

GURPS - HAMMER

GURPS CONVERSION RULES FOR WARHAMMER FANTASY ROLEPLAY

This is an initial attempt at GURPS conversion rules for Warhammer Fantasy Roleplay. It contains conversion rules for the more basic elements of Warhammer like careers, characters, and tests. It introduces a magic system largely based on the Warhammer Rulebook but with modifications devised by myself. It also includes a completely new way to look at clerical magic. It is missing a section on how to handle character progression and (after play testing this for a few months) I think I would like to replace fright tests with the more colourful Insanity Point system. I intend to add to and improve this document in future (it's still a little rough, I know) and any feedback would be great.

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1. ADVANTAGES AND DISADVANTAGES

NEW ADVANTAGES AND DISADVANTAGES

The following new advantages are available for GURPS-Hammer:

FATE

10 POINTS/LEVEL

Your deity takes an interest in your welfare and may have marked you to do something important. If you are in difficulty and in danger of not fulfilling your destiny then your deity may intervene in worldly affairs and set things back on track. In most cases this means preventing your death but sometimes this may mean some less tangible intervention. If you rely too much on fate you may find your deity will tire of pulling your fat from the fire and just let you fail. For each level of fate you buy your deity will intervene once in your favour. When this intervention takes place this advantage should be reduced by one level (or removed). The maximum amount of fate that can be taken is 3 levels. Dwarves may only take 2 levels and Elves can only take a single level of fate.

HATRED (BY RACE)

VARIABLE

You have an intense hatred of a particular race. When sighting an creature of that race nearby you must pass a Will - 1 roll or be forced to attack the foe immediately. You will not leave combat until either you or your foe is dead. During combat you temporarily have a strength one higher than your current strength. However, due to your blind fury you have trouble aiming your blows or missiles properly; subtract one from the appropriate skill. If you are reduced to less than half your hit points then you may make another Will roll at +1 in order to regain control of your senses. A -5 disadvantage should be taken for a race that you will meet very rarely or for a race that is not very deadly. A -30 disadvantage is for a race that you will meet frequently or a very deadly race that you might only meet once (like Greater Daemons!).

INCREASED FATIGUE POINTS

3 POINTS/FATIGUE POINT

You have more stamina than a normal person with your HT. Fatigue points are initially equal to ST, so a character with ST 11 could buy his fatigue point total up to 13. This would be written as ST 11/13. Contests of ST and anything else involving tests of strength would still be made against a strength of 11. Only fatigue is subtracted from 13. You may only buy 4 extra fatigue points.

INCREASED HIT POINTS

5 POINTS/HIT POINT

You can take more damage than a normal person with your HT. Hit points are initially equal to HT, so a character with HT 11 could buy his hit point total up to 13 or even 16. This would be written as HT 11/16. Contests of HT, resistance's, calculation of unconsciousness and survival rolls, and anything else involving HT would still be made against health of 11. Only damage is subtracted from 16. You may only buy 5 extra hit points.

MUTATION - MINOR**-20 POINTS**

You have a minor mutation. This doesn't affect your life much except if certain authorities (or just common people) knew of your condition then you might be killed out of hand or be forced into exile. The mutation will usually be easy enough to hide but you must be careful when bathing or being searched.

MUTATION - MAJOR**-50 POINTS**

You have a major mutation and it can't be hidden. It is impossible for you to lead a normal life. You are forced to skulk from farm to farm stealing food and running from Witch-hunters. It takes all your will not to devolve into a slobbering monster which feeds on anything, even human flesh. Every month of play you should roll against your will. If you fail you must reduce your IQ by 1.

REDUCED FATIGUE POINTS**-3 POINTS/FATIGUE POINT**

You have less stamina than a normal person with your HT. Fatigue points are initially equal to ST, so a character with ST 11 could reduce his fatigue point total to 9. This would be written as ST 11/9. Contests of ST and anything else involving tests of strength would still be made against a strength of 11. Only fatigue is subtracted from 9. You may only reduce fatigue points by 4.

REDUCED HIT POINTS**-5 POINTS/HIT POINT**

You can take less damage than a normal person with your HT. Hit points are initially equal to HT, so a character with HT 10 could reduce his hit point total to 8. This would be written as HT 10/8. Contests of HT, resistance's, calculation of unconsciousness and survival rolls, and anything else involving HT would still be made against health of 10. Only damage is subtracted from 8. You may only reduce hit points by 5.

REDUCED MOVE**-5 POINTS**

Your body frame is not designed for fast movement. Your Basic Speed is reduced by 1.

WARP RESONANCE**10 POINTS**

Your mind and body have an innate feel for fabric of the Warp. You feel or act no differently than anyone else like you but you will excel as a cleric or a wizard. Characters without this advantage can learn to cast or 'channel' spells but have a -2 penalty to any of their magical skills. Only humans and elves may take this advantage.

RESTRICTED ADVANTAGES AND DISADVANTAGES

The following advantages and disadvantages are not used or are restricted in GURPS-Hammer:

Magical Aptitude 1,2, and 3: These are superseded by 'Warp Resonance' and the GURPS-Hammer magic system.

Magical Resistance: Also superseded by the GURPS-Hammer magic system.

Blessed: Too powerful and does not fit the 'look and feel' of the Warhammer World.

Destiny: By and large replaced by the 'Fate' advantages.

2. SKILLS

NEW SKILLS SPECIFIC TO THE WARHAMMER WORLD

The following skills are specific to the Warhammer World and are converted for GURPS use. In Warhammer, possessing a skill usually means that a character can automatically succeed in tasks involving that skill. In this conversion the characters must roll against their skill to see if they can take advantage of their knowledge or abilities. The Channelling skill is completely new to Warhammer and GURPS. It is used by clerics and I believe it will be a more satisfactory way of handling divine magic. See the *Clerical Magicks* section for more details.

