

Win, Lose or Draw

Expanded Skill Rules for WFRP

Skills in WFRP 2nd edition were streamlined to use a universal mechanic. This made the skill rules easier to memorise, at the expense of certain details. In some cases, competency levels were lowered significantly from 1st edition, resulting in higher overall failure rates. Fortunately, the test results and difficulty modifiers were left open-ended, enabling individual GM's to customise the results to their own vision of the Warhammer world. This article restores some of the details that were removed from the skill rules in WFRP1, while keeping intact the new edition's universal mechanics.

Test Difficulty

The following tables offer some guidance for determining Test Difficulty (WFRP pg. 89), by listing several examples of Average Tasks for each skill. Note: Average Tasks award no modifier to a base skill roll. You may adjust the listed Average Tasks to suit your own tastes. Bear in mind however, that the outcomes listed in the Degrees of Success & Failure tables assume these baselines. Examples of tasks that are automatically successful are also included where relevant.

Related talents are listed with either a +10, +20 or *(special), depending on their effect. Keep in mind that talent bonuses are often conditional, so the official rulebook should be consulted when in doubt.

Degrees of Success and Failure

Perfect	Passed by 30+	3+ DoS
Success	Passed by 0-29	0-2 DoS
Failure	Missed by 1-29	0-2 DoF
Botch	Missed by 30-59	3-5 DoF
Fumble	Missed by 60+	6+ DoF

After rolling a skill test, calculate the Degree of Success or Failure (WFRP pg. 89) and consult the appropriate table. If you find this to be overly time-consuming, you may decide to reserve DoS only for particularly important rolls. Once players get in the habit of calculating DoS – and it doesn't take long – you'll likely discover that it's not as cumbersome as it first sounds. You may even wish to print the players a copy of these tables for reference.

Note that in some cases, "minor failure" has been interpreted as "almost success", and the possibility of Perfect Success is a good incentive for players to use the DoS system. On the other hand, many of the Fumble results will have dire consequences for characters, allowing the GM to penalise failure while blaming the dice for their misfortune. Of course, some cases won't warrant such extreme outcomes, and the GM should use common sense when deciding whether to ignore bizarre results (keeping in mind WFRP's grim physics...).

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Academic Knowledge (Intelligence - Advanced)

Related talents: None

<p>Automatically Successful Tasks:</p> <ul style="list-style-type: none"> ▪ Know examples of reference books that would be relevant to Academic Knowledge tests ▪ Recall the main components in gunpowder (Science) ▪ Estimate a typical sentence for larceny (Law) ▪ Oversee the construction of a defensive ditch (Engineering) ▪ Identify common star-signs on a cloudless night (Astronomy) ▪ Locate advantageous high-ground on a pre-battle scout (Strategy/Tactics) ▪ Identify the God of a mainstream religion worshipped in a temple, based on the building's construction and the presence of religious symbols (Theology) ▪ Differentiate between a skeleton & zombie by sight (Necromancy) ▪ Identify the God of a lesser Daemon, such as a Plague Bearer of Nurgle, (Daemonology) ▪ Recall the timeline of events of the Empire (History & Common Knowledge (the Empire)) 	
<p>Average Tasks:</p> <ul style="list-style-type: none"> ▪ Gain +10 to any relevant Trade (or other) test (see below) ▪ Calculate the lifting capacity of a pulley system (Engineering) ▪ Recall an obscure loophole in Altdorf's death row provisions (Law) ▪ Identify a noble family from a crest painted on the side of a coach (Genealogy/Heraldry) ▪ Recall a long lasting blood feud between neighbouring noble families (History or Genealogy/Heraldry) ▪ Recall weaknesses or strengths of a monster (relevant monster) ▪ Identify the properties of a runic weapon (Runes) ▪ Identify a magic item (History or Magic or Runes) ▪ Coordinate a flanking manoeuvre in a large-scale battle (Strategy/Tactics) ▪ Differentiate between ethereal undead (Necromancy) ▪ Recall an obscure stricture or belief of a mainstream religion (Theology) 	
Perfect	Information known. Additional obscure but relevant facts will also be recalled (e.g. Scholar's View in Old World Bestiary)
Success	Information known
Failure	Rough approximation, but no details
Botch	No information known
Fumble	Information is erroneous, with potentially embarrassing or dangerous consequences

Test Difficulty: Test difficulty depends on the obscurity of the required knowledge. Most tasks require some form of test. Even simple tasks, such as knowledge of local laws, would require a Very Easy test.

Test Time: Usually no time is required. In most cases, making an Academic Knowledge test doesn't take any actions, or otherwise any time – the character simply knows the answer or they don't. An exception is tests involving calculations, such as some Engineering tests, in which case a finite time may be required. Calculations may take minutes or tens of minutes depending on the exact nature of the problem.

At the discretion of the GM, very long Academic Knowledge tests may be an extended action, and tests using a reference book may take additional time (a few minutes of reading, see below).

Retry Failed Test: No, retests are not normally allowed. The test represents what the character knows, and thinking about a topic a second time doesn't let the character know something that they never learned in the first place. An exception to this rule would be that a test retry might be possible if the character uses a reference book relevant to the Academic Knowledge.

Notes: The GM may wish to make Academic Knowledge tests in secret.

At the discretion of the GM, tests using reference books may improve the test difficulty, but usually at the expense of the test time. The GM may additionally determine the time taken to research the topic based on the outcome of a *Read/Write* test.

Academic Knowledge of a subject represents a theoretical understanding of a topic, while Trade tests represent a more practical application. A character with good academic and practical understanding of many subjects enters the realm of the inventor. It is often the case that sound book learning may aid the practical application of the subject, though booking learning by itself is not usually enough for any practical application. At the GM's discretion, Academic Knowledge can reduce the test difficulty of relevant Trade tests, or other related tests. E.g., Academic Knowledge (Gunpowder Weapons) could provide a +10 bonus to Trade (Gunsmith) tests to create or repair gunpowder weapons, while Academic Knowledge (Science) could give a bonus to the manufacture of gunpowder or drugs (Apothecary). A successful Average Academic Knowledge test is required to gain the +10 bonus. A new test is required for each application of the relevant Trade (or other) skill.

Some examples of complimentary relationships are:

<i>Academic Knowledge</i>	<i>Trade</i>
Empire Geography	Cartography
Agriculture/Irrigation	Farmer
Architecture	Stoneworker
Science	Apothecary
Art	Artist
Botany	Herbalist
Gunpowder weapons	Gunsmith
Metallurgy	Miner / Prospector

Bonuses are not restricted to Trade skills. E.g, Academic Knowledge (Astronomy) adds a bonus of +10 to night-time Navigation tests if the sky is clear (see Navigation below), while Academic Knowledge (Botany or Zoology) could give a bonus to Outdoor Survival tests when foraging or hunting for food if the GM considers it appropriate. Academic Knowledge (Poisons) could give a bonus to Prepare Poison tests or tests to identify poisons in food or drink.

Animal Care (Intelligence - Basic)

Related talents: None

Automatically Successful Tasks:	
<ul style="list-style-type: none"> Feed and groom a domesticated animal Estimate the validity of a horse dealer's claims (not untrained) 	
Average Tasks:	
<ul style="list-style-type: none"> Diagnose a rare disease Advanced grooming techniques 	
Perfect	Diagnose: obscure but effective treatment known Groom: animal is "best in show"
Success	Diagnose: common treatment known Groom: +10 to Perform tests
Failure	Diagnose: no treatment known Groom: -10 to Perform tests
Botch	As above, plus animal develops digestive problems, hair loss, or suffers 1 Wound
Fumble	Animal is accidentally injured and suffers 1d10 Wounds; no Perform test possible

Test Difficulty: Test difficulty primarily depends on the type of creature to be cared for. Common domestic animals, such as dogs, horses and farm animals, are Average, while more obscure animals, such as monkeys or parrots, are Challenging. Larger, more fantastic animals, such as Wyverns, would be Hard or Very Hard tests. A Routine or Average test may be required to even determine the type of care required for more exotic or fantastic creatures.

Test Time: Ten minutes a day is usually sufficient to care for an animal, including feeding and grooming. Diagnostic or advanced grooming tasks typically require half an hour or more.

Retry Failed Test: Yes for grooming, retests are possible, though severe failures may injure the animal or prevent the animal performing. Diagnostic tests cannot be remade. Tests to determine the type of care required for more exotic or fantastic creatures cannot be remade, though relevant Common Knowledge or Academic Knowledge tests may also be used.

Notes: The GM may wish to make diagnostic tests in secret.

Animal Training (Fellowship – Advanced)

Related talents: None

Average Tasks:	
See below	
Perfect	Fast progress – reduce training time by 2 weeks (simple tricks require only 1 day)
Success	Steady progress – reduce training time by 1 week
Failure	Slow progress – do not reduce training time
Botch	Bad habits develop – add 1 week to training time
Fumble	Animal flees, attacks/injures trainer, or becomes seriously injured itself

▪ **Test Difficulty & Test Time:** roll once per week: 1 success is required for simple tricks, 3 for moderate, 10 for difficult (WFRP pg.91). In addition to training time, the difficulty of each weekly task depends on the type of training and the animal to be trained:

Simple Task (1 week): Train a dog to sit, fetch or come (Average). Train a draft horse or mule to pull loads or wagons (Routine). Break in a wild horse (Challenging).

Moderate Task (3 weeks): Train pigeons to carry messages between two points (Average). Train a broken in horse to be ridden (Average). Train a dog to guard/fight or to track/hunt (Average). Train a wild animal to perform basic tasks, e.g. a dancing bear (Challenging).

Difficult Task (10 weeks): Train a suitable horse to be a warhorse (Average). Train a wild animal, such as a wolf or bear, to fight or guard (Challenging). Train a griffon or Wyvern to guard and fight (Hard). Train a griffon or Wyvern to carry a rider (Very Hard).

Retry Failed Test: Yes. A number of *successful* tests are required for the animal to be trained.

Notes: The GM may require at least one degree of Mastery for training disobedient animals (e.g. cats) or monsters (e.g. griffons). Only animals with Int 6 or greater can be trained.

Blather (Fellowship - Advanced)

Related talents: None

Average Tasks:	
<ul style="list-style-type: none"> Distract watchman with a nonsensical street direction inquiry Stall muggers with absurd comments about their wardrobes Confuse an opponent in combat (see below) 	
Perfect	Subject is inactive for a number of rounds equal to DoS (WP test to save), <u>or</u> 1 round automatically (no WP test allowed)
Success	Subject is inactive for 1 round if WP test is failed
Failure	No effect
Botch	Subject thinks blatherer is eccentric (-10 to all future Fel-based tests)
Fumble	Subject is frightened or offended by blatherer; attacks immediately, runs away or reports to authorities for deviance

Test Difficulty: Test difficulty depends on the degree of suspicion that the target has for the blatherer, though most tasks can be considered Average. Trying to distract a diligent and disciplined guard at a castle gate may be a Hard task. Hostile targets cannot normally be affected by Blather, although at the discretion of the GM, Blather may be used in combat as a *feint action* (see below).

Test Time: A Blather test outside of combat is a *full action*, although the blatherer must remain engaged in the action for as long as the target is affected by the blather.

Retry Failed Test: Generally no. A failed or successful Blather test makes the target too suspicious for the character to try again in the same circumstances.

Notes: At the discretion of the GM, Blather may be used in combat as a *feint action (half action)* that uses an opposed Blather/Will Power test instead of the normal opposed Weapon Skill test. Blather can be used to taunt and confuse a *single target only*, though each attempt (successful or not) becomes one level more difficult as

the target wizens up, i.e. tests become Average, Challenging, Hard, to Very Hard.

