

# Invoking prayers in WFRPlx

## A Test of Faith

- Note the prayer's ambition (PA) to be invoked (previously known as Casting Number)
- Roll a number of Faith Dice (FD) equal to or less than the priest's Spiritual Level

Title of address	Career	Spiritual Level	Faith Dice
Father	Priest/Friar	1	D10
Reverend	Anointed Priest/Monk	2	2 D10
His Excellency	High Priest/Abbot	3	3 D10
His Holiness	Cult Leader	4	4 D10

- Compare the sum of the FD to the PA (previously CN)
  - Pass by 7+ = **Miraculous Boon** = prayer resolved on a supernatural dimension (+100%)
  - Pass by 5-6 = **Overwhelming Wonder** = prayer generously rewarded (+50%)
  - Pass by 3-4 = **Divine Providence** = prayer glamorously satisfied (with style)
  - Pass by 1-2 = **Praise Be** = prayer graciously fulfilled (100%)
  - Exact roll = **Blessing in Disguise** = unforeseen but fortuitous event (based on a prayer of similar ambition)
  - Fail by 1-2 = **Welcome Portents** = Lo Our Prayers Be Heard (+1 to next prayer)
  - Fail by 3-4 = **Mysterious Ways** = Hark Our Faith Is Tried (...)
  - Fail by 5-6 = **Disturbing Omens** = Why Hast Thou Forsaken Me? (-1 to next prayer)
  - Fail by 7+ = **Divine Wrath** = Have Mercy Upon Me!
- Also, if the FD reveal a **double** or **triple** then **Divine Wrath** strikes (thus it can be preferable NOT to roll all your FD)
- Worse, if any FD roll reveals a **quadruple** then the invoker has incurred **Divine Vengeance** (cf. table 10-11 below)

## Nota Bene

- If time permits, priests can take a few moments (1 round) to purify their soul before prayer (*Channelling*), i.e. a successful WP test grants an FD bonus equal to their Spiritual Level (for *Channelling - Expanded Results*, see table on page 2)
- Pious and/or inspirational (dramatic role-playing) priests often prove remarkably auspicious, i.e. +1 to +3 to their FD
- Conversely, wicked priests must add a D10 for each recent sin (ignoring strictures) where, instead of adding to their FD, this D10 stokes the risk of **Divine Wrath** or even **Vengeance**!

TABLE 7-5: THE WRATH OF THE GODS

Die Roll	Result
01-15	<b>Uncerthly Vision:</b> Your God chooses this time to grant you a symbolic but confusing vision. This stuns you for 1 round.
16-30	<b>Prove Your Devotion:</b> A few more prayers are required to finish casting the spell. This result adds 1 half action to the Casting Time of the spell. You must take this extra time even if you failed the Casting Roll.
31-45	<b>You Try My Patience:</b> You cannot cast another spell for 1d10 rounds. This spell still works as long as you made your Casting Roll.
46-60	<b>Your Cause is Unworthy:</b> Your spell fails, even if you made the Casting Roll.
61-75	<b>Stinging Rebuke:</b> Not only does your spell fail, but you also suffer a -10% penalty to your Will Power for 1 minute.
76-90 See page 2	<b>What Will You Sacrifice for this Boon?:</b> You lose 1d10 Wounds regardless of Toughness Bonus or armour.
91-99	<b>You Have Sinned Against Me:</b> You have somehow angered your God. You must kneel and repent for 1d10 rounds. This renders you helpless.
00	<b>Daemonic Interference:</b> Your prayer is answered but not by your God. Roll on Table 7-3: Major Chaos Manifestation instead.

TABLE 10-20: MARKS OF V

Roll	Result
01-10	<b>Savant:</b> Your unchecked intellectual superiority makes it difficult for you to connect with others. Permanently reduce your Fellowship Characteristic by -5%.
11-20	<b>Daemon's Advocate:</b> You can't help expressing alternative stances. If you allow an opinion or argument to be stated without countering it and balancing matters, take a -10% penalty to all Will Power Tests for 24 hours.
21-30	<b>Just Heart:</b> Whenever you see injustice, you must speak out against it unless you pass a Challenging (-10%) Will Power Test.
31-40	<b>Piercing Gaze:</b> Your all-seeing eyes bore into everything around you. You gain a +10% bonus to all Perception Tests relying on sight, but take a -10% penalty on Charm Tests.
41-50	<b>Verena's Mien:</b> Your back straightens, eyes clear and your face gains a dignified appearance. You grow 1d10/2 inches taller. In addition, permanently increase your Intelligence Characteristic by 5%.
51-60	<b>Owl Friend:</b> Owls like you. You gain a +20% bonus on Charm Animal Tests made against owls.
61-70	<b>Eidetic Recall:</b> With a successful Intelligence Test, you can perfectly recall any text you have read. You also gain a +20% bonus to all other tests involving memory.
71-80	<b>Voice of Wisdom:</b> Your voice carries the wisdom of Verena Herself. Double the number of people you can affect with a Charm Test.
81-90	<b>Enlightened:</b> Verena grants you a small portion of her wisdom. You gain a +10% bonus to all Academic Knowledge Tests that you have selected as skills. As well, you may attempt Academic Knowledge Tests outside of your fields of study, albeit at a -20% penalty.
91-100	<b>Marked by Verena:</b> An Owl, Scales, or Sword mark appears somewhere on your body (GM's choice). You gain a +10% bonus to Channelling Tests when using the Lore of Verena, and a +10% bonus to Fellowship Tests when dealing with other Verenans if they can see the mark.

