

# ORPS 4th Edition-Warhammer

## Character Generation

Magery may only be 2 higher than the racial default. Maximum attribute values are 6 above the racial average. Specialization of Skills is not required, making the game slightly cinematic. The starting characters have 150 points.



## Racial Templates

### Imperial Human

The standard race of the Warhammer world. Humans are generally illiterate, superstitious, and intolerant. [-3]

#### Disadvantages

Illiterate [-3]

#### Recommended Disadvantages

Chauvinistic [-1], Intolerance [var], Hide-Bound [-5].

### Wood Elf

Wood elves are the descendents of the last elven colony in the Old World, protecting the forest from orcs, goblins, and chaos. [90]

#### Attribute Modifiers

Dexterity 12 [40]

#### Secondary Characteristic Modifiers

Hit Points 8 [-4], Fatigue Points 8 [-6], Perception 12 [10]

#### Advantages

Very Handsome (Androgynous) [16], Longevity [2], Less Sleep (4 h) [8], Magical Talent 1 [10], Immune to Sleep Magic (Perk) [1], Night Vision 3 [3], Sanitized Metabolism (Perk) [1], Extended Lifespan 3 [6], Talent (Outdoorsman) 1 [10]

#### Disadvantages

Low TL (3) [-5], Low Empathy (non-elves -20%) [-16]

#### Languages

Eltharin (Native), Old Worlder (Accented) [4]

#### Recommended Disadvantages

Clueless [-10], Gullibility [-10\*], Loner [-5\*], Overconfidence [-5\*], Short Attention Span [-10\*]

### Dwarf

Dwarves are a declining race faced with the fall of their once mighty mountain kingdoms. Still, their craftsmanship is valued throughout the human lands and many dwarves have chosen a life among humanity. [35]

#### Attribute Modifiers

Strength 12 [20], Dexterity 9 [-20], Health 12 [20]

#### Secondary Characteristic Modifiers

Hit Points 14 [4], Fatigue Points 14 [6], Basic Move reduced by 2 [-10], Size Modifier -1

### Advantages

Longevity [2], Extended Life Span 2 [4], Darkvision [25], Resistant to Metabolic Hazards (+3 HT) [10], Talent (Artificer) 1 [10], Hard to Subdue 2 [4], Perk (no hangover)

### Disadvantages

Unattractive Appearance [-4], Greed (self-control 12) [-15], Honesty (self-control 12) [-10], Intolerance (Elves) [-5], Serious (Quirk) [-1], Code of Honour (keep a book of grudges, always keep a vow) [-5]

### Languages

Khazalid (Native), Old Worlder (Accented) [4]

### Recommended Disadvantages

Miserliness [-10\*], No Sense of Humour [-10], Selfish [-5\*], Sense of Duty [var], Stubbornness [-5]

## Halfling

Halflings are small and helpless creatures, relying mostly on humanity to protect them. While their lives mostly centres around food and fine wine, some have taken up a career as adventurers and use their small size and dexterity to their advantage. [-20]

### Attribute Modifiers

Strength 8 [-20], Dexterity 11 [20]

### Secondary Characteristic Modifiers

Fatigue Points 8 [-6], Basic Move reduced by 2 [-10], Size Modifier -2

### Advantages

Night Vision 2 [2], Resistant to Mutation (Immunity) [10], Pitiably Appearance [5]

### Disadvantages

Gluttony (self control 6) [-10], Increased Consumption 1 [-10], Dislikes shoes (Quirk) [-1]

### Languages

Old Worlder (Native)

### Recommended Disadvantages

Squeamish [-10\*], Trickster [-15\*], Unfit [-5],

## Ogre

Ogres are brutish, towering humanoids, who are sometimes hired as mercenaries but are always considered to be second-class citizens at best. [20]

### Attribute Modifiers

Strength 14 [40], Dexterity 9 [-20], Health 12 [20], Intelligence 7 [-60]

### Secondary Characteristic Modifiers

Hit Points 18 [8], Fatigue Points 14 [6], Basic Move increased by 2 [10], Size Modifier 1

