

WARHAMMER FANTASY ROLE-PLAY



◆ 4TH EDITION ◆
CONVERSION TABLES

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INTRODUCTION

The following guide is designed to help transition Characters between **Warhammer Fantasy Roleplay 1st (WFRP1)** and 2nd Edition (**WFRP2**) into 4th Edition (**WFRP4**). However, this process is not perfect, nor is it intended to be — more than just the rules changed between editions, which means things will never fit neatly. Instead, groups should take this as an opportunity to have a discussion about *what converting means*, to touch base with the new version of the setting, and to re-evaluate your Characters. To smooth that process along, we have outlined the **Big Differences** between the editions, a quick converter for **Characteristics**, a comparison of **Careers**, and a guide to picking **Skills & Talents** based off of what your Character used to have.

It's advised that groups re-create their Characters using the new rules on page 24 of **WFRP4**, using this guide as an inspiration. Consider this a perfect chance to realign your Characters into how you want them to be, and what would be the most fun to play. Make choices for your Character focused on what makes sense given your prior adventures, but also *what would be most fun going forward*. There's no point in playing a Character you're not excited about, right?

Experience point totals line up quite well between all editions, so once you have created your Character again, spend XP equal to the amount your old Character has earned as you normally would.

It's worth also considering the new Career system in **WFRP4**, and how that might impact your Character's story progression. If it makes sense, given their past, for them to jump wildly between different Careers, then feel free to do so! The rulebook, and these conversion guides, are tools for you and your group to tell great stories, so use them as you wish.

THE BIG DIFFERENCES CONVERTING WFRP1 TO WFRP4

- ☠ All WFRP4's Characteristics typically range between 1 and 100, though they may exceed this under exceptional circumstances.
- ☠ WFRP4's Characters have approximately twice the number of Wounds as WFRP1's Characters have.
- ☠ WFRP4 has no 'Attacks' Characteristics, and instead relies on a much more streamlined Combat system.
- ☠ WFRP4 has an Agility Characteristic unlike WFRP1.
- ☠ The role of WFRP1's Cool Characteristic has been combined with the Willpower Characteristic and the Cool Skill.
- ☠ The role of WFRP1's Leadership Characteristic has been combined with the Fellowship Characteristics and the Leadership Skill.
- ☠ WFRP4 separates WFRP1's Skills into Skills and Talents.

CONVERTING WFRP2 TO WFRP4

- ☠ 4th Edition's Characteristics may exceed 100 under exceptional circumstances.
- ☠ 4th Edition has no 'Attacks' Characteristics, and instead relies on a much more streamlined Combat system.
- ☠ 4th Edition has a Dexterity Characteristic unlike 2nd Edition, in addition to Agility.
- ☠ 4th Edition has an Initiative Characteristic unlike 2nd Edition, in addition to Intelligence.

CONVERTING 1ST EDITION CHARACTERISTICS

	Edition	Human	Elf	Dwarf	Halfling
M	1st Edition	D3 + 2 (4)	D3 + 2 (4)	D2 + 2 (3)	D2 + 2 (3)
	4th Edition	4	5	3	3
	Action	= Set to 4	= Set to 5	= Set to 3	= Set to 3
WS	1st Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 30 (41)	2D10 + 10 (21)
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 30 (41)	2D10 + 10 (21)
	Action	= Remain the Same	= Remain the Same	= Remain the Same	= Remain the Same
BS	1st Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 10 (21)	2D10 + 20 (31)
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 20 (31)	2D10 + 30 (41)
	Action	= Remain the Same	= Increase by 10	= Increase by 10	= Increase by 10
S	1st Edition	D3 + 1 (3)	D3 + 1 (3)	D3 + 1 (3)	D3 (2)
	4th Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 10 (21)
	Action	= Multiply by 10	= Multiply by 10	= Multiply by 10	= Multiply by 10
T	1st Edition	D3 + 1 (3)	D3 + 1 (3)	D3 + 2 (4)	D3 (2)
	4th Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 20 (31)
	Action	= Multiply by 10	= Multiply by 10	= Multiply by 10	= Multiply by 10
I	1st Edition	2D10 + 20 (31)	2D10 + 50 (61)	2D10 + 10 (21)	2D10 + 40 (51)
	4th Edition	2D10 + 20 (31)	2D10 + 40 (51)	2D10 + 20 (31)	2D10 + 20 (31)
	Action	= Remain the Same	= Reduce by 10	= Increase by 10	= Reduce by 20
Agi	1st Edition	—	—	—	—
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 10 (21)	2D10 + 20 (31)
	Action	= Generate New Stats	= Generate New Stats	= Generate New Stats	= Generate New Stats
Dex	1st Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 10 (21)	2D10 + 30 (41)
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 30 (51)	2D10 + 30 (41)
	Action	= Remain the Same	= Remain the Same	= Increase by 20	= Remain the Same
Int	1st Edition	2D10 + 20 (31)	2D10 + 40 (51)	2D10 + 20 (31)	2D10 + 20 (31)
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 20 (31)	2D10 + 20 (31)
	Action	= Remain the Same	= Reduce by 10	= Remain the Same	= Remain the Same
WP	1st Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 40 (51)	2D10 + 20 (31)
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 40 (51)	2D10 + 30 (41)
	Action	= Remain the Same	= Remain the Same	= Remain the Same	= Increase by 10
Cl	1st Edition	2D10 + 20 (31)	2D10 + 40 (51)	2D10 + 40 (51)	2D10 + 10 (21)
	4th Edition	—	—	—	—
	Action	= Remove Stat	= Remove Stat	= Remove Stat	= Remove Stat
Fel	1st Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 10 (21)	2D10 + 30 (41)
	4th Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 10 (21)	2D10 + 30 (41)
	Action	= Remain the Same	= Reduce by 10	= Remain the Same	= Remain the Same
Ld	1st Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 40 (51)	2D10 + 10 (21)
	4th Edition	—	—	—	—
	Action	= Remove Stat	= Remove Stat	= Remove Stat	= Remove Stat
W	1st Edition	D3 + 4 (6)	D3 + 3 (5)	D3 + 5 (7)	D3 + 3 (5)
	4th Edition	SB + (2 x TB) + WPB (12)	SB + (2 x TB) + WPB (13)	SB + (2 x TS) + WPB (16)	(2 x TB) + WPB (10)
	Action	= Regenerate Stat	= Regenerate Stat	= Regenerate Stat	= Regenerate Stat
A	1st Edition	1	1	1	1
	4th Edition	—	—	—	—
	Action	= Remove Stat	= Remove Stat	= Remove Stat	= Remove Stat

