

# 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

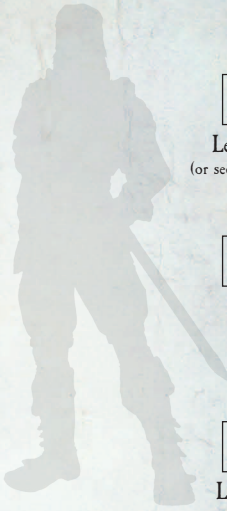
AMBITIONS	
Short Term	
Long Term	
PARTY	
Party Name	
Short Term Ambitions	
Long Term Ambitions	
Members	



### 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

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