WARHAMMER FANTASY ROLE·PLAY

Name	.	Species	Halfling ▾	Class	Academic
Career	Physician ▾	Career Tier	Physician's apprentice
Career Path	Physician's apprentice	Status	Brass 4 ▾
Age	27	Height	90cm	Hair		Eyes	

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	16	33	19	35	33	31	41	38	42	39
Advances								5		
Current	16	33	19	35	33	31	41	43	42	39

FATE

Fate	3
Fortune	3

RESILIENCE

Resilience	Resolve	Motivation
2	2	

EXPERIENCE

Current	Spent	Total
45		45

MOVEMENT

Movement	3	Walk	6	Run	12

BASIC SKILLS

Name	Characteristic	Adv	Skill
Art	Dex	41		41
Athletics	Ag	31		31
Bribery	Fel	39	9	48
Charm	Fel	39		39
Charm Animal	WP	42		42
Climb	S	19		19
Cool	WP	42	5	47
Consume Alcohol	T	35		35
Dodge	Ag	31	3	34
Drive	Ag	31		31
Endurance	T	35		35
Entertain	Fel	39		39
Gamble	Int	43		43

BASIC SKILLS

Name	Characteristic	Adv	Skill
Gossip	Fel	39		39
Haggle	Fel	39		39
Intimidate	S	19		19
Intuition	I	33	5	38
Leadership	Fel	39		39
Melee (Basic)	WS	16		16
Melee	WS	16		16
Navigation	I	33		33
Outdoor Survival	Int	43		43
Perception	I	33	15	48
Ride	Ag	31		31
Row	S	19		19
Stealth urban	Ag	31	5	36

GROUPED & ADVANCED SKILLS

Name	Characteristic		Adv	Skill
Language(Mootish)	I ▾	33	3	36
Sleight of Hand	Dex ▾	41	9	50
Heal	I ▾	33	10	43
	▾	0		0
	▾	0		0
	▾	0		0
	▾	0		0
	▾	0		0
	▾	0		0
	▾	0		0
	▾	0		0
	▾	0		0
	▾	0		0
	▾	0		0

TALENTS

Talent Name	Times taken	Description
	1	
	1	

AMBITIONS

Short Term
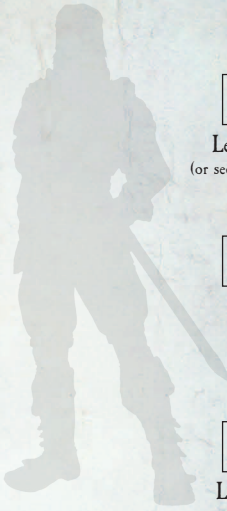
Long Term

PARTY

Party Name

Short Term Ambitions

Long Term Ambitions

Members

ARMOUR

Name	Locations	Enc	AP	Qualities

ARMOUR POINTS

01-09 □ Head

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
	2

8

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH

D	53
SS	
GC	

ENCUMBRANCE

Weapons	0
Armour	0
Trappings	3
Max Enc.	4
Total	1

WOUNDS

SB	1
TBx2	6
WPB	4
Hardy	
Wounds	11

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
		0		+SB+2	

SPELLS AND PRAYERS

Name	TN	Range	Target	Duration	Effect

Sin