

WORLDHAMMER

Fantasy Roleplay

WARHAMMER FANTASY ROLEPLAY 2ND EDITION TO SAVAGE WORLDS
GAME SYSTEM CONVERSION GUIDE



Worlds HAMMER

FANTASY ROLEPLAY

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GAME SYSTEM CONVERSION GUIDE



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PURPOSE

This document is intended to allow GMs and players of **Black Industries/Fantasy Flight Games' *Warhammer 2nd Edition Fantasy Role Playing Game (WFRP2)*** to convert characters and information from that system to **Pinnacle/Great White Games' *Savage Worlds*** game system. It should allow not only for conversion for "translating" a character from WFRP2 to SW, but also clarify the direct conversion formulas and terminology, statistics and mechanics, for ease of use with WFRP2 adventures and other supplements and resources, now that WFRP3's entirely different system, has been released and WFRP2 is no longer the primary WFRP version, and fewer and fewer resources for WFRP2 will be produced as time goes on.

LICENSES

Savage Worlds Fan License

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CREDITS

Besides the people that made the games, I give credit to the fans that play and keep them going, and keep them interesting by making their own material for them. WFRP was kept alive purely by fan support for over a decade, with no publisher, maintained and developed completely by fan support, before being picked up for 2nd edition, so I think the game companies themselves owe a big dept to the fans who support their products, and show that kind of loyalty. I credit GWG for their SW Fan License idea and understanding and working with and encouraging that willingness of fans to participate and be part of a product they appreciate.

Offtopic, I'd like to credit **Atlas Games** and the *Feng Shui RPG* forums and members there for their feedback and participation with another project I'm involved in for that game, which allowed me to get my feet wet in a proper manner, in producing fan works for an official game.

And then I credit myself, Jason J. Patterson, and of course, the other people that have done Warhammer >Savage Worlds conversions, and the Great White Games/Pinnacle website forums, and the members there. And now, on to the specifics.

Strike to Stun Forums

Capzapp

Loswaith

Pinnacle

Clint

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CHAPTER ONE: CHARACTER CREATION

Before getting to the conversion mechanics from Warhammer 2nd Edition to Savage Worlds, or perhaps while doing so, it will likely be helpful to demonstrate the SW analog to WFRP2 character creation. Below are the standard four Warhammer Fantasy Role Play races, plus a smattering of the most common and better known races from the game's setting, from both 1st and 2nd edition, which may or may not be suitable as Player races.

One needs to understand how to play Savage Worlds in order to understand how the WFRP conversions work and why. Also, you will need the WFRP2 core books for comparison and information, as I will only be providing the bare minimums for information on the WFRP2 stats, skills and such, since they are already fully treated in their parent game system.

Pace = 6" (12y) plus d6 (d6 x2y) running

Parry = (Fighting/2) +2
{Fighting of d4/2 +2 = 4. If you have no Fighting skill, Parry is 2}

Charisma = 0 + bonuses from Edges

Toughness = (Vig/2) +2
{most characters have a minimum of Vig d4/2 +2 = 4}

Load Limit = (Str x5){d4 x5 = 20 lbs} or (Str x8)
{d4 x8 = 32 lbs} with an applicable Edge

Table 1: Starting Racial Profiles

Standard	Str	Vig	AgI	Sma	Spi	Tgh	Pac
Dwarf	1d4	1d6	1d4*	1d4	1d4	---	5
Elf	1d4	1d4	1d4	1d4	1d4	---	8
Halfling	1d4*	1d4	1d6	1d4	1d6	-1	6
Human	1d4	1d4	1d4	1d4	1d4	---	6
Nonstandard	Str	Vig	AgI	Sma	Spi	Tgh	Pac
Fimir	1d6	1d6	1d4	1d4	1d4	---	6
Gnome	1d4*	1d4	1d4	1d4	1d4*	---	6
Goblin	1d4*	1d4	1d4	1d4*	1d4*	---	6
Half-Elf	1d4	1d4	1d6	1d4	1d4	---	6
Half-Orc	1d6	1d4	1d4	1d4	1d4	---	6
Hobgoblin	1d4	1d6	1d4	1d4	1d4*	---	6
Ogre	1d6	1d6	1d4*	1d3	1d4*	---	8
Orc	1d6	1d6	1d4*	1d4	1d4*	---	6
Lizardman	1d4	1d4	1d6	1d4*	1d4*	+1	6
Mutant/Beast.	1d6	1d6	1d4	1d4	1d4*	---	8
Skaven	1d4	1d6	1d6	1d4*	1d4*	---	8
Zoat	1d6	1d4	1d4	1d6	1d6	+2	10

Str = Strength **Vig** = Vigour **AgI** = Agility
Sma = Smarts **Spi** = Spirit **Tgh** = Tough.
W = Wounds **Pac** = Pace

1d4* = 2 Attribute Points during character creation must be spent to raise this to d6.

Actual race descriptions follow the complete statistical presentation section.

Character Creation Steps:

1. Choose Race
2. Record the given Attributes, Edges, Hindrances and Skills, making any decisions necessary.
- 3.

Standard Races

These races are the standard WFRP civilized races allowable for Player Characters. Each race has been recreated from scratch in the Savage Worlds system, to emulate, as closely as possible, the spirit of the WFRP2 statistics and traits, and new skills, edges and hindrances were created in some cases to make the adaptation as faithful as possible, but also using as much as possible, the basic Savage Worlds rules, to keep things simple and mechanically streamlined.

Everyman Skills:

During character creation, each race also gains the racial skill of: Common Knowledge Speciality: Racial Culture/Lands +2 (if you were a Dwarf, you'd have Dwarf Culture/Lands +2 as a custom skill.

The Numbers:

The numbers given - *Tots*, *Edges*, *Hinds* (*Hindrances*) and *Skills*, are for the approximate equivalent Savage Worlds Experience Points (XP), of each category total, with the individual item listed below that total. This generally shows that WFRP races are 8 XP "packages", compared to the basic 2-3 point SW races.

