

WARHAMMER FANTASY ROLEPLAY ERRATA

Version: 1.1

The following errors should be corrected as noted.

WFRP RULEBOOK

CLASS AND CAREERS

Page 36

In Halflings, replace 'Stealth' with 'Stealth (Any)'.

Page 37

In the Class Trappings Courtiers entry, replace 'Courtly Garb' with 'Fine Clothing'.

In Career Trappings, replace all instances of 'Career Level' with 'Career Standing'.

CLASS AND CAREERS

Page 47

In Characteristic and Skill Improvement XP Costs, replace '1 to 5' with '0 to 5'.

Page 60

In the Wizard's Apprentice Trapping entry, replace 'Staff' with 'Quarterstaff'.

Page 61

In the Rabble Rouser Skill's entry, replace 'Melee (Fist)' with 'Melee (Brawling)'.

Page 65

In the Merchant Advance Scheme, replace the WS \dagger with a \heartsuit , and the WP \heartsuit with a \dagger .

Page 70

In the Artist Skills entry, remove 'Sleight of Hand'.

Page 71

In the Fencer Trappings entry, replace 'Basic Weapon' with 'Hand Weapon'.

Page 72

In the Envoy Skills entry, replace 'Bribe' with 'Bribery'.

Page 77

In the Tax Collector Skills entry, replace 'Melee' with 'Melee (Basic)'.

Page 80

In the Trapper Skills entry, replace 'Ranged (Bow)' with 'Ranged (Sling)'.

In the Trapper Trappings entry, add 'Sling with 10 Stone Bullets'.

In the Hunter Skills entry, replace 'Ranged (Sling)' with 'Ranged (Bow)'.

In the Hunter Trappings entry, remove 'Sling with Ammunition'.

Page 82

In the Sage Skills entry, replace 'Trade (Writing)' with 'Art (Writing)'.

Page 84

In the Villager Skills entry, add 'Dodge'.

Page 87

In the Troubadour Skills entry, replace 'Animal Training' with 'Animal Training (Any)'.

Page 90

In the Master Pedlar Talents entry, remove 'Sharp'.

Page 92

In the Interrogator Skills entry, replace 'Melee (Fist)' with 'Melee (Brawling)'.

In the Witch Hunter Skills entry, replace 'Dodge' with 'Melee (Basic)'.

Page 93

In the Boat-hand Skills entry, replace 'Melee (Basic)' with 'Melee (Brawling)'.

Page 98

In the Smuggler Skills entry, remove 'Charm'.

Page 104

In the Grave Robber Skills entry, replace 'Endurance' with 'Drive'.

In the Tomb Robber Skill entry, replace 'Drive' with 'Research'.

Page 106

In the Racketeer Talents entry, replace 'Street Fighting' with 'Dirty Fighting'.

Page 107

In the Master Thief Trappings entry, remove 'Throwing Knives'.

Page 108

In the Witch Talents entry, replace 'Sixth Sense' with 'Second Sight'.

Page 109

In the Cavalryman Trapping entry, remove 'Demilance'.

Page 112

In the Pugilist Talents entry, replace 'Dirty Fighter' with 'Dirty Fighting'.

SKILLS AND TALENTS

Page 127

Replace all instances of 'Lore (Herbalism)' with 'Lore (Herbs)'.

Page 132

In Gaining Talents, replace the second paragraph with: 'If you can take a Talent multiple times, it may have a special rule for what this means written into its description. Further, it may have an associated Skill marked under 'Tests' (see Talent Format): if so, for each time you have the Talent, you gain +1 SL on any successful use of a Skill tied to the Talent.' In Aethyric Attunement, replace 'Channel (Any)' with 'Channelling (Any)'.

Page 133

In Arcane Magic, replace 'Intelligence' in the table with 'Up to Intelligence', and replace '4 spells' with 'spell, and the next 4'.

In Artistic, replace all instances of 'Trade (Artist)' with 'Art (Any)'.

Page 135

In Concoct, replace 'Trade (Apothecary)' with 'Lore (Apothecary)'.

Page 140

In Jump Up, replace 'Challenging (+0) Agility Test' with 'Challenging (+0) Athletics Test'.

In the Magic Resistance Max entry, replace '1' with 'Toughness Bonus'.