ARCANE LANGUAGE (MENTAL/HARD)**NO DEFAULT**

See Warhammer Rule Book (page 47).

BEGGING (MENTAL/EASY)**IQ - 4**

On a successful roll against this skill a character receives 3D6 pennies per hour. See Warhammer Rule Book (page 47).

BREWING (MENTAL/AVERAGE)**NO DEFAULT**

See Warhammer Rule Book (page 47).

BRIBERY (MENTAL/AVERAGE)**IQ - 4**

On a successful roll against this skill a character may bribe another character if the target character fails a will roll. The GM should apply modifiers where appropriate. See Warhammer Rule Book (page 47).

CARTOGRAPHY (MENTAL/HARD)**NO DEFAULT**

See Warhammer Rule Book (page 48).

CONSUME ALCOHOL (PHYSICAL/EASY)**NO DEFAULT**

Characters may test against their Consume Alcohol skill instead of HT in situations where excessive consumption of alcohol is involved. See Warhammer Rule Book (page 49).

CONTORTIONIST (PHYSICAL/ HARD)**NO DEFAULT**

See Warhammer Rule Book (page 49).

CULT LORE (MENTAL/ EASY)**NO DEFAULT**

Cult Lore is the knowledge of a particular religious cult. This knowledge includes how cult members should behave, what rituals exist, and what the strictures are. At skill level 12 a character will know about all petty magic spells allowed by the cult's deity. At skill level 13 a character will know about all level 1 spells allowed by the cult's deity. This continues up to level 16 where a character will know about all level 4 spells allowed by the cult's deity.

DEMON LORE (MENTAL/VERY HARD)	NO DEFAULT
See Warhammer Rule Book (page 49).	
DIVINING (MENTAL/HARD)	NO DEFAULT
See Warhammer Rule Book (page 50).	
DOWSING (MENTAL/HARD)	NO DEFAULT
See Warhammer Rule Book (page 50).	
FIRE EATING (MENTAL/EASY)	NO DEFAULT
See Warhammer Rule Book (page 51).	
GUILD KNOWLEDGE (BY TYPE) (MENTAL/EASY)	NO DEFAULT
This skill encompasses the knowledge of the customs and procedures of a particular Guild. Since Guilds (even of the same type) differ from town to town, this knowledge is usually very general. Characters with this skill will know what requirements must be met before a person may become a member of a Guild and how to go about plying their trade in other towns. Guild knowledge also encompasses the common business customs of that guild. Further information about the Guild may be known but only if the character rolls successfully against his or her skill level. Persons with 10 or less in this skill have a -1 penalty to their reaction roll when gaining employment. Persons with 14 or more have a +1 bonus to their reaction roll when gaining employment.	
HERB LORE (MENTAL/EASY)	IQ - 4
See Warhammer Rule Book (page 52).	
IDENTIFY MAGICAL ARTIFACT (MENTAL/VERY HARD)	NO DEFAULT
See Warhammer Rule Book (page 52).	
IDENTIFY UNDEAD (MENTAL/AVERAGE)	NO DEFAULT
See Warhammer Rule Book (page 52).	
JUGGLING (PHYSICAL/HARD)	NO DEFAULT
See Warhammer Rule Book (page 50).	
LANGUAGE - ELTHÁRIN (MENTAL/HARD)	NO DEFAULT
See Warhammer Rule Book (page 291). Characters must choose a dialect.	
LANGUAGE - OLD WORLDER (MENTAL/AVERAGE)	NO DEFAULT
See Warhammer Rule Book (page 291). Characters must choose a dialect.	
LANGUAGE - KHAZALID (MENTAL/AVERAGE)	NO DEFAULT
See Warhammer Rule Book (page 291).	

MAGICAL AWARENESS (MENTAL/EASY)	NO DEFAULT
See Warhammer Rule Book (page 53). Note that this skill can only be taken by characters with the <i>Warp Resonance</i> advantage. Characters should roll against the skill level to see if they can detect any magical creatures, or individuals with the <i>Warp Resonance</i> advantage . It is impossible to detect non-magical creatures that don't have <i>Warp Resonance</i> unless they happen to be currently working magic.	
MAGICAL SENSE (MENTAL/HARD)	NO DEFAULT
See Warhammer Rule Book (page 53).	
MANUFACTURE DRUGS (MENTAL/HARD)	NO DEFAULT
See Warhammer Rule Book (page 53).	
MANUFACTURE POTIONS (MENTAL/VERY HARD)	NO DEFAULT
See Warhammer Rule Book (page 53).	
MANUFACTURE SCROLLS (MENTAL/VERY HARD)	NO DEFAULT
See Warhammer Rule Book (page 53).	
MIME (PHYSICAL/EASY)	DX - 5
See Warhammer Rule Book (page 53).	
MIMIC (PHYSICAL/HARD)	DX - 5
See Warhammer Rule Book (page 53). Roll against skill to see if a character can mimic a voice. Impose penalties if the character has not heard the voice for a long time or has only heard the voice once or twice.	
NUMISMATICS (MENTAL/AVERAGE)	IQ - 4
See Warhammer Rule Book (page 54).	
PALMISTRY (MENTAL/AVERAGE)	NO DEFAULT
See Warhammer Rule Book (page 54).	
RIVER LORE (MENTAL/EASY)	NO DEFAULT
See Warhammer Rule Book (page 55).	
RUNE LORE (MENTAL/HARD)	NO DEFAULT
See Warhammer Rule Book (page 55).	
RUNE MASTERY (MENTAL/VERY HARD)	NO DEFAULT
See Warhammer Rule Book (page 55).	
SCROLL LORE (MENTAL/HARD)	NO DEFAULT
See Warhammer Rule Book (page 55).	
SECRET LANGUAGE (BY TYPE) (MENTAL/AVERAGE)	NO DEFAULT
See Warhammer Rule Book (page 55).	