Dwarf (Tots: 8)

Edges: 11

- 2 Dwarfcraft: +1 to all Dwarf Crafts
- 2 Arcane Resistance +2
- 2 Brave: +2 on Fear, Terror, Intimidate tests
- 2 Vigorous: Vig d6
- 1 Grudge-Born Fury: +1 Fighting vs Orcs/Gob/Hob.
- 1 Low Light Vision
- 1 Sturdy: Load Limit x10

Hindrances: -4

- 1 Abrasive: Cha -1
- 1 Slow: Pace 5
- 2 Squat: Agl d4* (2 Attribute Points to raise to d6)

Skills: 1

- 1 Fighting d6

Elf (Tots: 8)

Edges: 8

- 2 Agile: Agl d6
- 2 Arcane Background (Magic) or Trademark Weapon (Elfbow)
- 2 Alertness: +2 Notice
- 1 Low Light Vision
- 1 Fleet Footed: Pace +2, Run d10 x2

Hindrances: -2

- 2 Unlucky

Skills: 2

- 1 Shooting d6 or Spellcasting d6
- 1 Notice d4

Halfling (Tots: 8)

Edges: 9

- 2 Agile: Agl d6
- 2 Spirited: Spi d6 or Lucky: +1 Benny
- 1 Low Light Vision
- 2 Arcane Resistance (Chaos)
- 2 Player Chosen Edge (Major)

Hindrances: -5

- 1 Combat Inept: 2 Skill Pts. to for Fighting d4
- 2 Underdeveloped: Str d4* (2 Attribute Pts for d6)
- 2 Small: Tgh -1

Skills: 4 (one skill below at d6, the others at d4)

- 1 Know (Genealogy/Heraldry)
- 1 Know (Cook or Farmer)
- 1 Shooting (for sling)
- 1 Player Chosen Skill

Human (Tots: 8)

Edges: 4

- 2 Choose one Edge (Major) or two Edges (Minor)
- 2 Choose one Edge (Major) or two Edges (Minor)

Hindrances: 0

Skills: 4 (one skill below at d6, the others at d4)

- 1 Streetwise
- 3 3 dice worth of skills in any combination

Nonstandard Races

It will be up to the GM to decide which, if any, of the following races are suitable to be used for Player Characters. Some GMs may use them only in certain campaigns, such as ones where all the players play "monsters" or members of evil/chaos cults, etc,

Others are just nonstandard as player races in the Warhammer world, for whatever reason, though they may exist and even be civilized and friendly to typical adventurer causes.

Fimir	
Gnome	Nightvision,
Goblin	
Half-Elf	Nightvision, Agl 1d6 or 1 free Edge, Outsider (Minimal)
Half-Orc	
Hobgoblin	
Ogre	Size+3
Orc	Nightvision,
Lizardman	Nightvision, All Thumbs, Claws: BHD +1, Armored 1 (1AB), Climbing
Mutant/Bstmn.	Darkvision (ability to see in black and white in complete darkness)
Skaven	Nightvision,
Zoat	Frightening: Goblinoids + Lizardmen, Armored 2 (2AB), All Thumbs, Size +2, Outsider

Ranks: Novice, Seasoned, Veteran, Heroic, Legendary

Leveling: +1 Edge, increase 2 Skills < GA, add 1 new D4 Skill, increase skill => GA, +1 Attribute

Novice: 5 Pts Attribs, 15 Pts Skills, variable Edges/Hindrances based on Race (1 Edge for Humans)

Seasoned: 6 Pts Attribs, 19 Pts Skills, variable Edges/Hindrances based on Race, and 1 extra Edge

Veteran: 7 Pts Attribs, 23 Pts Skills, variable Edges/Hindrances based on Race, and 2 extra Edges

Heroic: 8 Pts Attribs, 27 Pts Skills, variable Edges/Hindrances based on Race, and 3 extra Edges

Legendary 9 Pts Attribs, 31 Pts Skills, variable Edges/Hindrances based on Race, and 4 extra Edges

Hindrance = Major (2 = Attrib Pt or Edge) or Minor (1 = Skill Pt or Increase Funds by 100%)

Novice: Attribs: 10 XP, Skills: 15 XP, Edges: 2 XP, Money: \$500 1 XP = 28 XP

Seasoned Attribs: 12 XP, Skills: 19 XP, Edges: 4 XP, Money: \$1000 2 XP = 37 XP

Veteran: Attribs: 14 XP, Skills: 23 XP, Edges: 6 XP, Money: \$1500 3 XP = 46 XP

Heroic: Attribs: 16 XP, Skills: 27 XP, Edges: 8 XP, Money: \$2000 4 XP = 55 XP

Legendary: Attribs: 18 XP, Skills: 31 XP, Edges: 10 XP, Money: \$2500 5 XP = 64 XP

2 Gain Edge
 2 increase skill greater than or equal to linked attribute
 2 increase 2 skills less than their linked attributes
 2 get new skill for existing character at d4
 2 increase Attribute one die type - may not increase again until new Rank is achieved

All races begin with a free +2 like the human free Edge
 Additional Edges countered by Hindrances

Race Creation

XP Hindrance

-3	Extreme Hindrance
-2	Major Hindrance
-2	Attribute Step Die -1 (requires 4 XP per step to raise during chargen)
-2	-1 Parry
-2	-1 Toughness
-2	-4 Resist Heat/Cold
-2	Dehydration (immerse in water one hour/24 or Fatigued each day until Incap. and perish a day after that)
-2	Pace 3 or less with d4 running die
-1	Pace 4-5
-1	Minor Hindrance
-1	-2 Resist Heat/Cold
-1	-2 Cha

XP Edges

3	Extreme Edge
3	"Seasoned" Level Edge
3	Hardy (second Shaken doesn't cause Wound)
3	Begin with d8 in an Attribute and may raise it to D12+2 during chargen, may reach D12+4 via Exp/Master
2	Major Edge
2	Pace 10