In Magic Resistance, replace 'You must Oppose any incoming spell with your Willpower, just as if you were a spellcaster using Language (Magick) to dispel (see page 237)' with 'The SL of any spell affecting you is reduced by 2 per point you have in this Talent. The SL of a spell is only modified by the highest Magic Resistance Talent within its target area'.

Page 142

In Petty Magic, replace 'Willpower' in the table with 'Up to Willpower'.

In Petty Magic, replace 'So, if your Willpower Bonus is 3, it will cost you 50 XP for the first 3 spells, then 100 XP for the next 3, and so on' with 'So, if your Willpower Bonus is 3 and you had 3 Petty spells, it will cost you 50XP for the first learned spell, then 100 XP for the next three, and so on'.

Page 145

In Speedreader, remove '(make singular if previous suggestion is taken)'.

Page 147

In Tower of Memories, replace 'Average (+0)' with 'Average (+20)'.

In Witch!, replace the description with: 'You have learned magic through trial and error. Add Language (Magick) to any Career you enter; if it is already in your Career, you may purchase the Skill for 5 XP fewer per Advance. Further, you may spend 1 Resilience point to immediately cast any spell as if it were one of your Arcane Lore spells; you also instantly memorise that spell as one of your Arcane Lore spells for 0 XP. You can do this a number of times equal to your level in this Talent.'

RULES

Page 161

Replace 'Medium' with 'Average' in the second Hard Combat Difficulty entry.

Page 162

In Shooting into a Group, append to the end: 'If this modifier allows you to hit when the Test would otherwise have failed, you succeed with +0 SL.'

In Options: Shooting Into Melee, replace the last two paragraphs with: 'Ballistic Skill Tests against Engaged opponents are resolved as normal, but suffer a penalty of -20 as you try your best to hit your specified target. If this modifier causes you to fail when the Test would otherwise have succeeded, you instead hit one of the target's Engaged opponents, as determined randomly by the GM. If you do not care whom you hit, you may gain a bonus of +20 to +60 to hit, see Shooting into a Group.'

In Size, append to the end: 'If this modifier allows you to hit when the Test would otherwise have failed, you succeed with +0 SL.'

Page 167

In Multiple Conditions, replace 'Exhausted' with 'Fatigued'.

Page 168

In Ablaze, replace 'Armour Points' with 'the Armour Points on the least protected Hit Location'.

In Bleeding, after 'on a roll of 0-30.' add 'If a double is scored on this roll, your wound clots a little: lose 1 Bleeding Condition.'

Page 169

In Unconscious, replace 'Any Melee attack targeting you automatically hits on the location of the attacker's choice with the maximum possible SL it could score, and also inflicts a Critical Wound' with 'An attacker targeting you gains the benefit of the I Will Not Fail rule on page 171 without having to spend a Resilience point'.

Page 171

In Spending Resilience, after 'direst of situations.' add 'If you cause a Critical, you can choose the Hit Location struck rather than randomising it.'

Page 174

In Critical Tables, replace the first sentence with: 'When you receive a Critical Wound by losing more Wounds than you have, roll 1d100 and refer to the appropriate Critical Table to determine what has happened. When you receive a Critical Hit (see page 159), you do not determine the struck location by reversing your roll as normal.' Further, add the following to the end of the paragraph: 'When you resume resolving the non-Critical Damage of the attack, use any new Hit Location determined by the Critical Wound.'

Page 181

In Cold, replace 'bonuses to these Tests. See page 302' with 'bonuses and penalties to these Tests. See pages 302 and 309'.

RELIGION AND BELIEF

Page 221

In Blessing of Conscience, replace 'Routine' with 'Average'.

Page 223

In Rich Man, Poor Man, Beggar Man, Thief entry, replace 'Range: 1' with 'Range: 1 yard'.

MAGIC

Page 235

In Ghostly Voices, replace 'Average (+0)' with 'Average (+20)'.

In Chaos Quake, replace 'Average (+0)' with 'Average (+20)'.

Page 242

In Aethyric Arms, replace 'create a weapon' with 'create a melee weapon'.

Page 245

In Beast Form, replace 'Use the standard Traits for the creature.' with 'Gain all the standard Traits of the creature, except the *Bestial* Trait. Further, replace your **S**, **T**, **Agi**, and **Dex** with those of the creature, then recalculate your Wounds.'

Page 248

In Flaming Sword of Rhuin, replace 'Arcane Magic (Bright)' with 'Arcane Magic (Fire)'.

