CHARACTER

Name: _____

Race: _____

Career Path: _____

_____

_____

Experience: _____

PERSONAL DETAILS

Gender: _____   Age: _____

Date of Birth: _____   Birthplace: _____

Nationality: _____   Religion: _____

Height: _____   Weight: _____

Eyes: _____   Hair: _____

Distinguishing Marks: _____

CHARACTER PROFILE

Main	WEAPON SKILL WS	BALLISTIC SKILL BS	STRENGTH S	TOUGHNESS T	AGILITY Ag	INTELLIGENCE Int	WILL POWER WP	FELLOWSHIP Fel
Starting								
Advance								
Current								

Secondary	ATTACKS A	WOUNDS W	STRENGTH BONUS SB	TOUGHNESS BONUS TB	MOVEMENT M	MAGIC Mag	INSANITY POINTS IP	FATE POINTS FP
Starting	I					o	o	
Advance			—	—			—	—
Current								

TALENTS

TALENT	DESCRIPTION

WARHAMMER FANTASY ROLEPLAY

SKILLS

TAKEN	BASIC SKILLS	TOTAL CHAR	+10%	+20%	RELATED TALENTS	ASSOC CHAR
❏	Animal Care		❏	❏		(Int)
❏	Charm		❏	❏		(Fel)
❏	Command		❏	❏		(Fel)
❏	Concealment		❏	❏		(Ag)
❏	Consume Alcohol		❏	❏		(T)
❏	Disguise		❏	❏		(Fel)
❏	Drive		❏	❏		(S)
❏	Evaluate		❏	❏		(Int)
❏	Gamble		❏	❏		(Int)
❏	Gossip		❏	❏		(Fel)
❏	Haggle		❏	❏		(Fel)
❏	Intimidate		❏	❏		(S)
❏	Outdoor Survival		❏	❏		(Int)
❏	Perception		❏	❏		(Int)
❏	Ride		❏	❏		(Ag)
❏	Row		❏	❏		(S)
❏	Scale Sheer Surface		❏	❏		(S)
❏	Search		❏	❏		(Int)
❏	Silent Move		❏	❏		(Ag)
❏	Swim		❏	❏		(S)

TAKEN	ADVANCED SKILLS	TOTAL CHAR	+10%	+20%	RELATED TALENTS	ASSOC CHAR
❏	Animal Training		❏	❏		(Fel)
❏	Blather		❏	❏		(Fel)
❏	Chanelling		❏	❏		(WP)
❏	Charm Animal		❏	❏		(Fel)
❏	Dodge Blow		❏	❏		(Ag)
❏	Follow Trail		❏	❏		(Int)
❏	Heal		❏	❏		(Int)
❏	Hypnotism		❏	❏		(WP)
❏	Lip Reading		❏	❏		(Int)
❏	Magical Sense		❏	❏		(WP)
❏	Navigation		❏	❏		(Int)
❏	Pick Lock		❏	❏		(Ag)
❏	Prepare Poison		❏	❏		(Int)
❏	Read/Write		❏	❏		(Int)
❏	Sail		❏	❏		(Ag)
❏	Set Trap		❏	❏		(Ag)
❏	Shadowing		❏	❏		(Ag)
❏	Sleight of Hand		❏	❏		(Ag)
❏	Torture		❏	❏		(Fel)
❏	Ventriloquism		❏	❏		(Fel)
❏			❏	❏		
❏			❏	❏		
❏			❏	❏		
❏			❏	❏		
❏			❏	❏		
❏			❏	❏		

TRAPPINGS

Item	Location	Enc	Item	Location	Enc	Item	Location	Enc

Maximum Enc Capacity = S × 10 ☐   Total Enc ☐

WEAPONS

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

ARMOUR

ARMOUR TYPE	LOCATIONS COVERED	ENC	AP

ARMOUR POINTS
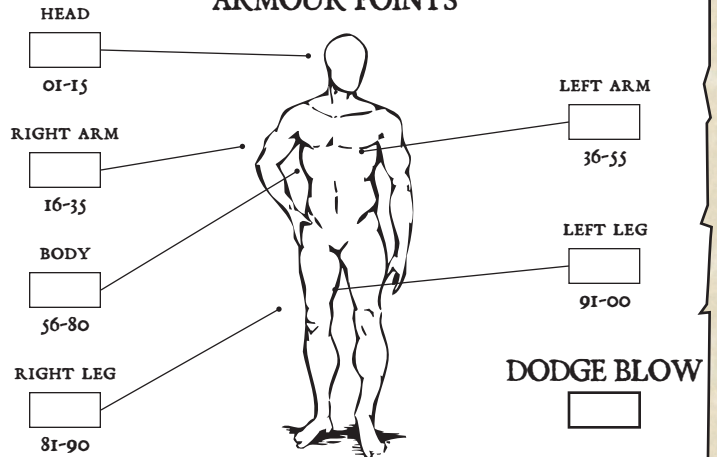
HEAD ☐ 01-15

RIGHT ARM ☐ 16-35

BODY ☐ 56-80

RIGHT LEG ☐ 81-90

LEFT ARM ☐ 36-55

LEFT LEG ☐ 91-00

DODGE BLOW ☐

MOVEMENT

M	ARMOURED M	MOVE/ DISENGAGE	CHARGE ATTACK	RUN	RUNNING LEAP	STANDING LEAP	FLYING
☐	☐	= M×2	= M×4	= M×6	= M+SB	= (M+SB)÷2	☐

HAMPERED MOVEMENT
- YARDS PER MINUTE ☐
- MILES PER HOUR ☐

STANDARD MOVEMENT
- YARDS PER MINUTE ☐
- MILES PER HOUR ☐

MONEY & TREASURE

GOLD CROWNS (GC) —   OTHER TREASURE —

SILVER SHILLINGS (S) —

BRASS PENNIES (P) —

WOUNDS

COMBAT SCORES

WS	BS	AG

SB	TB	FP

ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump/Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Full
Swift Attack	Full		
Use a Skill	Varies		

SPELL GRIMOIRE

SPELL NAME	CASTING NUMBER	CASTING TIME	INGREDIENTS	DESCRIPTION	WP TEST
					❑
					❑
					❑
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HENCHMEN & ANIMAL COMPANIONS

Name: _____ Type: _____

PROFILES	WS	BS	S	T	Ag	Int	WP	Fel
MAIN								

	A	W	SB	TB	M	Mag	IP	FP
SECONDARY								

SKILLS
TALENTS
ARMOUR
ATTACKS

Name: _____ Type: _____

PROFILES	WS	BS	S	T	Ag	Int	WP	Fel
MAIN								

	A	W	SB	TB	M	Mag	IP	FP
SECONDARY								

SKILLS
TALENTS
ARMOUR
ATTACKS

PERSONALITY

Personality: _____

_____

_____

_____

_____

Contacts/Friends: _____

_____

_____

Enemies: _____

_____

_____

Quote(s): _____

BACKGROUND & NOTES

PLAYER NAME: _____ **GAME MASTER:** _____ **CAMPAIGN:** _____ **CAMPAIGN YEAR:** _____ **DATE CREATED:** _____

Star Sign: _____ Doom: _____

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