Subjects of Blather suffer -20 to Perception Tests. Out of combat, one subject is affected for each 10 points of Fel (WFRP pg. 92)

Channelling (Will Power - Advanced)

Related talents: Aethyric Attunement +10

Average Tasks: N/A	
Perfect	Mastery of the Winds: gain 2 x Mag bonus to next casting roll (see below)
Success	Control of the Winds: gain 1 x Mag bonus to next casting roll
Failure	No effect, casting proceeds as normal
Botch	Distracted by the colours: channelling requires a <u>full</u> action, then casting proceeds as normal
Fumble	A bitter Wind: channelling attempt requires a <u>full</u> action, produces a Minor Chaos manifestation (WFRP pg. 143), and then casting proceeds as normal

Test Time: Channelling normally requires a half action, and the next action must be casting.

Notes: If alternate Channelling rules are used for variable spell effects, the test difficulty depends on the number of desired effects. In this case a Perfect Success gives an additional effect (which could include a 2 x Mag bonus).



Charm (Fellowship - Basic)

Related talents: Etiquette +10, Schemer +10, Streetwise +10; Master Orator*, Public Speaking*

Average Tasks:	
<ul style="list-style-type: none"> ▪ Convince watchman to overlook a minor crime ▪ Seduce the farmer's daughter ▪ Calm down a group of hysterical children 	
Perfect	No WP test to resist. Speaker may gain additional benefits from subject.
Success	Charm or Bluff succeeded, possible WP test to resist if appropriate
Failure	Charm: request denied, further attempts possible at -10 Fel if a different approach is used Bluff: subject disbelieves, no further attempts possible
Botch	Charm: request flatly denied, no further attempts possible Bluff: subject disbelieves, and might report PC as a troublemaker or attempt to counter-bluff
Fumble	Charm: subject is offended by the request; -20 to further Fel tests Bluff: subject reacts violently or attempts to have the PC arrested

Note that results will vary depending on whether the character is trying to Charm or Bluff.

Test Difficulty: Test difficulty depends on the attitude that the target has for the character, and can also be modified by Bribery (see below). The GM will also want to alter the test difficulty based on the strength of the player's argument and role-playing.

Test Time: A standard Charm test takes at least a minute to perform. A rushed Charm test can be made as a *full action*, but take a -20 penalty on the test.

Retry Failed Test: Generally yes when charming, though on a Failure, Charm retests suffer a cumulative -10 penalty. Bluff tests cannot be retried on a failure.

Charm & Gossip Tests– Attitude:

The test difficulty based on the target's attitude is:

- *Hostile:* (e.g. will take risks to hurt, interfere, berate or flee from character) – Very Hard,
- *Unfriendly:* (e.g. wishes the character ill by misleading or gossip, or will insult the character. Is suspicious of the character) – Hard to Challenging,
- *Indifferent:* (e.g. doesn't much care either way for the character.) – Average,
- *Friendly:* (e.g. wishes the character well, or is an acquaintance of the character) – Routine to Easy,
- *Helpful:* (e.g. will take risks to help the character, is a companion or friend who would otherwise protect or aid the character) – Very Easy.

Charm & Gossip Tests– Race:

A degree of racism exists throughout the Old World. Though not uncommon, interaction between races is not the norm in many towns and cities. The test difficulty based on the race of the character and target is:

- *Interaction between different, but non-hostile, races:* (e.g. Human talking to Dwarf or Elf) -10.
- *Interaction between different and unfriendly races:* (e.g. Dwarf talking to Elf, Human talking to Goblinoid) -20.
- *Interaction between different and hostile races:* (e.g. Dwarf talking to Goblinoid) -30.
- *Interaction is in target's native language:* (e.g. Human talking to Dwarf or Tilean in Khazalid or Tilean) – will negate up to 10 of penalties, i.e. will cancel out non-hostile race-race penalty

Charm & Gossip Tests– Bribery:

Characters may sweeten their Charm tests (Bluffs excluded) or Gossip tests with gold. An appropriate bribe adds +20 to Charm tests, and a cheap bribe adds +10 (see below). Bribes of less than half the suggested amount have no effect, and may even offend the would-be recipient. Characters may give themselves a +30 modifier by doubling the suggested bribe. Remember that some NPC's cannot be bribed with money.

Class Multipliers:	Peasantry / Beggars: 1/2 or 1/4;	Burghers / Military: 1;	Merchants / Nobility: x2 or x4
- <i>Passive Task</i>	(e.g. Overlooking minor discrepancy, looking the other way, etc.)		1 GC
- <i>Minor Active Task</i>	(e.g. Leaving a Gate Open, Revealing the personal habits, routine or location of someone)		4 GC
- <i>Minor Criminal Act</i>	(e.g. Stealing from an employer or confidant, revealing information of minor value, permitting entry to a restricted area)		20 GC
- <i>Criminal Act</i>	(e.g. Stealing articles or revealing information of obvious value)		40 GC
- <i>Major Criminal Act</i>	(e.g. Revealing information of national importance, conspiracy to murder or worse)		80 GC or more

Charm Animal (Fellowship - Advanced)

Related talents: None

Automatically Successful Tasks:	
<ul style="list-style-type: none"> Obtaining a neutral reaction from a domesticated cat Have a personal pet perform simple tricks that it knows 	
Average Tasks:	
<ul style="list-style-type: none"> Prevent a guard dog from barking Calm a frightened stag 	
Perfect	Animal befriends PC and will obey simple commands expressed through body language (e.g. 'follow', 'halt', 'go away')
Success	Animal obeys initial request
Failure	Animal is unaffected by the charm attempt, but will not attack the PC
Botch	Animal is unaffected, and may attack the PC if naturally inclined to do so
Fumble	Animal attacks PC ferociously, barks/roars/squeals louder than before, or flees at maximum speed

Test Difficulty: Tests are only required for ornery or wild animals. Domestic animals are charmed automatically as per the Critical Success result. Better trained animals, or animals that have become agitated will require harder tasks. Poorly trained or drugged/fed animals are easier tasks.

Test Time: Charming an animal is a *full action* or as a *half action* be combined with a *move action* with a -10 penalty if approaching an animal or otherwise trying to move past it.

Retry Failed Test: Yes. Failed tests can be retried until the animal becomes hostile or flees.

Command (Fellowship - Basic)

Related talents: None

Average Tasks:	
<ul style="list-style-type: none"> Order henchmen to spy on a minor NPC Instruct mercenary to hold a bridge during battle 	
Perfect	Henchmen attempt to perform above-and-beyond the call of duty. +10 to further Command tests
Success	Henchmen attempt to perform the task as instructed
Failure	Henchmen fail to perform the task due to laziness or misunderstanding, and lie to cover themselves
Botch	Henchmen fail as above, flee or return later than expected, and may have "lost" items entrusted to their possession. -10 to further Command tests

Fumble	Henchmen rebel violently or betray the characters to their rivals / authorities and do not return
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Test Difficulty: Loyalty modifiers (task difficulty), see OWA pg. 102.

Test Time: Command tests are usually a *free action*, such as orders issued during combat, or otherwise simple orders. Long and involved orders or assigned missions will require longer explanations – typically a minute or so.

Retry Failed Test: Yes, but the failure of the test will not be apparent until the task has been failed, and the henchman may try to cover up failures. Test failures may incur additional loyalty modifiers.

Notes: The GM may wish to make Command tests in secret.

Common Knowledge (Intelligence - Advanced)

Related talents: Seasoned Traveller +10

Average Tasks:	
<ul style="list-style-type: none"> Recall appropriate etiquette during a traditional Ogre burial ritual (Ogres) Know the names and locations of villages around Altdorf (Empire) 	
Perfect	Information known. Additional obscure but relevant facts will also be recalled
Success	Information known
Failure	Rough approximation, but no details
Botch	No information known
Fumble	Information is erroneous or misguided, with embarrassing or misleading consequences

Test Difficulty: Test difficulty depends on the obscurity of the required knowledge, though most tests are Average. Instead, the extent of the remembered knowledge depends on the degrees of success.

Test Time: Usually no time is required. In most cases, making a Common Knowledge test doesn't take any actions, or otherwise any time – the character simply knows the answer or they don't.

Retry Failed Test: No, retests are not normally allowed. The test represents what the character knows, and thinking about a topic a second time doesn't let the

character know something that they never learned in the first place.

Notes: The GM may wish to make Common Knowledge tests in secret.

Concealment (Agility - Basic)

Related talents: Alley Cat +10, Rover +10, Tunnel Rat +10

Average tasks:	
<ul style="list-style-type: none"> ▪ Hide behind a sparse hedge ▪ Remove traces of passage (footprints, scents) 	
Success	Opposed Test (Concealment vs Perception). Compare Degrees of Success to break stalemates. Tie goes to concealed character
Failure	

Test Difficulty: Movement or firing ranged weapons results in a -20 penalty to Concealment tests. Concealment is an opposed test against the observers Perception; see *“On the Table”, Liber Fanatica - Volume III : The Game Master’s Guide, pg. 20, 21* for more about modifiers to the Concealment skill of the hider or Perception skill of the observer.

Test Time: Usually Concealment is considered a *half action* but it is generally assumed that the character does nothing but attempt to hide for the round, though tasks which do not require movement, such as reloading etc, can still be accomplished. The character may combine Concealment with a *movement action* or ranged *standard attack*, in which case Concealment is again a *half action* with the penalty given above.

Retry Failed Test: No, once spotted the character must leave the spotter’s sight before attempting to hide again. Even if successfully re-hidden, the observer will most likely know a general location of the hiding character.

Notes: For group concealment and detection, test against the *lowest* Concealment skill in the hiding group, and use the *highest* Perception skill in the spotting group.

Consume Alcohol (Toughness - Basic)

Related talents: None

See WFRP pg. 115 or OWA pg. 61

Disguise (Fellowship - Basic)

Related talents: Mimic +10

Automatically Successful Tasks:	
<ul style="list-style-type: none"> ▪ Pose in a simple disguise without drawing any attention to the character at a distance > 4 yards 	
Average Tasks:	
<ul style="list-style-type: none"> ▪ Pose as a cripple or Noble of the same gender ▪ Avoid recognition by bounty hunter who’s using a good composite sketch for identification 	
Perfect	No Perception test will uncover disguise, unless physical inspection is conducted
Success	Disguise succeeds but Opposed Perception test may uncover it
Failure	Extended contact (2+ rounds) within 4 yards exposes automatically, and even fleeting contact permits an Opposed Perception test

Botch	Disguise fails automatically against anyone within 4 yards, and enemies 5-20 yards away receive an Opposed Perception test
Fumble	Disguise falls apart at the worst possible moment, exposing the character instantly

Test Difficulty: A Disguise test is not normally required if the character does not draw any attention to himself, remains more than 4 yards away from any observers, and is not trying to impersonate anyone. Close proximity (<4 yards) may allow an Opposed Perception Test to detect the disguise (see above). Physical inspection usually reveals a disguise automatically.

The difficulty of the Disguise tasks depends in part on how much the character is attempting to change their appearance. The following effects can be cumulative:

- Disguised as different gender:* -10.
- Disguised as different race:* -10.
- Disguised as younger or older:* -10 per full 10 years.

If the character is impersonating a particular individual those who know what that person looks like get a bonus on their Perception tests. Furthermore, they are automatically considered to be suspicious of the character, so a Disguise test is required regardless of proximity. The Perception bonus depends on the level of familiarity:

- Familiar with a good sketch:* 0.
- Recognises on sight:* +10.
- Friends or associates:* +20.
- Close friends:* +30.
- Intimate:* +40.

Note that bonuses to Perception are irrelevant if a Perfect level of success is achieved.

A disguise is physical only; a successful Charm and/or Performer (Actor) with the Mimic talent may be required to credibly impersonate an individual.

Test Time: Creating a disguise requires 10 + 2d10 minutes of work.

Usually, an individual makes an opposed test to see through a disguise immediately upon meeting the character and each hour thereafter. If the character casually meets many different observers, each for a short time, check once per day or hour depending on the level of interaction, using an average Perception for the group.

Retry Failed Test: Yes, as long as the character was not detected.

Notes: The GM may wish to make Disguise tests in secret.

