

Reiklander Campaign

WFRP3

House Rulebook

Version: 3/7/2010

CHARACTER GENERATION

Elf: Only one elf is allowed per party.

Starting Career: draw 3, keep 1.

Human (d30)

1. Agent
2. Agitator
3. **Apprentice Wizard**
4. Bailiff
5. Barber-Surgeon
6. Boatman
7. Bounty Hunter
8. Burgher
9. Coachman
10. **Commoner**
11. **Commoner**
12. Dockhand
13. Dilettante
14. Gambler
15. Hunter
16. **Initiate**
17. Mercenary
18. Messenger
19. Pit Fighter
20. Rat Catcher
21. **Roadwarden**
22. Scout
23. Scribe
24. Smuggler
25. Soldier
26. Student
27. Thief
28. Thug
29. Watchman
30. **Zealot**

Dwarf (D30)

1. Agent
2. Agitator
3. Bailiff
4. Barber Surgeon
5. Boatman
6. Bounty Hunter
7. Burgher
8. Coachman
9. Dockhand
10. Dilettante
11. Gambler
12. Hunter
13. **Iron Breaker (Adv!)**
14. Mercenary
15. Messenger
16. Pit Fighter
17. Rat Catcher

18. Scribe (Lorekeeper -ToB)
19. Smuggler
20. Soldier
21. Student
22. Thief
23. Thug
24. **Troll Slayer**
25. **Troll Slayer**
26. Watchman
27. -30. ROLL AGAIN

Halfling (d20)

1. Agent
2. Agitator
3. Barber-Surgeon
4. Bounty Hunter
5. Burgher
6. Dockhand
7. Commoner
8. Commoner
9. Gambler
10. Hunter
11. Initiate
12. Mercenary
13. Messenger
14. Ratcatcher
15. Scout
16. Smuggler
17. Soldier
18. Student
19. Thief
20. Watchman

High Elf (d20)

1. Boatman
2. Bounty Hunter
3. Burgher
4. Dilettante
5. **Envoy**
6. **Envoy**
7. Gambler
8. Hunter
9. Mercenary
10. Messenger
11. Scout
12. Scribe
13. Soldier
14. Student
15. **Sword Master (Adv!)**
16. Thief
17. - 20. ROLL AGAIN

Wood Elf (d10)

1. Bounty Hunter
2. **Envoy**
3. Hunter
4. Mercenary
5. Messenger
6. Pit Fighter
7. Scout
8. Thief
9. **Waywatcher**
10. **Wardancer (Adv!)**

CHANGED TO ADVANCED CAREERS:

Ironbreaker, Swordmaster, Wardancer

WEALTH CHARACTERISTIC determines your Social Class. This will matter in certain social circumstances. It costs two advances to raise each social class level after the start of the game.

Modifiers to Social Interactions (Fel):

- o Broke - Add 1 purple die
- o Poor - Add 1 black die (except with peasants)
- o Comfortable - Add 1 white die
- o Affluent - Add one yellow die

EQUIPMENT

| ITEM | Scarcity | Base Cost |
|--------------|-----------|-----------|
| Warhorse | Rare | 8g |
| Riding horse | common | 1g |
| Pony | common | 70s |
| Ox | common | 50s |
| Mule | plentiful | 20s |
| Cart | common | 1g |
| Coach | rare | 10g |
| Wagon | common | 3g |

Greyhawking-the-Bodies Rule – Unless otherwise specified, all loot and gear found is considered "Poor" quality and is not sellable.

FATIGUE AND DISTRESS Although any characteristic can be fatigued/distressed, we use Tou and Will to determine the threshold (for simplicity).

ACTION CARDS

Rapid Fire - RED: Only use Green side results (recharge 2). Do not use Red side.

Double Strike: Both sides have recharge (2)

Assess the Situation: may be used in social encounters. The success line will include "add a black misfortune die to the next social action that targets you".

DICE EFFECTS

CHAOS STAR: if not otherwise specified, counts as a bane AND a challenge (house rule).

Universal Effects Not Used (2 boons/banes p.45)

COMBAT

CRITICALS ARE NOT SOAKED – Crits are not changed to normal wounds on a soak. Ignore rule on page 59.

FIRST AID IN ENEMY ENGAGEMENT: This is considered an ACTION instead of just a maneuver.

MONSTER A/C/E – OTHER USES

Monsters may use their ACE pool to perform maneuvers rather than suffer a wound.

BACK-UP & REPLACEMENT CHARACTERS

Characters are going to die horribly, often, and without any fanfare. Replacement characters start with 1 fewer advance per rank of the character. All wealth is buried with the dead guy unless it is a plot device. Keep a back-up character handy.

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