### Advantages

Resistant to Metabolic Hazards (+3 HT) [10], Damage Resistance 1 [5], Fearlessness 5 [10], Striking Strength +2 [10], Terror [30]

### Disadvantages

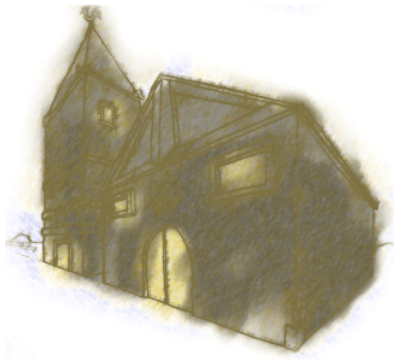
Unattractive Appearance [-4], Bad Temper (self-control 12) [-10], Confused (self-control 15) [-5], Dyslexia [-10], Social Stigma (Monster) [-20]

### Languages

Old Worlder (Native)

## Recommended Advantages and Disadvantages

Contacts, Allies, Duty, Patron, Enemies, Dependents  
Rank, Status, Wealth, Reputation  
Illiteracy, superstitions, intolerance



## Careers

These careers are completely optional but provide a good starting point for characters.

### Warriors

#### Recommended Advantages

Ambidexterity, Charisma, Combat Reflexes, Fit or Very Fit, High Pain Threshold, Luck, Outdoorsman, Rapid Healing,

#### Recommended Disadvantages

Alcoholism, Bad Temper, Bloodlust, Code of Honour, Compulsive Carousing or Spending, Duty, Fanaticism, Flashbacks, Honesty, Impulsiveness, Lecherousnes, Overconfidence, Sense of Duty, Trademark

#### Recommended Skills

Crossbow, Guns, Axe/Mace, Bow, Broadsword, Lance, Rapier, Spear, Tactics, Brawling, Knife, Shield, Riding, Hiking, Acrobatics, First Aid, Camouflage, Savoir-Faire, Carousing, Swimming, Stealth, Leadership, Observation, Survival, Tracking, Urban Survival.



### Templates

- **Duelist [48]:** Luck 1 [15], Compulsive Spending (self-control 12) [-5], Impulsiveness (self-control 15) [-5], Guns Dex+5 [16], Rapier Dex+3 [12], Riding Dex-1 [1], Savoir-Faire IQ+2 [4], Carousing HT [1], Observation Per+1 [4]
- **Dwarven Troll Slayer [54]:** On the Edge (self-control 12) [-15], Daredevil [15], Fearlessness 5 [10], Enhanced Defences (Parry) [10], Vow (never flee, never wear armour) [-15], Two-Handed Axe/Mace Dex+4 [16], Brawling Dex+5 [16], Hiking HT-1 [1], Observation Per+2 [8], Survival Per+1 [4], Tracking Per+1 [4]
- **Elven Wardancer [57]:** On the Edge (self-control 12) [-15], Sense of Duty (Elves) [-15] Enhanced Defences (Parry, Broadsword) [5], Weapon Master (Broadsword) [20], Bow Dex+2 [8], Broadsword Dex+3 [12], Tactics IQ [4], Hiking HT [2], Acrobatics Dex+1 [8], Dancing Dex [2], Savoir-Faire IQ+1 [2], Karate Dex+2 [12], Flying Leap IQ+2 [12]
- **Flagellant [40]:** Fanaticism (Cult of Sigmar) [-15], Berserk (self control 12) [-10], Callous [-5], Odious Personal Habit (Rambling and Frothing) [-10], High Pain Threshold [10], Rapid Healing [5], True Faith [15], Two-Handed Flail Dex+4 [20], Brawling Dex+5 [16], Intimidation Will+3 [12], Propaganda IQ+0 [2]
- **Gamekeeper/Hunter [55]:** Talent (Outdoorsman) 2 [20], Duty (9 or less) [-5], Camouflage IQ [1], Fishing Per

[1], Mimicry IQ-2 [1], Naturalist IQ [4], Navigation IQ-1 [1], Survival Per+1 [4], Tracking Per+1 [4], Bow Dex+3 [12], Knife Dex+3 [8], Brawling Dex [1], Stealth Dex [2], Hiking HT-1 [1]