CONVERTING 2ND EDITION CHARACTERISTICS

	Edition	Human	Elf	Dwarf	Halfling
M	2nd Edition	4	5	3	4
	4th Edition	4	5	3	3
	Action	= Remain the Same	= Remain the Same	= Remain the Same	= Reduce by 1
WS	2nd Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 10 (21)
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 30 (41)	2D10 + 10 (21)
	Action	= Remain the Same	= Increase by 10	= Remain the Same	= Remain the Same
BS	2nd Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 20 (31)	2D10 + 30 (41)
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 20 (31)	2D10 + 30 (41)
	Action	= Remain the Same	= Remain the Same	= Remain the Same	= Remain the Same
S	2nd Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 10 (21)
	4th Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 10 (21)
	Action	= Remain the Same	= Remain the Same	= Remain the Same	= Remain the Same
T	2nd Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 10 (21)
	4th Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 20 (31)
	Action	= Remain the Same	= Remain the Same	= Remain the Same	= Increase by 10
I	2nd Edition	—	—	—	—
	4th Edition	2D10 + 20 (31)	2D10 + 40 (51)	2D10 + 20 (31)	2D10 + 20 (31)
	Action	= Generate New Stats	= Generate New Stats	= Generate New Stats	= Generate New Stats
Agi	2nd Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 10 (21)	2D10 + 30 (41)
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 10 (21)	2D10 + 20 (31)
	Action	= Remain the Same	= Remain the Same	= Remain the Same	= Reduce by 10
Dex	2nd Edition	—	—	—	—
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 30 (51)	2D10 + 30 (41)
	Action	= Generate New Stats	= Generate New Stats	= Generate New Stats	= Generate New Stats
Int	2nd Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 20 (31)
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 20 (31)	2D10 + 20 (31)
	Action	= Remain the Same	= Increase by 10	= Remain the Same	= Remain the Same
WP	2nd Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 20 (31)
	4th Edition	2D10 + 20 (31)	2D10 + 30 (41)	2D10 + 40 (51)	2D10 + 30 (41)
	Action	= Remain the Same	= Increase by 10	= Increase by 20	= Increase by 10
Fel	2nd Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 10 (21)	2D10 + 30 (41)
	4th Edition	2D10 + 20 (31)	2D10 + 20 (31)	2D10 + 10 (21)	2D10 + 30 (41)
	Action	= Remain the Same	= Remain the Same	= Remain the Same	= Remain the Same
W	2nd Edition	Table (12)	Table (11)	Table (13)	Table (10)
	4th Edition	SB + (2 x TB) + WPB (12)	SB + (2 x TB) + WPB (13)	SB + (2 x TS) + WPB (16)	(2 x TS) + WPB (10)
	Action	= Regenerate Stat	= Regenerate Stat	= Regenerate Stat	= Regenerate Stat
A	2nd Edition	1	1	1	1
	4th Edition	—	—	—	—
	Action	= Remove Stat	= Remove Stat	= Remove Stat	= Remove Stat

