

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										

FATE		RESILIENCE			EXPERIENCE		
Fate		Resilience	Resolve	Motivation	Current	Spent	Total
Fortune							

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	
Long-term	
Members	

ARMOUR

Name	Locations	Enc	AP	Qualities

ARMOUR POINTS

01-09

Head

25-44

Right arm
(or primary arm)

90-00

Right leg

Shield

10-24

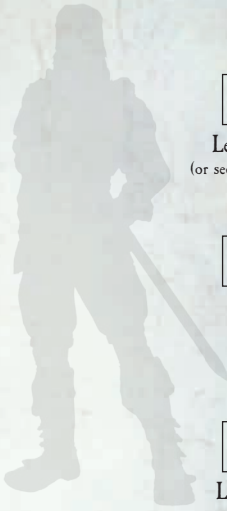
Left arm
(or secondary arm)

45-79

Body

80-89

Left leg



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