- **Knight of the White Wolf [57]:** Code of Honour (Chivalry) [-15], Daredevil [15], Fearlessness 5 [10], Two-Handed Axe/Mace Dex+4 [16], Brawling Dex [1], Riding Dex+2 [8], Shield Dex+3 [8], Heraldry IQ [2], Observation Per+2 [8], Tracking Per+1 [4]
- **Knight [42]:** Code of Honour (Chivalry) [-15], Bow Dex+2 [8], Broadsword Dex+3 [12], Lance Dex+2 [8], Tactics IQ [4], Shield Dex+3 [8], Riding Dex+2 [8], Carousing HT [1], Heraldry IQ [2], Savoir-Faire IQ+2 [4], Poetry IQ-1 [1], Musical Instrument IQ-2 [1]
- **Pit Fighter [58]:** Combat Reflexes [15], Fit [5], High Pain Threshold [10], Bloodlust (self-control 15) [-5], Impulsiveness (self-control 12) [-10], Axe/Mace Dex+3 [12], Broadsword Dex+3 [12], Brawling Dex+2 [4], Shield Dex+4 [12], Acrobatics Dex-2 [1], Carousing HT [1], Streetwise IQ-1 [1]
- **Templar [51]:** Code of Honour (Chivalry) [-15], Vow (Chastity) [-5], True Faith [15], Bow Dex+2 [8], Broadsword Dex+3 [12], Lance Dex+2 [8], Tactics IQ [4], Shield Dex+3 [8], Riding Dex+2 [8], Heraldry IQ [2], Savoir-Faire IQ+2 [4], Religious Ritual IQ-1 [2]
- **Watchman [50]:** Legal Enforcement Powers [5], Duty (12 or less) [-10], Crossbow Dex+3 [8], Axe/Mace Dex+2 [8], Brawling Dex [1], Intimidation Will+1 [4], Knife Dex [1], Riding Dex-1 [1], Hiking HT-1 [1], First Aid IQ [1], Savoir-Faire IQ [1], Stealth Dex [2], Leadership IQ [2], Observation Per+2 [8], Urban Survival Per-1 [1], Search Per+1 [4],

Criminology IQ+1 [4], Area Knowledge IQ+3 [8]

## Rogue

### Recommended Advantages

Charisma, Talent (Business Acumen), Talent (Smooth Operator), Empathy, Fashion Sense, High Manual Dexterity, Honest Face, Intuition, Luck, Talent (Musical Ability), Perfect Balance, Rapiert Wit

### Recommended Disadvantages

Addiction, Alcoholism, Bully, Callous, Code of Honour, Debt, Gluttony, Greed, Gregarious, Impulsiveness, Laziness, Lecherousness, Low Empathy, Missing Digit, Obsession, On the Edge, Overconfidence, Secret, Selfish, Social Stigma, Trademark, Trickster

### Recommended Skills

Acting, Armoury, Dancing, Search, Smuggling, Observation, Streetwise, Shadowing, Archaeology, Connoisseur, Research, Search, Intimidation, Disguise, Forgery, Holdout, Climbing, Lockpicking, Fast Talk, Sex Appeal, Area Knowledge, Filch, Carousing, Gambling, Merchant, Urban Survival, Ventriloquism, Detect Lies, Jumping, Interrogation, Gesture, Propaganda, Poisons, Poetry, Pickpocket, Public Speaking, Musical Instrument, Escape, Erotic Arts

### Templates

- **Agitator [57]:** Charisma 3 [15], Fashion Sense [5], Overconfidence (12 or less) [5], Propaganda IQ+0 [2], Acting IQ-1 [1], Observation Per [2], Intimidation Will+1 [4], Fast Talk IQ+1 [4], Public Speaking IQ+3 [12], Escape Dex-1 [2], Philosophy IQ [4], Theology IQ-2 [1]
- **Con Man [58]:** Charisma 2 [10], Fashion Sense [5], Talent (Smooth Operator) 1 [10], Selfish (self control 12) [-5], Fast Talk IQ+3 [12],