SECRET SIGNS (BY TYPE) (MENTAL/EASY)	NO DEFAULT
See Warhammer Rule Book (page 56).	
STONE-WORKING (BY TYPE) (MENTAL/AVERAGE)	ENGINEER - 4
See Warhammer Rule Book (page 57).	
TAILOR (BY TYPE) (PHYSICAL/AVERAGE)	DX - 4
See Warhammer Rule Book (page 58).	
TRICK RIDING (PHYSICAL/HARD)	RIDING-8
See Warhammer Rule Book (page 58).	
VENTRILOQUISM (PHYSICAL/HARD)	DX - 5
See Warhammer Rule Book (page 58).	

3. RACE PACKAGES

HUMANS

Humans start with the following advantages, disadvantages and skills:

Description	Points	Comments
Fate, +3	30	Optional
Language - Old Worlder	0	Mandatory
Total	30	

WOOD ELVES

Wood Elves start with the following advantages, disadvantages and skills:

Description	Points	Comments
Acute Vision, +2	4	Optional
Alertness, +2	10	Optional
Appearance - Attractive	5	Optional
Fate, +1	10	Optional (+1 Max)
Infravision	15	Mandatory
Honesty	-10	Optional
Intolerant of Dwarves	-5	Optional
Laziness	-10	Optional
Reduced Hit Points, -1	-5	Optional
Bow	4	Optional
Language - Old Worlder	1	Mandatory
Language - Elthárin	0	Mandatory
Survival - Forest	1	Optional
ST - 1, DX + 1, IQ + 1	10	Mandatory
Total	30	

DWARVES

Dwarves start with the following advantages, disadvantages and skills:

Description	Points	Comments
Fate, +2	20	Optional (+2 Max)
Increased Hit Points, +1	5	Optional
Infravision	15	Mandatory
Strong Will, +2	8	Optional
Appearance - Unattractive	-5	Optional
Bad Temper	-10	Optional
Dislikes Open Areas	-1	Optional

Hatred of Goblinoids	-10	Optional
Intolerant of Elves	-5	Optional
Reduced Movement, -1	-5	Mandatory
Blacksmith,	4	Optional
Language - Old Worlder	1	Mandatory
Language - Dwarven	0	Mandatory
Mining	2	Optional
ST + 1, DX -1, HT + 1	10	Mandatory
Total	30	

HALFLINGS

Halflings start with the following advantages, disadvantages and skills:

Description	Points	Comments
Fate, +3	30	Optional
Infravision	15	Mandatory
Gluttony	-5	Optional
Prefers to go Barefoot	-1	Optional
Reduced Hit Points, -2	-10	Optional
Reduced Movement, -1	-5	Mandatory
Cooking	1	Optional
Language - Old Worlder	0	Mandatory
ST -2, DX +2	5	Optional
Total	30	

4. GENERATING GURPS CHARACTERS FOR THE WARHAMMER WORLD

STARTING CHARACTERS

GURPS characters equivalent to Warhammer basic characters are worth around 60 to 80 points. This includes any points associated with playing a particular race. The GM should decide exactly how many character points are available for any particular campaign.

HOW GUILDS AND CAREERS AFFECT CHARACTER CREATION

In the Warhammer world Guilds are very prominent. This makes it very difficult for characters to become trained in a very wide variety of skills or even trained extensively in a very small range of skills. Almost all training you receive will come from your parents or from some sort of apprenticeship. While it is possible to learn skills not taught in your characters profession, it is difficult unless you have the luxury of paying for your tuition. Gaining employment in a field is also difficult if you don't have all the prerequisite skills. Not because you don't have the skills to do the job but because the Guild concerned won't let you practice until you hold some sort of certificate of proficiency. To gain the certificate you will need to meet all the skill requirements of the Guild. For example, if Clem Shirestock has the *Carpentry* skill then he will not be able to work as a Carpenter until he has joined a Guild and learnt all the skills that Carpenters must know (even though he could conceivably get by with just the *Carpentry* skill).

So how does this affect how you create characters? Well, firstly, you need to select a career or profession. There is a list in the Warhammer Rule book but these are by no means exhaustive. Feel free to ask the GM about possible new careers. Each career will contain a list of skills required. Your character should have all of those skills to at least level 12 (for initial careers). Apart from these restrictions you may spend points as you wish. If you have enough points you can create a character with two or more careers or professions.

Characters must have at least one career because if they don't then gaining work becomes very difficult. Guilds have enough power to make life difficult for individuals who persist in plying their trade without permission. Characters that have a career or profession will usually have some way of proving they belong to a guild. These usually come in the form of references given to them after completing an apprenticeship. The Guild Knowledge skill should be taken by all characters who are members of a Guild. This skill improves a character's chances of gaining employment. For some Guilds (e.g. the Thieves Guild) the ownership of this knowledge is the only way to tell if a person is a member or not.

Remember that your career must match any advantages or disadvantages your character has. Your average beggar is unlikely to have any status

advantages at all. Gaining skills after your character is created may also prove difficult depending on what skills you wish to learn. Teaching yourself is always possible but in some cases the knowledge you want to learn is jealously guarded by a Guild. Guilds try to maintain their monopoly on their particular craft so they are unlikely to teach anyone but loyal Guild members. If you want to learn particular skills later on then be aware that the knowledge may be hard to come by (especially if you can make money from it!).

You can create a character without a career if you wish. However, you must also take the *Poor: Struggling* disadvantage since your character finds work hard to find even if you are highly skilled (employers hiring non-Guild workers are subject to reprisals from the Guild).

