

POWERED BY
FATE



FATE OF
SIGMAR

INTRODUCTION

In this document, you'll find my humble try at converting the most important aspects of the **Warhammer Fantasy** universe to the **Fate Core** system.

Before you read on, dear reader, it is important for me to state, that this document is not a try to convert all the rules from the original system, but simply a way to express the feelings and add the flavors of the original universe.

I've decided to call my conversion **Fate of Sigmar**, in lack of better ideas. Feel free to rename it in anyway you like.

And do you have ideas to changes, don't hesitate to write me at sune.nodskou@me.com.

| | |
|-------------------|---|
| THE ADVENTURER | I |
| RACES | I |
| SKILLS | 2 |
| MAGIC | 3 |
| NEW STUNTS | 4 |
| ESSENTIAL ADD-ONS | 4 |

THE ADVENTURER

In my group of players, we follow all the normal rules for character creation (p. 29).

A quick summary is:

10 skills

1 Great (+4)

2 Good (+3)

3 Fair (+2)

4 Average (+1)

3 refreshes

3 free stunts

2 stress boxes

5 aspects

RACES

The rules for implementing races in your **Fate of Sigmar** game is borrowed from page 18 of **The Fate Freeport Companion**.

Put simply, if it only sounds cool to think of your character as a dwarf, well - just describe him that way.

If it matters a little, and you wanna put some rules behind it, write it in your **High Concept Aspect**.

And if you wanna go all in, add some **Stunts** to close the circle.

Below you'll find a list of **Stunts** I really think suits the flavor of the game. If you invent more, or have other ideas, please do share.

DWARVEN RACIAL STUNTS

DWARFCRAFT

Dwarves are natural craftsmen. You gain +2 to all **Crafts**-based rolls.

GRUDGE-BORN FURY

Your people have a long list of grudges against the various Goblinoid races. The depredations fill you with such fury that you gain a +2 to **Weapons Skill** against Orcs, Goblins and Hobgoblins.

NIGHT VISION

You can see in the darkest caverns, without a source of artificial light. Opponents may not invoke darkness-related situation aspects against you.

RESISTANCE TO MAGIC

Dwarves are naturally resistant to the effects of magic. You gain a +2 bonus to **Willpower**-based rolls to resist the effects of magic.

STOUT-HEARTED

You are exceptionally brave. You gain a bonus of +2 to defend against **Provoke** attacks specifically related to intimidation and fear.

STURDY

You have a brawny physique. You gain an extra mild consequence slot, and you cannot be compelled to accept penalties to movement for wearing armors of any kind.

ELVEN RACIAL STUNTS

AETHYRIC ATTUNEMENT

You are well attuned to the Aethyr and can more easily manipulate the Winds of Magic. You gain a +2 to **Lore**-based rolls when you are using magic.

LEGENDARY ARCHER

Longbows are not just weapons, they're your weapons of choice. When wielding a longbow, you add +2 to your **Ballistic Skill** rolls, and additionally add +1 **Stress**, if you hit.

COOLHEADED

You gain +2 to **Willpower**-based rolls made to defend against **Provoke** attacks specifically related to causing confusion and frustration in you.

EXCELLENT VISION

You gain a +2 bonus to **Notice**-based overcome obstacle or create an advantage actions related to seeing long distances or in low light (but not complete darkness).

NIGHT VISION

You can see in the darkest caverns, without a source of artificial light. Opponents may not invoke darkness-related situation aspects against you.

HALFLING RACIAL STUNTS

NIGHT VISION

You can see in the darkest caverns, without a source of artificial light. Opponents may not invoke darkness-related situation aspects against you.

NOT A THREAT

Choose **Deceive** or **Stealth** when you take this stunt. When you create an advantage with that skill to make yourself as non-threatening or unobtrusive as possible, enemies will find other targets for as long as that aspect exists. As soon as you successfully attack someone, the aspect goes away.

RESISTANCE TO CHAOS

Halflings are naturally resistant to the power of Chaos. You gain a +2 bonus to **Willpower**-based rolls when resisting the effects of Chaos magic and other Chaos effects, and you are immune to Chaos mutation.

SLINGMASTER

During a **Ballistic Skill** attack, spend a **Fate Point** and declare a specific condition you want to inflict on a target, like *Shot in the Hand*. If you succeed, you place that as a situation aspect on them in addition to hitting them for stress.