Streetwise IQ+1 [4], Connoisseur IQ [2], Sex Appeal HT+2 [8], Filch Dex [2], Carousing HT+2 [4], Gambling IQ [2], Erotic Arts Dex+1 [4]

- **Entertainer [63]:** Fire Eating Dex+2 [8], Poetry IQ [2], Singing HT+3 [8], Musical Instrument IQ+1 [8], Dancing Dex+3 [12], Carousing HT [1], Acting IQ+2 [8], Fast Talk IQ+3 [12], Acrobatics Dex [4]
- **Gambler [48]:** Luck [15], Fashion Sense [5], Compulsive Gambling (self control 6 or less) [-10], Fast Talk IQ [2], Streetwise IQ+1 [4], Connoisseur IQ [2], Filch Dex [2], Carousing HT+2 [4], Gambling IQ+3 [12], Detect Lies Per+1 [8], Gesture IQ+2 [4]
- **Tomb Robber [49]:** Greed (self control 12) [-15], Archaeology IQ+1 [8], Research IQ+2 [8], Search Per+1 [4], Survival Per+1 [4], Climbing Dex+1 [4], Lockpicking IQ+2 [8], Jumping Dex+2 [4], Escape Dex+1 [8], Knife Dex+2 [4], Axe/Mace Dex+3 [12]
- **Jailer [35]:** Odious Personal Habit [-5], Social Stigma (Uneducated) [-5], Bully (self control 12) [-10], Callous [-5], Intimidation Will+3 [12], Urban Survival Per+1 [4], Detect Lies Per+2 [12], Interrogation IQ+4 [16], Axe/Mace Dex+3 [12], Brawling Dex+2 [4],
- **Rat Catcher [41]:** Odious Personal Habit (Smell) [-5], Ally (vicious little dog, 25% of points, constantly present) [3], Social Stigma (Uneducated) [-5], Naturalist IQ [4], Urban Survival Per+1 [4], Search Per+1 [4], Observation Per+1 [4], Track Per+1 [4], Traps IQ+2 [8], Filch Dex [2], Knife Dex+2 [4], Poisons IQ+1 [8], Climbing Dex [2], Swimming HT+2 [4]
- **Smuggler [47]:** Honest Face [1], Boating Dex+1 [4], Smuggling IQ+2 [8], Swimming HT+2 [4], Holdout IQ [2], Knife Dex+2 [4], Broadsword

Dex+1 [4], Urban Survival Per+1 [4], Climbing Dex [2], Area Knowledge IQ+3 [8], Navigation IQ [2], Fast Talk IQ+1 [4]

- **Thief [55]:** High Manual Dexterity 1 [5], Perfect Balance [15], Social Stigma (Criminal Record) [-5], Search Per [2], Streetwise IQ [2], Disguise IQ [2], Holdout IQ [2], Climbing Dex [2], Lockpicking IQ+2 [8], Filch Dex [2], Urban Survival Per [2], Jumping Dex+1 [2], Pickpocket Dex+1 [8], Escape Dex [4], Knife Dex+2 [4]
- **Trader [46]:** Talent (Business Acumen) 1 [10], Greed (6 or less) [-30], Observation Per+2 [8], Savoir-Faire IQ+2 [4], Detect Lies Per+1 [8], Forgery IQ [4], Fast Talk IQ [2], Carousing HT [1], Accounting IQ+2 [11\*], Merchant IQ+3 [12], Area Knowledge (any two) IQ+3 [16]

## Academic

### Recommended Advantages

Literate, Talent (Healer), Intuitive Mathematician, Language Talent, Magical Talent, Talent (Mathematical Ability)

### Recommended Disadvantages

Absent-Mindedness, Broad-Minded, Code of Honour, Combat Paralysis, Cowardice, Curious, Disciplines of Faith, Dull, Pacifism, Unfit, Vow, Workaholic, Social Stigma (Magic User) (similar to criminal record).

