

WFRP CARDS

(Cards custom tailored for characters in my gaming group)

The graphics and layout is made to fit seamlessly into the Wfrp 3rd ed.

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THE FIERY FANG

Magic Rune - Vengeful Pyre

Power Equilibrium: +1

Channeling: ☐

Magic Sight: ☒

Magic Rune - Edge of Malice

Weapon Skill: ☐☐

Magic Rune - Beacon of Truth

Blade flames as torchlight when drawn.

Maneuver to turn the flame on and off

Magic Rune - Last Resort

Channeling: ☒ = 1 power

☒ = 1 power

☒ = 1 power and 1 stress

☒ = Instead of suffering stress, as normal, the character may suffer corruption points instead. If the character choose this option, he may use all gained power and cast a spell with no quickcast penalty added to the spell's dice pool. Gain at least one corruption point

THE FIERY FANG



REVERED MOTHER'S HOLY STATUE

As the mother of Sigmar and the most holy lady, the Revered Mother serves as a symbol of goodness and purity and a sign of inspiration in homes and gardens of Upper Reikland. This statue is the most magnificent and sacred of these and is said to shed tears of divine blood during Sigmarday each year.

Encumbrance: 80

A pious character engaged with the statue gains:

■ to all checks dedicated to Sigmar

A pious character who drinks the divine blood gains:

+1 to all characteristics, +2 to Wound Threshold and DR, CR, Defence and Soak values all improve by 1

REVERED MOTHER'S HOLY STATUE



DEHALLER'S ROBES OF AZYRIC GREED

This elaborate gown is constructed from heavy material, sparkling in deep black and arcane blue hues, featuring double-bell sleeves with a cuff and velvet facings running over the neck and down both sides of the front enclosure length-wise, mimicking the enchanter tippet once worn over it.

Magic Rune - Bastion of Foresight

Defence Rating: 4

Soak Rating: 0

Group: Robes

Encumbrance: 2

When an attacker against the wearer rolls at least one Chaos Star, the effect generated on the action card is ignored and the wearer gain corruption points equal to the number of Chaos Stars rolled and he may set his power equal to his Equilibrium

DEHALLER'S ROBES OF AZYRIC GREED





HEAT SIGHT

Rank 2, Bright Order, Ongoing

SPELLCRAFT (INT)

4

HEAT SIGHT

Rank 2, Bright Order, Ongoing

SPELLCRAFT (INT)

4

4 power. If you are engaged with an enemy
add ♦ to your dice pool

Effect: Your eyes shine with intense red light.
While this spell is recharging, you see through
darkness with ease. You reduce all penalties due
to darkness by ■■ vs warmblooded creatures

✦ You cast the spell

✦✦✦ As above, and reduce penalty by ■

✦✦ You recover 1 fatigue and 1 stress

➡ The effect includes coldblooded creatures

●● You gain the Blinded Condition for 1 round

◇ All allies within close range suffer 1 stress

4 power. If you are engaged with an enemy
add ♦ to your dice pool

Effect: Your eyes shine with intense red light.
While this spell is recharging, you see through
darkness with ease. You reduce all penalties due
to darkness by ■■ vs warmblooded creatures

✦ You cast the spell

✦✦✦ As above, and reduce penalty by ■

✦✦ Reduce penalty by ■

➡ The effect includes coldblooded creatures

● All allies within close range suffer 1 stress

◇ You gain the Blinded Condition for 2 rounds

SNIPER SHOT

2

BALLISTIC SKILL (AG) vs. TARGET DEFENCE



Ranged weapon equipped, target within medium range, disengaged from target, you must perform the prepare manoeuvre

- ✦ You hit for critical damage
- ✦✦ You hit for +1 damage, +1 critical
- ✦ +1 damage
- ☞ Your attack deals extra damage equal to your weapon's damage rating
- ☠☠ Suffer 1 fatigue and 1 stress

SNIPER SHOT

3

BALLISTIC SKILL (AG) vs. TARGET DEFENCE



Ranged weapon equipped, target within medium range, disengaged from target, you must perform the prepare manoeuvre

- ✦ You hit for +1 damage
- ✦✦ You hit for +2 damage, +1 critical
- ✦ +1 damage
- ✦✦ Ignore your target's armour soak value
- ☠ Suffer 1 fatigue and 1 stress

SQUIRE

BASIC CAREER: HUMAN
Basic, Combat, Military, Noble

PRIMARY CHARACTERISTICS

Toughness, Willpower

CAREER SKILLS

*Animal Handling, Discipline,
Resilience, Ride, Weapon Skill*



ADVANCES

ACTION	TALENT
2	2
SKILL	FORTUNE
2	1
CONSERVATIVE	RECKLESS
1	1
WOUND	
1	



TACTIC

FOCUS