WARHAMMER® FANTASY ROLE-PLAY

Name	Species	Class
Career	Career Level	
Career Path		Status
Age	Height	Hair	Eyes

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial										
Advances										
Current	0	0	0	0	0	0	0	0	0	0

FATE

Fate	
Fortune	

RESILIENCE

Resilience	Resolve	Motivation

EXPERIENCE

Current	Spent	Total

MOVEMENT

Movement		Walk		Run	

BASIC SKILLS

Name	Characteristic		Adv	Skill
Art	Dex	0		0
Athletics	Ag	0		0
Bribery	Fel	0		0
Charm	Fel	0		0
Charm Animal	WP	0		0
Climb	S	0		0
Cool	WP	0		0
Consume Alcohol	T	0		0
Dodge	Ag	0		0
Drive	Ag	0		0
Endurance	T	0		0
Entertain	Fel	0		0
Gamble	Int	0		0

BASIC SKILLS

Name	Characteristic		Adv	Skill
Gossip	Fel	0		0
Haggle	Fel	0		0
Intimidate	S	0		0
Intuition	I	0		0
Leadership	Fel	0		0
Melee (Basic)	WS	3		3
Melee	WS	3		3
Navigation	I	0		0
Outdoor Survival	Int	0		0
Perception	I	0		0
Ride	Ag	0		0
Row	S	0		0
Stealth	Ag	0		0

GROUPED & ADVANCED SKILLS

Name	Characteristic		Adv	Skill

TALENTS

Talent Name	Times taken	Description

AMBITIONS

Short-term

Long-term

PARTY

Party Name

Short-term

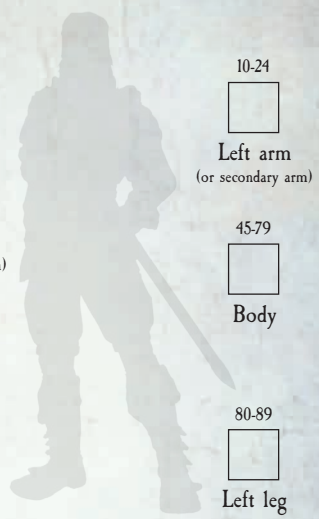
Long-term

Members

ARMOUR

Name	Locations	Enc	AP	Qualities

ARMOUR POINTS



01-09 Head

10-24 Left arm (or secondary arm)

25-44 Right arm (or primary arm)

45-79 Body

90-00 Right leg

80-89 Left leg

Shield

TRAPPINGS

Name	Enc

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	
Armour	
Trappings	
Max Enc.	
Total	

WOUNDS

SB		
TB×2		
WPB		
Hardy		
Wounds		

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities

SPELLS AND PRAYERS

Name	TN	Range	Target	Duration	Effect
					Sin