Dodge Blow (Agility - Advanced)

Related talents: None

Average Tasks: NA	
Success	WFRP pg. 129, though the GM may additionally rule that a Failure DoF (missed by 1-29) allows the character to partially evade the blow, reducing the damage caused by 1
Failure	

Drive (Strength - Basic)

Related talents: None

Automatically Successful Tasks: <ul style="list-style-type: none">Drive a cart along a dry road or pathHitch draft animals to a cart or wagon	
Average Tasks: <ul style="list-style-type: none">Turn a wagon more than 90° in a single roundNegotiate a heavily rutted road	
Perfect	Control is maintained, and driver is free to perform other simultaneous actions, <u>or</u> gains +1M temporarily
Success	Control is maintained with some effort
Failure	Wagon wobbles, causing unsecured items to slip loose. Passengers must make an Ag test or miss 1 round. Standing PC's who fail this test will fall off the wagon.
Botch	As above, plus a random wheel takes 1d10 Wounds with no TB modifier (see WFRP pg. 120). Wagon's M score is reduced by 1 until repaired.
Fumble	Wagon crashes (see WFRP pg. 120)

Test Difficulty: The quality of the road surface will influence the test difficulty; a well-paved road may be a Routine task, while controlling a wagon on a rutted road in deep mud may be a Challenging task. Poor visibility or heavy rain may increase the task difficulty one step (-10) or more.

Driving tests normally require both hands. Tests made with one hand suffer a -10 penalty. A separate Drive test is usually required to engage in combat while driving a cart or wagon using this -10 penalty.

The following is a special attack that can be made with a successful Drive test:

Overrun attack: When performing a *full move action* (2 half move actions), use Drive skill instead of WS to Overrun opponents in the path. A successful hit causes damage at the leading beast's SB value, and if there are two pairs of beasts, roll for a second attack. If all pairs of animals hit, the opponent takes an additional, automatic hit with the *Impact* quality, using the wagon's TB as a damage modifier (see WFRP pg. 120). Overrun attacks may be avoided with an Ag test, but not parried. Movement during an Overrun attack must be in a straight line.

Test Time: A test to prevent a crash usually occurs during the whole of the round as a *full action*. During combat, or when the vehicle is moving faster than walking pace, other actions may be attempted such as reloading or attacking, in which case a successful Challenging Drive test (due to the use of one hand to drive) must be passed. This counts as a *half action*,

although a Perfect DoS reduces the test time to a *free action*.

An overrun attack is a *full action*.

Retry Failed Test: No. A failed test will normally result in a crash or other undesirable occurrence.

Notes: For vehicles, and vehicular combat, see OWA pg 86-87.

Evaluate (Intelligence - Basic)

Related talents: Artistic +10, Dealmaker +10

Average Tasks: <ul style="list-style-type: none">Gauge the price of grain based on harvest yieldsEstimate value of clothing with casual observationEstimate the value of a stolen ring	
Perfect	Exact value determined, and additional information about the item may be gleaned
Success	Value determined within 10%
Failure	Value determined within 50%
Botch	Value misjudged, may be off by 95%
Fumble	Value grossly misjudged at 95% under, or 500% over actual value

Test Difficulty: Commonly encountered jewellery and items are an Average Evaluate task. Task difficulty increases if estimating the value of a rare or exotic item; a piece of Nipponese jewellery may be a Challenging task, while the value of an exotic Lustrian tome may be a Hard task.

A magnifying glass gives a bonus to Evaluate of +5 for any item that is small or highly detailed, such as a gem. A merchant's scale gives a +5 bonus for tests involving any items that are valued by weight such as gems, and including anything made of precious metals such as exotic coins or jewellery. These two bonuses can be cumulative. The use of best quality items double these bonuses to +10 each.

Test Time: Evaluating an item takes one minute.

Retry Failed Test: No. A character cannot try again on the same object.

Notes: The GM may wish to make Evaluate tests in secret.

Follow Trail (Intelligence - Advanced)

Related talents: None

Automatically Successful Tasks: <ul style="list-style-type: none">Follow the trail of a large group of creatures, such as an army, that have made no attempt to hide their tracksFollow a trail through fresh, deep snow, mud, or loose sand	
Average Tasks: <ul style="list-style-type: none">Track single quarry over hard, dry tundraDetermine the specific race of a bare humanoid footprint	
Perfect	Skip the next Follow Trail test, or learn something unexpected about the quarry
Success	Trail followed or information gained

Failure	Trail is difficult, and can only be followed at half movement. No additional information is gained, but later attempts may be possible
Botch	Trail is lost, but can be reacquired by backtracking and passing a second test. No additional information is gained, and no further attempts are possible
Fumble	Trail is lost irretrievably. Information gained may be inaccurate or misleading

Test Difficulty: Tracking in snow, mud or loose sand does not normally require a test. A character with Follow Trail automatically detects such tracks. Otherwise, such tracks can be found with a successful Perception and/or Search test, and tracked without a test.

Visibility and terrain affects test difficulty, e.g. penalties for tracking by moonlight or in rain can be taken from "On the Table", *Liber Fanatica - Volume III : The Game Master's Guide*, pg. 20, 21 and assumed equal to penalties to Perception tests.

Additional modifiers can be imposed if rain or snow has partially removed tracks (-10 to -20) or if tracking through thick bush, where broken branches or disturbed moss can give away tracks, (+10 to +20). A group of tracks made by a small party that has made no attempt (or has no means) to cover their tracks could become a Very Easy task (+30). Tracks that have been concealed by the Conceal skill impose a penalty equal to the degree of success of the concealing character; the tracker may determine that the tracks have been deliberately concealed on a Success or higher. All modifiers are cumulative.

The integrity of tracks will degrade with time. Each full day increases the difficulty of Follow Trail tests by one step (-10). Tracks that were an automatic success become a Very Easy task after a day or so (or longer if mud dries with the tracks imprinted). Additionally, the likelihood of rain, passing animals, or other groups of travellers, compromising the tracks increases with each day that has passed.

Test Time: At least a *full action*, and it may take even longer if backtracking is required (up to 10 minutes indoors or up to 60 minutes outdoors).

Retry Failed Test: Yes, once the trail has been found and then lost by a Botch DoF, and if the result of the Follow Trail test is not a Botch or Fumble.

A re-roll is required whenever conditions change, or at regular intervals depending on the rate of pursuit:

Running or jogging: 1 test per hour

Standard: 1 test every 4 hours

Notes: The GM may wish to make Follow Trail tests in secret.

Gamble (Intelligence - Basic)

Related talents: Super Numerate +10

Automatically Successful Tasks:	
▪ Automatically losing the game (if the Gamble skill is possessed)	
Average Tasks: NA	
Success	Opposed Test (Gamble vs Gamble). Compare Degrees of Success to break stalemates, conducting a tie-break round if necessary.
Failure	

Test Difficulty: No bonuses or penalties are typically applied, although bonuses for cheating or gambling in a casino are given below:

The House: in a casino or gambling hall, the house adds 1d5x10 to its Gamble skill (or 10-50, depending on the ownership).

Cheating: characters with Gamble skill may attempt to cheat. When cheating, add +20 to the skill. Opponents may spot a cheater with an Opposed Perception test against the cheater's unmodified Gambling roll (i.e. *not* including the +20). Ties go to the cheater. Gambling skill adds +10 to Perception tests to detect cheating.

Test Time: A single Gamble test takes between one round and ten minutes, depending on the game played. Tiebreak rounds add extra time.

Retry Failed Test: No, Gambling is an opposed test, and tiebreak rounds are performed when necessary.

Gossip (Fellowship - Basic)

Related talents: Etiquette +10, Streetwise +10

Automatically Successful Tasks:	
▪ Obtain innocuous and readily known local information in a bar (would not include more specific rumours)	
Average Tasks:	
▪ Obtain information about a major NPC	
▪ Learn the whereabouts of the local Thieves' Guild	
Perfect	All the latest news and rumours, plus any specific questions will be answered as accurately as possible
Success	All the latest news and rumours, plus answers to one specific question
Failure	One piece of news, which may be a deliberate lie or completely irrelevant
Botch	Character is ignored rudely, threatened, or deceived if NPC is already hostile
Fumble	Character is reported to the authorities or enemies for snooping, or is even attacked outright

Test Difficulty: Gossip tests to determine the availability of equipment have a difficulty based on the scarcity of the item and the size of the town (OWA pg. 5, WFRP pg. 104).

Test difficulty depends on the attitude that the target has for the character, and can also be modified by Bribery (see insets above). The GM will also want to alter the test difficulty based on the player's role-playing.

The sensitivity of any rumours should also be taken into account. Harmless rumours about local goings on may be

a Very Easy task, while rumours about a suspected witch may be a Challenging test. To find out about a specific rumour or specific information (e.g. the time schedule for the castle watch), or a specific item (such as a hand drawn map of the castle by a servant) tests should be Hard or Very Hard, especially if it is clear that the character's motives may place the informant in trouble.

Test Time: One test is made for every 4 hours of interaction. This time includes time walking about and making friends and contacts, and also the buying of drinks etc. (bribery) in bars.

Retry Failed Test: Yes, but it takes time for each test. Furthermore, the character may draw attention if they repeatedly pursue a certain type of information.

Haggle (Fellowship - Basic)

Related talents: Dealmaker +10

Average Tasks:	
<ul style="list-style-type: none"> ▪ Haggle over price of common, legal, non-magical goods ▪ Haggle over service fees for standard hirings 	
Perfect	5% off normal price, +5% for every additional DoS. Seller will offer a bonus item or incentive to complete the sale
Success	5% off normal price, +5% for every additional DoS
Failure	Normal price is offered
Botch	Seller takes advantage of the character by overpricing the item slightly, or selling a flawed/damaged piece.
Fumble	Seller is offended – no deal.

Test Difficulty: Haggle is usually an Average task. Hagglng can be an opposed test, eg.

Major purchases: Bulk cargo or exceptionally valuable items may require an Opposed Haggle test, comparing DoS and either adding or subtracting Nx10 from the price, depending on the result.

Bartering: Opposed Haggle test. Winner may shift availability by one column (see OWA pg. 10)

Selling: returns 100 of listed value normally, or 50 of value for a quick sale. If more is desired, make an Opposed Haggle test (see OWA pg. 3)

Test Time: Hagglng normally takes at least a minute, and often much longer, especially for Opposed tests; many hours could be wasted in this case. Selling can take several days or weeks to find a suitable buyer if the full price is required, and an additional Gossip test may help to find interested customers.

Retry Failed Test: No.

Heal (Intelligence - Advanced)

Related talents: Surgery +10*

Average Tasks:	
<ul style="list-style-type: none"> ▪ Bind a sword cut and keep the injury clean ▪ Ensure a proper diet and rest schedule is maintained for recovery ▪ Diagnose a disease or poison 	
Perfect	Lightly injured: recover 1d10 W Heavily injured: recover 1 W
Success	Lightly injured: recover 1d5 W Heavily injured: recover 1 W
Failure	Lightly injured: recover 1 W Heavily injured: no effect
Botch	No effect
Fumble	Injury becomes aggravated or infected. Immediately lose 1 W <u>or</u> halve healing rates until full recovery is achieved

Test Difficulty: Test difficulty for surgery is dependent on the availability of correct medical instruments, the cleanliness of the environment, and among other factors, the seriousness of the wound; see *OWA pg. 99-100*.

Test difficulty for diagnosing a disease or poison depends on the uniqueness of the symptoms and the extent of any infection or poisoning. Task difficulty can be easier or harder than Average.

Determining if an unconscious character is alive or dead with the Heal skill is a Very Easy task (otherwise a Hard Perception test can be made for untrained characters).

Test Time: Attempting first aid, i.e. preventing blood loss, is a *full action*. Healing wounds in the field takes 10 minutes. Surgery, whether successful or not, takes about 4 hours. Diagnosing a poison or disease takes one minute.