There are some careers which are not governed by Guilds but these are few and tend to be careers where characters work for themselves. Skill sets for these types of characters are largely based on common sense. However, your character must be able to earn at least the average wage or the GM will force you to take the *Poor: Struggling* disadvantage. Skill sets for common self employed careers can be found in the Warhammer rule book.

OTHER RESTRICTIONS

Since Warhammer characters are all assumed to have basic weapon skills we need to translate this through for GURPS-Hammer. These guidelines should be followed when creating characters:

- Warrior type characters should know at least 2 hand weapon skills, and at least 1 ranged weapon skill (e.g. Bow). They are likely to have the *Shield* skill.
- Ranger type characters should know at least Bow and one hand-weapon skill.
- Rogue type characters should know at least the *Knife* and *Stealth* skills.
- Academic type characters will most likely be literate.

LOOKING FORWARD

Your character's initial career is usually not glamorous but it does give your character some skills that may be useful. It is assumed that your character has become fed-up or bored with their ordinary life and seeks excitement and fortune by travelling, seeking treasure, causing trouble, and finding trouble. The experience gained and the opportunities for training which become available will inevitably drive your character's development toward better careers.

Your character will probably never work in her old career unless she needs money between adventures. While adventuring she may come across opportunities to learn other more exciting careers. Your initial career does

matter here. Very few wizards will take on an illiterate, ignorant, sub-10 IQ, warrior as an apprentice. Those who do will ask the warrior to pay (a lot) for wasting their time on someone who will make for a demanding student. The reverse is true too. Which mercenary troop would take on and train an undeveloped weed who doesn't know the first thing about swinging a sword?

5. GENERAL CONVERSIONS

This section will mostly be of use to GMs only. Players may find it useful if their GM tells them to roll a Cool test and wonder why their character needs to impress a Greater Daemon.

CHARACTERISTIC TESTS

Characteristic Tests are those performed against a Warhammer characteristic. GMs should use these tests if no appropriate Standard Test available (see below). These aren't hard and fast and you may want to choose more appropriate tests in certain situations. For example, in the Warhammer rules characters roll against Toughness (per dose) to resist the effects of poison. However, in GURPS this becomes an HT roll with a modifier.

Weapon Skill:	Roll against the skill level of the weapon used
Ballistic Skill:	Roll against the skill level of the ranged weapon used
Strength:	Roll against ST
Toughness:	Roll against HT
Initiative:	Sense Roll
Dexterity:	Roll against DX
Leadership:	Reaction Roll
Intelligence:	Roll against IQ
Cool:	Fright Check (no modifiers)
Will Power:	Will Roll
Fellowship:	Reaction Roll

STANDARD TESTS

Standard Tests map to GURPS tests in a more consistent way. So you should use these tests where possible.

Animosity:	Reaction Roll with -2 penalty.
Bargain:	Reaction Roll
Bluff:	Reaction Roll
Bribe:	Perform Will Roll for the target
Busk:	Reaction Roll
Construct:	The relevant skill or default
Disease:	Roll against HT
Employment:	Reaction Roll
Estimate:	Roll against IQ
Fear:	Fright Check with -1 penalty
Frenzy:	See <i>Berserk</i> disadvantage
Gamble:	Contest of Skills
Gossip:	Reaction
Hatred:	Will Roll
Hide:	Stealth Test
Interrogate:	Victim performs Will Test
Listen:	Sense Roll

Loyalty:	Reaction Roll
Magic:	Will Roll
Observe:	Sense Roll
Pick Lock:	Lock-picking Skill or default
Pick Pocket:	Pick-pocket Skill or default
Poison:	Roll against HT (-1 Modifier should be average)
Reaction:	Sense Roll
Risk:	Roll against 10 with any modifiers
Search:	Sense Roll
Sneak:	Stealth Test or default
Stupidity:	Roll against IQ
Terror:	Fright Check with -2 penalty

CURRENCY CONVERSIONS

This area is fraught with problems. The Warhammer world guide is pretty good and the availability rules are excellent but finding an easy currency conversion is difficult when armour costs more than a sword in Warhammer and a sword costs more than armour in GURPS. Using the relative costs of tavern meals a simple conversion metric we end up with a GURPS farthing being equal to a tenth of a Warhammer Gold Crown. Where possible use the prices (and weights) from the GURPS rule book (divide the price by 10 to determine how many Gold Crowns it will cost). Prices for items not mentioned in the GURPS rule book will not need to be corrected, just use them as is. The conversions are:

10 Copper Farthings = 1 Gold Crown
 1 Gold Crown = 20 Silver Shillings
 1 Silver Shilling = 12 Brass Pennies

Using the conversions above we can calculate that characters receive a starting wealth of 100 Gold Crowns.

CHARACTER CONVERSIONS

Use the following procedure as a basis for converting WFRP characters into GURPS characters:

1. Use the general character description to determine any advantages and disadvantages.
2. Determine ST from the S characteristic (use S&T Conversion Chart).
3. Determine HT from the T characteristic (use S&T Conversion Chart).
4. Determine DX from the Dex characteristic (use Percentage Conversion Chart).
5. Determine IQ from the Int characteristic (use Percentage Conversion Chart).
6. Move Factor = (DX+HT)/4.
7. Determine characters preferred hand-to-hand weapon and add skill up to level based on WS (use Percentage Conversion Chart). For each attack (A) that the character has add +3 to the weapon's skill level. Add skills for any other weapons that the characters uses.

8. Determine character's preferred ranged weapon and add skill up to level based on BS (use percentage conversion chart). If the character has the *Marksmanship* skill then add +3 to the weapon's skill level.
9. For each skill the character has, select an appropriate GURPS skill. Basic characters should have these skills to level 12. Advanced characters should have these skills to level 14. The skill conversion chart is used as a basis for skill conversion.