SKILLS

Some skills were renamed in the name of flavor.

The modified list of skills is:

| | |
|-----------------|---|
| Ballistic Skill | <i>Shoot</i> |
| Burglary | <i>Original</i> |
| Contacts | <i>Original</i> |
| Crafts | <i>Original</i> |
| Deceive | <i>Original</i> |
| Drive | <i>Original; also used for riding, sailing etc.</i> |
| Empathy | <i>Original</i> |
| Fellowship | <i>Rapport</i> |
| Initiative | <i>Athletics; also determines turn-order</i> |
| Investigate | <i>Original</i> |
| Lore | <i>Original</i> |
| Notice | <i>Original</i> |
| Toughness | <i>Physique</i> |
| Provoke | <i>Original</i> |
| Resources | <i>Original</i> |
| Stealth | <i>Original</i> |
| Weapon Skill | <i>Fight</i> |
| Willpower | <i>Will</i> |

MAGIC

As with races above, I've found great inspiration from the **The Fate Freeport Companion** for designing rules for magic wielders in **Fate of Sigmar**.

THE 10 SECONDS VERSION

1. Pick a suitable spellcasting aspect.
2. Pick a trouble aspect where either the dreaded name **Tzeentch** (for wizards) or a suitable restriction associated with your chosen deity is in (for priests).
3. Pick a **Magical Career** stunt.
4. Choose spells from associated **Spell Lore** list.

MAGICAL CAREERS

HEDGE WIZARD

Requires **Average (+1) Lore** skill. Choose two spells from the **Petty Hedge Magic Lore** list. You use **Lore** to cast your spells.

APPRENTICE WIZARD

Requires **Average (+1) Lore** skill. You can cast spells from the **Petty Arcane Magic Lore** list. You use **Lore** to cast your spells.

JOURNEYMAN WIZARD

Requires **Fair (+2) Lore** skill and **Apprentice Wizard** stunt. Choose one specialty from the **Arcane Lore** or **Dark Lore** list and two spells from the **Lesser Magic Lore** list. You use **Lore** to cast your spells.

MASTER WIZARD

Requires **Good (+3) Lore** skill and **Journeyman Wizard** stunt. Choose two spells from the **Lesser Magic Lore** list. You use **Lore** to cast your spells.

WIZARD LORD

Requires **Great (+4) Lore** skill and **Master Wizard** stunt. Choose two spells from the **Lesser Magic Lore** list. You use **Lore** to cast your spells.

PRIEST

Requires **Fair (+2) Fellowship** skill. Choose two spells from the **Petty Divine Magic Lore** list. You use **Fellowship** to cast your spells.

ANOINTED PRIEST

Requires **Good (+3) Fellowship** skill and **Priest** stunt. Choose your deity from the **Divine Lore** list and pick two spells from the **Lesser Magic Lore** list. You use **Fellowship** to cast your spells.

HIGH PRIEST

Requires **Great (+4) Fellowship** skill and **Anointed Priest** stunt. Choose two spells from the **Lesser Magic Lore** list. You use **Fellowship** to cast your spells.

SPELLS

It's not within the scope of this document to convert all the spells, and I also find it a bit unnecessary.

The result of most spells fall into the normal four skill actions, and is therefore easily translated on the fly.

At the end of this document, I've produced a list of all the spells found in the **Warhammer Fantasy Roleplay 2nd** edition rulebook. I've added a column for **Casting Difficulty** for your convenience dear reader.

PETTY MAGIC

These spells are equal to the **Minor Spells** from **The Fate Freeport Companion** (page 32).

Mutual for all the spells in this Lore is that they have no cost to cast; you can cast them as often as you want. These spells are little less powerful than a stunt; many are equivalent to what you can do with a piece of gear.

The **Tzeentch Threat Threshold** is 4 for **Petty Magic** spells.

LESSER MAGIC

These spells are equal to **Once Per Scene** spells from *The Fate Freeport Companion* (page 33).


Mutual for all the spells in this Lore is that they cost a **Fate Point** to cast. Their effects are so pronounced that you don't want them happening several times a scene.

The **Tzeentch Threat Threshold** is 2 for **Lesser Magic** spells.

ARCANE, DARK & DIVINE LORES

These spells are equal to **Once Per Session** spells from *The Fate Freeport Companion* (page 33). (Spells with a **Casting Difficulty** of +6 or more is considered to be **Once per Scenario** spells.)