- 2 Armor Bonus 2
- 2 Flight 2
- 2 +1 Parry
- 2 +1 Size
- 2 +1 Toughness
- 2 +10 Power Points
- 2 +2 Cha
- 2 +4 Resistance Heat/Cold
- 2 "Novice" Level Edge
- 2 Begin with d6 in an Attribute
- 1 Minor Edge/Perk
- 1 Attribute Step Die +1
- 1 Skill of d6
- 1 Pace 8
- 1 Armor Bonus 1
- 1 +1 Cha
- 1 +5 Power Points
- 1 Gliding, Burrowing or Aquatic
- 1 Natural Weapons: Str+2 dmg with one attack or Str+1 dmg with 2 attacks
- 1 +2 Resist Heat/Cold
- 1 Keen Sense (+2 Notice when using one sense)
- 1 Low Light or Thermal Vision
- 1 Pounce (Agl test to leap onto nearby target with +1 attack and +1 damage) but with -1 Parry

Language: speak a number of languages equal to smarts divided by 2, and can write them with the Literate Edge.

Race Creation

XP	Component	Max/Level-Up
-2	Flaw (Major)	1
-1	Flaw (Minor)/Impairment	2
1	1 Skill Point	4
1	\$500 (Starting Funds)	1
2	1 Attribute Step	1
1	Edge (Minor)/Perk/Inclin.	2
2	Edge (Major)	1
2	+10 PP	1
2	Base Pace 10 (+4)	
2	2 Armor	
2	Flight	
1	Str+2 dmg w/ one attack or +1 w/ two or +5 PP	
1	Burrowing or Aquatic or Gliding	

Race Creation

Leveling = Edge (2) + 2 Skills (2) + 1 new Skill (1) + increase Skill (1) + Attribute Point (2) = 8 XP (+1 Mon)

Unsettling

Menacing
Frightening
Terrifying

End of session, GM awards 1-3 XP per PC
New chars begin with ½ XP of dead chars

1-19	Novice
20-39	Seasoned
40-59	Veteran
60-79	Heroic
80+	Legendary

Every 5 XP allows an Advance/Level Up, doing ONE of the following:

- 2 Gain Edge
- 2 increase skill greater than or equal to linked attribute
- 2 increase 2 skills less than their linked attributes
- 2 get new skill for existing character at d4
- 2 increase Attribute one die type - may not increase again until new Rank is achieved

Power Points recover 1 per hour

Use: spend PP and make skill roll - if fail, no effect but PP lost

Armor: Rank: Nov, PP 2, Range Touch, Dur 3 (1/rnd)

Blast: Seasoned, PP 2, 24/48/95, Instant, MB template, deviates 2d10y x range increment - 2d6 damage

8y diameter - double PP (4) raises damage to 3d6 or 12y diameter

Bolt: Novice, 1PP each, +1PP/+1d6max, 3 bolts max, 12/24/48 range, Instant, 2d6 normal damage

Imperial Ogres:

Skills:

- Know (Culture, Ogre)
- Know (Lang, Ogre)
- Know (Lang, Reikspiel)
- Know (Trade -)
- Consume Alcohol
- Intimidate

Edges:

- Fearless
- Frightening or Menacing
- SWG 2H
- Street Fighting or Wrestling
- Very Resilient or Very Strong
- or replace 1 of the above with a random roll

Climbing Str

Swimming Agl

Warhammer to Savage Worlds Skill Conversions

WFRP2E Skill	Savage Worlds Skill		
Academic Knowledge	Knowledge (History, Occult, etc)	Speak Lang (X)	<i>New Skill: Know (Language)</i>
Animal Care	Common Knowledge or Know (Farming)	Swim	Swimming
Animal Training	<i>New Skill: Know (Animal Training)</i>	Torture	Intimidation with +2 or larger
Blather	Persuade or Deceit	bonus for devices, techniques	
Channeling	<i>New Skill: Channeling</i>	Trade (Various)	<i>New Skill: Know (Professional Trade/Craft - Acrobat, Dancer, Palm Reader, etc.)</i>
Charm	Persuade or Edge: Charisma, at GM's discretion	Ventriloquism	<i>New Skill: Know (Ventriloquism)</i>
Charm Animal	Edge: Beast Bond		
Command	Command		
Common Knowledge	Common Knowledge (Brettonia, Elves, etc)		
Concealment	Stealth		
Consume Alcohol	<i>Edge: Drinker</i>		
Disguise	Persuade or Stealth		
Dodge Blow	Edge: Dodge		
Drive	Drive or Riding, by genre		
Evaluate	<i>New Skill: Know (Merchant)</i>		
Follow Trail	Tracking		
Gamble	Gambling		
Gossip	Streetwise		
Haggle	<i>New Skill: Know (Merchant)</i>		
Heal	Healing		
Hypnotism	<i>New Skill: Know (Hypnotism)</i>		
Intimidate	Intimidation		
Lip Reading	Notice		
Magical Sense	<i>New Edge: Aethyric Attunement</i> includes this aspect		
Navigation	<i>New Skill: Know (Navigation)</i>		
Outdoor Survival	Survival		
Perception	Notice		
Performer	<i>New Skill: Know (Professional Trade/Craft - Acrobat, Dancer, Palm Reader, etc.)</i>		
Pick Locks	Lockpicking		
Prepare Poison	<i>New Skill: Know (Potions)</i>		
R/W	<i>New Skill: Know (Literacy)</i>		
Ride	Ride		
Row	Boating		
Sail	Boating		
Scale Sheer Surface	Climbing		
Search	Notice		
Secret Language (X)	<i>New Skill: Know (Sec Lang)</i>		
Secret Signs	<i>New Skill: Know (Sec Lang)</i>		
Set Trap	Survival		
Silent Move	Stealth		
Shadowing	Stealth or Tracking		
Sleight of Hand	Stealth		
Speak Arcane Lang	<i>New Skill: Know (Arcane Lang)</i>		

NEW SKILLS:

The Knowledge and other skills below, like all, have their basic Smarts, or intellectual, component, involving the actual lore or information, on the subject, that the possessor knows, but some may also involve a more hands-on experiential aspect which involves the use of another Attribute for successful application.