CONVERTING 1ST EDITION BASIC CAREERS

Basic Career	4th Edition Closest Match
Agitator	Agitator — Tier 1: Pamphleteer
Alchemist's Apprentice	There is no current official Career for an Alchemist, however, you can have a similar Character by taking the Apothecary — Tier 1: Apothecary's Apprentice Career, and changing Trade (Apothecary) to Trade (Alchemist).
Artisan's Apprentice	Artisan — Tier 1: Apprentice Artisan
Bawd	Bawd — Tier 1: Hustler
Beggar	Beggar — Tier 1: Pauper
Boatman	Boatman — Tier 1: Boat-hand
Bodyguard	Guard — Tier 1: Sentry
Bounty Hunter	Bounty Hunter — Tier 1: Thief-taker
Coachman	Coachman — Tier 1: Postilion
Druid	Warhammer Lore developed significantly between editions, so Druids as they appear in WFRP1 are not covered in WFRP4. However, you can have a similar Character by taking the Hedge Witch — Tier 1: Hedge Apprentice Career or the Wizard — Tier 1: Wizard's Apprentice Career, and focusing on Jade magic.
Engineer	Engineer — Tier 1: Student Engineer
Entertainer	Entertainer — Tier 1: Busker
Exciseman	Bailiff — Tier 1: Tax Collector
Fisherman	Riverwoman — Tier 1: Greenfish
Footpad	Thief — Tier 1: Prowler
Gambler	Charlatan — Tier 1: Swindler
Gamekeeper	Warden — Tier 1: Custodian
Grave Robber	Grave Robber — Tier 1: Body Snatcher
Herbalist	Herbalist — Tier 1: Herb Gatherer
Herdsmen	Villager — Tier 1: Peasant
Hunter	Hunter — Tier 1: Trapper
Hypnotist	There is no current official Career for a Hypnotist, however, you can have a similar Character by taking the Entertainer — Tier 1: Busker Career or Mystic — Tier 1: Fortune Teller, and purchasing the Entertain (Hypnosis) Skill.
Initiate	Priest — Tier 1: Initiate
Jailer	Note, there is no current official Career for a Jailer, however, you can have a similar Character by taking the Watchman — Tier 1: Watch Recruit Career.
Labourer	There is no current official Career for a Labourer, however, you can have a similar Character by taking the Beggar — Tier 1: Pauper Career, and changing Stealth (Urban) to Trade (Carpentry or Masonry), and increasing their social status to Brass 1. Alternately, the Stevedore — Tier 1: Dockhand Career is a good fit.
Marine	Soldier — Tier 1: Recruit
Mercenary	Soldier — Tier 1: Recruit
Militiaman	Soldier — Tier 1: Recruit
Minstrel	Entertainer — Tier 1: Busker
Muleskinner	Coachman — Tier 1: Postilion
Noble	Noble — Tier 1: Scion
Outlaw	Outlaw — Tier 1: Brigand



Basic Career	4th Edition Closest Match
Outrider	Cavalryman — Tier 1: Horseman
Pedlar	Pedler — Tier 1: Vagabond
Pharmacist	Apothecary — Tier 1: Apothecary's Apprentice
Physician's Student	Physician — Tier 1: Physician's Apprentice
Pilot	Huffer — Tier 1: Riverguide
Pit Fighter	Pit Fighter — Tier 1: Pugilist
Prospector	Miner — Tier 1: Prospector
Protagonist	Protagonist — Tier 1: Braggart
Raconteur	Either Agitator — Tier 1: Pamphleteer (if you believe what you say), or Charlatan — Tier 1: Swindler (if you don't)
Rat Catcher	Rat Catcher — Tier 1: Rat Hunter
Roadwarden	Road Warden — Tier 1: Toll Keeper
Runner	Messenger — Tier 1: Runner
Rustler	Outlaw — Tier 1: Brigand
Scribe	Scholar — Tier 1: Student
Seaman	Seaman — Tier 1: Landsman
Seer	Mystic — Tier 1: Fortune Teller
Servant	Servant — Tier 1: Menial
Smuggler	Smuggler — Tier 1: River Runner
Soldier	Soldier — Tier 1: Recruit
Squire	Knight — Tier 1: Squire
Student	Scholar — Tier 1: Student
Thief	Thief — Tier 1: Prowler
Toll-keeper	Road Warden — Tier 1: Toll Keeper
Tomb Robber	Grave Robber — Tier 1: Body Snatcher
Trader	Merchant — Tier 1: Trader
Trapper	Hunter — Tier 1: Trapper
Troll-Slayer	Slayer — Tier 1: Troll Slayer
Tunnel Fighter	Soldier — Tier 1: Recruit
Watchman	Watchman — Tier 1: Watch Recruit
Wizard's Apprentice	Wizard — Tier 1: Wizard's Apprentice
Woodsman	Villager — Tier 1: Peasant