Mutual for all the spells in this Lore is that they cost a **Fate Point** to cast. If someone cast these spells more than once per session, not only would it cause a lot of havoc but it would also rob the spell of much of its drama and impact.



The **Tzeentch Threat Threshold** is 1 for **Arcane Lores**. (In addition, spells cast from the **Dark Lore** add an additional  to the roll. This is only to cause havoc from Tzeentch.)


TZEENTCH'S CURSE

This particular part of **Warhammer** magic is so essential, that I simply needed a way to translate it. As with everything else that I do, I would really appreciate it, if you would share your own ideas, experiences and comments with me.

To keep the rules simple, but still dreadful and interesting, I've made this quick rule.

First and foremost only arcane spellcasters with the **Journeyman Wizard** (or higher) need to worry.

When the **Lore**-based spellcasting roll is made, in addition to the actual result of the casting, look up the total amount of  from the roll. (Remember to add an extra  if the spell was from the **Dark Lore**.)

Compare the amount of  with the **Tzeentch Threat Threshold** of the spell being cast. For each full multiple, the manifestation increases.

Look at the tables on either page 143 in the **Warhammer Fantasy Roleplay** 2nd edition rulebook or page 179 in the **Realms of Sorcery** sourcebook for inspiration.

The effect could either be an aspect or a consequence. Remember not to force it upon the player. Talk it out. Have some fun.

- 1 multiple: **Minor Chaos Manifestation**.
- 2 multiples: **Major Chaos Manifestation**.
- 3+ multiples: **Catastrophic Chaos Manifestation**.

WRATH OF GODS

Works like **Tzeentch's Cures** with a slight difference.


Firstly it only corresponds to divine spellcasters with the **Anointed Priest** (or higher) stunt.

Secondly deities tend to be a bit more forgiving than the **Lord of Change**. Therefore the wrath only happens when 2+ multiples happens.

Finally the table used for effect inspiration is found on page 144.

ALTERNATE TZEENTCH & WRATH

I'm a big fan of miscellaneous roleplaying gear, and I recently invested in the **Deck of Fate** cards, which could also easily be used to create the effects of **Tzeentch Curse**.

Instead of calculating the number of  rolled, simply draw a **Dice Card**.

All **Lores** besides **Dark** should look for the **Moon** symbols. **Dark Lores** looks for the **Sun** symbols. Everybody looks for the **Eclipse** symbol.

- 0-1 symbol: **No Chaos Manifestation**.
- 2 symbols: **Minor Chaos Manifestation**.
- 3 symbols: **Major Chaos Manifestation**.
- Eclipse symbol: **Catastrophic Chaos Manifestation**.

NEW STUNTS

AETHYRIC ATTUNEMENT

You are well attuned to the Aethyr and can more easily manipulate the Winds of Magic. You gain a +2 to Lore-based rolls when casting spells.

WARDED CASTING

You have learned how to shield your presence from the ever watching eyes of Tzeentch. If don't like the result of **Tzeentch Curse**, you may re-roll all the dice at a cost of one **Fate Point**. This re-roll is only made to change the result of **Tzeentch Curse**, and doesn't affect the spell result. The second roll replaces the first, and is final.

ESSENTIAL ADD-ONS

As with so many things in this document, I've found two other bullets from **The Fate Freeport Companion** book, which I've passed over to **Fate of Sigmar**.

TAINT: CORRUPTION & MADNESS

It would be a crime not to include these rules in a **Warhammer Fantasy Roleplay** conversion. They are simple rules with a lot of flavor and substance.

I have a small note regarding **Corruption** though. In the original rules an infraction only happens when you use magic. In **Warhammer** it can be any defiling act that might awake the attention of the Chaos Gods.

WEALTH

Simply put, all characters have enough coins in their pockets to pay for a basic meal and a night at a cheap inn.

If it is important to you to have more, put it in an aspect.

Temporary minor wealth from small treasures and such are in essence just wealth boosts, usably only once.