Also, these are all optional, and some GM's will use some, none, or all of these, add new ones or may change how they work.

Channeling (Smarts)

Allows the caster to make an attempt at a Channeling test before casting a spell. If successful, he may add +1 to his Spellcasting roll.

Know (Animal Training) (Spirit)

Train animals to obey simple commands and perform tricks. Target number is:

- 6 for Difficult
- 4 for Moderate
- 2 for Simple

The Spirit roll is the trainer's actual effort being put forth, more than his personality and charm, and thus, this skill is based on Spirit but not modified by your Charisma.

Know (Hypnotism) (Spirit)

Using an eye-catching physical focus like a gleaming locket, put a person into a trance - for each Spi of the hypnotist, ask one question that must be answered truthfully as far as subject knows. May only be used on a willing subject or on a subject who fails a Spi test and is not actively hostile or otherwise significantly untenable as a subject. Modified by Charisma if the hypnotist uses a calming, even tone in a quiet environment.

Know (Merchant) (Smarts)

Allows you to:

1. evaluate the value of everyday objects and valuables like jewelry, gems and objects d'art.
2. make Persuade rolls for money-related matters with other merchants (haggle) for good deals
3. hawk your wares to consumers
4. understand and keep track of finances, inventory and sales and product matters

Difficult transactions/negotiations may require both a Know (Merchant) and Persuade roll.

Know (Navigation) (Smarts)

Finding one's way on land or water using the stars, maps, the time of year, and sense of direction; the ability to estimate times and distances and various other useful navigation-related facets. As with most skills, Difficult or Easy modifiers could apply.

Know (Potions/Apothecary) (Smarts)

More versatile than the WFRP "Poisons" skill, this allows one to be versed in the mixing of various chemicals and herbs, though not with as much focus on curative solutions as herbalism - you need Healing - it does allow one to make Poisons though. Minor Sedatives at Easy (2), Harmful poisons at Moderate (4) and potentially Lethal poison at Difficult (6).

Know (Language, Arcane) (Smarts)

Read and write basically any "magical" language, that most spells are written in - scrolls, spell books, tomes, ancient tablets, etc.

Know (Language, Secret) (Smarts)

This would be any other kind of language that would not be common, that only a very small and obscure sub-set of people would use, such as a group of assassins, nomads or a particular clan or elven scouts, etc., each of these being separate.

Know (Literacy) (Smarts)

Read and write any language the character can speak.

Know (Professional Trade/Craft) (Smarts)

This basically reflects a career or significant proficiency in a Craft or Perform skill. Know (Merchant), (Animal Training), (Potions) and even (Ventriloquism) are examples of this, but it can really be expanded to anything, including Armorer, Cook, or whatever else might be suitable - Archeology for a two-fisted pulp treasure-hunter, etc. These may or may not also have different secondary "hands-on" Attributes (such as possibly Strength for Armorer), etc.

Know (Ventriloquism) (Spirit)

Talk without moving your lips, and "throw your voice", making it appear it is originating from another nearby area or object, also possibly disguising it as a different voice entirely. Perceptants usually get an opposed Notice test to realize at least the the unreality of the situation or are otherwise utterly baffled or even believe the impossible concept.

WFRP2E Talent	Savage Worlds Edge	
Acute Hearing	Alertness	
Aethyric Attunement	N:AE	
Alley Cat	N: Alley Cat	
Ambidextrous	Ambidextrous	
Arcane Lore (Beasts)	Arcane Background (Magic)	
Armoured Casting	N: -Hind: Casting Liabilities	
Artistic	N: Know (Artist)	
Contortionist	N: Contortionist	
Coolheaded	Level Headed	
Dark Lore (Chaos)	as Arcane Lore	??
Dark Magic	roll extra D10, drop lowest die but count for Tz. curse	??
Dealmaker	N: Dealmaker	
Disarm	N: Routine Disarm	
Divine Lore (Sigmar)	as Arcane Lore except Divine	Arcane Background (Miracles)
Dwarfcraft	N: Dwarfcraft	
Etiquette	N: Etiquette	
Excellent Vision	Alertness	
Fast Hands	substitute	
Fearless	N: Fearless:	
Flee	substitute	
Fleet Footed	Fleet Footed	
Flier	Flight	
Frenzy	Berserk	
Frightening	?? Frightening	
Grudge-Born Fury	N: GBF	
Hardy	N: Hardy	
Hedge Magic	may cast Petty Magic (Hedge) w/out Speak Arcane Lng	??
Hoverer	can fly low to the ground	Hov or Flight Minor or substit.
Keen Senses	Alertness	
Lesser Magic	know spell common to all types of magic (Dispel, etc)	??
Lightning Parry	Block	
Lightning Reflexes	Acrobat	
Linguistics	Seasoned Traveler	
Luck	Luck	
Marksman	Marksman	
Master Gunner	N: Master Gunner	
Master Orator	N: Master Orator	
Menacing	Strong Willed	
Mighty Missile	N: MM	
Mighty Shot	N: MS	
Mimic	N: Mimic	
Natural Weapons	Natural Weapons	
Night Vision	LLV	
Orientation	N: Know (Nav)	
Petty Magic (Arcane)	as Arcane Lore	?? Spellcasting
Public Speakingaffect	N: Public Speaking	
Quick Draw	Quick Draw	
Rapid Reload	N: Rapid Reload	
Resistant to Chaos	N: Arc. Resistance (Chaos)	
Resist Disease	N: Resis (Disease) +2	
Resist Magic	Arcane Resistance+2	
Resist Poison	N: Resist (Poison)+2	