WFRP Percentage Characteristic	GURPS Skill or Attribute Level
100	17
90	16
80	15
70	14
60	13
50	12
40	11
30	10
20	9
10	8

Table 1 - Percentage Conversion Chart

WFRP S or T Characteristic	GURPS ST or HT Characteristic
10	30
9	25
8	21
7	18
6	15
5	13
4	11
3	10
2	9
1	8

Table 2 - S&T Conversion Chart

Warhammer Skill	GURPS Equivalent(s)
Acrobatics	Acrobatics
Acting	Acting
Acute Hearing	Acute Hearing advantage
Ambidextrous	Ambidextrous advantage
Animal Care	Animal Handling
Animal Training	Animal Handling, Falconry, Teamster
Arcane Language	<i>New Skill</i>
Art	Artist
Astronomy	Astronomy
Begging	<i>New Skill</i>
Blather	Fast-Talk
Brewing	<i>New Skill</i>
Boat Building	Shipbuilding
Carpentry	Carpentry
Cartography	<i>New Skill</i>
Charm	Charisma advantage (+1)
Charm Animal	Animal Empathy
Chemistry	Chemistry
Clown	Acting, Acrobatics, Performance
Comedian	Performance, Acting
Concealment (Urban/Rural)	Camouflage
Consume Alcohol	<i>New Skill</i>
Contortionist	<i>New Skill</i>
Cook	Cooking
Cryptography	Crypt-analysis
Cure Disease	Physician, Diagnose
Dance	Dancing
Demon Lore	<i>New Skill</i>
Disarm	<i>Ignored</i>
Disguise	Disguise
Divining	<i>New Skill</i>
Dodge Blow	<i>Not Required - increase DX instead</i>
Dowsing	<i>New Skill</i>
Drive Cart	Drive (cart)
Embezzling	<i>Ignored</i>
Engineer	Engineer, Mathematics
Escapology	Escape
Etiquette	Savoir-Faire
Evaluate	Merchant
Excellent Vision	Acute Vision advantage
Fire Eating	<i>New Skill</i>
Fish	Fishing
Flee!	Running
Fleet Footed	Running
Follow Trail	Tracking

Frenzied Attack	Frenzy disadvantage
Gamble	Gambling
Game Hunting	Tracking, Stealth
Gem Cutting	Jeweler
Haggle	Merchant
Heal Wounds	First Aid, Physician
Heraldry	Heraldry
Herb Lore	<i>New Skill</i>
History	History
Hypnotise	Hypnotism
Identify Magical Artifact	<i>New Skill</i>
Identify Plant	Naturalist
Identify Undead	<i>New Skill</i>
Immunity to Disease	Immunity to Disease advantage
Immunity to Poison	<i>Ignore - increase HT instead</i>
Jest	Performance, Acting
Juggle	<i>New Skill</i>
Law	Law
Lightning Reflexes	Combat Reflexes advantage
Linguistics	Linguistics
Lip Reading	Lip Reading
Luck	Luck advantage
Magical Awareness	<i>New Skill</i>
Magical Sense	<i>New Skill</i>
Manufacture Drugs	<i>New Skill</i>
Manufacture Potions	<i>New Skill</i>
Manufacture Scrolls	<i>New Skill</i>
Marksmanship	<i>Ignored - increase Bow/Gun skill instead</i>
Meditation	<i>Ignored</i>
Metallurgy	Metallurgy
Mime	<i>New Skill</i>
Mimic	<i>New Skill</i>
Mining	Geology, Engineer (mining)
Musicianship	Musical Ability advantage
Night Vision	Infravision advantage (non-humans only)
Numismatics	<i>New Skill</i>
Orientation	Absolute Direction
Palmistry	<i>New Skill</i>
Palm Object	Sleight of Hand
Pick Lock	Lock-picking
Pick Pocket	Pickpocket
Prepare Poisons	Poisons
Public Speaking	Bard, Performance
Read/Write	Literacy
Ride (by type)	Riding (by type)
River Lore	<i>New Skill</i>
Row	Boating

Rune Lore	<i>New Skill</i>
Rune Mastery	<i>New Skill</i>
Sailing	<i>Boating, Seamanship</i>
Scale Sheer Surface	<i>Climbing</i>
Scroll Lore	<i>New Skill</i>
Secret Language (type)	<i>New Skill</i>
Secret Signs	<i>New Skill</i>
Seduction	<i>Sex Appeal</i>
Set Trap	<i>Traps</i>
Shadowing	<i>Shadowing</i>
Silent Move (Rural/Urban)	<i>Stealth</i>
Sing	<i>Singing</i>
Sixth Sense	<i>Danger Sense advantage</i>
Smithing	<i>Blacksmith</i>
Speak Additional Language	<i>Language (by type)</i>
Specialist Weapon - type	<i>Relevant weapon skill</i>
Spot Trap	<i>Traps</i>
Stone-working	<i>New Skill</i>
Story Telling	<i>Bard</i>
Street Fighter	<i>Brawling or Karate</i>
Strike Mighty Blow	<i>Ignored - increase ST instead</i>
Strike to Injure	<i>Ignored - increase weapon skill instead</i>
Strike to Stun	<i>Ignored - increase weapon skill instead</i>
Strongman	<i>Ignored - increase ST and HT</i>
Super-numerate	<i>Lightning Calculator</i>
Surgery	<i>Surgery</i>
Swim	<i>Swimming</i>
Tailor	<i>New Skill</i>
Theology	<i>Theology</i>
Torture	<i>Interrogation</i>
Trick Riding	<i>New Skill</i>
Ventriloquism	<i>New Skill</i>
Very Resilient	<i>Toughness DR1 advantage</i>
Very Strong	<i>Ignored - increase ST instead</i>
Wit	<i>Carousing</i>
Wrestling	<i>Wrestling</i>

Table 3 - Skill Conversion Chart

6. SORCEROUS MAGICKS

GURPS-Hammer uses a variant of the GURPS magic system. The basic GURPS magic system makes it too easy to learn and use magic. I haven't re-used the entire of the Warhammer magic system either. It has some problems which are easily fixed using the GURPS game mechanics. So the result is a combination with a few new bits added by myself.