WEAPONS & ARMOR

I've created a shortlist of the most normal weapons and armors, that is used in **Warhammer Fantasy Roleplay**.

| MELEE | DAM | ASPECT |
|--------------------------------------|-----|--|
| Knives, daggers, knuckledusters | 1 | Small and well-balanced |
| Swords, axes, spears, rapiers | 2 | Off the shelf |
| Two-handed weapons, flails, halberds | 3 | Vicious and heavy |
| RANGED | DAM | ASPECT |
| Short bows, blowpipes, slings | 1 | Fast and light |
| Normal bows | 2 | Off the shelf |
| Long bows, elven bows | 3 | Long range and deadly precision |
| Crossbows | 4 | Powerful and slow to reload |
| Repeating crossbows | 4 | Powerful and very expensive |
| Pistols | 3 | Loud and unreliable |
| Blunderbusses | 4 | Mean, loud and unreliable |
| ARMOR | DEF | ASPECT |
| Padded suits of leather | 1 | Lightweight and absorbs water |
| Chainmail, simple breastplate | 2 | Good protection, noisy and clumsy |
| Full platemail | 3 | Heavy protection, cumbersome and noisy |

| SPELL | CD | SPELL | CD | SPELL | CD | SPELL | CD | SPELL | CD |
|-------------------------|----|--------------------------|----|---------------------------|----|------------------------|----|-----------------------------|----|
| Acceptance of Fate | +4 | Crow's Feast | +5 | Flaming Sword of Rhuin | +4 | Omen | -1 | Starshine | +7 |
| Aethyric Armour | +0 | Crown of Fire | +1 | Form of the Raging Bear | +7 | Open | +1 | Steal Life | +5 |
| Armour of Lead | +4 | Cure Blight | +8 | Form of the Ravening Wolf | +4 | Pall of Darkness | +4 | Stealth of Ranald | +0 |
| Armour of Righteousness | +0 | Cure Disease | +2 | Form of the Soaring Raven | +0 | Pillars of Radiance | +8 | Summer Heat | +3 |
| Bamboozle | +4 | Cure Insanity | +7 | Geyser | +7 | Preserve Corpse | +0 | Summon Daemon Pack | +8 |
| Banish | +3 | Cure Poison | -1 | Ghost Step | -1 | Protection From Rain | -1 | Summon Lesser Daemon | +3 |
| Banish Undead | +8 | Cure Wounds | +0 | Glowing Light | -1 | Purify | +5 | Swift Passing | +0 |
| Battle Fury | +0 | Curse | +5 | Good Fortune | +0 | Quick Strike | +4 | Sword of Justice | +2 |
| Beacon of Courage | +4 | Curse of Rust | +1 | Guard of Steel | +0 | Radiant Gaze | +0 | Tanglefoot | +1 |
| Bear's Paw | +4 | Curse of the Albatross | +6 | Gust | -1 | Raise the Dead | +7 | The Beast Unleashed | +6 |
| Beastfriend | -1 | Curse of Thorns | +0 | Hammer of Sigmar | +0 | Re-Animate | +1 | The Past Revealed | +1 |
| Becalms | +5 | Daemonbane | +8 | Hand of Dust | +3 | Reaping Scythe | +1 | The Talking Beast | +2 |
| Bewilder | +1 | Dark Hand of Destruction | +5 | Healing Hand | +3 | Rhya's Comfort | +6 | Thunderclap | +3 |
| Blessed Voyage | +0 | Dazzling Brightness | +0 | Healing of Hysh | +2 | River's Whisper | +4 | Tide of Years | +2 |
| Blessed Weapon | +0 | Death's Door | +7 | Heart of the Wolf | +6 | Second Portent of Amul | +3 | Touch of Chaos | +7 |
| Blessing of Courage | -1 | Deathstight | +0 | Hearts of Fire | +5 | Shackles of Verena | +0 | Transformation of Metal | +6 |
| Blessing of Fortitude | +0 | Destroy Undead | +3 | Howl of the Wolf | +2 | Shadow Knives | +7 | Transmu. o.t. Unstable Mind | +8 |
| Blessing of Healing | +0 | Dismay Foe | +5 | Ice Storm | +7 | Shadowcloak | +0 | Trapsense | +5 |
| Blessing of Might | +0 | Dispel | +3 | Ill Fortune | +0 | Shield of Aqshy | +3 | Trial and Error | +5 |
| Blessing of Protection | +0 | Doppelganger | +0 | Illusion | +8 | Shield of Myrmidia | +7 | Trial by Fire | +6 |
| Blessing of Speed | -1 | Dread Aspect | +7 | Inspiration | +5 | Shimmering Cloak | +1 | Ulrich's Gift | +4 |
| Blinding Light | +8 | Dream Message | +2 | Inspired Leadership | +0 | Shock | +0 | Universal Confusion | +8 |
| Boon of Chaos | +1 | Drop | -1 | Invigorating Vitae | +2 | Shroud of Invisibility | +5 | Veil of Corruption | +8 |
| Bountiful Fortune | +7 | Earth Blood | +1 | Law of Gold | +8 | Sign of the Raven | +1 | Vision of Morr | +4 |
| Breathe Fire | +8 | Earth Gate | +4 | Law of Logic | +0 | Silence | +2 | Vision of Torment | +0 |
| Breathe Water | +0 | Eavesdrop | +4 | Lightning Bolt | +2 | Silver Arrows of Arha | +3 | Water Blast | +2 |
| Burning Blood | +3 | Enchant Item | +7 | Lightning Storm | +8 | Skill of Combat | +2 | Water Walk | +4 |
| Call of Vanhel | +4 | Eyes of Truth | +7 | Lure of Chaos | +5 | Skywalk | +2 | Wind Blast | +4 |
| Calm the Wild Beast | +0 | Face of Death | +0 | Magic Alarm | +1 | Sleep | +0 | Wind of Death | +8 |
| Cauterize | -1 | Fat of the Land | +1 | Magic Dart | +0 | Sleep of Death | +7 | Wings of Heaven | +6 |
| Claws of Fury | +1 | Fate of Doom | +8 | Magic Flame | -1 | Soulfire | +7 | Wings of the Falcon | +8 |
| Cloak Activity | +3 | Fiery Blast | +7 | Magic Lock | +0 | Sounds | -1 | Winter Frost | +8 |
| Comet of Sigmar | +5 | Final Words | +6 | Marsh Lights | +0 | Spear of Myrmidia | +0 | Winter's Chill | +0 |
| Conflagration of Doom | +8 | | +3 | Martyr | +4 | Spell of Awakening | +8 | Word of Pain | +8 |
| Control Undead | +5 | Fires of U'Zhu! | +0 | Master's Voice | +3 | Spring Bloom | +6 | Words of Truth | +3 |
| Corpse Flesh | +6 | First Portent of Amul | +0 | Move | -1 | Stag's Leap | +0 | Youth's Bane | +8 |