Rover	N: Alley Cat (above)
Savvy	substitute
Schemer	N: Schemer/Shrewd
Seasoned Traveller	N: Seasoned Traveler
Sharpshooter	N: Sharpshooter
Sixth Sense	Danger Sense
Specialist Weapon Grp	Trademark Weapon (1 unique)
Stout-Hearted	Stout Hearted
Street Fighting	N: Street Fighting
Streetwise	N: Friends in Low Places
Strike Mighty Blow	N: SMB
Strike to Injure	N: STI
Strike to Stun	N:STS+1 KO Table for target
Strong Minded	N: Strong Minded
Sturdy	N: Sturdy
Suave	Charismatic
Sure Shot	N: Sure Shot
Surgery	Healer
Super Numerate	N: Super Numerate
Swashbuckler	Acrobat
Terrifying	?? Terrifying
Trapfinder	N: Trapcraft
Trick Riding	N: Trick Riding
Tunnel Rat	N: Tunnel Rat
Undead	N:Undead
Unsettling	N: Unsettling
Very Resilient	+1 Tgh
Very Strong	+1 Str
Warrior Born	+1 Ftg
Wrestling	N: Wrestling

NEW EDGES:

As with the skills, these Edges are all optional, and some GM's will use some, none, or all of these, add new ones or may change how they work.

Aetheryic Attunement (Major)

Requirements: Novice

Spellcasting +1, allows you to make Notice roll to see magic on item, area or person, and strength in area

Alley Cat

Requirements: Novice

Stealth +1 in urban/city locations

Artistic

Requirements: Novice

Knowledge (Artist) +2 to create works and evaluate value and quality of fine objects d'art

Barbaric Blood

Requirements: Novice

Spend a benny to activate Berserk

Improved Barbaric Blood

Requirements: Barbaric Blood

Spend a benny to activate Berserk, ignore -2 to roll to end rage, and won't hit an ally on a roll of 1.

Casting Proficiency

Requirements: Novice

Ignore 2 points worth of Spellcasting penalties for armor and/or exceeding Load Limit.

This is only necessary if the GM has ruled that armor interferes in spellcasting.

Improved Casting Proficiency

Requirements: Novice

Ignore 4 points worth of Spellcasting penalties for armor and/or exceeding Load Limit.

Contortionist

Requirements: Novice

+2 to any escape-related or body manipulation skill

Dealmaker

Requirements: Novice

Bonus +1 to Knowledge (Merchant) tests

Deceptive

Requirements: Novice

+1 to Persuade involving deceit and Trick rolls in combat

Double Shot

If within Short range, fire two arrows or missiles at once at a single target with a -2 Shooting penalty.

Improved Double Shot

As Double Shot but ignore the -2 penalty.

Drinker

Requirements: Novice

Allows the character to make a Vig roll to ignore or resist the effects of alcohol. The test must be made every 2 drinks if Strong, 4 if Medium, or 6 if Weak.

Dwarfcraft

Requirements: Novice

+1 to any Dwarven Professional Trade/Crafts such as Know (Armorer, Brewer, Gem Cutter, Weaponsmith, Gunsmith, Stoneworker)

Etiquette

Requirements: Novice

+1 to Persuade, Streetwise, Stealth or any other skill when used appropriately among high society, nobility, royalty, and such.

Friends in Low Places

Requirements: Novice

+1 to Persuade, Streetwise, Stealth or other skills when used appropriately among low society and criminals

Grudge-Born Fury

Requirements: Novice

+1 to Fighting vs Orcs, Goblins and Hobgoblins

Hardy (Extreme Edge, 3 XP)

Requirements: Novice

+1 to Wounds

Master Gunner

Requirements: Novice

Halves reload time for black powder weapons

Mighty Missile

Requirements: Novice

+1 to damage with missile spells

Mighty Shot

Requirements: Novice

+1 to damage with mundane ranged non-firearm weapons

Mimic

Requirements: Novice
+1 to Persuade or Stealth or other skill when used to impersonate another culture or person

Orientation

Requirements: Novice
+2 to Know (Navigation)

Pounce

Requirements: Novice
Agl roll to make a leap to a specific area or onto a person, doing +1 to hit and +1 damage but with -1 Parry

Public Speaking

Requirements: Novice
+1 to Persuade when addressing 10 or more people

Improved Public Speaking (Master Orator)

Requirements: Public Speaking
+2 Persuade when addressing 10 or more people

Rapid Reload

Requirements: Novice
Reduce reload time for ranged weapons by 1/2

Resist Chaos

Requirements: Novice
As Arcane Resistance but for specific Chaos magic effects +2

Resist Disease

Requirements: Novice
As Arcane Resistance but for specific Chaos magic effects +2

Resist Poison

Requirements: Novice
As Arcane Resistance but for specific Chaos magic effects +2

Routine Disarm

Requirements: Novice
May designate an attack as Disarm; Disarm penalty only -1; opponent makes a Str test vs damage or drops his weapon.

Improved Routine Disarm (Flashy Disarm)

Requirements: Seasoned, Routine Disarm
As Routine Disarm, but allows you to catch the weapon, instead of it falling to the ground, if you are sufficiently close to the opponent.

Schemer

Requirements: Novice
+1 Persuade, resist Intimidation and other skills or bonuses when dealing with intrigue. Also +1 to detect and resist any sort of subterfuge, deception or other manipulation in conversation or general behavior and treatment, including by staff, nobility or businesses. This can be used as a very primitive form of psychology to make vague educated guesses about general intents, inclinations, motivations, worries, etc.

Seasoned Traveler

Requirements: Novice
+1 to CK or no penalty for reasonably knowable information even for other cultures, and +1 for all language related skill tests

Sharpshooter

Requirements: Novice
+1 to Shooting when Aiming (+2 when Aiming instead of +1)

Stout-Hearted

Requirements: Novice
+1 vs Fear, Terror, Intimidation and any mental influences or effects or attacks

Improved Stout Hearted (Strong-Minded)

Requirements: Stout Hearted
+2 to any tests to resist any sort of mental influences or effects or attacks (not fear related)

Scamper

Requirements: Novice
Opponents 1 size larger subtract 1 from attack rolls against this character if he is aware of attack and can move freely with no encumbrance penalty.