Bedside healing occupies an 8-hour day, although the healer is only actively tending wounds for 4 half hour intervals over the 8 hours. Remaining time is spent monitoring the patient and preparing poultices and bandages. Up to 4 injured characters in the same room or building can be assisted in this manner by a single physician in a single day.

Retry Failed Test: Yes for first aid, as the test may be repeated until the target dies. No for healing wounds in the field, although if the character is wounded again these new wounds may be treated. Normally no for surgery, as the outcome of the test is permanent. Yes for bedside healing, although the new test must be made on the following day. No for diagnosing death, disease or poison, unless proof of the failure becomes obvious by the presence of new symptoms.

Notes: Wounds recovered from Healing are *in addition* to natural recovery rates (WFRP pg. 133).

Lightly Injured: more than 3 Wounds remaining
Heavily Injured: 3 Wounds or less

Hypnotism (Will Power - Advanced)

Related talents: None

Average Tasks:	
<ul style="list-style-type: none"> Hypnotise a subject without any focal objects (i.e. voice and eye contact only) Hypnotise a subject during a one-on-one conversation in a noisy restaurant 	
Perfect	Subject may be influenced to carry out an order, even after the hypnosis ends. In addition, one question may be asked per 10 points of the hypnotist's WP
Success	One question may be asked per 10 points of the hypnotist's WP
Failure	One question may be asked
Botch	Hypnosis fails
Fumble	Hypnosis fails, but subject is aware of the attempt and may use the opportunity for deception. Subjects with a low Int are likely to become openly hostile instead

Test Difficulty: Unwilling subjects may resist hypnosis with a successful WP test. For one-on-one hypnosis, the use of a pendant or other focal object makes the test Routine. Hypnotising a group of willing participants is Challenging if the group size is smaller than the maximum size the hypnotist can effectively talk to (Fel/10 or larger for Public Speaking or Master Orator), or Very Hard otherwise. A single test is required for each member in the group.

Test Time: A number of contiguous *full actions* equal to the target's WP/10 rounded up. Test time for groups can be taken as 3 or so minutes.

Retry Failed Test: Normally no for unwilling participants. Failure to extract information by hypnosis will generally not succeed with repeated attempts. Tests may be retried with voluntary targets unless a Fumble occurs, or until the target gets sick of sitting around.

Notes: The GM may wish to make Hypnotism tests in secret.

Intimidate (Strength or Fellowship - Basic)

Related talents: Menacing +10

Automatically Successful Tasks:	
<ul style="list-style-type: none"> Convince a peasant to reveal information of no consequence to him while wearing full armour, holding a big sword, and threatening with a snarling war dog 	
Average Tasks:	
<ul style="list-style-type: none"> Intimidate someone of equal combat power to prevent combat (Str) Intimidate someone of equal combat power to throw them off guard (Str) Threaten physical harm if a secret is not revealed (Str) Threaten to inform authorities of a minor mutation (Fel) 	
Perfect	Opponent obeys commands, and weaker opponents offer additional gifts or favours in supplication
Success	Opponent does not attack, and weaker opponents obey commands
Failure	Weaker opponents pause for 1 round (or up to 1 day in a non-combat situation)
Botch	Opponent is unaffected

Fumble	Opponent is angered, and either attacks immediately or attempts to deceive the intimidator
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Test Difficulty: Tests made against a weaker character, such as a frail scribe with a handful of books, may be Easy, while tests made against stronger characters, such as an Ogre, may be Very Hard. The relative "strengths" of the characters should be considered, e.g.:

Target is much smaller and much weaker (e.g. Ogre vs Human): Very Easy (Very Hard)

Target is weaker and vulnerable, or target has witnessed violence by the intimidator (e.g. frail scribe with a handful of books): Easy (Hard)

Target is weaker and vulnerable, or doesn't want to fight anyway (e.g. servant cornered in alleyway): Routine (Challenging)

Target is of equal combat power (most common): Average

Intimidating at the beginning of combat can delay the opponent's turn or prevent combat all together.

Intimidating during combat can demoralise opponents, reducing their combat effectiveness. The target suffers –10 WS/BS on a Success and –10 WS/BS and the loss of a *half action* on a Perfect DoS. Penalties last until the start of the intimidating character's next turn. A group of targets can be intimidated at once, providing they are all attacking the intimidating character, though a penalty of –10 is incurred for each target greater than one (it is not necessary to Intimidate all targets in a group, it is the intimidator's choice).

When intimidating by blackmail during a non-combat encounter, use Fel instead of Str, and compare social standing & credibility to determine relevant modifiers.

A successful WP test negates the effect of Intimidation. Roll for each opponent individually.

Test Time: Non-combat intimidation takes one minute of blackmailing/threatening. Intimidating in or just before combat is a *half action*.

Retry Failed Test: No, opponents who resist Intimidation can only be influenced by Torture (see below). The exception is using Intimidation in combat, which may be retried; although each unsuccessful attempt makes future tests one level more difficult as the target(s) gain resolve.

Lip Reading (Intelligence - Advanced)

Related talents: Excellent Vision +10

Average Tasks:	
<ul style="list-style-type: none"> Follow a whispered conversation from a distance of 10 yards or less Understand the dying mumblings of a feeble plague victim 	
Perfect	Every single word is clearly understood, and accents or nuances may be detected
Success	About 75% of the words are understood
Failure	Only a few scattered words are understood
Botch	None of the words are understood
Fumble	A few words are completely misinterpreted, leading to a tragic misunderstanding

Test Difficulty: Test difficulty may be modified by visibility and distance, as the GM deems appropriate. Penalties similar to those imposed to Perception tests can be used (see “*On the Table*”, *Liber Fanatica - Volume III : The Game Master’s Guide*, pg. 20, 21).

Test Time: Normally, a test is made after every round of talking. Lip Reading tests that are successful over only some of the rounds will yield incomplete conversations. For simplicity, or for particularly long conversations, it may be easier to break the conversation into minutes, or to make only a single Lip Reading test for each visible character talking in a conversation.

Retry Failed Test: Yes on subsequent rounds, though the conversation of that round is lost to the character.

Notes: The GM may wish to make Lip Reading tests in secret.

Magical Sense (Will Power - Advanced)

Related talents: Aethyric Attunement +10

Average Tasks:	
<ul style="list-style-type: none"> ▪ Detect which colour of Wind is dominant ▪ Identify a wizards’ magical nature within 4 yards ▪ Identify the presence of magic in a wizard’s study 	
Success	Magic detected, if present
Failure	Magic undetected

Test Difficulty: Touching the object confers a +20 or +30 bonus, depending on the strength of the enchantment. Touching a spell caster confers a bonus equal to their Magic Characteristic × 10 (maximum +30). The exact nature of the magic is not revealed; merely that magical properties are present. Further information requires prolonged research by the Academic Knowledge skill.

Test Time: Normally a *free action* as soon as the character is within 4 yards of the object or person. However, to gain the relevant bonus, items must be picked up and carefully inspected (inspecting a small 4x4 room takes 1 minute), while a person must be touched to gain a test bonus.

Retry Failed Test: Usually no, although items that are kept with the character for a full 24 hours, can be re-tested.

Notes: The GM may wish to make Magical Sense tests in secret.

Navigation (Intelligence - Advanced)

Related talents: Orientation +10, Super Numerate +10

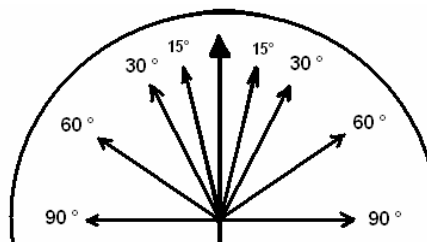
Automatically Successful Tasks:	
<ul style="list-style-type: none"> ▪ Travel from town to town using a map or using a road or river as reference 	
Average Tasks:	
<ul style="list-style-type: none"> ▪ Maintain course on open sea using an astrolabe or similar device ▪ Estimate travel time to Praag by ski in late winter ▪ Travel overland through forest or over hills without getting lost 	
Perfect	Clear sailing. Skip the next day’s Navigation Test, <u>or</u> arrive ahead of schedule
Success	Normal progress
Failure	Slight deviation. Roll on the deviation table using 1d5, <u>or</u> add 1d10 hours to travel time
Botch	Major deviation. Roll on the deviation table using 1d10, <u>or</u> add 1 day to travel time
Fumble	Totally lost. Roll on the deviation table using 1d5+5, <u>or</u> add 1d5 days to travel time

Test Difficulty: Normally an Average task. Particularly thick woods or navigating through an underground maze could be a Challenging or Hard task. Poor weather, such as overcast or cloudy days, which obscure the sun, could increase task difficulty if the character is relying on the sun for navigation. At the GM’s discretion, a successful Academic Knowledge (Astronomy) test will add a bonus of +10 to night-time Navigation tests if the sky is clear, otherwise Academic Knowledge (Astronomy) may allow untrained night-time Navigation tests (see below).

Test Time: A single Navigation test represents activity over a full day.

Retry Failed Test: No, unless a landmark etc. is spotted that clearly indicates that the character is off course. Additionally, the PC’s may discover that they’re off course once a successful Navigation test is made, and may then begin correcting their error.

Notes: One Navigation test is made per day of travel. A failure can cause a deviation in intended direction: **1-5** = left, **6-10** = right, then roll for deviation: **1-4:** 15° off course, **5-7:** 30° off course, **8-9:** 60° off course, **10:** 90° off course.



Additionally, and since Navigation is such an important skill in adventuring parties, Navigation may be used as an untrained skill using one-quarter of the character’s Intelligence *during the day*; this will allow parties to navigate and travel off road during daylight hours using a map for reference. At night, and with a clear sky, characters with Academic Knowledge (Astronomy) can continue to navigate by the stars using one-quarter of the character’s Intelligence.

Outdoor Survival (Intelligence - Basic)

Related talents: None

Average Tasks:	
<ul style="list-style-type: none"> ▪ Build a warm, waterproof shelter for three people ▪ Hunt, fish or forage in lightly-wooded, temperate lowlands ▪ Predict the weather one day in advance 	
Perfect	Sufficient food gathered for 1d10 people Shelter constructed will last 1d10 weeks
Success	Sufficient food gathered for 1d5 people Shelter constructed will last 1d10 days
Failure	Sufficient food gathered for 1 person Shelter will collapse after 1d10 hours
Botch	A few scraps of food found Shelter will collapse after 1d5 hours
Fumble	Sufficient <u>poisonous</u> plants, berries or mushrooms gathered for 1 person, <u>or</u> character is attacked by wild animal <u>or</u> character is injured while foraging. Shelter collapses after the last branch is added

Test Difficulty: Test difficulty will depend on the environment. Foraging in lands other than lightly wooded, temperate lowlands, such as high altitude mountains or desert, will be a more difficult task. The GM may also rule that an area is particularly appropriate or difficult for foraging. Moving while foraging, at half of the hampered rate, is a Hard task.

Test Time: Depends on the usage of the skill:

Gathering food: each attempt requires 6 hours of hunting, fishing or foraging. See WFRP pg. 114 for starvation effects. See WFRP pg. 122 for Poisonous berry and mushroom effects. See WFRP pg 232 for Wild Animal stats. A character that is moving while foraging is able to move a distance equal to $6 \times 1/2 = 3$ hours of hampered movement (5.25 miles for an average human, WFRP pg. 138).

Building shelters: requires 1 hour of construction per person capacity, testing upon completion.

Retry Failed Test: Yes, although only once the failure has become apparent by the shelter collapsing etc.

Notes: Effects of exposure are as follows:
Heat: temperatures above 30°C (86°F) require a T test for every 4 hours of travelling, exertion, or lack of water.
 1st failure: -10 to Int tests
 2nd failure: -10 to all tests and possible sunburn
 3rd and subsequent failures: lose 1d5 W
Cold & Dampness: dry temperatures below 0°C (32°F) or wet temperatures below 10°C (50°F) require a T test for every 4 hours spent without proper clothing.
 1st failure: -10 to Agi tests
 2nd failure: -10 to all tests and possible frostbite
 3rd and subsequent failures: lose 1d5 W

Exposure effects are cumulative, and the GM may demand T tests more often under extreme conditions. A successful Outdoor Survival test may forestall level 3 effects, both for oneself and for others. Exposure effects are removed with rest. Sunburn and frostbite may cause

disfigurement or even amputation unless a Heal test is passed.