CONVERTING 1ST EDITION ADVANCED CAREERS

Advanced Career	4th Edition Closest Match
Alchemist	There is no current official Career for an Alchemist, however, you can have a similar Character by taking the Apothecary — Tier 2: Apothecary Career.
Artillerist	Engineer — Tier 3: Master Engineer
Artisan	Artisan — Tier 2: Artisan
Assassin	Protagonist — Tier 4: Assassin
Charlatan	Charlatan — Tier 2: Charlatan
Cleric	Priest — Tier 1: Priest
Counterfeiter	Note, there is no current official Career for a Counterfeiter, however, you can have a similar Character by taking the Fence — Tier 2: Fence Career.
Demagogue	Agitator — Tier 4: Demagogue
Druidic Priest	Warhammer Lore developed significantly between editions, so Druids as they appear in WFRP1 are not covered in WFRP4. However, you can have a similar Character by taking the Hedge Witch — Tier 2: Hedge Witch Career or the Wizard — Tier 2: Wizard Career, and focusing on Jade magic
Duellist	Duellist — Tier 2: Duellist
Explorer	Scout — Tier 4: Explorer
Fence	Fence — Tier 2: Fence
Forger	Artist — Tier 2: Artist
Freelancer	Knight — Tier 2: Knight
Giant Slayer	Slayer — Tier 2: Giant Slayer
Gunner	Engineer — Tier 2: Engineer
Highwayman	Outlaw — Tier 2: Outlaw
Judicial Champion	Duellist — Tier 4: Judicial Champion
Lawyer	Lawyer — Tier 2: Lawyer
Mercenary Captain	Soldier — Tier 4: Officer
Merchant	Merchant — Tier 2: Merchant
Navigator	Either Huffer — Tier 4: Master Pilot, or Seaman — Tier 4: Ship's Master
Outlaw Chief	Outlaw — Tier 3: Outlaw Chief
Physician	Physician — Tier 2: Physician
Racketeer	Racketeer — Tier 2: Racketeer
Sapper	Engineer — Tier 2: Engineer
Scholar	Scholar — Tier 2: Scholar
Scout	Scout — Tier 2: Scout
Sea Captain	Seaman — Tier 4: Ship's Master
Slaver	Smuggler — Tier 2: Smuggler
Spy	Spy — Tier 2: Spy
Targeteer	There is no current official Career for a Targeteer, however, you can have a similar Character by taking the Entertainer — Tier 2: Entertainer Career, and changing Ranged (Throwing) to Ranged (Bow).
Templar	Knight — Tier 2: Knight
Torturer	Witch Hunter — Tier 1: Interrogator

Advanced Career	4th Edition Closest Match
Witch-hunter	Witch Hunter — Tier 2: Witch Hunter
Wizard	Wizard — Tier 2: Wizard
Demonologist	There is no current official Career for a Demonologist, however, you can have a similar Character by taking the Wizard — Tier 2: Wizard Career, and taking Arcane Magic (Daemonology), or the Witch — Tier 4: Warlock Career.
Elementalist	Warhammer Lore has developed significantly between editions, and 1st edition Elementalist no longer really exist. However, you can have a similar Character by taking the Wizard — Tier 2: Wizard Career, and focusing on Bright magic
Illusionist	Warhammer Lore developed significantly between editions, and 1st edition Illusionists no longer really exist. However, you can have a similar Character by taking the Wizard — Tier 2: Wizard Career, and focusing on Grey magic
Necromancer	There is no current official Career for a Demonologist, however, you can have a similar Character by taking the Wizard — Tier 2: Wizard Career, and taking Arcane Magic (Necromancy).