### Recommended Skills

Current Affairs, Hidden Lore, Alchemy, Administration, Religious Ritual, Law, Esoteric Medicine, Philosophy, Pharmacy, Occultism, Mathematics, Machinist, Literature, History, Geography, Expert Skill, Exorcism, Engineer, Diagnosis, Surgery, Symbol Drawing, Thaumatology, Theology.

## Careers

- **Alchemist [49]:** Literate [3], Language (Classical, accented) [4], Absent-Mindedness [-15], Alchemy IQ+3 [20], Hidden Lore IQ+1 [4], Poisons IQ+3 [16], Pharmacy IQ+1 [8], Philosophy IQ [4], Expert Skill (Chaos Knowledge) IQ-2 [1], Current Affairs IQ+2 [4]
- **Halfling Master Cook [50]:** Accute Taste and Smell 5 [10], Charisma 4 (only affects those who have eaten his food -40%) [12], Cooking IQ+5 [20], Carousing HT+2 [4], Savoir-Faire IQ+2 [4]
- **Druid [50]:** Social Stigma (Minority Group) [-10], Pacifism (Self-Defence) [-15], Vow (Only use non-metallic equipment) [-10], Terrain Adaptation (Undergrowth) [5], Astronomy IQ [2], Naturalist IQ+2 [12], Survival Per+1 [4], Symbol Drawing IQ-1 [2], Hidden Lore IQ+1 [4], Religious Ritual IQ [4], Area Knowledge IQ+1 [8], Druidic Magic/Attack IQ+2 [12], Druidic Magic/Divination IQ+3 [16], Druidic Magic/Healing IQ+3 [16]
- **Dwarven Engineer [54]:** Literate [3], Intuitive Mathematician [5], Workaholic [-5] Armoury IQ+2 [8], Guns Dex+5 [16], Machinist IQ+2 [8], Engineer IQ+2 [12], Mechanics IQ [2], Metallurgy IQ [4], Prospecting IQ-1 [1]
- **Poet [54]:** Literate [3], Charisma 1 [5], Selfish (self control 12) [-5], Delusions ("I am widely known as a great poet!") [-5], Fast Talk IQ+3 [12], Connoisseur IQ+2 [8], Carousing HT+2 [4], Savoir-Faire IQ+3 [8], Poetry IQ+3 [12], Literature IQ+1 [8], History IQ [4]
- **Laywer [69]:** Literate [3], Talent (Smooth Operator) 1 [10], Fast Talk IQ+3 [12], Streetwise IQ+1 [4], Filch Dex [2], Observation Per [2], Intimidation Will+1 [4], Public Speaking IQ+3 [12], Philosophy IQ [4], Administration IQ+1 [4], Law IQ+2 [12]
- **Medicus [50]:** Talent (Healer) 1 [10], Diagnosis IQ+1 [8], Pharmacy IQ [4], Esoteric Medicine Per+2 [12], Surgery IQ [8], First Aid IQ+3 [8]
- **Priest of Sigmar [52]:** Literate [3], Clerical Investment [5], Blessed [10] Disciplines of Faith (Ritualism) [-5], Dull [-1], Claim to Hospitality (monasteries and temples) [5], Current Affairs IQ+2 [4], Hidden Lore IQ+1 [4], Administration IQ+1 [4], Religious Ritual IQ+2 [12], Philosophy IQ-2 [1], History IQ-1 [2], Exorcism Will [4], Theology IQ [4]
- **Scribe [34]:** Cowardice (self control 15) [-5], Literate [3], Writing IQ+2 [8], Current Affairs IQ+4 [12], Literature IQ+1 [8], Law IQ+1 [8]
- **Student [0]:** Literate [3], Alcoholism [-15], Laziness [-10], Carousing HT+3 [8], Savoir-Faire IQ+2 [4], Philosophy IQ-2 [1], Literature IQ-2 [1], Shortsword Dex+2 [8]
- **Witchhunter [50]:** Literate [3], True Faith [15], Fanaticism [-15], Callous [-5], Intolerance (total) [-10] No Sense of Humour [-10], Intimidation Will+1 [4], Crossbow Dex+3 [8], Brawling Dex [1], Riding Dex-1 [1], Hiking HT-1 [1], First Aid IQ [1], Stealth Dex [2], Leadership IQ [2], Observation Per+2 [8], Search Per+1 [4], Criminology IQ+1 [4], Area Knowledge IQ+2 [4], Exorcism Will [4], Hidden Lore IQ+1 [4], Expert Skill (Chaos Knowledge) IQ+1 [8], Interrogation IQ+4 [16]
- **Wizard, Bright [50]:** Impulsiveness (control 12 or less) [-10], Magical Talent 1 [10], Odious Personal Habit (Burnt Smell) [-5], Social Stigma (Magic User) [-5], Pyromania (12 or less) [-5], Workaholic [-5], Phobia (Oceans) [-10], Literate [3], Language (Classical, accented) [4], Hidden Lore IQ+1 [4], Occultism IQ+1 [4], Symbol