The GM may wish to make Outdoor Survival tests in secret.

Perception (Intelligence - Basic)

Related talents: Excellent Vision +10, Trapfinder +10; Acute Hearing +10, Super Numerate +20

Average Tasks:	
<ul style="list-style-type: none"> ▪ Notice the small bloodstain on a jacket ▪ Notice a small sword hidden under a guard's coat ▪ Hear someone unlocking a door ▪ Opposed test vs a concealed target ▪ Estimate the height of a wall (bonus from super numerate) ▪ Estimate the number of arrows in a quiver (bonus from super numerate) ▪ Uncover a poorly hidden trap (see Set Trap below) ▪ Notice an obvious trail (see below & Fellow Trail) 	
Success	A discrete item is spotted. One extra detail is noticed for each additional DoS (if applicable)
Failure	The character is completely oblivious

Test Difficulty: Depends on conditions outlined in "On the Table", *Liber Fanatica - Volume III : The Game Master's Guide*, pg. 20, 21. Perception can be an Opposed test versus Concealment if a character is actively hiding.

In the absence of the Follow Trail skill, tracks made in snow, mud or loose sand can be spotted and followed with a successful Perception test.

A character distracted by combat or the Blather skill suffers a -20 to Perception tests.

Besides the usual sight and hearing based tests, Perception is used to detect poisoned food or drink by smell or taste (see Prepare Poison below).

Test Time: Perception is usually a *free action* that occurs whenever a character witnesses a scene for the first time. More detailed investigations use the Search skill (see below).

Retry Failed Test: Normally no, but a new Perception test is allowed if circumstances change, or if a concealed target performs a revealing action.

Notes: The GM may wish to make Perception tests in secret.



Performer (Fellowship - Advanced)

Related talents: Contortionist +10, Mimic +10

Average Tasks:	
<ul style="list-style-type: none"> Impress the fickle Baroness with a poem Juggle batons in a busy marketplace 	
Perfect	Busking: earn 1d10 shillings Entertaining: add +20 to subsequent Fel tests with the audience
Success	Busking: earn 1d5 shillings Entertaining: add +10 to subsequent Fel tests with the audience
Failure	Busking: earn 1d10 pennies Entertaining: no effect
Botch	Busking: no earnings, and watchman will move busker along <u>or</u> locals will pelt with rotten food Entertaining: audience thinks the performer is an untalented hack, -10 to Fel tests
Fumble	Busking: watchman will arrest busker for disturbing the peace <u>or</u> locals will attack / break busker's instruments or tools Entertaining: audience thinks the performer is pretentious or subversive, and will ignore or report to authorities

Test Difficulty: Difficulty can depend on any previous Performance successes or failures. Repeated *busking* in the same location may result in negative penalties if the crowd becomes accustomed, and hence bored, with the act. The willingness of the crowd or target will also factor into the task difficulty; performing in a quiet tavern may be a Routine task, while trying to entertain a lady of the court may be a Hard task.

Test Time: *Busking* is normally a full days work. When *entertaining*, the performer is trying to impress a specific individual or group for later favours. *Entertaining* typically requires ten or more minutes.

Retry Failed Test: Yes, although the effects of the failed test still apply. One Perform test may be made every day in cities and towns to earn coin by *busking*. Failed Performance tests to *entertain* may incur cumulative negative penalties based on the DoS.

Pick Lock (Agility - Advanced)

Related talents: Trapfinder +10

Average Tasks:	
<ul style="list-style-type: none"> Skeleton keyhole on a common door Simple deadbolt on a barn door Disarm a mechanical trap 	
Perfect	Simple lock is opened immediately; complex lock is reduced by 2 difficulty levels
Success	Simple lock takes one minute to open; complex lock is reduced by 1 difficulty level
Failure	Unsuccessful but may try again
Botch	Unsuccessful; no further attempts are possible on this lock
Fumble	Unsuccessful; no further attempts are possible and lock pick is broken or lodged in mechanism. Any traps are sprung and additional noise is made.

Test Difficulty: The difficulty level of a lock determines the number of successful rolls required to pick it:
Simple lock (see above examples): Difficulty 1

Tricky lock (Noble's bed chamber): Difficulty 2

Devious lock (treasure chest): Difficulty 3

Brilliant lock (Dwarven treasure room): Difficulty 4

Trying to pick a lock without specialised lock picks is normally impossible, though the GM may rule that using improvised picks, such as bent wire, is a Very Hard task. Using best Craftsmanship lock picks adds a bonus of +5.

A rusty lock becomes more difficult by -10 to -30 percent. The application of oil to a rusty lock will remove 10 of the penalty. Note however, that a door or chest with a very rusty lock is more likely to be old and more easily forced with a Strength test (+20 to +30).

Pick Lock can also be used to disarm or otherwise disable mechanical traps that have been located by a successful Perception or Search test. The test difficulty for disarming a trap is based on the DoS of the Set Trap test. Spotted mechanical traps can also be deactivated with a successful Pick Lock or Set Trap roll (see below). When disabling a trap, a Botch will activate the trap as usual, while a Fumble results in the character being automatically struck by the trap.

Test Time: One attempt may be made per minute, though simple locks are opened in a single round on a Perfect DoS. Once located, disarming a trap takes a minute.

Retry Failed Test: Yes, if the DoS permits it.

Prepare Poison (Intelligence - Advanced)

Related talents: None

Average Tasks:	
<ul style="list-style-type: none"> Recognize the type of poison on an assassin's dagger within 2 yards Extract resin from the Black Lotus plant Apply a poison to a blade or drink 	
Perfect	Manufacture: 1d10 doses made Detect: success Apply: +1W or enhanced effect
Success	Manufacture: 1d5 doses made Detect or Apply: success
Failure	Manufacture: 1 dose made Detect or Apply: failure
Botch	Manufacture: ingredients ruined Detect: failure Apply: poison ruined
Fumble	Manufacture or Apply: user poisons himself Detect: failure; victim finds the poisoned food delicious

Test Difficulty: Separate rolls must be made to first manufacture poison, and then apply it to a blade or food item (WFRP pg 122 or OWA pg 71-73). Like all Trade tools, poor craftsmanship Trade (Apothecary) tools impose a -10 penalty, while good and best craftsmanship tools bestow a +5 and +10 bonus to poison manufacture.

Perception tests are required to *notice* poison, and Prepare Poison tests are required to *identify* it. The victim's Perception test may be modified by -10 for every DoS the poisoner achieved while applying it. The Prepare

Poison and Trade (Apothecary) skills both add +10 to any Perception tests to detect poison.

Test Time: Varies. Coating a weapon or adding a poisoned powder to a drink are typically a *full action*, although application times may vary depending on the poison used. A single manufacture test takes a full day. Poison detection or identification is a *free action*.

Retry Failed Test: Yes for *manufacture* and *apply*, unless the poison or ingredients are ruined. No for poison detection or identification.

Read/Write (Intelligence - Advanced)

Related talents: Linguistics +10

Automatically Successful Tasks:	
<ul style="list-style-type: none"> Write a letter or read a book in a language that the character speaks 	
Average Tasks:	
<ul style="list-style-type: none"> Write a letter under time pressure with poor tools Interpret the scribbled handwriting of a madman 	
Perfect	Read: every single word is clearly understood Write: elegant font, grammatically correct with no typos
Success	The overall gist of the message is understood, but a few words are incomprehensible
Failure	A few words are understood, but the overall gist of the message is incomprehensible
Botch	Read: none of the words are understood Write: spelling and grammatical errors abound; illegible font
Fumble	Read: some words may be understood but are taken completely out of context, distorting their meaning Write: the few passages that <i>are</i> legible have a different meaning from the author's intent

Test Difficulty: Under normal conditions no roll is required to read or write a language familiar to the PC.

Test Time: A single page takes approximately a minute to read or write.

Retry Failed Test: No.

Notes: The GM may wish to make Read/Write tests in secret.

Ride (Agility - Basic)

Related talents: Trick Riding +10

Automatically Successful Tasks:	
<ul style="list-style-type: none"> Ride a horse at full movement along a road Saddle a horse Mount and dismount a horse Attack with a war-trained mount instead of your attacks 	
Average Tasks:	
<ul style="list-style-type: none"> Jump the mount over a fence Fire a bow while maintaining control of the steed at running pace Perform a trample attack (see below) Attack with a war-trained mount in addition to your attacks 	
Perfect	Manoeuvre successful, and rider is free to perform other simultaneous actions, or gains +1M temporarily
Success	Manoeuvre successful

Failure	Manoeuvre failed. Steed refuses to jump or gallop. No further actions this round
Botch	Manoeuvre failed, and steed bolts in random direction for one round. Easy +20 Ride test to remain mounted (see below for falling)
Fumble	Manoeuvre failed, and steed bolts in random direction for 1d10 rounds. Rider is thrown from saddle (see below). Alternately, steed goes lame or breaks a leg

Test Difficulty: Under normal conditions, no roll is required to ride a horse at standard movement. Untrained users of this skill can ride a small mount, such as a pony or mule with M 6, at full standard walking pace. On larger mounts such as horses, untrained users of this skill can move at 3/4 of the mounts speed without needing to pass a Ride test (i.e. M 6 for horses).

Riding a horse bareback without a saddle or harness imposes a -10 penalty to any tests (OWA pg. 82).

One hand is normally required to guide and ride a mount (see below).

The following special manoeuvres can be performed with a Ride test:

Trample attack: When performing a *full move action*, characters can use Ride skill instead of WS to trample opponents in their path. A successful hit causes damage at the steed's SB value and ends with the mounted character away from combat if desired. Trample attacks may be avoided with an Ag test, but not parried. Movement during a Trample attack must be in a straight line. On a botched or fumbled result, the character is pinned in combat and does not finish the action away from the target.

Guide with Knees: Normally one hand is required to ride a mount. A mount can be guided with knees to allow the mounted character to use both hands, either for a two handed attack, such as great sword or bow, or to catch a baby falling from a two story window.

Make a Ride test as a *free action* at the start of the character's turn to use both hands in combat that turn, though no test is required if the mount is stationary, a Easy test is made if the mount is moving a walking pace or in combat, while an Average test is made if the mount is moving at running pace. Note that a hand holding a shield can still be used to guide a horse, and no test is required in this case. On a failed test the character can use only one hand this round, as they need to use the other to control the mount (a botched or fumbled test may result in the rider falling from their mount as normal).

Note that, historically speaking, the reach of a great weapon is likely to be insufficient on horseback, and a great weapon would instead be used one-handed with the horse's movement providing the required momentum. However, for the purpose of a game mechanic, allow a two-handed weapon to be wielded with the Guide with Knees manoeuvre.

Stay in Saddle: Riders taking *Wounds greater than their SB*, or that are on a mount that rears or bolts unexpectedly by a failed *Fear* or *Terror* test, require an *Easy Ride* test to remain mounted. Riders taking a *Critical Hit* must pass an *Average Ride* test. *Stay in Saddle* is a *free action*.

Fight with Warhorse: A mount cannot usually attack on its own unless it is war-trained. A war-trained mount does not automatically attack, instead a character must direct their war-trained mount to attack in battle as a *free action* with an *Average Ride* test, and hence be able to attack normally in addition to the mount's attack(s). The rider may fall from the mount on a botched or fumbled test as described above. A rider can fight with a warhorse instead of his own attacks without needing to test by directing the mount as a *half action*.

Cover: Normally, a character can't use their mount as cover, and the attacker decides if he attacks the rider or the mount. A rider may redirect any melee attack to their mount as a *free action* with a *Hard Ride* test. The rider may fall from the mount on a botched or fumbled test as described above.

