

WARHAMMER® FANTASY ROLE-PLAY

Name	Species	Class
Career	Career Tier	
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 Ambitions	Long Term Ambitions

Members

ARMOUR

Name	Locations	Enc	AP	Qualities

TRAPPINGS

Name	Enc

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH		ENCUMBRANCE	
D		Weapons	
SS		Armour	
GC		Trappings	
		Max Enc.	
		Total	

ARMOUR POINTS

01-09

Head

25-44

Right arm
(or primary arm)

90-00

Right leg

Shield

10-24

1

Left arm
(secondary arm)

45-79

Body

80-89

WOUNDS

SB	
TBx2	
WPB	
Hardy	
Wounds	

WEAPONS

SPELLS AND PRAYERS