

WARHAMMER® FANTASY ROLE-PLAY

Name	古斯塔夫 □ 阿道夫	Species	Human	Class	Courtier <input checked="" type="checkbox"/>
Career	Servant <input checked="" type="checkbox"/>	Career Tier	Menial		
Career Path	Menial	Status	Silver <input checked="" type="checkbox"/> 1 <input checked="" type="checkbox"/>		
Age	Height	Hair	Eyes		

CHARACTERISTICS										
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	30	27	28	34	23	27	24	33	33	30
Advances			2	1		2				
Current	30	27	30	35	23	29	24	33	33	30

FATE	
Fate	2
Fortune	2

RESILIENCE		
Resilience	Resolve	Motivation
4	4	

EXPERIENCE		
Current	Spent	Total
70		70

MOVEMENT					
Movement	4	Walk	8	Run	16

BASIC SKILLS			
Name	Characteristic	Adv	Skill
Art	Dex	24	24
Athletics	Ag	29	29
Bribery	Fel	30	30
Charm	Fel	30	30
Charm Animal	WP	33	33
Climb	S	30	30
Cool	WP	33	5 38
Consume Alcohol	T	35	35
Dodge	Ag	29	8 37
Drive	Ag	29	29
Endurance	T	35	8 43
Entertain	Fel	30	30
Gamble	Int	33	33

BASIC SKILLS			
Name	Characteristic	Adv	Skill
Gossip	Fel	30	3 33
Haggle	Fel	30	30
Intimidate	S	30	30
Intuition	I	23	8 31
Leadership	Fel	30	30
Melee (Basic)	WS	30	30
Melee 基础	WS	30	5 35
Navigation	I	23	23
Outdoor Survival	Int	33	33
Perception	I	23	8 31
Ride	Ag	29	29
Row	S	30	30
Stealth urban	Ag	29	8 37

GROUPED & ADVANCED SKILLS			
Name	Characteristic	Adv	Skill
Lore (Reikland)	I <input checked="" type="checkbox"/>	23	5 28
Language (Bretonnian)	I <input checked="" type="checkbox"/>	23	3 26
Language (Wastelander)	I <input checked="" type="checkbox"/>	23	3 26
	<input checked="" type="checkbox"/>	0	0
	<input checked="" type="checkbox"/>	0	0
	<input checked="" type="checkbox"/>	0	0
	<input checked="" type="checkbox"/>	0	0
	<input checked="" type="checkbox"/>	0	0
	<input checked="" type="checkbox"/>	0	0
	<input checked="" type="checkbox"/>	0	0
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	<input checked="" type="checkbox"/>	0	0
	<input checked="" type="checkbox"/>	0	0

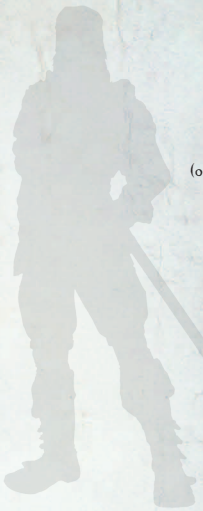
TALENTS		
Talent Name	Times taken	Description
读/写 不起眼	1 1	不起眼:通过一个潜行检定，比你社会等级高的人物可能不会在意你听他们的谈话。同时，比你社会等级高的人物不会因为在战斗中对你的攻击取得优势。








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


ARMOUR				
Name	Locations	Enc	AP	Qualities

Name	Locations	Enc	AP	Qualities

ARMOUR POINTS



01-09 	10-24 
Head	Left arm (or secondary arm)
25-44 	45-79 
Right arm (or primary arm)	Body
90-00 	80-89 
Right leg	Left leg
	
Shield	



01-09
Head

10-24
Left arm
(or secondary arm)

25-44
Right arm
(or primary arm)

45-79
Body

90-00
Right leg

80-89
Left leg

Shield

TRAPPINGS	
Name	Enc
扫把	1
宫廷服饰	1
匕首	0
荷包 (装着镊子, 耳勺和梳子)	0

Name	Enc
扫把	1
宫廷服饰	1
匕首	0
荷包 (装着镊子, 耳勺和梳子)	0

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH	
D	
SS	8
GC	

D	
SS	8
GC	

ENCUMBRANCE	
Weapons	
Armour	
Trappings	2
Max Enc.	5
Total	3

Weapons	
Armour	
Trappings	2
Max Enc.	5
Total	3

WOUNDS	
SB	2
TBx2	6
WPB	3
Hardy	
Wounds	11

SB	2
TBx2	6
WPB	3
Hardy	
Wounds	11

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Name	TN	Range	Target	Duration	Effect

Sin