Soft Fall: Normally, a character takes damage when they fall off a moving mount, or when it falls or is killed (see below). On a successful *Hard Ride* test as a *free action* a character may take no damage when falling from a mount by leaping/rolling clear.

Spur Mount: A character can spur their mount to greater speed as a *half action*. A successful *Challenging Ride* check increases the mount's M by 1 for that round but deals 1 Wound to the creature. A *Perfect DoS* allows the rider to increase the mount's M by an additional 1 at the expense of another Wound, or to reduce spur mount to a *free action*. The rider may fall from the mount on a botched or fumbled test as described above.

Control Mount in Battle: Normally, a character cannot do anything else in combat but control a mount that is not war-trained, preventing it from running away or throwing off the rider as a *full action*. However, a *Challenging Ride* test as a *half action* will permit the character to act normally, despite controlling a mount that is not war-trained. The rider may fall from the mount on a botched or fumbled test as described above.

Fast Mount or Dismount: Normally, mounting/dismounting requires the *Stand/Mount half action*. On a *Very Hard Ride* test, a character can mount/dismount as a *free action*, but only if part of a *Move action* that round.

Test Time: Mounting or dismounting a horse is normally a *Stand/Mount half action*. Other tests are a *free action*, *half action*, or *full action*, as noted in the individual descriptions.

Retry Failed Test: A failed test will normally result in the rider falling from the mount, though special manoeuvres may be repeated each round.

Notes: Riders taking *Wounds greater than their SB*, or a *critical hit*, require a *Ride* test to remain mounted.

Falling from a standing horse causes no damage, but falling from a moving horse causes 1d10 *Wounds*, modified only by TB.

Rider's mounted on a horse gain +10 WS in combat against opponents on foot.

Rider's attacking using a *Charge action* may add the horses SB to their attack that round due to the added momentum.

For mounts, see OWB pg 121-123.

Row (Strength - Basic)

Related talents: None

Automatically Successful Tasks:	
<ul style="list-style-type: none"> ▪ Negotiate down a calm river or lake ▪ Board a rowboat without using hands to balance 	
Average Tasks:	
<ul style="list-style-type: none"> ▪ Negotiate moderate rapids ▪ Make a sudden 180 turn 	
Perfect	Manoeuvre successful, and rower is free to perform other simultaneous actions, or gains +1M temporarily
Success	Manoeuvre successful
Failure	Manoeuvre failed. Boat does not move, or else continues in a straight line if velocity is sufficient. No actions may be taken by the rower this round.
Botch	Boat collides with a nearby obstacle and suffers 1d10 damage minus TB. If no obstacles are nearby, boat takes on water and is reduced to half M until bailed out.
Fumble	Hull is breached by a nearby obstacle and boat will sink in 2d10 rounds. If no obstacles are nearby, boat capsizes but remains afloat.

Test Difficulty: The presence of storms, rain, or choppy water makes a *Row* test *Challenging* or *Hard*.

The following is a special attack that can be made with a successful *Row* test:

Ram attack: When performing a *full move action*, use *Row* skill instead of WS to *Ram* boats in the path. A successful hit causes damage with the *Impact* quality, using the boat's TB as a damage modifier (WFRP pg. 119). Movement during a *Ram* attack must be in a straight line.

Rowboats may only turn more than 90° in a single round if they're standing still. Two hands are required to row.

Test Time: A test to prevent a crash or capsizing usually occurs during the whole of the round as a *full action*. A *ram* attack is a *full action*. Characters that wish to abandon control of the boat act as usual on a water craft (OWA pg. 87).

Retry Failed Test: No. A failed test will normally result in a crash or other undesirable occurrence.

Notes: For vehicles, see OWA pg. 86-87.

Hull breach: If a single blow causes more than 10 *Wounds* to a boat's hull, it is breached and will sink in 2d10 rounds.

Sail (Agility - Advanced)

Related talents: None

Automatically Successful Tasks:	
▪ Negotiate down a calm river or lake	
Average Tasks:	
▪ Weather a moderate storm	
▪ Turn more than 45° in a single round	
Perfect	Manoeuvre successful, and sailor is free to perform other simultaneous actions, or gains +1M temporarily
Success	Manoeuvre successful
Failure	Manoeuvre fails. Boat does not move, or continues in a straight line if velocity is sufficient. No additional actions may be taken.
Botch	Boat collides with a nearby obstacle and suffers 2d10 damage minus TB. If no obstacles are nearby, boat takes on water and is reduced to half M until bailed out
Fumble	Hull is breached by a nearby obstacle and boat will sink in 2d10 rounds. If no obstacles are nearby, boat capsizes but remains afloat.

Test Difficulty: The presence of storms, rain, or choppy water makes a Sail test Challenging,

The following is a special attack that can be made with a successful Sail test:

Ram attack: When performing a full move action, use Sail skill instead of WS to Ram boats in the path. A successful hit causes damage with the *Impact* quality, using the boat's TB as a damage modifier (WFRP pg. 119). Movement during a Ram attack must be in a straight line.

Ships may not turn more than 45° during a single round (and they require 1d5 rounds to stop) unless a Sail test is passed.

Test Time: A test to prevent a crash or capsizing usually occurs during the whole of the round as a *full action*. A ram attack is a *full action*. Characters that wish to abandon control of the boat act as usual on a water craft (OWA pg. 87).

Retry Failed Test: No. A failed test will normally result in a crash or other undesirable occurrence.

Notes: For vehicles, see OWA pg. 86-87.

Hull breach: If a single blow causes more than 10 Wounds to a boat's hull, it is breached and will sink in 2d10 rounds.

Scale Sheer Surface (Strength - Basic)

Related talents: None

Automatically Successful Tasks:	
▪ Climb a knotted rope with a wall to brace against.	
Average Tasks:	
▪ Climb a half-timbered wall without rope	
▪ Cling to underside of a moving carriage	
Perfect	Good progress; next round's climb test is an auto-success, <u>or</u> climber gains +1M temporarily
Success	Surface climbed successfully this round
Failure	No progress this round. Any handheld or unsecured items may be dropped
Botch	Climber slips. Make a Hard -20 Climb test or fall. If successful, slide down 1 yard and drop any handheld or unsecured items
Fumble	Climber falls – hard – and makes a lot of noise in the process

Test Difficulty: Depends on the incline, surface, and activity while climbing. Examples of task difficulty include:

Very Easy: Climbing up a dangling knotted rope

Easy: Climbing up an unknotted rope with a wall to brace against

Routine: A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging

Average: A surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or a dangling unknotted rope, or the underside of a moving carriage

Challenging: A surface with poor handholds and footholds, such as a rough stone wall or rock cliff

Hard: A surface with poor handholds and footholds, such as a natural rock wall or a brick wall or a tree trunk

Very Hard: A ceiling with handholds but no foothold, or a surface with shallow and infrequent handholds and footholds, such as a rough plaster or brick wall made of small bricks

Other cumulative modifiers to the task difficulty include:

+20, climbing a chimney (artificial or natural) or other location where the character can brace against two opposite walls

+10, climbing a corner where the character can brace against perpendicular walls

-10, surface is slippery, such as a slimy wet wall

A character can make handholds and footholds by hammering spikes (OWA pg. 67-68) into a wall. Doing so takes 1 minute per spike, and one spike is needed per yard of distance. In the same way, a climber with an axe or similar implement can cut handholds in an ice wall or wooden wall or tree. A wall with spikes is reduced to an Average task.

Once a character has fallen it is assumed that they cannot catch themselves and falling damage is determined as usual (WFRP pg. 138). Exceptions maybe made if a character falls past a hanging rope or another ledge (Very Hard task to stop the fall and calculate damage as normal), or if the character is sliding down a slope (Hard task and no damage is inflicted).

A character can attempt to catch another falling character within range on a successful Agility test. If successful, the catching character must immediately pass a Scale Sheer Surface test with an additional penalty of 20 to the task difficulty. Success (or Perfect DoS) indicates that the character has been caught, Failure indicates a failure to stop the character's fall but the catcher does not lose their grip on the wall, while a Botch or Fumble indicates that the catching character fails to stop the character's fall and begins falling as well. No Agility test is required for character's that are tied together by a rope, but the catching character falls if the test is failed, botched or fumbled.

Test Time: Climbing under stress or time pressure requires a re-roll every round as a *full action*. Driving a spike into a wall takes one minute. Catching a falling character is a *free action* and occurs out of a character's turn.

Retry Failed Test: Yes, if the character fails and does not fall.

Notes: A perfectly smooth, flat, vertical surface cannot be climbed.

Both hands need to be free to climb, but characters may cling to a wall with one hand while casting spells, firing a pistol, or taking other actions that require only one hand.

Search (Intelligence - Basic)

Related talents: None

Average Tasks:	
<ul style="list-style-type: none"> ▪ Find a concealed trap door ▪ Locate a single book on a shelf of hundreds 	
Success	One item is found, plus one for each additional DoS (if applicable)
Failure	Nothing is found

Test Difficulty: Depends on conditions outlined in "On the Table", *Liber Fanatica - Volume III : The Game Master's Guide*, pg. 20, 21.

The Trap Finder talent adds +10 when searching for traps.

Test Time: Searching a small (4x4) room takes 1 minute. This time may be halved at the expense of making a lot of mess and noise.

Retry Failed Test: Yes.

Notes: The GM may wish to make Search tests in secret.

Secret Language (Intelligence - Advanced)

Related talents: None

Automatically Successful Tasks:	
<ul style="list-style-type: none"> ▪ Communicate under normal circumstances by hand signals or coded speech 	
Average Tasks:	
<ul style="list-style-type: none"> ▪ Communicate in the din of battle ▪ Convey a message while remaining discreet 	
Perfect	Message is conveyed quickly and clearly, and no Perception test will intercept it

Success	The overall gist of the message is understood, but a few words are incomprehensible
Failure	A few words are understood, but the overall gist of the message is incomprehensible
Botch	Message is missed entirely
Fumble	Message is misunderstood with embarrassing or disastrous consequences

Test Difficulty: Under normal conditions, no roll is necessary if the listener understands the Secret Language. A casual observer will realise they are communicating, but will not understand what's being said. Someone who wishes to speak discreetly must make a Secret Language roll to communicate, and casual observers must then make a Perception test to notice the dialogue.

Test Time: Depends on the duration of dialogue.

Retry Failed Test: Yes.

Notes: The GM may wish to make Secret Language tests in secret.

Secret Signs (Intelligence - Advanced)

Related talents: None

Automatically Successful Tasks:	
<ul style="list-style-type: none"> ▪ Read an obvious secret sign that is not concealed 	
Average Tasks:	
<ul style="list-style-type: none"> ▪ Carve a discreet but legible warning on a tree ▪ Recognise a warning that's been carved discreetly on a tree trunk 	
Perfect	Additional information may be imparted or gleaned from the sign
Success	Sign is conveyed/interpreted successfully
Failure	Only the basic gist of the sign is understood or conveyed, but not its exact nature
Botch	Sign is completely illegible
Fumble	Sign is misinterpreted or conveyed with embarrassing or unintended consequences

Test Difficulty: Under normal conditions no roll is necessary if the reader understands the Secret Sign, *and* if the sign was left in an obvious fashion. To place a Secret Sign discreetly (i.e. so that only a Perception test or Secret Signs test will spot it), a roll is required. A roll is also required to understand a Secret Sign that has been placed discreetly by someone else. Deciphering particularly worn or damaged signs may be a Challenging or Hard task.

Test Time: Since secret signs are usually brief, reading a secret sign is normally a *full action*. Carving or otherwise writing a secret sign typically takes a minute or two.

Retry Failed Test: No. A misinterpreted sign cannot be reinterpreted with another test, while a failure when leaving a secret sign is not apparent to the carver.

Notes: The GM may wish to make Secret Signs tests in secret.