Page 249

In Comet of Casandora, replace 'Average (+0)' with 'Average (+20)'.

Page 250

In Feather of Lead, replace 'Count as Encumbered' with 'Count as two steps more Overburdened' and replace 'Do not count as Encumbered' with 'Do not count as Overburdened'.

In Stream of Corruption, replace 'Corruption and Poison' with 'Corrosive and Poison'.

Page 256

In Haunting Horror, replace 'Average' with 'Challenging'.

THE CONSUMERS' GUIDE

Page 292

In Item Qualities, add the following to the end of the first paragraph: 'A Trapping with more Qualities than its Encumbrance, and that lacks any Flaws, is called a Best Quality Trapping.' In the Durable example, replace '6+' with '7+'.

Page 294

In the Foil Reach entry, replace 'Average' with 'Medium'.

In the Pick and Warhammer Qualities and Flaws entry, add 'Slow'.

Page 295

In the Repeater Pistol Qualities and Flaws entry, replace 'Repeater,' with 'Pistol,'.

In the Rock Damage entry, replace '+SB+0' with '+SB'.

In the Throwing Axe Availability entry, replace 'Average' with 'Common'.

Page 296

In Parry, replace 'see page 158' with 'see page 161'.

Page 300

In the Leather Skullcap Qualities and Flaws entry, replace '-' with 'Partial'.

Page 302

Add the following trapping after the Gloves row:

Hat	4/-	0	Common
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In the Pins (6) Cost, replace '10 s' with '10/-'.

In the Ale, keg Cost, replace '3 s' with '3/-'.

Page 308

In the Grappling Hook Cost, replace '1GC 0/10' with '1GC -/10'.

Page 309

In the Bandage description, replace 'Heal Test' with 'Heal Test or Dexterity Test'.

THE BESTIARY

Page 311

Dwarfs should have **Dex** 40, and add the *Magic Resistance (1)* Creature Trait.
Halflings should have **BS** 40.

Page 312

Ogres should have a **W** 30.

Page 313

Black Bella should have **M** 3.
Pol Dankels should have a **W** 14.

Page 316

Snakes should have **W** 8.

Page 317

In Basilisks, replace 'Mutant' with 'Mutation'.

Page 319

In Fenbeast, replace 'Stupidity' with 'Stupid'.

Page 320

Giants should have **W** 72.

Page 322

In Jabberslythes, replace 'Mutant' with 'Mutation'.

Page 324

Trolls should have **W** 30, replace 'Stupidity' with 'Stupid', and replace 'Stealth' with 'Stealthy'.

Page 325

Orcs should have the *Animosity (Greenskins)* Creature Trait.

Page 326

In the Goblins Traits entry, replace 'Animosity' with 'Animosity (Greenskins)'.
In the Goblins Optional entry, replace 'Night Vision' with 'Dark Vision'.
Snotlings should have **W** 7.

Page 330

Vampires should have **W** 19, and replace 'Spellcasting' with 'Spellcaster'.

Page 332

Minotaurs should have **W** 30.
The Bray-Shaman should have **BS** 30.

Page 334

Chaos Warriors should have **W** 17.

Page 335

Bloodletters of Khorne should have **W** 17.

Page 336

In Fr'hough Mournbreath, replace 'Infested' with 'Infestation'.

Page 338

In Afraid, replace 'is afraid of the Target' with 'gains Fear (0) to the Target'.

Page 339

In Corrupted (Strength), replace 'Corrupted (Strength)' with 'Corruption (Strength)'.

Page 340

In Ghostly Howl, replace 'Challenging' with 'Average'.

In Hungry, replace 'Challenging (+20) WP' with 'Average (+20) Willpower' Test.

Page 341

In Stomp, replace 'Strength bonus +0' with 'Strength Bonus +0, and uses Melee (Brawling)'.

Page 342

In Swarm, add the following sentence to the end of the first paragraph: 'Swarms ignore all the *Size* Creature Trait rules.'

Page 343

In Unstable, replace 'Whenever it ends a round engaged with an opponent with higher Advantage, the creature loses as many Wounds as the difference.' with 'Whenever it ends a Round engaged with any opponents with higher Advantage, the creature is driven back, and the magics holding it together weaken. It loses as many Wounds as the difference between its Advantage, and the highest Advantage engaged with it.'

CHARACTER SHEET

Page 345

The 'TN' column should read 'CN' instead.