CONVERTING 2ND EDITION BASIC CAREERS

Basic Career	4th Edition Closest Match
Agitator	Agitator — Tier 1: Pamphleteer
Apprentice Wizard	Wizard — Tier 1: Wizard's Apprentice
Bailiff	Bailiff — Tier 1: Tax Collector
Barber-Surgeon	Physician — Tier 1: Physician's Apprentice
Boatman	Boatman — Tier 1: Boat-hand
Bodyguard	Guard — Tier 1: Sentry
Bonepicker	Beggar — Tier 1: Pauper
Bounty Hunter	Bounty Hunter — Tier 1: Thief-taker
Burgher	Townsman — Tier 1: Clerk
Camp Follower	Bawd — Tier 1: Hustler
Charcoal-Burner	Villager — Tier 1: Peasant
Coachman	Coachman — Tier 1: Postilion
Entertainer	Entertainer — Tier 1: Busker
Envoy	Envoy — Tier 1: Herald
Estalian Diestro	Duellist — Tier 1: Fencer
Ferryman	Boatman — Tier 1: Boat-hand
Fieldwarden	There is no current official Career for a Fieldwarden, however, you can have a similar Character by taking the Road Warden — Tier 1: Toll Keeper Career, and changing Ranged (Crossbow) to Ranged (Sling).
Fisherman	Riverwoman — Tier 1: Greenfish
Grave Robber	Grave Robber — Tier 1: Body Snatcher
Hedge Wizard	Hedge Witch — Tier 1: Hedge Apprentice
Hunter	Hunter — Tier 1: Trapper
Initiate	Priest — Tier 1: Initiate
Jailer	There is no current official Career for a Jailer, however, you can have a similar Character by taking the Watchman — Tier 1: Watch Recruit Career.
Kislevite Kossar	There is no current official Career for a Kislevite Kossar, however, you can have a similar Character by taking the Soldier — Tier 1: Recruit Career, and changing Play (Drum or Fife) to Language (Kislevarin).
Kithband Warrior	Note, there is no current official Career for a Kithband Warrior, however, you can have a similar Character by taking the Hunter — Tier 1: Trapper Career, and changing Charm Animal to Stealth (Rural).
Marine	Soldier — Tier 1: Recruit
Mercenary	Soldier — Tier 1: Recruit
Messenger	Messenger — Tier 1: Runner
Militiaman	Soldier — Tier 1: Recruit
Miner	Miner — Tier 1: Prospector
Noble	Noble — Tier 1: Scion
Norse Berserker	There is no current official Career for a Norse Berserker, however, you can have a similar Character by taking the Pit Fighter — Tier 1: Pugilist Career, and changing Reversal for Frenzy.
Outlaw	Outlaw — Tier 1: Brigand
Outrider	Cavalryman — Tier 1: Horseman

Basic Career	4th Edition Closest Match
Peasant	Villager — Tier 1: Peasant
Pit Fighter	Pit Fighter — Tier 1: Pugilist
Protagonist	Protagonist — Tier 1: Braggart
Rat Catcher	Rat Catcher — Tier 1: Rat Hunter
Roadwarden	Road Warden — Tier 1: Toll Keeper
Rogue	Rogue — Tier 1: Hustler
Runebearer	Messenger — Tier 1: Runner
Scribe	Scholar — Tier 1: Student
Seaman	Seaman — Tier 1: Landsman
Servant	Servant — Tier 1: Menial
Shieldbreaker	Soldier — Tier 1: Recruit
Smuggler	Smuggler — Tier 1: River Runner
Soldier	Soldier — Tier 1: Recruit
Squire	Knight — Tier 1: Squire
Student	Scholar — Tier 1: Student
Thief	Thief — Tier 1: Prowler
Thug	Racketeer — Tier 1: Thug
Toll Keeper	Road Warden — Tier 1: Toll Keeper
Tomb Robber	Grave Robber — Tier 1: Body Snatcher
Tradesman	Artisan — Tier 1: Apprentice Artisan
Troll Slayer	Slayer — Tier 1: Troll Slayer
Vagabond	Pedler — Tier 1: Vagabond
Valet	Servant — Tier 1: Menial
Watchman	Watchman — Tier 1: Watch Recruit
Woodsman	Villager — Tier 1: Peasant
Zealot	Flagellant — Tier 1: Zealot



CONVERTING 2ND EDITION ADVANCED CAREERS

Advanced Career	4th Edition Closest Match
Anointed Priest	Priest — Tier 1: Priest
Artisan	Artisan — Tier 2: Artisan
Assassin	Protagonist — Tier 4: Assassin
Captain	Soldier — Tier 4: Officer
Cat Burglar	Thief — Tier 4: Cat Burglar
Champion	Pit Fighter — Tier 4: Pit Legend
Charlatan	Charlatan — Tier 2: Charlatan
Courtier	Advisor — Tier 2: Advisor
Crime Lord	Racketeer — Tier 4: Crime Lord
Daemon Slayer	Slayer — Tier 4: Daemon Slayer
Demagogue	Agitator — Tier 4: Demagogue
Duellist	Duellist — Tier 2: Duellist
Engineer	Engineer — Tier 2: Engineer
Explorer	Scout — Tier 4: Explorer
Fence	Fence — Tier 2: Fence
Flagellant	Flagellant — Tier 2: Flagellant
Friar	Nun — Tier 2: Nun
Ghost Strider	There is no current official Career for a Ghost Strider, however, you can have a similar Character by taking the Hunter — Tier 3: Tracker Career.
Giant Slayer	Slayer — Tier 2: Giant Slayer
Guild Master	Artisan — Tier 4: Guildmaster
Herald	Envoy — Tier 2: Envoy
High Priest	Priest — Tier 3: High Priest
Highwayman	Outlaw — Tier 2: Outlaw
Innkeeper	Townsmen — Tier 2: Townsman
Interrogator	Witch Hunter — Tier 1: Interrogator
Journeyman Wizard	Wizard — Tier 2: Wizard
Judicial Champion	Duellist — Tier 4: Judicial Champion
Knight	Knight — Tier 2: Knight
Knight of the Inner Circle	Knight — Tier 4: Knight of the Inner Circle
Master Thief	Thief — Tier 3: Master Thief
Master Wizard	Wizard — Tier 3: Master Wizard
Mate	Seaman — Tier 3: Boatswain
Merchant	Merchant — Tier 2: Merchant
Minstrel	Entertainer — Tier 3: Troubadour
Navigator	Either Huffer — Tier 4: Master Pilot, or Seaman — Tier 4: Ship's Master
Noble Lord	Noble — Tier 4: Noble Lord
Outlaw Chief	Outlaw — Tier 3: Outlaw Chief
Physician	Physician — Tier 2: Physician