Drawing IQ-2 [1], Bright Magic/Attack IQ+4 [20], Bright Magic/Protection IQ+2 [12], Bright Magic/Conjuration IQ+3 [16], Thaumatology IQ-1 [4], Broadsword Dex+3 [12]

- **Wizard, Celestial [48]:** Social Stigma (Magic User) [-5], Absent-Mindedness [-15], Magical Talent 1 [10], Phobia (Claustrophobia, self control 12) [-15], Celestial Magic/Attack IQ+4 [20], Celestial Magic/Divination IQ+4 [20], Hidden Lore IQ+1 [4], Occultism IQ+1 [4], Symbol Drawing IQ-2 [1], Thaumatology IQ [8], Astronomy IQ+1 [4], Mathematics IQ+1 [4], Navigation IQ+2 [8]
- **Wizard, Light [58]:** Social Stigma (Magic User) [-5], Magical Talent 1 [10], Phobia (Darkness, self-control 12) [-15], Light Magic/Attack IQ+2 [12], Light Magic/Illusion IQ+4 [20], Light Magic/Healing IQ+1 [8], Hidden Lore IQ+1 [4], Thaumatology IQ [8], Diagnosis IQ+1 [8], Esoteric Medicine Per+1 [8],
- **Wizard, Necromancer [45]:** Secret (Possible Death) [-30], Social Stigma (Magic User) [-5], Odious Personal Habit (Moldy Smell) [-5], Magical Talent 1 [10], Less Sleep 4 [8], Unfazeable [15], Necromantic Magic/Attack IQ+2 [12], Necromantic Magic/Conjuration IQ+4 [20], Occultism IQ+3 [12], Thaumatology IQ [8]

## Magic

The *Simple Magic* rules are used.

## Races of Evil

### Beastman

#### Attribute Modifiers

Strength 12 [20], IQ 8 [-40], Health 11 [+10]

#### Secondary Characteristic Modifiers

Hit Points 15 [6], Fatigue 14 [9],

#### Advantages

Striker (large piercing, "horns") [6], Discriminatory Smell [15], Hard to Subdue 4 [8], Damage Resistance 2 [10]

#### Disadvantages

Monstrous Appearance [-20], Low TL (1) [-15], Bloodlust (12 or less) [-10], Bully (12 or less) [-10], Ham-Fisted [-5], Hidebound [-5],

#### Languages

Dark Tongue (Native)

#### Pestigor

Reduce health by 4 [-40],

#### Khornigor

Weapon Master

### Goblin

Goblins are small cowards but usually make up their deficiencies with numbers.

#### Attribute Modifiers

Strength 8 [-20], Dexterity 11 [20]

#### Secondary Characteristic Modifiers

Fatigue Points 8 [-6], Basic Move reduced by 2 [-10], Size Modifier -2

#### Advantages

Night Vision 2 [2], Sharp Teeth [1]

#### Disadvantages

#### Languages

Goblin (Native), Old Worlder (Broken)

### Nurgling

### Orc

### Skaven

## Careers of Evil

- Greenskin Shaman
- Chaos Sorcerer
- Chaos Warrior
- Barbarian Warrior