

WARHAMMER FANTASY ROLE-PLAY

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

CHARACTERISTICS											FATE		RESILIENCE			EXPERIENCE		
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel			Resilience	Resolve	Motivation	Current	Spent	Total	
Initial												Fate						
Advances												Fortune						
Current												MOVEMENT						
												Movement		Walk		Run		

BASIC SKILLS				BASIC SKILLS				GROUPED & ADVANCED SKILLS			
Name	Characteristic	Adv	Skill	Name	Characteristic	Adv	Skill	Name	Characteristic	Adv	Skill
Art ()	Dex			Gossip	Fel						
Athletics	Ag			Haggle	Fel						
Bribery	Fel			Intimidate	S						
Charm	Fel			Intuition	I						
Charm Animal	WP			Leadership	Fel						
Climb	S			Melee (Basic)	WS						
Cool	WP			Melee ()	WS						
Consume Alcohol	T			Navigation	I						
Dodge	Ag			Outdoor Survival	Int						
Drive	Ag			Perception	I						
Endurance	T			Ride ()	Ag						
Entertain ()	Fel			Row	S						
Gamble	Int			Stealth ()	Ag						

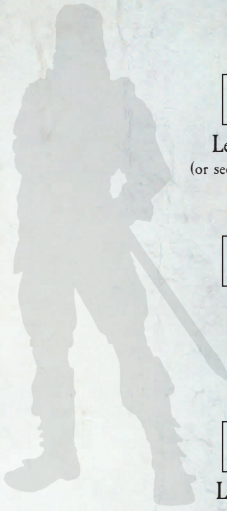
TALENTS			AMBITIONS	
Talent Name	Times taken	Description	Short Term	Long Term

PARTY	
Party Name	
Short Term Ambitions	
Long Term Ambitions	
Members	

ARMOUR

Name	Locations	Enc	AP	Qualities

ARMOUR POINTS



01-09

 Head

25-44

 Right arm
(or primary arm)

90-00

 Right leg

10-24


 Left arm
(or secondary arm)

45-79

 Body

80-89

 Left leg


 Shield

TRAPPINGS

Name	Enc

PSYCHOLOGY

CORUPTION & MUTATION

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	
Armour	
Trappings	
Max Enc.	
Total	

WOUNDS

SB	
TBx2	
WPB	
Hardy	
Wounds	

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities

SPELLS AND PRAYERS

Name	CN	Range	Target	Duration	Effect

Sin

I Attack with my...

ADDITIONAL NOTES

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