Advanced Career	4th Edition Closest Match
Pistolier	Cavalryman — Tier 2: Cavalryman
Politician	Townsmen — Tier 4: Burgomeister
Priest	Priest — Tier 2: Priest
Racketeer	Racketeer — Tier 2: Racketeer
Scholar	Scholar — Tier 2: Scholar
Scout	Scout — Tier 2: Scout
Sea Captain	Seaman — Tier 4: Ship's Master
Sergeant	Soldier — Tier 3: Sergeant
Spy	Spy — Tier 2: Spy
Steward	Servant — Tier 4: Steward
Targeteer	There is no current official Career for a Targeteer, however, you can have a similar Character by taking the Entertainer — Tier 2: Entertainer Career, and changing Ranged (Throwing) to Ranged (Bow).
Vampire Hunter	There is no current official Career for a Vampire Hunter, however, you can have a similar Character by taking the Witch Hunter — Tier 2: Witch Hunter Career, and changing Lore (Witches) to Lore (Undead).
Veteran	Soldier — Tier 2: Veteran
Witch Hunter	Witch Hunter — Tier 2: Witch Hunter
Wizard Lord	Wizard — Tier 4: Wizard Lord



CONVERTING 1ST EDITION SKILLS & TALENTS

Skill or Talent	4th Edition Closest Match
Acrobatics	Perform (Acrobatics) Skill
Acting	Perform (Acting) Skill
Acute Hearing	Acute Sense (Hearing) Talent
Ambidextrous	Ambidextrous Talent
Animal Care	Animal Care Skill
Animal Training	Animal Training Skill
Arcane Language	Language (Various) Skill
Art	Art (Various) Skill
Astronomy	Lore (Astronomy) Skill
Begging	Charm Skill
Blather	Charm Skill with the Blather Talent
Boat Building	Trade (Boat Building) Skill
Brewing	Trade (Brewing) Skill
Bribery	Bribery Skill
Carpentry	Trade (Carpentry) Skill
Cartography	Art (Cartography) Skill
Cast Spells	Language (Various) and Channelling (Various) Skills
Charm	Charm Skill
Charm Animal	Charm Animal Skill
Chemistry	Lore (Chemistry) Skill
Clown	Perform (Clown) Skill
Comedian	Entertain (Comedian) Skill
Concealment Rural	Stealth (Rural) Skill
Concealment Urban	Stealth (Urban) Skill
Consume Alcohol	Consume Alcohol Skill
Contortionist	Perform (Contortionist) Skill with the Contortionist Talent
Cook	Trade (Cook) Skill
Cryptography	Secret Signs (Various) Skill
Cure Disease	Heal Skill
Dance	Entertain (Dance) Skill
Demon Lore	Lore (Daemonology) Skill
Disarm	Disarm Talent
Disguise	Entertain (Acting) with Master of Disguise Talent
Divining	Intuition Skill
Dodge Blow	Dodge Skill
Dowsing	Intuition Skill

Skill or Talent	4th Edition Closest Match
Drive Cart	Drive (Cart) Skill
Embezzling	Embezzle Talent
Engineer	Trade (Engineering) Skill
Escapology	Perform (Contortionist) Skill with the Contortionist Talent
Etiquette	Etiquette (Various) Talent
Evaluate	Evaluate Skill
Excellent Vision	Acute Sense (Sight) Talent
Fire Eating	Perform (Fire Eating) Skill
Fish	Outdoor Survival Skill with Fisherman Talent
Flee!	Flee! Talent
Fleet Footed	Fleet Footed Talent
Follow Trail	Track Skill
Frenzied Attack	Frenzy Talent
Gamble	Gamble Skill
Game Hunting	Outdoor Survival Skill
Gem Cutting	Trade (Gem Cutting) Skill
Haggle	Haggle Skill
Heal Wounds	Heal Skill
Heraldry	Lore (Heraldry) Skill
Herb Lore	Lore (Herbology) Skill
History	Lore (History) Skill
Hypnotise	Perform (Hypnosis) Skill
Identify Magical Artifact	Intuition Skill with Detect Artefact Talent
Identify Plant	Lore (Herbology) Skill
Identify Undead	Lore (Necromancy) Skill
Immunity to Disease	Resistance (Disease) Talent
Immunity to Poison	Resistance (Poison) Talent
Jest	Charm Skill
Juggle	Perform (Juggler) Skill
Law	Lore (Law) Skill
Lightning Reflexes	Lightning Reflexes Talent
Linguistics	Linguistics Talent
Lip Reading	Perception with the Lip Reading Talent
Luck	Luck Talent
Magical Awareness	Intuition with the Magical Sense and/or Second Sight Talent/s
Magical Sense	Intuition with the Magical Sense and/or Second Sight Talent/s