## THE WRATH OF THE GODS

This section reprints and slightly expands the Wrath of the Gods table from *WFRP*, customising one entry for each of the major Gods. For minor Gods, you can use the basic version.

### TABLE 10—10: WHAT WILL YOU SACRIFICE FOR THIS BOON?

God	Sacrifice
<b>Manann:</b>	You vomit up salt water, and feel as though you are almost drowned. Take 1d10 Wounds, regardless of Toughness or Armour.
<b>Morr:</b>	All warmth and vigour leach from your body. Take a -20% penalty to all actions for the next 1 minute.
<b>Myrmidia:</b>	You automatically fail your next Dodge or Parry Test.
<b>Ranald:</b>	You must re-roll your next three successful Tests. If the second roll fails, you fail the Test. If the re-roll succeeds, you succeed and need not roll again.
<b>Shallya:</b>	The next time one of your allies suffers an injury, you suffer exactly the same injury. This may mean taking Wounds, or taking a Critical Hit.
<b>Sigmar:</b>	A brand in the shape of a twin-tailed comet appears on your forehead, inflicting 1d10 Wounds ignoring Toughness Bonus or armour.
<b>Taal:</b>	Your mind becomes that of a beast for three rounds. You flee most situations, but fight if cornered.
<b>Ulric:</b>	Your body is rimed with frost. Take 1d10 Wounds, regardless of Toughness or Armour.
<b>Verena:</b>	You are robbed of your knowledge. You automatically fail any Academic Knowledge Tests you make in the next 1 hour.

## THE VENGEANCE OF THE GODS

Priests with a high Disfavour Pool may roll quadruples or higher when checking for the Wrath of the Gods. If they do, roll on this table instead.

### TABLE 10—11: VENGEANCE OF THE GODS

Roll	Vengeance
01–15	<b>Behold Your Wickedness!</b> You suffer visions of your failures, which seem to take an eternity but are over in an instant. Gain 1d10 Insanity Points; if you become insane, you gain Heart of Despair.
16–30	<b>Lash the Flesh to Purge the Soul:</b> You take 2d10 Wounds, ignoring Toughness Bonus or Armour.
31–45	<b>You Shall Not Abuse My Mercy:</b> Your Magic Characteristic is reduced to zero, and increases by one every time you do penance (as if attempting to reduce your Disfavour Pool to zero), until it returns to its original value. If you have no Magic Characteristic, the same happens to your daily allowance of Fortune Points.
46–60	<b>Thou Art Accursed and Outcast:</b> You are cast out from the cult, and this is marked on your soul. You take a -30% penalty to all social interactions with followers of your God until you do penance.
61–75	<b>Rely Not On These Vanities:</b> All your goods and equipment are stripped from you, leaving you in a tunic. Any non-magical equipment you were carrying is gone forever; magical equipment is mysteriously returned if you do penance. (GM's option: non-magical but important items may also be returned after penance.)
76–90	<b>Called to Account:</b> You are summoned before your God to face judgement. Unless you have a Fate Point to spend, it is time to roll up a new character. If you do have a Fate Point, your God returns you to the world after 1d10 rounds.
91–00	<b>Daemonic Visitation:</b> Roll on the <b>Catastrophic Chaos Manifestation</b> Table instead using the table in <i>WFRP</i> .

## — OPTIONAL RULE: MARKS OF THE GODS —

Repeatedly channelling the power of the Gods can have a lasting effect upon a priest. But the channeling of divine energy can be an unpredictable thing. These effects—called Divine Marks, or the Marks of the Gods—always bring the priest closer to her deity, but not always in a positive or beneficial fashion.

These Marks can have a concrete effect on a character who is closely aligned with the gods. The following pages provide a table for each of

the major organised cults of the Empire. Whenever a priest rolls two or more 1s on his casting roll, his character must pass a Willpower Test or roll on the appropriate Mark of the Gods table. If a player rolls a mark his character has already developed, the result should be re-rolled.

The provided lists are far from exhaustive, and GMs are encouraged to create their own tables for other deities, or to expand the ones already detailed.

### Divine Channelling - Expanded Results

Result	Degree	Description
Success	Amazing	<i>Invigorating Mindfulness</i> = gains an FD bonus equal to their Spiritual Level +3
	Great	<i>Galvanising Meditation</i> = gains an FD bonus equal to their Spiritual Level +2
	Good	<i>Refined Reflection</i> = gains an FD bonus equal to their Spiritual Level +1
	Lucky	<i>Calm Contemplation</i> = gains an FD bonus equal to their Spiritual Level
Failure	Unlucky	<i>Fleeting Presence?</i> = tantalisingly close but... nothing
	Bad	<i>Deafening Silence</i> = nothing other than spiritual doubt bordering on <i>fear</i> (roleplay)
	Terrible	<i>You Again?</i> = Your humble petition irritates your God. Roll a D100 on <a href="#">the Divine Wrath table</a>
	Horrific	<i>Don't You Learn?</i> = Your repeated appeals anger your God. Roll on <a href="#">the Divine Vengeance table</a>