MAGIC IN THE WARHAMMER WORLD

In GURPS terminology the Warhammer world is a 'no-mana' world. However, magical effects are possible because of the presence of the uncontrolled warp gates at the poles of the planet. The warp is the instrument for effecting magic. Magical characters transported away from the Warhammer planet will find that they cannot cast magic at all.

Given enough training and time anyone can learn to cast spells. However, unless the character has an innate 'sense' of the warp such castings are low powered and modest. This innate 'sense' is called Warp Resonance. A character with this advantage can eventually cast very powerful spells. For reasons unknown, Dwarves and Halflings have never been known to have any kind of Warp Resonance.

Sorcerors or wizards need two types of skills in orders to cast spells. Firstly they need to know at least one type of casting lore. Casting lore is knowledge used to put spells into effect. Secondly, they will need to know at least one spell.

CASTING LORE

Casting lore is the name for a skill that must be learnt in order to cast spells. The type of casting lore employed when casting a spell usually affects the time to cast and the energy cost of such spells. Experienced wizards will know several types of casting lore and can cast spells at a fraction of the cost of an apprentice. The least experienced wizards will typically know only one or two types of casting lore.

In the Empire, the teaching of casting lore is restricted by the Guild of Sorcerous Magicks. Students of magick will only be taught new and more powerful casting lore when they can prove their mastery of the lore they already know. This is not just a guild mechanism for monopolising magical knowledge either. Mastery of a greater casting lore often requires mastery of all elements of a lesser casting lore.

The type of casting known by a wizard affects the speed, cost and difficulty of casting spells. The highest known casting lore is 12 times as efficient as the lowest casting lore but it makes spells more difficult to cast.

SPELLS

A spell is a sequence of actions that cause a magical effect. Spells have the following attributes:

Description: What the spell does and how it affects the world.

Range: The optimal range for the spell. Casting the spell at targets beyond the range will increase the cost of the spell dramatically.

Difficulty: A modifier to the casters skill in the spell.

Casting Cost: The base energy cost of the spell in fatigue or health points. Spells are 'powered' by the casters own strength. If the cost of the spell is 1 then the caster will have to expend 1 fatigue or health point to power the spell.

Casting Time: How long the spell takes to cast.

Duration: How long the spell effects last.

Maintenance Cost: The energy cost to extend the spell past it's given duration. Some spells cannot be extended.

Spells are treated as a regular skill. Each spell a character has learned will have an associated skill level. This is the base spell level. When the spell is cast this skill will be modified depending on the spell and the casting lore used. The teaching of spells is not as closely guarded as the teaching of Casting Lore. This is mainly because the most powerful spells require more power than lower Casting Lore can provide. There have been reports of curious apprentices successfully casting spells meant for Higher Casting Lore and almost killing themselves in the process.

CASTING SPELLS

When casting a spell a character must specify the spell to cast, the casting lore to be employed, and the target of the spell. The caster should then determine how long the spell will take to cast, the difficulty level, and the energy cost. The character must then concentrate for the required casting time. After the required period the energy points are removed and a single roll performed to see if the spell was performed successfully. This roll is made against the casters modified skill level for the spell cast. The modified skill level can never be higher than the characters skill level for the casting lore used. Normal failures do nothing but the energy for the spell is still used. Critical failures cause double the energy to be spent.

Example: Clem ShireStock, a Wizard's Apprentice, is about to cast the *Open* spell. The base casting time is 1 second and the base casting cost is 1. He knows the *Open* spell to level 14 and knows *Apprentice Casting Lore* to level 12. *Apprentice Casting Lore* triples the time and cost of the spell so Clem must spend six seconds concentrating. At the end of 6 seconds he spends 6 points of fatigue and rolls against his modified skill level. His skill level in the spell is 14 and he gets a +1 bonus but he only knows his casting lore to level 12. So he must roll against 12 for successful casting of the spell.

Casters may extend the range of a spell in the following way. To increase the range by 50% the base spell cost is increased by 1 point. Therefore, to double the range costs 2 points extra. Tripling the range costs 4 points extra on so on. This cost is incurred before calculating the multiplier for the casting lore used.

If a caster unknowingly chooses a target outside the spell range they may use more energy than expected.

Casters can call on fatigue or hits to power spells. However, when hits are used there is a penalty to casting equal to the number of hits about to be taken.

When a spell is successfully cast it occurs as the very first event in the casters next turn. For example, a 3 seconds spell cast during turns 1,2, and 3 will take effect at the very start of turn 4.

DISTRACTION AND INJURY

If the caster is hurt, knocked down, forced to use an active defence, or otherwise distracted while concentrating, he must make a (Will - 3) roll to maintain his casting. A failed roll means he must start over. If he is injured while concentrating then the effective skill level for the spell is reduced by the amount of hits he suffered.

CASTING LORE DETAILS

The various known types of casting lore are described below:

Apprentice Casting Lore
Apprentice Casting Lore is usually taught to apprentices after around a year of service to his/her Wizard. Apprentice Casting Lore is typically quite clumsy but relatively easy to learn and gives an apprentice a solid grounding in the magical arts. Using this casting lore spells take three times as long to cast and require three times as much energy to cast. Apprentice Lore does not allow a caster to draw upon health to power spells. The advantage of such inefficiency is that the effective skill level of spells cast using this lore is increased by 1.
Casting Time x 3 Casting Cost x 3 Effective Spell Skill +1

Novice Casting Lore
Novice Casting Lore is usually taught to apprentices in their final stage of apprenticeship. Once learnt, the apprentice is treated as a Wizard in his or her own right. Casters must know Apprentice Casting Lore to level 14 before learning Novice Casting Lore.
Casting Time x 2 Casting Cost x 2 Effective Spell Skill +0

Common Casting Lore

The average wizard will know Common Casting Lore. It is probably the most frequently used lore when the caster is not rushed. Casters must know Novice Casting Lore to level 14 before learning Common Casting Lore.