Improved Scamper

Requirements: Scamper
Moves between opponents, causing them to lose the ability to obtain a Gang Up bonus.

Street Fighting

Requirements: Novice
+1 to Fighting rolls if fighting unarmed or with only improvised weapons (clubs, gauntlets, etc). This basically lowers the penalty for an unarmed character fighting armed characters from -2 to -1, as he is able to nearly hold his own, either bare-handed or using various items in the surrounding area like chairs, branches, etc.

Improved Street Fighting

Requirements: Street Fighting

+2 to Fighting rolls as above, allowing unarmed characters to fight armed characters with no penalty.

Strike Mighty Blow

Requirements: Novice

+1 to damage with melee weapons

Strike to Injure

Requirements: Novice

+1 to Injury table results when your attack causes an opponent to roll on it

Strike to Stun

Requirements: Novice

+1 to KO table results when your attack causes an opponent to roll on it

Sturdy

Requirements: Novice

Load Limit is Str x10 instead of x5, similar to Brawny without the +1 Tgh

Sunder

Requirements: Novice

Ignore 1 Armor Bonus for melee attacks, allowing character to strike through armor efficiently, and on a raise, 2 AB are ignored. This has no effect on unarmored targets but does effect even magical armor.

Improved Sunder

Requirements: Sunder

Ignore 2 Armor Bonus for melee attacks, allowing character to strike through armor efficiently, and on a raise, 4 AB are ignored. This has no effect on unarmored targets but does effect even magical armor.

Super Numerate

Requirements: Novice

+1 Gamble, Know (Navigation) and anything requiring estimation or math, distances, time, etc.

Sure Shot

Requirements: Novice

Ignore 1 Armor Bonus for ranged attacks

Improved Sure Shot (Crack Shot)

Requirements: Sure Shot

Ignore 2 Armor Bonus

Swashbuckling

Requirements: Novice

+1 stunts/Pace or distances for jumps

Trapcraft

Requirements: Novice

+1 Notice, Pick Locks, etc. when locating, repairing, setting or disarming traps, including when avoiding and reducing damage (Agl roll for example) of those which have been triggered. This applies to normal game traps as well as more elaborate and unusual architectural and man traps.

Trick Riding

Requirements: Novice

+2 to Riding, Driving and acrobatics and nimbleness based Agl related stunts on moving animals and carriages.

Tunnel Rat

Requirements: Novice

+2 Notice, Tracking, Survival, Stealth while underground

Undead

Requirements: Novice

Character exists in a state between life and death, and is immune to Fear, Terror, Stun, Poison, Disease and all mental, emotional, psychic and sleep effects.

Unsettling

Requirements: Size +1 and appropriate physical appearance or Heroic or better Level and reputation

Enemies must make a Spirit test when first seeing you or be Shaken. Extras' rolls directly against you are reduced by 1 die type (Fighting and Shooting, for example) unless there is a leader or other significant bonus or other circumstance to provide a strong leadership to offset this. This is a form of fear but not enough to cause flight in and of itself, but may give a bonus if a break in morale occurs.

Wrestling

Requirements: Novice

+1 Fight and Str tests when grappling

NEW HINDRANCES:

Casting Liability (Minor)

The character has difficulty casting spells if wearing or carrying much more than normal clothing and a light load of equipment. He has Spellcasting penalties as follows:

- 1 wearing Light armor
- 2 wearing Medium armor
- 3 wearing Heavy armor

- 2 wearing "heavy" helm (GM's discretion)
- 1 wearing any other kind of helm

- 1 carrying shield (bucklers incur no penalty)
- 2 carrying "heavy" shield (GM's discretion)

- 1 bearing gear heavier than his Load Limit
- 2 bearing gear 2x heavier than his Load Limit

This should only be used if the GM has decided that armor does *not* interfere in normal spellcasting. If the GM rules that armor *does* interfere with casting, *this Hindrance is possessed by all casters automatically*, and anyone wishing to lessen or avoid it should instead consider taking the Edge: Casting Proficiency, which allows a caster to cast spells while wearing armor.

Casting Liability (Major)

As Casting Liability (Minor) above, but the penalties are increased by +1:

- 2 wearing Light armor
- 3 wearing Medium armor
- 4 wearing Heavy armor

- 3 wearing "heavy" helm (GM's discretion)
- 2 wearing any other kind of helm

- 1 wearing buckler
- 2 carrying shield
- 3 carrying "heavy" shield (GM's discretion)

- 2 bearing gear heavier than his Load Limit
- 3 bearing gear 2x heavier than his Load Limit

Adept - holy warrior, unarmed living weapons (Monk)
 Novice AB Miracles Faith d8 Fighting d8

Troubadour (Bard)

Novice AB Miracles Perform d6

- Royalty: 34 Emperor
- 33 King, Queen
- 32 Viceroy
- 31 Archduke (Sovereign)
- 30 Grand Duke, Duchess (Sovereign)
- 30 Grand Prince, Princess (Sovereign)

- Peerage: 24 Duke, Duchess
- 24 Prince, Princess (Crown)
- 23 Marquis, Marquise/Margrave, Margravine
- 22 Count, Countess/Earl, Countess
- 21 Viscount, Countess
- 20 Baron, Baroness

- Gentry: 17 Knight Elite
- 16 Baronet, Baronetess
- 15 Knight Distinguished
- 14 Knight Banneret
- 13 Knight Bachelor
- 12 Squire/Laird/Lord of the Manor
- 11 Esquire - Barrister, son of a Knight
- 10 Gentleman - landed lesser nobility

- Peasant: 6 Yeoman - either wealthy Freeman or landed peasant
- 5 Freeman - land-holding free tenant peasant farmer
- 4 Villein - most common peasant, semi-serf
- 3 Cottar/Bordar - hold enough land (about 5 acres) to feed own family, not a serf
- 2 Serf - worked the land for the lord and paid taxes, unable to leave without permission
- 1 Vagabond - landless, jobless nomad

- Slave: 0 Slave

- Small Burst Template - 1d4
- Medium Burst Template - 2d6
- Large Burst Template - 3d8
- Cone Template - 2d6*

Any allies the GM deems are adjacent to chosen affected enemies must make an Agility roll to avoid the effects of the attack. This roll is made at a +2 bonus if the attacker got a Raise.