Set Trap (Agility - Advanced)

Related talents: None

Average Tasks:	
<ul style="list-style-type: none"> ▪ Rig a falling block trap ▪ Snare a large animal (e.g. bear) ▪ Disarm a trap 	
Perfect	Perfect placement. -30 Perception or Dodge tests vs trap, Challenging to disarm Trapping: 2d10 GC worth in hides
Success	Good placement. -10 Perception or Dodge tests vs trap, Average to disarm Trapping: 1d10 GC worth in hides
Failure	Decent placement. No Perception/Dodge modifier, Routine to disarm Trapping: raccoon, squirrel or other undesirable animal caught
Botch	Poor placement. Trap fails to trigger or activates too early Trapping: no animal caught
Fumble	Trap activates against PC, or is damaged Trapping: animal destroys trap and escapes; may attack PC if nearby

Test Difficulty: For disarming a trap, difficulty depends on the DoS of the trap setter (see table above). The Trapfinder Talent adds a +10 bonus when disarming traps.

Trap types:

- *Deadfall ceiling block* – S5 hit with *Impact* quality to head or shoulders – Ag test to avoid (1 block may hit 2 characters)
- *Spear or arrow trap* – single S4 *Armour Piercing* spear, or 1d5 S3 arrows – Dodge Blow to avoid (2 arrows max per character)
- *Swinging pendulum blade* – single S4 attack, continues to swing for 1d5 rounds, or until it hits – Ag test to avoid (second character may be struck if the leading PC dodges)
- *Tootbed Mantrap* – S6 attack to victim's leg, and victim is *ensnared* (WFRP pg. 106) with -20 to escape rolls – Dodge Blow test to avoid
- *Gas cloud* – Gas spreads into 2x2 cloud, and spreads 1 yard/round for 1d5 rounds – Poisonous gas: 1d5 wounds regardless of T or armour, Knock-out gas: T test or unconscious, Blinding gas: blind for 1 hour – T test to avoid
- *Ceiling Lovers* – crushes anyone in the room after 1d5+1 rounds – no test to avoid (only quick exit or Fate Point will save)
- *Covered Pit* – apply falling damage (WFRP pg 138), with additional S3 attack if pit is spiked – Ag test to avoid falling, Dodge Blow test to avoid spikes
- *Cave-in* – passageway is blocked by rubble – Ag test to dodge on either side of cave-in (pick one), with failure resulting in ceiling block damage (see above)
- *Chute* – sloped passageway leads to lower level; sliding PC's may lose possessions – Ag test to avoid

Shadowing (Agility - Advanced)

Related talents: None

Average Tasks:	
<ul style="list-style-type: none"> ▪ Follow target in a dark street ▪ Track target discreetly in a crowded marketplace 	
Success	Opposed Test (Shadowing vs Perception). Compare Degrees of Success to break stalemates. Tie goes to shadowed character.
Failure	

Test Difficulty: Factors that influence Perception (see above) are pertinent to Shadowing opposed tests, see "On the Table", *Liber Fanatica - Volume III : The Game Master's Guide*, pg. 20, 21.

Targets may be Shadowed openly in a busy street if the pursuer is unrecognisable. In these cases, the Shadower uses Fel instead of Ag to mingle inconspicuously with the crowd.

Test Time: Shadowing occurs during a full round and is normally combined with a *move action* or *full move action*. For prolonged shadowing, it is sufficient to re-test

Spotting a trap requires a Perception test (or Search test +20). A character Searching for traps may only move at Hampered rate (half move). Spotted traps can be deactivated with a successful Set Trap roll.

Test Time: Disarming a test usually takes a minute. Setting a trap is also a minute, assuming that all materials and prefabricated mechanisms are at hand.

This skill may be used to hunt for food (use Outdoor Survival table) or to gather pelts (OWA pg. 14 for prices). One roll is made per day.

Retry Failed Test: Yes, if the DoS permits it.

Notes: Traps activate when someone trips the trigger (e.g. stone slab, tripwire, echo chamber, weighted floor). Movement within 1-2 yards of the trigger generally has a 50 chance of activating the trap. Traps activated require either an Ag test, T test, or Dodge Blow skill to avoid (see below).

whenever circumstances change, such as a transition from a busy street into a tavern.

Retry Failed Test: No, once spotted the character must leave the spotter's sight before attempting to shadow again, and it is unlikely that the character can avoid detection a second time.

Notes: For group shadowing and spotting, test against the *lowest* Shadowing skill in the pursuing group, and use the *highest* Perception skill in the spotting group.

Silent Move (Agility - Basic)

Related talents: Alley Cat +10, Rover +10, Tunnel Rat +10

Average Tasks:	
<ul style="list-style-type: none"> ▪ Sneak up behind a guard ▪ Muffle a fall 	
Success	Opposed Test (Silent Move vs Perception). Compare Degrees of Success to break stalemates. Tie goes to sneaker.
Failure	

Test Difficulty: Silent move is an opposed test versus a listeners Perception skill. Task difficulty is influenced by distance, and the type of sound. See “*On the Table*”, *Liber Fanatica - Volume III : The Game Master’s Guide*, pg. 20, 21 for more about modifiers to the Silent Move skill of the sneaker or Perception skill of the listener.

Test Time: Silent Move is combined with a *standard move half action*, and is then the only move action possible in a round (i.e. cannot take two *move actions*).

Retry Failed Test: Yes, though the sneaker is most likely detected and the listener might investigate the disturbance.

Notes: For silent group movement, test against the *lowest* Silent Move skill in the sneaking group, and use the *highest* Perception skill in the listening group.

Sleight of Hand (Agility - Advanced)

Related talents: None

Average Tasks:	
<ul style="list-style-type: none"> ▪ Pilfer a document from the table with a watcher nearby ▪ Clip purses in a busy marketplace over the course of a day (Picking Pockets – see below) ▪ Make a coin disappear, or perform cards tricks as entertainment (Performer – see below) 	
Perfect	Single object palmed automatically or 1d5 items palmed with Opposed Sleight of Hand vs Perception test Pick Pocket: 1D10 GC stolen over the day
Success	Single object palmed successfully, but subject notices with Opposed Perception vs Sleight of Hand test Pick Pocket: 2d10 shillings stolen over the day
Failure	Object not retrieved, and subject notices attempt with Opposed Perception vs Sleight of Hand test Pick Pocket: no money stolen over the day
Botch	Object not retrieved, and subject notices the attempt automatically Pick Pocket: no money stolen that day, plus character is chased and/or assaulted
Fumble	Object not retrieved, and subject notices the attempt easily, while also gaining surprise (WFRP pg. 125) Pick Pocket: character caught red-handed by the authorities and arrested

Test Difficulty: Stealing an object the size of a purse, key, or piece of paper is an Average task. Normal penalties to Perception for the target’s facing (See “*On the Table*”, *Liber Fanatica - Volume III : The Game Master’s Guide*, pg. 20, 21) are ignored in Sleight of Hand tests, as detection is felt physically more than observed. Larger objects cannot usually be stolen, although stealing a dagger from a belt is a Challenging task, while a short sword or pistol may be stolen from *behind* a target with a Very Hard test.

Test Time: Sleight of hand is a *half action*. Pick Pocket tests are made once per day. When used as a performance (see below) one test may be made every day in cities and towns to earn coin by *busking*. Failed

Performance tests to *entertain* may incur cumulative negative penalties based on the DoS (see Performer).

Retry Failed Test: Yes, although if the character is noticed it is fairly pointless to retry. Characters in a town or city may attempt to earn money between adventures by rolling one Pick Pocket test per day.

Notes: Sleight of Hand can be used to perform card tricks or other forms of entertainment. When used in this fashion, treat the skill as the Performer skill except that the lowest of Fellowship or Agility are used for the tests.

Speak Arcane Language (Intelligence - Advanced)

Related talents: None

Automatically Successful Tasks:	
<ul style="list-style-type: none"> ▪ Read the contents of a grimoire written in a known Arcane Language ▪ Identify a spell cast from a magical Lore that you know 	
Average Tasks:	
<ul style="list-style-type: none"> ▪ Read a damaged or poorly preserved document ▪ Cast a spell with a whispered incantation (see below) ▪ Identify a spell cast from a magical Lore that you don’t know ▪ Cast a spell of casting number 10, using original text for reference (see below) 	
Perfect	Reading: every single word is clearly understood Casting from the Book: ignore all Chaos Manifestations and Wrath of Gods for this spell
Success	Reading: about 75% of the words are understood Casting from the Book: Ignore the first “1” for Chaos Manifestations and Wrath of Gods
Failure	Reading: only about 25% of the words are understood Casting from the Book: spell is cast with the restrictions listed below, and no benefits
Botch	Reading: none of the words are understood Casting from the Book: spell automatically fails due to <u>sticky page</u> or <u>smudged writing</u> .
Fumble	Reading: some words may be understood but are taken completely out of context, distorting their meaning Casting from the Book: the page flutters just as the Winds are harnessed, disrupting the spell. Roll for Chaos Manifestations and insanity as normal, but the spell takes no effect.

Test Difficulty: Tests are usually Average.

Test Time: Arcane Language tests while casting are *free actions* used in conjunction. A single page takes approximately a minute to read or write. Casting from a book adds a *half action*.

Retry Failed Test: No.

Notes: Arcane Languages include Magick, Old Slann, Arcane Dwarf, Arcane Elf, Druidic, and Demonic, and are not used in standard texts or prose.

It is normally assumed that the caster of a spell speaks the verbal incantations loudly. A caster wishing to cast a spell while whispering the verbal incantations must pass

an Average Arcane Language test when casting or the spell automatically fails after the Channelling roll.

Casting from the Book: Wizards and Priests with spell scrolls or prayer books may use them for reference while casting. This is slower and less effective than casting “off book”, but it’s safer, and thus reduces the risk of Chaos Manifestations or Wrath of the Gods. The decision to Cast from the Book must be made before attempting a Channelling roll.

One hand is needed to hold the book or scroll. Remember that complex spells may demand having two hands free for casting, and some books are too heavy to lift with one hand. In these cases, the volume must be placed on the ground or in a book stand (certain sacred volumes must not touch the ground). Spell Ingredients (WFRP2 pg. 141) are difficult to manipulate while holding a book or scroll, but may be used in conjunction with a book stand.

Effects of Casting from the Book:

- adds a *half action* to total casting time
- characters suffer -20 on Perception and Dodge Blow tests while Casting from the Book
- Reduce the character’s Casting Roll by 4, due to the awkwardness of casting and the monotony of recited verse
- Casting from the Book cannot prevent Chaos Manifestations caused by Catastrophic Channelling Failures (see “Channelling” entry above)

Speak Language (Intelligence - Advanced)

Related talents: Linguistics +10, Mimic +10, Seasoned Traveller +10

Automatically Successful Tasks:	
▪ Have civil conversation with another fluent character	
Average Tasks:	
▪ Imitate an obscure regional sub-dialect	
▪ Convey a complex message under stress in a non-native tongue	
▪ Understand a speaker of a language other than your native language when he is deliberately trying to be not understood by you (e.g. in interrogation, if the interrogator knows that you speak his language)	
Perfect	Perfect communication. All social tests can be made normally
Success	Accent is only barely noticeable. Disguise, Charm, Gossip and Command tests may be attempted
Failure	Accent is apparent and grammar is awkward. Disguise, Charm, Gossip and Command tests may be attempted, but at -20.
Botch	Speech is broken and barely coherent. Basic information can be conveyed, but no Disguise, Charm, Gossip or Command tests are possible.
Fumble	Character sputters and fumbles on words. No information is conveyed / no social tests possible

Test Difficulty: A character is assumed to be fluent in his/her mother tongue (usually the racial or regional language), and no roll is required for communication. Any additional languages are considered non-native, and

characters may need to make Speak Language tests occasionally.

