

WARHAMMER® FANTASY® ROLE-PLAY

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

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

MOVEMENT

Movement	Walk	Run
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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 Long-term Members

Bags					
Name	Cared Enc	Enc	Worn Enc	Bag#	Qualities

TRAPPINGS:

Name	Enc	Bag

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	
Armour	
Trappings	
Max Enc.	
Total	

WOUNDS

SB	
TB×2	
WPB	
Hardy	
Wounds	



WEAPON SKILLS

Skill	Skill Group	WS	ADV	Total Skill	Skill	Skill Group	WS	ADV	Total Skill

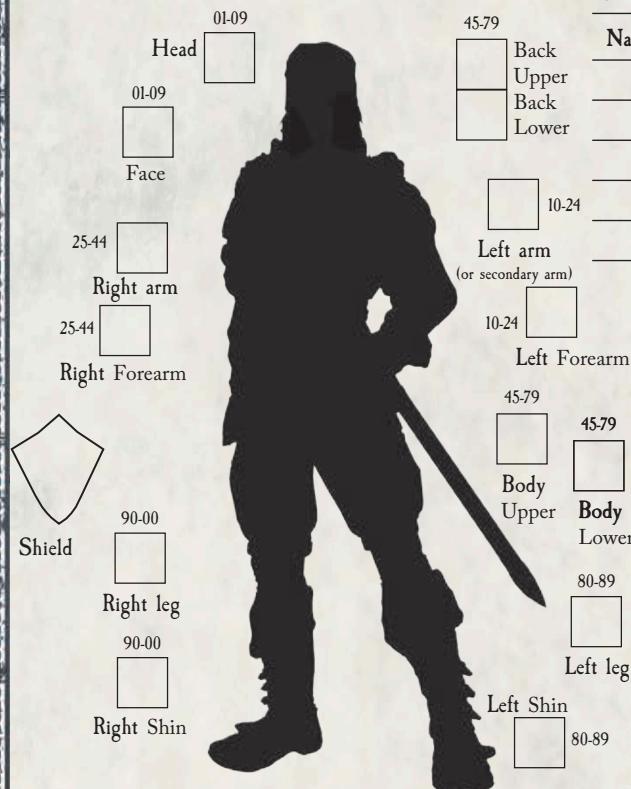
SPELLS AND PRAYERS

Name	CN	Range	Target	Duration	Effect		

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ARMOUR

ARMOUR POINTS



Jewelry and Scabards

Clothes and Robes

Name	Locations	Enc	Qualities

WEAPONS

Master Talents and Advanced Skills

TALENTS

Talent Name	Times taken	Description

GROUPED & ADVANCED SKILLS

Name	Characteristic	Adv	Skill