Casting Time x 1
Casting Cost x 1
Effective Spell Skill +0

Higher Casting Lore

Few wizards ever learn Higher Casting Lore. Most can get by fine with Common Casting Lore. Casters must know Common Casting Lore to level 14 before learning Higher Casting Lore.

Casting Time / 2
Casting Cost / 2
Effective Spell Skill -1

Master Casting Lore

Perhaps one or two wizards in a large city have learnt Master Casting Lore. These persons are the elite of the magic user community. They can safely attempt very difficult spells. Casters must know Higher Casting Lore to level 14 before learning Master Casting Lore.

Casting Time / 4
Casting Cost / 4
Effective Spell Skill -1

Battle Casting Lore

War Wizards are trained in this casting lore after being admitted to the Imperial Institute of Battle Magicks in Nuln. It focuses on the ability to move while casting and the reduction of casting time. While employing this casting lore a wizard may move up to 2 hexes per turn in any direction at a -2 penalty to the effective spell skill. Since this lore makes spells more difficult to cast, War Wizards tend to learn a limited number of spells to a high skill level to improve spell reliability. Casters must learn Novice Casting Lore before learning Battle Casting Lore.

Casting Time / 2
Casting Cost x 2
Effective Spell Skill +0 (-2 if moving up to 2 hexes per second)

Combined Casting Lore
This casting lore is used to perform magic rituals with one or more spell-casters. This allows high cost spells that could not be cast by one person to be cast by several casters all pooling energy. Spells are cast as normal but the base skill level is that of the least skilled in the group. Combined Casting Lore increases the time taken to cast spells. Casters learning Combined Casting Lore must know Common Casting Lore to level 14.
Casting Time x 10 Casting Cost x 1 Effective Spell Skill = lowest spell skill level of all participants + 2

CONVERSION OF WARHAMMER SPELLS

This section describes how the spells in the Warhammer rule book should be modified to work with GURPS-Hammer. There are some general rules that should be followed:

GENERAL SPELL CONVERSIONS

1. All Warhammer spells are considered to be Mental/Hard skills.
2. The spell difficulty can be determined by the spell level. Petty magic spells always have a difficulty of 0. Level 1 spells have difficulty of -1 and so on to level 4 spells which have a difficulty of -4.
3. The range remains the same.
4. The cost in MP becomes the base energy cost.
5. Ingredients are optional in GURPS-Hammer. The uncertain nature of casting makes up for not having to procure spell components.
6. Casting time should be determined by the spell level. Petty magic spells have a casting time of 2 seconds. Level 1 spells have a casting time of 4 seconds. Level 2 spells have a casting time of 6 seconds. Level 3 spells have a casting time of 8 seconds. Level 4 spells have a casting time of 10 seconds.
7. A duration of a round should be treated as 5 seconds. Durations of a turn should be treated as 30 seconds.
8. The level of the caster does not exist in the GURPS-Hammer magic system. For conversions always assume that the level is 1.
9. Disabilities for Necromancers and Demonologists are to be taken as disadvantages.

PETTY MAGIC SPELL CONVERSIONS

1. Reinforce door increases DR of door by 1 up to a maximum of +3.

BATTLE MAGIC SPELL CONVERSIONS

1. Fireballs always hit and do 2d damage. Successfully dodging or blocking a fireball reduces damage to 1d.

2. Lightning Bolts do 2d damage. Due to the instantaneous nature of the lightning bolt the target may only block a lightning bolt at a -2 penalty. A successful block reduces damage to 1d.
3. You can only fire one fireball or lightning bolt at one time. The most powerful wizards will be able to fire off 4 fireballs every 4 seconds.
4. The smash spell does 3d crushing damage.
5. The Blast spell is similar to the Fireball spell except that it does 4d damage.
6. Aura of Resistance increases DR by 1.
7. Aura of Protection increases DR by 2.
8. Aura of Invulnerability nullifies next 3D6 hits inflicted on the caster.
9. Animated Sword has the following profile: Broadsword-18, ST 11, DX 16, HT 10/8, Move 6.
10. The Hammerhand spell increases strength by 2 and gives a +1 bonus to all hand-to-hand attacks.
11. Cure Light Injury restores D6 hits to characters with 1 or more hits. Characters with less than 1 hit cannot be healed with this spell.
12. Characters in a Zone of Steadfastness increase DR by 1 and have +1 bonus to all active defenses.

DEMONOLOGIST SPELL CONVERSIONS

1. The Summon Energy spell will allow the caster to regain 10 fatigue points immediately. However, further fatigue points cannot be regained until the spell is dispelled.
2. Summon Great Power increases all of the caster's attributes by +1 (-1 if he fails the Will Roll).
3. Summon Total Power increases all of the caster's attributes by +2 (-2 if she fails the Will Roll). In addition, the caster temporarily gains 10 additional fatigue points (which may exceed the normal maximum). The spell cannot be cast again for two weeks. After the spell is cast, roll on the fright check table with a +5 penalty (as if a fright check was failed by 5).

ELEMENTALIST SPELL CONVERSIONS

1. Assault of Stones does 2d crushing damage.
2. Hand of Fire causes weapon damage to be increased by +1.

ILLUSIONIST SPELL CONVERSIONS

1. Characters can see through illusions on a successful test against IQ-3.

NECROMANTIC SPELL CONVERSIONS

1. Hand of Death does 1d+1 hits with every touch.
2. Hand of Dust does 2d+2 hits with every touch.
3. Wind of Death does 2d+2 hits to every living thing within range.