The time taken to learn additional languages is equal to 12 months minus 1 month for every *full* 10 of Intelligence and minus 1 month for the Linguistics talent. At the end of this period, and with the payment of 100 or 200 xp as appropriate, the character should make a Speak Language test. Success means that the character can be considered reasonably fluent and may need to make Speak Language tests occasionally, especially in the next 12 months. Failure means that the character must pass a Speak Language test whenever they need to use the language until a successful test, made every subsequent month, is passed (after which the character is considered reasonably fluent and needs to make Speak Language tests occasionally for the next 12 months).

Test Time: Included as a *free action* during any conversation over one or more rounds. Time taken to learn a language is detailed above.

Retry Failed Test: No, except once a month when learning a language (see above).

Swim (Strength - Basic)

Related talents: None

Automatically Successful Tasks:	
▪ Swim in light clothing in calm waters < 100 yards	
Average Tasks:	
▪ Swim across a cold, choppy canal	
▪ Swim more than 100 yards on calm water	
▪ Swim to shore with hands tied at half the normal swim rate	
Perfect	Swimmer succeeds, and is free to perform other simultaneous actions, or gains +1M temporarily
Success	Swimmer succeeds
Failure	No progress. Make another Swim test or begin drowning (WFRP pg. 136)
Botch	No progress. Swimmer begins drowning immediately (WFRP pg. 136)
Fumble	Swimmer inhales a lungful of water, falls unconscious, and will die in 2 minutes if not rescued.

Test Difficulty: On fairly calm water, tests are Average. Tests are Challenging in rough water, in quickly flowing rivers, or in rapids. Tests are Hard to Very Hard in stormy water. Items with buoyancy, such as an inflated water skin, improve test difficulty to Routine, while larger supports, such as a plank of wood from a ship’s hull, would make tests Easy or Very Easy, or automatic.

Once a swimmer has begun drowning, he may only flail about in the water. Every minute, in addition to his Suffocation Test (WFRP pg. 136), he may attempt a Hard -20 Swim test, with any other relevant modifiers, to recover.

A character that is underwater, either because they failed a Swim test or because they are swimming underwater intentionally, you must hold their breath and must pass Suffocation tests as usual every minute (WFRP pg. 136). When underwater, if in any minute an action besides a

move half action is taken (e.g. *run full action*), the Suffocation test becomes Hard (-20).

Each Armour Point worn increases test difficulty by 5. i.e. full mail armour without leather gives a -60 penalty. There are no automatically successful tasks if a character is wearing armour.

Test Time: Swimming is a *move action* or *run action*. If taken as a *half action*, the character is free to perform another *half action* in their turn. A minimum of a *half action* is required to tread water, even without moving. A Swim test should be made either every round or every minute depending on the narrative requirements. Once drowning, Swim tests are made every minute along with a Suffocation Test.

Retry Failed Test: Yes, though with a penalty once the character is drowning.

Notes: Movement is halved when swimming.

Torture (Fellowship - Advanced)

Related talents: Menacing +10

Average Tasks:	
<ul style="list-style-type: none"> Learn location of bandit camp from a captive Extract confession of heresy from a hedge wizard 	
Perfect	All requested information is extracted without seriously injuring the captive. No WP test to resist.
Success	All requested information is extracted if captive fails a WP test and survives 1d5-1 Wounds (no T modifier) or IP's, depending on mode of torture
Failure	One piece of information may be extracted if captive fails a WP test and survives 1d5-1 Wounds (no T modifier) or IP's, depending on mode of torture
Botch	No information gathered, and captive is injured. Inflict 1d10 Wounds (no T modifier) or IP's, depending on mode of torture
Fumble	No information gathered, and captive is accidentally killed, or becomes catatonic for 1 day and gains an instant insanity (WFRP pg. 201)

Test Difficulty: Normally an average test with outcome dependent on the DoS or DoF.

Test Time: Varies, but usually at least a minute per test for physical torture and often much longer for psychological torture.

Retry Failed Test: For physical torture, multiple Torture tests may be attempted on a captive who is still capable of speech. The same Psychological torture cannot be repeated, though different forms of psychological torture can be used in succession.

Notes: Torture may cause Wound loss, IP gain, or a combination of the two at GM discretion.

Physical: flogging, suffocation, cutting & bludgeoning

Psychological: sensory deprivation, harming or threatening loved ones, humiliation

Psychophysical: disfigurement, starvation & exposure, rape

Characters that perform or witness torture must roll vs WP or gain 1 IP.

Trade (Varies - Advanced)

Related talents: Dwarfcraft +10; Artistic +20

Average Tasks:	
<ul style="list-style-type: none"> Sew a leather jerkin using poor tools under time pressure Hold a strenuous new farm job through harvesting season 	
Perfect	Manufacture: may add +1 to item quality Labour: high productivity (2-3 times normal), employer will take notice
Success	Manufacture: see below for item quality Labour: good productivity, gets the job done
Failure	Manufacture: -1 from item quality Labour: mediocre productivity; not bad enough to warrant firing, but performance is expected to improve
Botch	Manufacture: -2 from item quality and a tool may break Labour: poor productivity and numerous errors will lead to dismissal if not corrected immediately
Fumble	Manufacture: nothing is produced, a tool may break, and materials are ruined Labour: terrible performance and big mistakes lead to immediate dismissal, and possible injury if job is dangerous

Test Difficulty: Test difficulty (and remuneration) for weekly income tests for owned businesses are found in OWA pg. 92-95. Otherwise, if the character is instead in employment a Labour test may be made once/day or once/week at GM's discretion. Under normal conditions labourers should receive a +20 or +30 bonus when working within their trade in a familiar environment. A test is not necessary if the worker is very familiar with his/her job (e.g. same farm for 2+ years, making clothing from a familiar pattern etc.).

Manufacture: For explanations of item quality, see WFRP pg. 105. A tradesperson's capability depends on the number of skill mastery levels:

Skilled: Common quality items

Mastery +10: Good quality items

Mastery +20: Best quality items

The craftsmanship of the Trade tools affect the difficulty: poor craftsmanship Trade tools impose a -10 penalty, while good and best craftsmanship tools bestow a +5 and +10 bonus. This bonus is cumulative with the craftsmanship of any forge used (OWA pg. 67), if appropriate.

Test Time: Depends on item for Manufacture. Once per day or once per week for Labour tests. Once per week for Income tests (OWA pg. 92-95).

Retry Failed Test: No, item is either unusable or of limited usability on a failed test, and components are consumed.

Notes: For detailed manufacturing rules, download Daniel White's Trade article available from the Liber Fanatica website.

Ventriloquism (Fellowship - Advanced)

Related talents: None

Average Tasks: <ul style="list-style-type: none">▪ Speak without moving lips during a conversation▪ Project voice across a small room	
Success	Opposed Test (Ventriloquism vs Perception). Compare Degrees of Success to break stalemates. Tie goes to ventriloquist
Failure	

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Advanced rules for skills are based on the original Liber Fanatica III article by Jude Hornborg, and thanks to Jude for sending me the original word doc. The d20 Skill Index was used a lot in this document, and some of the d20 text descriptions have been used extensively. Suggestions taken from the BI forums by [capnzapp](#).

Forum suggestions & addendums

Untrained use of skills:

In general, and unless the skill description indicates otherwise:

- With the GM's permission, you can perform an automatic task for an Advanced skill untrained by succeeding at a halved Characteristics Test. e.g., the GM may rule that this is appropriate for skills such as Speak Language, but inappropriate for skills such as Magic Sense.
- You can perform a non-automatic task for a Basic skill untrained by succeeding at a halved Characteristics Test.
- You cannot perform a non-automatic task for an Advanced skill untrained.
- The effect of any Talent is added on after any untrained penalty.

For skill retries either on a failed or successful test:

Here's a general mechanic for skill retries that I think make a lot of sense in many cases, especially where a retry logically can't be prohibited, but for dramatic purposes the designer still wants to limit a sequence of retry after retry that quickly reduce the excitement of rolling into a tedium ("just let me succeed already to get on with it"). The idea is that each time you try (and fail), you will require more time to justify a new roll. After all, if you just failed, what says you will succeed the next second? In real life, people seldom doggedly retry and retry - instead, they pause and think about the problem, or at least try another approach. In the game, this is represented as an increasing time cost. The intervals between retries are chosen to be as easily remembered as possible, not specifically to give a smooth curve of increasing intervals.

Assuming a character tries on round #1:

- 1st retry: after one minute (round #6)
- 2nd retry: after ten minutes (round #60)
- 3rd retry: after one hour (round #360)
- 4th retry: after one day
- 5th retry: after one week
- 6th retry: after one month
- 7th retry: after one year

The result of the seventh retry is final and permanent; unless the GM can be convinced the situation has changed in a significantly major way (such as improved skill mastery), thereby allowing the character a new Skill test (and a new series of retries).

- Any re-rolled result completely replaces previous results, even if worse.
- For some skills, there is a minimum interval time. Physical feats of endurance could have one hour, for instance. The character is still entitled to seven tests, if the attempt isn't restricted somehow.
- To be eligible for a re-roll, the character must spend a reasonable share of the interval time directly on activity concerning the skill use. They are not normally required to concentrate for hours on end, but must generally spend at least half your time on the skill (not including 8 hours of sleep per day).
- Depending on the skill description, a result of a botch or fumble is often permanent, and prevents the character from making any more re-rolls.
- A character can only use a single day's allowance of fortune points on the whole series of retries (thereby setting a definite

limit on the number of fortune points uses for a specific skill attempt, while still allowing the use of Fortune Points normally for other events). Any fortune points used does of course come from that day's pool, but if not actively adventuring, that may be of no consequence - hence this additional limitation.

Four examples:

Example a) shows the use of skill improvement.

Example b) shows the use of re-rolls on failure

Example c) shows the use where the skill attempt determines the time used. Another good situation would to escape being tied up - how fast will you escape?

Example d) is notable to show that this mechanism is not appropriate to some skills and skill attempts.

a) You prepare an ambush, by hiding alongside a road, half an hour before the caravan arrives. Your Concealment is 42%. You roll 60, and decide to spend more time, busying yourself improving your camouflage. After a minute, you roll 33. This is pretty good, and afraid to fail if you roll again, you declare you are satisfied - you decline making the ten-minute roll, and the GM simply speeds forward to when the caravan arrives.

b) You try to wine and dine a good-looking woman into following you home. Your Charm score is 69%. The GM declares the minimum interval to be one hour. You roll 70, and fail. The next hour your effective charm score is 59% and you roll 80. The third and fourth hours your score is 49% and 39% and you roll 62 and 69, failing again and again. But as you have never rolled a Botch, the GM rules you can continue. The next attempt will then have to take place the next day, and you spend that day spending a fortune on procuring flowers, a Tilean singer, and a reservation on a prestigious restaurant. This actually gives you a +10 circumstance modifier (and a 39% chance). But you roll 99, which at that time is a Fumble. The skill attempt, and the dinner, ends with a slap on the face and you being thrown out with the garbage by the waiter.

c) You try to decode an incredibly obscure Nekharan manuscript on undead vegetation. The GM rules you need to succeed at a -50% Academic Knowledge (Hortomancy) test that is further limited by your Read/Write (Nekharan). Your skill score is 47% not counting Skill Mastery because of the Read/Write limitation. Normally your effective skill score would be negative, but thanks to the extensive library you have access to, you get a circumstance bonus of +10%, bringing your chance up to 7%. The GM declares the minimum interval to be one week.

You roll 66, almost fumbling your attempt right away. Your next attempts take place week #2, week #3 and week #4 (not after one minute, ten minutes or one hour), all failing. On your fourth retry, you roll 90, a fumble, so you use a Fortune Point to re-roll (lowering your available fortune points for use by this skill attempt). On the re-roll, however, you roll 07, finally succeeding. The total time used was a minimum of 280 hours over thirty days $((24-8)/2 \times 7 \times 5 = 280)$.

d) You prepare a forgery of a city passport.

Because you cannot evaluate your success until the document is scrutinised, any retries are made hidden by the GM and therefore there's no point in making re-rolls, as each result replaces the previous one. Instead, you simply spend the requisite time and let the GM roll once in secret.