Skill or Talent	4th Edition Closest Match
Manufacture Drugs	Concoct Talent
Manufacture Magic Items	There are currently no official rules for crafting magical items. In the interim, feel free to use the Crafting rules on page 197.
Manufacture Potions	Concoct Talent
Manufacture Scrolls	There are currently no official rules for crafting magical scrolls. In the interim, feel free to use the Crafting rules on page 197.
Marksmanship	Ranged (Various) Skill
Meditation	Channelling (Various) Skill
Metallurgy	Lore (Metallurgy) Skill
Mime	Perform (Mime) Skill
Mimic	Mimic Talent
Mining	Trade (Mining) Talent
Musicianship	Perform (Various) Skill
Night Vision	Night Vision Talent
Numismatics	Numismatics Talent
Orientation	Orientation Talent
Palmistry	Perform (Palmistry) Skill
Palm Object	Sleight of Hand Skill
Pick Lock	Pick Lock Skill
Pick Pocket	Sleight of Hand Skill
Prepare Poisons	Trade (Poisoner) Skill
Public Speaking	Charm Skill with Public Speaker Talent
Read/Write	Read/Write Talent
Ride	Ride Skill
River Lore	Lore (Rivers) Skill
Row	Row Skill
Rune Lore	Lore (Runes) Skill
Rune Mastery	Lore (Runes) Skill
Sailing	Sail Skill
Scale Sheer Surface	Climb with the Scale Sheer Surface Talent
Scroll Lore	Lore (Magick) Skill
Secret Language	Language (Various) Skill
Secret Sign	Secret Signs (Various) Skill
Seduction	Charm Skill
Set Trap	Set Trap Skill
Shadowing	Stealth Skill
Silent Move Rural	Stealth (Rural) Skill
Silent Move Urban	Stealth (Urban) Skill

Skill or Talent	4th Edition Closest Match
Speak Additional Language	Language (Various) Skill
Specialist Weapon	Melee (Various) or Ranged (Various) Skill
Spot Traps	Perception Skill
Stoneworking	Trade (Masonry) Skill
Story Telling	Entertain (Storytelling) Skill
Street Fighter	Dirty Fighting Talent
Sing	Entertain (Sing) Skill
Smithing	Trade (Smithing) Skill
Strike Mighty Blow	Strike Mighty Blow Talent
Strike to Injure	Strike to Injure Talent
Strike to Stun	Strike to Stun Talent
Strongman	Very Strong Talent
Super Numerate	Super Numerate Skill
Surgery	Surgery Talent
Swim	Swim Skill
Tailor	Trade (Tailor) Skill
Theology	Lore (Theology) Skill
Torture	Lore (Torture) Skill
Trick Riding	Trick Riding Talent
Ventriloquism	Perform (Ventriloquism) Skill
Very Resilient	Very Resilient Skill
Very Strong	Very Strong Skill
Wit	Charm Skill
Wrestling	Melee (Brawling) Skill



CONVERTING 2ND EDITION SKILLS

Skill	4th Edition Closest Match
Academic Knowledge (Various)	Lore (Various)
Animal Care	Animal Care
Animal Training	Animal Training
Blather	Charm with the Blather Talent
Channelling	Channelling (Various)
Charm	Charm
Charm Animal	Charm Animal
Command	Leadership
Common Knowledge (Various)	Lore (Various)
Concealment	Stealth
Consume Alcohol	Consume Alcohol
Disguise	Entertain (Acting) with Master of Disguise Talent
Dodge Blow	Dodge
Drive	Drive (Various)
Evaluate	Evaluate
Follow Trail	Track
Gamble	Gamble
Gossip	Gossip
Haggle	Haggle
Heal	Heal
Hypnotism	Perform (Hypnosis)
Intimidate	Intimidate
Lip Reading	Perception with the Lip Reading Talent
Magical Sense	Intuition with the Magical Sense and/or Second Sight Talent/s
Navigation	Navigation
Outdoor Survival	Outdoor Survival
Perception	Perception
Performer (Various)	Perform (Various)
Pick Lock	Pick Lock
Prepare Poison	Trade (Poisoner)
Read/Write	Read/Write Talent
Ride	Ride
Row	Row
Sail	Sail
Scale Sheer Surface	Climb with the Scale Sheer Surface Talent
Search	Perception
Secret Language (Various)	Language (Various)

