

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												<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="6">MOVEMENT</th> </tr> <tr> <td>Movement</td> <td></td> <td>Walk</td> <td></td> <td>Run</td> <td></td> </tr> </thead> <tbody> <tr> <td>Current</td> <td></td><td></td><td></td><td></td><td></td> <td></td><td></td><td></td><td></td><td></td><td></td> </tr> </tbody> </table>										MOVEMENT						Movement		Walk		Run		Current											
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Current																																													

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						

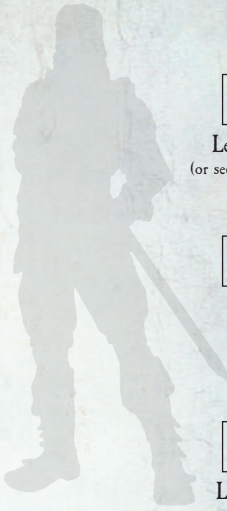
TALENTS			AMBITIONS	
Talent Name	Times taken	Description	Short-term	Long-term

PARTY	
Party Name	
Short-term	
Long-term	
Members	

ARMOUR

Name	Locations	Enc	AP	Qualities

ARMOUR POINTS



01-09

 Head

25-44

 Right arm
 (or primary arm)

90-00

 Right leg

10-24


 Left arm
 (or secondary arm)

45-79

 Body

80-89

 Left leg


 Shield

TRAPPINGS

Name	Enc

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	
Armour	
Trappings	
Max Enc.	
Total	

WOUNDS

SB	
TB×2	
WPB	
Hardy	
Wounds	

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities

SPELLS AND PRAYERS

Name	CN	Range	Target	Duration	Effect

Sin