when shot at by an attacker he can see, and who is not using a black powder weapon, the character is allowed to take an Initiative test. If he passes he is able to catch the missile on his shield regardless of what locations the shield was actually covering, and so may add his shield's armour value to that of the location hit.

Staff Fighter If this character is using a staff, it counts as two weapons for the purposes of counter attacks; the character blocks with one end of the staff then counters with the other. This means that his opponent will suffer the -20% penalty to parry the counter. In all other respects the staff still counts as one

weapon. This skill can only be used with plain, sturdy fighting staves; no fragile ancient relics or knobably wizard's staves, please!

Stealth The character is adept at moving silently and making the best use of cover to stay out of sight. Other characters halve their chance to hear a character with this ability moving, and halve bonuses for movement. Penalties for covered locations are doubled.

Strongman The character is practised with large weapons. Characters with this ability can ignore the rule that leaves them open to counters if they roll 96-100 to hit with a heavy weapon.

Exotic Abilities

Daemonic Daemons have powerful magical fields surrounding them which distort and twist reality, protecting the daemon from blows and shots. Most daemons have a number of armour points on all locations (varies with the type and power of the daemon) that counts against *all* attacks – even longbows, warhammers etc. In addition, some weapons or powers have a special effect against daemons.

Ethereal See the 'Instability' psychic power from the Inquisitor rulebook. However, although they cannot interact with objects per se, ethereal creatures *can* attack non-ethereal creatures. They cannot move through other creatures; only inanimate objects. Armour is ineffective against them, and their attacks cannot be parried except by magical weapons. They can be dodged as normal. Ethereal creatures can only normally be hurt by magic spells, and magical or holy weapons and items.

Excellent Hearing The character increases hearing ranges by half.

Excellent Vision The character halves range penalties for vision tests.

Flaming Attack This applies to specific weapons or spells rather than characters. Flaming attacks have an increased effect against *flammable* creatures (below). In addition, chain mail counts as armour value 2 against flaming attacks, and all other types of armour halve their armour value against fire unless otherwise stated. Regenerating creatures cannot regenerate damage caused by flaming attacks.

Flammable Certain creatures and objects are flammable and burn easily. Flammable creatures have a 75% chance of being set on fire by flaming attacks. There is a 50% chance, rather than 25%, of a fire spreading to another location. They have the usual chance of putting out burning locations (usually 25%).

Holy Aura The character is blessed by his or her god(s), and radiates an aura of power anathema to evil and magic. If a magic spell is targeted at the character or a point within 6 yards of the character, they may attempt to dispel it as if they were a wizard. They do not lose any Willpower for this, but cannot reinforce it either. Daemons within 6 yards of the character do not gain their daemonic aura armour points, add D3 to their injury total in the recovery phase, and must pass a Willpower test at the start of each of their turns or attempt to leave the area of the Holy Aura as quickly as possible.

Master of Magic The character can re-roll one of the dice when reinforcing a spell or dispel (see magic rules later).

Night Vision The character halves any low light penalties for vision tests. If you are using the rule that night time line of sight is equal to a tenth of a character's Initiative, a character with Night Vision can double this range.

Shadowfast A character with this ability has almost supernatural control over their own vital functions and can heighten their metabolism at will, becoming a blur of activity. A character can declare they want to attempt to become shadowfast at the start of their turn. Take a Willpower test for them. If successful the character gains +60 Initiative (yes, +60!), and counts as having the Combat Master, Deflect Shot, Dodge and Melee abilities. However, the stress ravages the character's body and at the end of each turn he was shadowfast the character adds an extra D6 to his injury total. The character can end the shadowfast state in any recovery phase (after suffering the damage for that turn's use!).

Sample average profiles Characteristics are for fairly experienced, tough, and halfway intelligent fighters; a civilian profile is given by way of comparison. These are in no way intended to be full rules, and we're not suggesting you *should* use Lizardmen or Orcs in games; they're just to give you an idea of relative strengths.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Human civilian	30	30	30	30	30	30	30	20	20
Veteran soldier	65	60	65	60	60	60	50	70	70
Templar knight	75	50	70	60	70	70	60	80	80
Witch hunter	60	60	55	60	80	90	80	90	80
Norse barbarian	65	50	70	65	60	50	40	85	50
Wizard	40	50	45	50	55	75	75	55	60

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Dwarf warrior	70	60	65	70	50	80	60	85	80
Slayer	75	50	70	75	60	80	50	90	60
Engineer	65	70	60	70	40	85	80	70	70
Runner	65	60	60	75	50	80	60	70	70

Special rules: Dwarfs move only 8 yards when sprinting, rather than 10. They only run 5 yards, not 6, and cannot evade because their stocky physiques are not suited to the type of movement required.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
High/ Dark Elf	75	70	60	50	75	65	75	75	70
Wood Elf	70	75	60	55	75	70	70	75	65
Elf Ranger	75	75	60	55	75	65	75	80	75
Wardancer	90	60	65	60	85	70	60	85	75

Special rule: elves add one yard when running, sprinting, sneaking or jumping.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Skaven clanrat	55	55	55	50	65	40	50	35	40
Gutter Runner	70	70	60	50	75	50	50	60	50

Special rule: skaven add one yard when running, and two yards when sprinting.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Orc	60	45	70	60	40	55	20	65	50
Goblin	45	55	45	40	45	40	25	40	50
Hobgoblin	60	55	55	50	45	40	30	45	40
Black Orc	70	45	80	65	45	65	20	75	60

Special rules: orcs and black orcs never test for system shock because of damage (although they can still suffer it automatically from location injury). All greenskins add +10 to their Consciousness number (they are still dead when their injury total hits their Toughness).

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Chaos Warrior	80	50	70	70	70	70	55	80	80
Beastman	60	30	60	70	40	40	20	40	30
Lesser daemon	75	50	80	60	80	70	70	70	70

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Skink	50	60	50	40	60	50	60	50	50
Saurus	60	20	70	70	30	70	20	70	60

Special rule: Saurus have +2 points of armour on all locations *except* when struck in the chest or abdomen from their front arc. Skinks add +2 yards when running and sprinting.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Skeleton	50	40	55	30	20	5	1	100	100
Wight	60	40	70	50	50	80	20	100	100
Vampire	75	60	100	90	85	75	75	90	90

Special rules: Undead suffer no vision penalties for darkness, do not make recovery rolls in the Recovery phase, and never test for system shock. Skeletons and zombies do not roll for their number of actions; they automatically receive their maximum number of actions, and have the Nerves of Steel and Force of Will abilities. Wights do make action rolls but have Nerves of Steel and Force of Will.