*In the case of a Cone Template, the Agility roll is at +2, or +4 with a Raise on the attack roll.

- chain whip Str+d4 Reach 2, 2h
- claw as dagger no disarm or throw
- greatclub (tetsubo) Str+d12 Parry-2
- hook sword -1dmg, Par+1
- kama/sickle axe
- Kusari-gama sickle and chain flail
- lamellar armor plate

mancatcher staff w/ crescent blade spear +1dmg no
parry +1
meteor hammer ball and chain flail Str+d8 parry-1 2h
nunchaku flail
sai dagger can't be thrown foes -2 Str to resist Disarm
or +1 Parry
Scale armor mail hauberk
three section staff
throwing star/shuriken as dagger thrown only
war fan rapier
escrima stick/tonfa

Toss, Improvised Weapon, Wire-Fu

MAGIC

Spend PP, make Arcane skill roll (TN not static 4 if using non-deductive PP method)
if fail, points lost, no effect
if succ, works

Maintaining: free action, no skill roll is needed. For each power maintained, -1 to future Casting rolls and the PP needed for those powers are also unavailable for new power use.

Arcane: Spellcasting (Smarts)

Starting PP: 10, Starting Powers: 3

Backlash: roll of 1 on Spellcasting, whether regular or Wild die, makes caster Shaken. If on both, also at -1 on all checks until able to rest for 2+ hours and roll on the Tzeentch's Curse table.

Divine: Faith (Spirit)

Starting PP: 10, Starting Powers: 2

Backlash: none but must abide by religious strictures to maintain divine abilities

Spellcasting

Power Point (PP) Cost

The base PP cost of a spell is the spell's **Target Number (TN)**, divided by 2 and rounded up. This can change for spells that have certain other special conditions.

Example: most Petty Magic spells have TN of 4, so their costs are $4 / 2 = 2$ PP. By extension, TN 5-6 cost 3, TN 7-8 cost 4, 9-10 cost 5, etc.

Insufficient Power Points and Clumsy Casting

If your PP total does not meet a spell's requirement, you may still attempt it, but get an automatic -2 to your Spellcasting roll per point under its required PP rating. Note that this requirement needs to be kept in mind when maintaining spells (addressed later), as each spell maintained has its own costs, and takes PP away from your pool to be counted for casting new spells.

If you do qualify to cast a spell, you don't have to do anything or "spend" any of your PP; it is more a matter of proficiency and strength of aptitude, as this magic system is non-deductive, ie, does not require players to "track" or add or erase their PP.

Pre-Casting Bonuses

- Before casting, you may attempt to use the Meditation skill to add +1 to your roll.

- You may also use the spell's listed component if you have it, adding +1 to +3 to your Spellcasting roll.
- You may "overload" a casting by "spending" 2 (and only 2) extra PP for a +1 to your Spellcasting roll.

Casting Your Spell

Roll your Spellcasting skill die and your Wild Die as per a normal skill test.

- If either die meets or exceeds the desired spell's TN: the spell is cast successfully.

Acing/Raising: Spellcasting may Ace and Raise as normal, usually improving the spell in some way.

Double Acing: Although handled as two normal Aces, this indicates a significantly potent spell.

- If neither Spellcasting die meets the spell's TN: the spell has failed or fizzled.

Backlash: If one of the failed dice is a 1, you are *Shaken* and may recover from it as normal.

Fail/Ace: If one die is 1 but the other Aces, the two cancel each other out, but the spell still fails.

Tzeentch's Curse: If you get snake eyes (both dice roll 1), you have triggered Tzeentch's Curse.

Maintaining Powers

Once a power's Duration has passed, the user may elect to maintain it consciously each round, if the power has an appropriate maintenance rating listed after the Duration, such as 3 (1/round), which means the Duration is 3 rounds, and it may be maintained for 1 Power Point per round thereafter.

Each maintained power adds a -1 penalty to new Spellcasting rolls.

Maintained powers immediately end when you become Shaken, but spell durations continue until resolved.

Remember, you don't actually "spend" the PP to

maintain powers, you just make sure you have enough in total to cover all the powers you're maintaining, while also being able to cast new spells. If at any time there is a deficit in your PP and the powers being used, cast or maintained, active Spellcasting rolls take -2 penalties per PP of difference.

Example: if you have 10 PP and are maintaining two powers that cost 1 PP each, you only have 8 PP left to use to cast or maintain new spells. If you are using 6 of those 8, leaving you with 2 free PP, and cast something that takes 3 PP, you can do it, but will get an immediate -2 to your new Spellcasting roll, because your PP are at -1.

Power Name:

Rank:

PP:

Range (given in inches (x2 in yards or S/M/L for 0/-2/-4)):

Duration (given in number of the caster's actions):

Hindrances:

Area:

Effect:

Raise:

Requires:

Trappings:

Spell: Armor

PP: 2

Range: self

Duration: 3 (1/rnd) (lasts 3 rounds and may then be maintained for 1 per round after)

Hindrances:

Effect: creates shield around caster giving him 2 Armor Bonus

Raise: 4 AB

Requires:

Trappings:

Options:

Spell: Barrier

PP: 1/section

Range/: Sma

Duration: 3 (1 per section/rnd)

Hindrances:

Effect: creates physical immobile 1x1" (2x2y) 10 Tgh wall section

Raise: creates 2 sections

Requires:

Trappings: anyone at -2 to climb

Magic (Arcane or Divine - Wizards or Priests)

Dark Magic

8 Winds of Magic and the Color, Common Name, Runic Name, Arcane Order and Lore of each Divine Spells

Wind/Color - Common Name/College or Order - Lore

White - Light Order - Light

Blue - Celestial - Heavens

Yellow - Gold - Metal

Green - Jade - Life

Brown - Amber - Beasts

Red - Bright - Fire

Grey - Shadow (Grey Order) - Shadow

Purple - Amethyst - Death

To Learn Magic:

Magic Characteristic of 1 (take Arcane Background)

take Channeling/Meditation

take Spellcasting

must take Arcane Language

must have access to spells through Petty Magic, Arcane Lore, Divine Lore or Dark Lore talents

If result of Casting roll => spell's Casting # it is success

May add bonus for Channeling roll

May add bonus for Component

1s give Backlash, Snake Eyes (Tzeenth's Curse) give Severe Backlash or Wrath of the Gods

Light Armor (Basic)/Leather (Adv), -1 Casting

Med/Mail -3 Casting

Heavy and/or Helm -5 Casting

Shield -1 additional Casting

Templates: Small (circle diam 6y/3sq), Large (10y/5), Cone (16y/8) long, roughly 1y wide at start, 5y wide end

Casting Number

Casting Time

Ingred/Component

Description

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Petty Magic

Anyone with Petty Magic (Arcane) knows the following spells.

Glowing Light 3

Sounds 4

Drop 4
 Marsh Lights 6
 Magic Dart 6
 Sleep 6

Anyone with Petty Magic (Divine) knows the following spells.

Blessing of Courage 3
 Speed 4
 Fortitude 5
 Healing 5
 Might 6
 Protection 7

Anyone with Petty Magic (Hedge) knows the following spells.

Protection from Weather 3
 Magic Flame 3
 Gust 4
 Ghost Step 4
 Ill Fortune 5
 Shock 6

Lesser Magic (Arcane or Divine)

Each of the below must be bought separate talents, as part of the Lesser Magic talent.

Move 4
 Aethyric Armor 5
 Blessed Weapon 6
 Magic Lock 7
 Magic Alarm 8
 Silence 10
 Skywalk 11
 Dispel 13

Arcane Lores:

Beasts etc
 Dark Lores: Chaos/Demonology, Necromancy
 Divine Lores: Manann, etc.

Example:

Lore of Death
 Death'sight 5
 Swift Passing 7
 Reaping Scythe 8
 Tide of Years 11
 Acceptance of Fate 14
 Steal Life 16
 Final Words 18
 Death's Door 20
 Youth's Bane 23
 Wind of Death 27

WFRP2 TO SAVAGE WORLDS CASTING NUMBER CONVERSION

Converting the Warhammer 2nd Edition magic system to Savage Worlds involves some work on the part of the GM, if you do not want to use the standard SW magic point option. If you DO want to just use that, that's fine too - this is merely provided as an option.

Alternate Conversion Option

The chart below is based on probability averages for Casting Numbers for WFRP2 wizards, from Apprentices (using 1d10) to Wizard Lords (using 4d10) and then mapped directly across to the SW equivalent CN. It won't be precise, because Apprentice Wizards that roll 1d10 have a much different chance of rolling a 7 than Wizard Lords that get 4d10, and this difference creates a very high variability pattern, while the Savage Worlds step-die progression is linear and doesn't share WFRP2's sometimes dramatic leaps from 12% to 48% probability when going from one die to the next.

Find a spell's WFRP2 Casting Number on the chart below under the **WFRP2** heading and reference the number immediately to the right to find the Savage Worlds equivalent Casting Number, as well as the approximate probability of the roll, which, again, will depend on the dice being rolled. For CN over 28, simply subtract 16 from the WFRP2 to get the SW CN.

CASTING NUMBERS

WFRP2	SW	Prob
03-05	3	93%
06-09	4	82%
10-12	5	68%
13-15	6	53%
16-18	7	44%
19-20	8	35%
21-22	9	28%
23-24	10	21%
25-26	11	15%
27-28	12	11%
29+	13+	9% (WFRP2 CN -16)

TZEENTCH'S CURSE

Whenever you roll doubles (you roll a 2 on your d8 and on your d6) on your Casting roll *and your Spellcasting die type is D8 or larger*, roll the dice again until the new rolls do not match, counting up the total doubles, triples, etc.

Roll a d10 for every set of double, triple or quadruple, and consult the appropriate chart as given below, depending on your rolls:

doubles: **Table 7-1: Minor Chaos Manifestations**

triples: **Table 7-2: Major Chaos Manifestations**

quadruples: **Table 7-3: Catastrophic Manifestations**

Despite Tzeentch's Curse, if your Spellcasting roll met or exceeded your Target Number, the spell was cast successfully.

Tzeentch's Curse Tables

Table 7-1: Minor Chaos Manifestations

<i>d10</i>	<i>Result</i>
1-2	Harmless Local Effect: cold winds - ghostly voices fill the air, etc.
3-4	Harmless Personal Effect: you glow - your hair stands on end, etc.
5	Harmful Local Effect 1: within 5", milk curdles, wine goes sour, food spoils, plants wilt, etc.
6	Harmful Local Effect 2: nearby animals spooked and flee the area unless controlled/calmed
7-8	Harmful Personal Effect: you get a nosebleed (Vig test to staunch) - become Shaken
9	Whimsy: GM may choose any result above from this chart or make up a similarly minor effect
10	Bad News: roll on Table 7-2: Major Chaos Manifestations instead

Table 7-2: Major Chaos Manifestations

Table 7-3: Catastrophic Chaos Manifestations

Table 7-4: Wrath of the Gods

Ritual Magic
Magic Items

Petty Magic (Hedge) - can cast spells without Speak Arcane Language, more risky to use than Arcane as you have to roll an extra die for the purpose of Tz Cur but you don't get the roll to add to your Cast.

Dark Lore: roll extra die for success and drop lowest, but also take 1s for purposes of Tze Curse

Arcane Lore - cast any spell from that Lore

WFRP2	Diff	SW
Very Easy	+30%	+3
Easy	+20%	+2
Routine	+10%	+1
Average	N/A	N/A
Challenging	-10%	-1
Hard	-20%	-2
Very Hard	-30%	-3