NEW SPELLS

In addition to the spells in the Warhammer rule book there are the following new spells:

Dispel

College: Battle Magic

Description: Cancels the effects of a spell cast by another spellcaster. The other spellcaster cannot resist the dispelling. This spell may be attempted by any caster against any spell. However, apprentices will be unlikely to dispel spells cast by experienced wizards.

Casting Cost: The base cost of the spell to dispel.

Range: 48 yards

Difficulty: The difficulty of the spell to dispel.

Duration: Instantaneous

Casting Time: 2 seconds

7. CLERICAL MAGICKS

GURPS-Hammer uses a completely new (and untried) system for clerical magic. It is based on the assumption that clerics never have any knowledge about casting spells. They just know how to call for their deity's aid and how to make it easier for the deity to provide the aid.

CLERICS AND DEITIES

Technically, clerics don't cast spells. They ask their deity to cast the spell through them. The cleric provides a 'conduit' and also provides the energy for the spell. Deities can effect magical spells from their plane of existence without the help of a cleric, it just happens to be very expensive for them to do so. Using a cleric to perform minor castings (by deitific standards) is a much easier way to exert control on the physical world. The relationship between cleric and deity is symbiotic. The cleric providing the deity with influence in human affairs and the deity providing the cleric with magical power in the same league as wizards.

Compared with sorcerous magic, clerical magic is just as powerful but always requires more time to bring into being. The increased time is due to the time it takes the cleric to establish a 'channel' and to ask the deity to work a particular spell through them. The only advantage that clerics have over the practitioners of sorcerous magic is that they will frequently have considerably more spells available to them. The only restrictions that clerics have on the spells available to them are only those imposed by the deity (who can be assumed to know all spells - and then some).

The most important aspects of clerical magic are Channelling and Invocation. Channelling is a skill required to act as a conduit for a deities spell. Invocation is the act of requesting the deity to perform the spell.

CHANNELLING

Channelling is the discipline of providing an energy source and focus for the magical activities of a Warp Entity, usually a deity. It is channelling that allows a cleric to 'cast' spells. The cleric will usually 'open' a channel then ask or will his or her deity to work a spell through them. The energy for the casting is provided by the channeller. This skill can only be gained by a character with the 'Warp Resonance' advantage. A channel has an associated energy capacity. The energy capacity is a measure of the maximum amount of energy (fatigue or hits) can be used by a Warp Entity for working magic. Once a channel is open any number of spells can be cast through it until the channel is closed. However, the channel can only support a single spell at a time and the cost of the spell must be less than or equal to the channel capacity. Clerics refer the capacity of the channel as the channel's 'width'. The Channelling discipline is divided into three skill levels; Basic, Intermediate, Advanced. The level used determines how long a channel takes to open

and how difficult it is to open. The table below describes the difference between Channelling types:

Description	Basic	Intermediate	Advanced
Time to open channel	width x 3	width x 2	width x 1
Cost modifier	cost x 2	cost x 1	cost / 2
Difficulty Modifier	0	-1	-2

When a character wants to open a channel he chooses a channel width and then concentrates for the required time. When the period of concentration has passed then he rolls against his skill level for that particular Channelling type (including the difficulty modifier). If successful the channel is opened. Spells channelled using Basic Channelling use *twice* as much energy as the base cost. Spells channelled using Advanced Channelling use *half* as much energy as the base cost.

A critical failure always means that the channelling has failed and a point of fatigue was lost. A critical success reduces the base cost of spells by half. For example, when a critical success is achieved with Advanced Channelling then spell costs are reduced by 4.

An example is given below:

Clem Shirestock, a cleric, decides to use Advanced Channelling to open a channel of width 3. He must spend 3 seconds concentrating and then must roll under 12 (14 minus difficulty modifier of 2). He rolls 11 and succeeds. Clem may now ask his deity to cast a spell with a base cost of 6 through him. If the deity obliges then the spell is performed and Clem subtracts 3 from his fatigue or hits level.

As with wizards, channelling can draw power from fatigue or hits. However, clerics have no penalty when using hits.

INVOCATION

Invocation is the act of requesting a deity to perform a spell. Invocations are complicated and require a large amount of concentration. If the individual performing the invocation is successful then the deity may work a spell through them. This chance is greatly increased if the individual has a channel 'open' and ready to use. Casting spells through channels is very easy for deities.

Different cults (religions) have different methods of invocation. Some cults prefer the name 'prayer' or 'mantra' to the word invocation, which is used by the more academic cults. Invocations can be used to cast almost any spell the deity allows. However, the better a character's skill level at invocation the more likely the deity will be to cast a spell. Deities are more reluctant to cast more the powerful spells for their clerics.

In order to cast spells a cleric will need to know how to ask for specific spells in a way the deity can understand. Asking a deity to "fry the short goblin" is unlikely to elicit a response. The knowledge required to do this is embodied in the skill *Cult Lore*. In GURPS-Hammer invocation is implemented as a skill. Each type of invocation has a level associated with it.

To invoke the will of a deity (cast a spell) a character must first indicate which spell they wish the deity to cast and then spend 3 seconds concentrating. At the end of three seconds the character should roll against his Invocation skill level, including the following modifiers.

- The spell to be cast is a first level spell -2
- The spell to be cast is a second level spell -4
- The spell to be cast is a third level spell -6
- The spell to be cast is a fourth level spell -8
- The character does not have an open channel -8
- The open channel is too 'thin' -6
- The caster is in a temple or shrine of his deity +2

Appropriate modifiers should be added in circumstances where the character is in good or bad standing with the deity. Deities will never let a character invoke a spell that will cause the character to break his or her strictures.

If a successful invocation roll was made then the spell will occur at the very start of the characters next turn.