

CHARACTER

NAME: _____

RACE: _____

CURRENT CAREER: _____

PREVIOUS CAREERS: _____

PERSONAL DETAILS

AGE: _____ GENDER: _____

EYE COLOR: _____ WEIGHT: _____

HAIR COLOR: _____ HEIGHT: _____

STAR SIGN: _____ NUMBER OF SIBLINGS: _____

BIRTHPLACE: _____

DISTINGUISHING MARKS: _____

CHARACTER PROFILE

MAIN	WS	BS	S	T	AG	INT	WP	FEL
STARTING								
ADVANCE								
CURRENT								

SECONDARY	A	W	SB	TB	M	MAG	IP	FP
STARTING								
ADVANCE								
CURRENT								

WEAPONS

NAME	ENC	GROUP	DAMAGE	RANGE	RELOAD	QUALITIES

ARMOUR

BASIC ARMOUR	
ARMOUR TYPE:	ARMOUR POINTS:

ADVANCED ARMOUR			
ARMOUR TYPE	ENC	LOCATIONS COVERED	AP

WARHAMMER FANTASY ROLEPLAY

PLAYER

NAME: _____ GAME MASTER: _____

CAMPAIGN: _____ CAMPAIGN YEAR: _____

EXPERIENCE POINTS

CURRENT: _____ TOTAL: _____

COMBAT MOVEMENT

MOVE/DISENGAGE: _____ CHARGE ATTACK: _____ RUN: _____

ARMOUR POINTS

HEAD: 01-15

BODY: 56-80

RIGHT ARM: 16-35

LEFT ARM: 36-55

RIGHT LEG: 81-90

LEFT LEG: 91-00

ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump/Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Full
Swift Attack	Full		
Use a Skill	Varies		

SKILLS

BASIC SKILLS (CHARACTERISTIC)	TAKEN	+10%	+20%	RELATED TALENTS
Animal Care (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Concealment (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Consume Alcohol (T)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Disguise (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Drive (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Evaluate (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Gamble (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Gossip (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Haggle (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Outdoor Survival (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Perception (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Ride (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Row (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Scale Sheer Surface (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Search (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Silent Move (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Swim (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____

ADVANCED SKILLS	(CHAR.)	TAKEN	+10%	+20%	RELATED TALENTS
_____	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
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TALENTS

TALENT	DESCRIPTION
_____	_____
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TRAPPINGS

ITEM	ENC	DESCRIPTION
_____	_____	_____
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_____	_____	_____
_____	_____	_____

MONEY

GOLD CROWNS (gc): _____

SILVER SCHILLINGS (s): _____

BRASS PENNIES (p): _____

SPELL GRIMOIRE

SPELL NAME:	
CASTING NUMBER:	CASTING TIME:
INGREDIENT:	
DESCRIPTION:	

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DESCRIPTION:	

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