| SKILL | OVERCOME | CREATE AN ADVANTAGE | ATTACK | DEFEND |
|------------------------|-----------------|--------------------------------|---------------|---------------|
| <i>Ballistic Skill</i> | × | × | × | |
| Burglary | × | × | | |
| Contacts | × | × | | × |
| Crafts | × | × | | |
| Deceive | × | × | | × |
| Drive | × | × | | × |
| Empathy | × | × | | × |
| <i>Fellowship</i> | × | × | | × |
| <i>Initiative</i> | × | × | | × |
| Investigate | × | × | | |
| Lore | × | × | | |
| Notice | × | × | | × |
| <i>Toughness</i> | × | × | | × |
| Provoke | × | × | × | |
| Resources | × | × | | |
| Stealth | × | × | | × |
| <i>Weapon Skill</i> | × | × | × | × |
| <i>Willpower</i> | × | × | | × |

ID



Empty rectangular box for ID.

Large empty rectangular box for ID.

REFRESH box.

CURRENT FATE POINTS box.

ASPECTS

HIGH CONCEPT

Empty box for High Concept.

TROUBLE

Empty box for Trouble.

Empty box for Aspect.

Empty box for Aspect.

Empty box for Aspect.

SKILLS

SUPERB (+5)

GREAT (+4)

GOOD (+3)

FAIR (+2)

AVERAGE (+1)



| | | | | |
|--|--|--|--|--|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

PHYSICAL STRESS (TOUGHNESS)

Physical stress scale with numbers 1, 2, 3, 4.

MENTAL STRESS (WILLPOWER)

Mental stress scale with numbers 1, 2, 3, 4.

CORRUPTION

Corruption scale with four arrows.



CONSEQUENCES

Consequences scale with levels 2 MILD, 4 MODERATE, 6 SEVERE.

INSANITY

Large empty box for Insanity.

STUNTS

| |
|--|
| |
|--|

SPELLS

| |
|--|
| |
|--|

GEAR

| |
|--|
| |
|--|

EXTRAS

| |
|--|
| |
|--|