Skill	4th Edition Closest Match
Set Trap	Set Trap
Shadowing	Stealth
Silent Move	Stealth
Sleight of Hand	Sleight of Hand
Speak Language (Various)	Language (Various)
Speak Arcane Language (Various)	Language (Various)
Swim	Swim
Torture	Lore (Torture)
Trade (Various)	Trade (Various)
Ventriloquism	Perform (Ventriloquism)



CONVERTING 2ND EDITION TALENTS

Talent	4th Edition Closest Match
Acute Hearing	Acute Sense (Hearing)
Aethyric Attunement	Aethyric Attunement
Alley Cat	Alley Cat
Ambidextrous	Ambidextrous
Arcane Lore	Arcane Magic (Various)
Armoured Casting	Warhammer Lore as developed significantly between editions, and 2nd edition Armoured Casting no longer really exist. However, you can retain this Talent, which allows your Character to ignore the rules for Repelling the Winds on page 237 if you prefer.
Artistic	Artistic
Contortionist	Contortionist
Coolheaded	Coolheaded
Dark Lore	Arcane Magic (Various) or Chaos Magic (Various)
Dark Magic	Witch!
Dealmaker	Dealmaker
Disarm	Disarm
Divine Lore	Invoke (Various)
Dwarfcraft	As Dwarfs have a higher bonus to their Dexterity during character creation, the effects of this Talent are effectively included in their Characteristics can be ignored.
Etiquette	Etiquette (Various) Talent
Excellent Vision	Acute Sense (Sight)
Fast Hands	Fast Hands
Fearless	Fearless (Various)
Flee!	Flee!
Fleet Footed	Fleet Footed
Flier	Flight (Rating) Trait
Frenzy	Frenzy
Frightening	Frightening
Grudge-born Fury	Hatred (Various)
Hardy	Hardy
Hedge Magic	Arcane Magic (Various)
Hoverer	Flight (Rating) Trait
Keen Senses	Acute Sense (Various)
Lesser Magic	Arcane Magic (Various)
Lightning Parry	As WFRP4 does not have a strict limit on defensive actions, this talent does not serve any purpose. If you wish to create a character with a strong ability to parry incoming blows, consider taking the Riposte Talent to allow you a chance to cause damage when attacked, and/or learn the Melee (Parry) skill and use a weapon with the Defensive Quality.
Lightning Reflexes	Lightning Reflexes
Linguistics	Linguistics

Talent	4th Edition Closest Match
Luck	Luck
Marksman	Marksman
Master Gunner	Master Gunner
Master Orator	Master Orator
Meditation	There are currently no official rules for magical rituals, making the Meditation Talent useless for now. Feel free to substitute it for additional advances in the Channelling Skill.
Menacing	Menacing
Mighty Missile	Accurate Shot
Mighty Shot	Accurate Shot
Mimic	Mimic
Natural Weapons	Weapon Trait
Night Vision	Night Vision
Orientation	Orientation
Petty Magic	Petty Magic
Public Speaking	Public Speaking
Quick Draw	Fast Shot
Rapid Reload	Rapid Reload
Resistance to Chaos	Resistance (Chaos)
Resistance to Disease	Resistance (Disease)
Resistance to Magic	Resistance (Magic)
Resistance to Poison	Resistance (Poison)
Rover	Rover
Savvy	Savvy
Schemer	Schemer
Seasoned Traveller	Seasoned Traveller
Sharpshooter	Sharpshooter
Sixth Sense	Sixth Sense
Specialist Weapon Group (Various)	Melee (Various) or Ranged (Various) Skill
Stout-hearted	Stout-hearted
Street Fighting	Dirty Fighting
Streetwise	Etiquette (Criminals)
Strike Mighty Blow	Strike Mighty Blow
Strike to Injure	Strike to Injure
Strike to Stun	Strike to Stun



Talent	4th Edition Closest Match
Strong-minded	Strong-minded
Sturdy	Sturdy
Suave	Suave
Sure Shot	Sure Shot
Surgery	Surgery
Super Numerate	Super Numerate
Swashbuckler	Swashbuckler
Terrifying	Terrifying
Trapfinder	Trapfinder
Trick Riding	Trick Riding
Tunnel Rat	Tunnel Rat
Undead	Undead Trait
Unsettling	Menacing
Very Resilient	Very Resilient
Very Strong	Very Strong
Warrior Born	Warrior Born
Wrestling	Melee (Brawling) Skill

