

# WARHAMMER FANTASY ROLE-PLAY

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

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

FATE	
Fate	
Fortune	

RESILIENCE		
Resilience	Resolve	Motivation

EXPERIENCE		
Current	Spent	Total

MOVEMENT					
Movement		Walk		Run	

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

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

GROUPED & ADVANCED SKILLS			
Name	Characteristic	Adv	Skill

TALENTS		
Talent Name	Times taken	Description

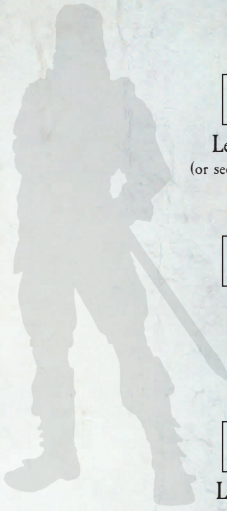
AMBITIONS	
Short Term	
Long Term	
PARTY	
Party Name	
Short Term Ambitions	
Long Term Ambitions	
Members	



### 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

--	--	--