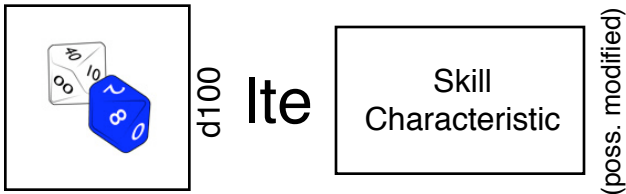


Warhammer Fantasy Role Play Cheat Sheet

Skills



Basic Skills

If basic skill not present in career, it remains possible at ½ associated skill characteristic

Advance Skills

Must be present on character sheet.

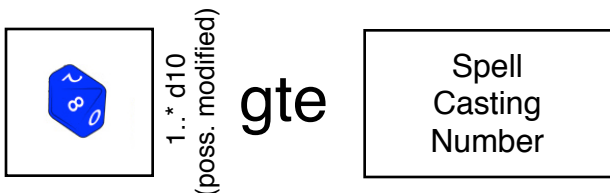
Opposed Skill Tests

d100 skill test vs. opponent d100 counter skill test
e.g., Silent Move (Ag) vs. Perception (Int)

Test Difficulties

Very Easy	+30%
Easy	+20%
Routine	+10%
Average	0
Challenging	-10%
Hard	-20%
Very Hard	-30%

Magic

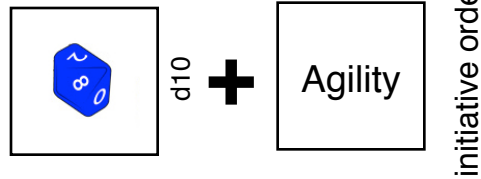


Basic Spell Casting

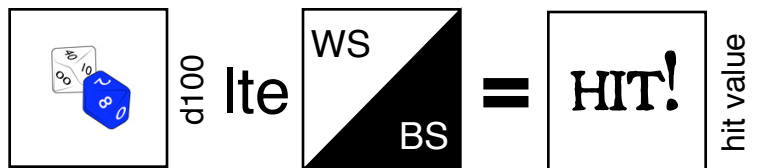
Roll d10s equal to Magic Characteristic.
Add Channelling and ingredient bonuses.

Rolling all 1s is bad for mental health.

Initiative



Basic Combat



Hit Location

Reverse hit value

1-15 Head

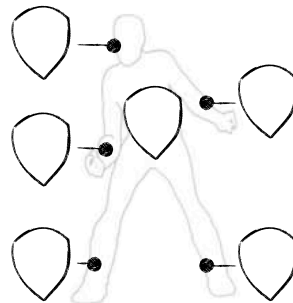
16-35 Right Arm

36-55 Left Arm

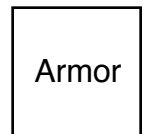
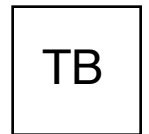
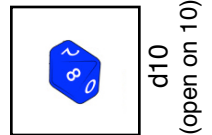
56-80 Body

81-90 Right Leg

91-100 Left Leg



Can you Parry? Can you Dodge?



Wounds

Actions

Effects that carry over to the next round are shown.

Half Actions					Full Actions				
Aiming +10 WS or BS	Parrying Stance	Casting	Delay	Feint Cannot be Dodged or Parried	Defensive Stance -20 WS vs.	Casting	All Out Attack No Dodge or Parry	Running -20 BS vs. +20 WS vs.	Guarded Attack +10 Dodge and Parry
Move	Maneuver	Ready	Stand/Mount	Attack only once/round	Charge	Disengage	Jump/Leap	Swift Attack # of Attacks	