

Character

Race

Player

Class

Level

Experience

Reputation

Gender

Age

Size

Height

Weight

Skin

Hair

Eyes

Handedness

WARHAMMER

HARSH NORTH

Allegiance/Honour

Allies/Enemies

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR				
DEX				
CON				
INT				
WIS				
CHA				

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)						
REF (DEX)						
WILL (WIS)						

SAVING THROW MODIFIERS

HIT POINTS

/

FATIGUED:
Cannot run or charge, -2 STR & -2 Dex.
Anything causing fatigue causes exhaustion.
Recover after 8 hours of complete rest.

FATIGUED HP

< 20 % HP

EXHAUSTED:
Move at half speed, -6 STR & -6 Dex.
After 1 hour of complete rest, become fatigued.

EXHAUSTED HP

< 10 % HP

SUBDUAL

/

SPEED

LOAD

PARRY VALUE

= 10 +

PARRY DODGE

+

STR DEX

+

SIZE MOD

+

MISC MOD

DODGE VALUE

= 10 +

+

+

ARMOUR CHECK PEN

VS TOUCH ATTACKS

ARCANE SPELL FAIL

FLAT-FOOTED

ARMOUR AND PROTECTION

TYPE	DAMAGE REDUC.	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS.

PROFICIENT WITH

LIGHT ARMOUR

MEDIUM ARMOUR

HEAVY ARMOUR

SHIELDS

INITIATIVE

=

DEX MOD

+

MISC MOD

INITIATIVE MODIFIERS

ATTACK BONUSES

	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABILITY MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE (STR)						
FINESSE (DEX)						
RANGED (DEX)						

BASE ATTACK BONUS

ATTACK BONUS MODIFIERS

WEAPONS	ATTACK BONUS	DAMAGE	CRITICAL	ARMOUR PIERCING	RANGE	HARD	HP	TYPE	SIZE	WGT LBS	FINESSE Y/N	NOTES, SPECIAL QUALITIES

WEAPON PROFICIENCIES

ALL SIMPLE

ALL MARTIAL

COMBAT MANEUVERS

<input type="checkbox"/> Bull's Charge	Str 15+, Power Attack	<input type="checkbox"/> Fling Aside	Str 15+, Improved Grapple, Improved Trip
<input type="checkbox"/> Cat's Parry	Parry Bonus 6+	<input type="checkbox"/> Hooking Parry	Parry Bonus 6+, Dex 13+
<input type="checkbox"/> Decapitating Slash	BAB 10+, Int 11+	<input type="checkbox"/> Human Shield	Str 13+ Improved Grapple
<input type="checkbox"/> Desperate Stab	Improved Initiative, BAB 15+	<input type="checkbox"/> Leaping Charge	BAB 15+, Jump skill
<input type="checkbox"/> Devastating Sweep	Whirlwind Attack	<input type="checkbox"/> Pantherish Twist	Improved Uncanny Dodge

SKILLS

**SKILL POINTS
PER LEVEL**

+ INT MOD

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	CROSS CLASS
Appraise ■		=	+	+	INT	□
Balance ■†		=	+	+	DEX	□
Bluff ■		=	+	+	CHA	□
Climb ■†		=	+	+	STR	□
Concentration ■		=	+	+	CON	□
Craft ■ (alchemy)		=	+	+	INT	□
Craft ■ (herbalism)		=	+	+	INT	□
Craft ■		=	+	+	INT	□
Decipher Script		=	+	+	INT	□
Diplomacy ■		=	+	+	CHA	□
Disable Device		=	+	+	INT	□
Disguise ■		=	+	+	CHA	□
Escape Artist ■†		=	+	+	DEX	□
Forgery ■		=	+	+	INT	□
Gather Information ■		=	+	+	CHA	□
Handle Animal		=	+	+	CHA	□
Heal ■		=	+	+	WIS	□
Hide ■†		=	+	+	DEX	□
Intimidate ■		=	+	+	CHA	□
Jump ■†		=	+	+	STR	□
Knowledge (arcana)		=	+	+	INT	□
Knowledge (geography)		=	+	+	INT	□
Knowledge (local)		=	+	+	INT	□
Knowledge (nobility)		=	+	+	INT	□

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LANGUAGES		
Human	Elf	Lizardmen
<input type="checkbox"/> Reikspiel (common)	<input type="checkbox"/> Tar-Eltharin (High)	<input type="checkbox"/> Slann
<input type="checkbox"/> Albion	<input type="checkbox"/> Fan-Eltharin (Wood)	<input type="checkbox"/> Skinkian
<input type="checkbox"/> Breton	<input type="checkbox"/> Druhir (Dark)	<input type="checkbox"/> Crude Saurian
<input type="checkbox"/> Estalian	Greenskins	<input type="checkbox"/> Kroxigor
<input type="checkbox"/> Tilean	<input type="checkbox"/> Ghazhakh (Goblin)	Skaven
<input type="checkbox"/> Slavic (Kislevarin)	<input type="checkbox"/> Harghazhakh (Hob)	<input type="checkbox"/> Queekish
<input type="checkbox"/> Classical (dead)	<input type="checkbox"/> Orrakh (Orc)	Other
Dwarf	<input type="checkbox"/> Snotgob (Snotling)	<input type="checkbox"/> _____
<input type="checkbox"/> Khazalid	Chaos	<input type="checkbox"/> _____
Norscan	<input type="checkbox"/> Dark Tongue	<input type="checkbox"/> _____
<input type="checkbox"/> Norse	<input type="checkbox"/> Beast Tongue	<input type="checkbox"/> _____
		<input type="checkbox"/> _____

EQUIPMENT	LOCATION	WGT LBS.
Copper pieces		
Silver pieces		

SPECIAL ABILITIES	
	FATE POINTS