

CHARACTER

Name: _____
Race: _____
Career Path: _____

Experience:

PERSONAL DETAILS

Gender: _____ Age: _____
 Date of Birth: _____ Birthplace: _____
 Nationality: _____ Religion: _____
 Height: _____ Weight: _____
 Eyes: _____ Hair: _____
 Distinguishing Marks: _____

CHARACTER PROFILE

	WEAPON SKILL	BALLISTIC SKILL	STRENGTH	TOUGHNESS	AGILITY	INTELLIGENCE	WILL POWER	FELLOWSHIP
MAIN	WS	BS	S	T	Ag	Int	WP	Fel
STARTING								
ADVANCE								
CURRENT								

	ATTACKS	WOUNDS	STRENGTH BONUS	TOUGHNESS BONUS	MOVEMENT	MAGIC	INSANITY POINTS	FATE POINTS
SECONDARY	A	W	SB	TB	M	M _{AG}	IP	FP
STARTING	I					O	O	
ADVANCE			—	—			—	—
CURRENT								

TALENTS

[illegible]

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)

[illegible]

TRAPPINGS

Item	Location	Enc	Item	Location	Enc	Item	Location	Enc
Maximum Enc Capacity	$= S \times I_O$					Total Enc		

WEAPONS

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

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QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

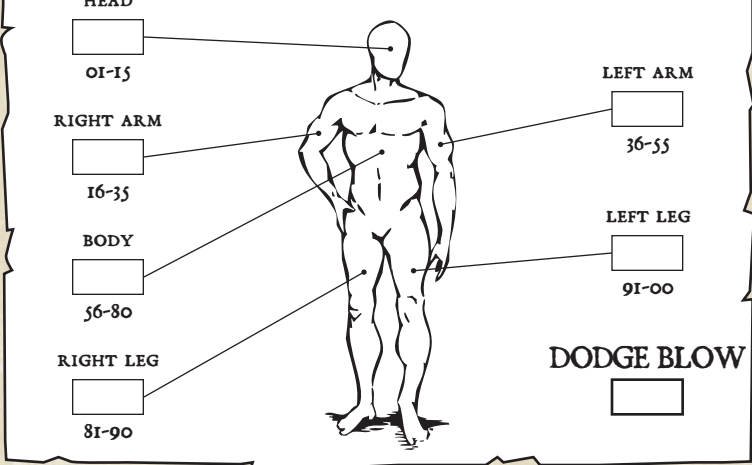
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

ARMOUR

[illegible]

ARMOUR POINTS



MOVEMENT

ARMOURD M		MOVE/ DISENGAGE		CHARGE ATTACK		RUNNING LEAP		STANDING LEAP		FLYING	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		$= M \times 2$		$= M \times 4$		$= M \times 6$		$= M + SB$		$= (M + SB) \div 2$	
HAMPERED MOVEMENT						STANDARD MOVEMENT					
YARDS PER MINUTE						YARDS PER MINUTE					
<input type="text"/>						<input type="text"/>					
MILES PER HOUR						MILES PER HOUR					
<input type="text"/>						<input type="text"/>					

WOUNDS

COMBAT SCORES	WS	BS	Ag
	SB	TB	FP

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		

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HENCHMEN & ANIMAL COMPANIONS

Name: _____

Type: _____

PROFILES

	WS	BS	S	T	AG	INT	WP	FEL
MAIN								
	A	W	SB	TB	M	M _{AG}	IP	FP
SECONDARY								

SKILLS

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ATTACKS

Name: _____

Type: _____

PROFILES

	WS	BS	S	T	AG	INT	WP	FEL
MAIN								
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SECONDARY								

SKILLS

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ATTACKS

Name: _____ Type: _____

PROFILES	WS	BS	S	T	AG	INT	WP	FEL
MAIN								
	A	W	SB	TB	M	M _{AG}	IP	FP
SECONDARY								

SKILLS	
TALENTS	
ARMOUR	
ATTACKS	

PERSONALITY

Personality:

CHARACTER SKETCH

Contacts/Friends:

Enemies:

Quote(s):

BACKGROUND & NOTES

Player Name: _____ Game Master: _____
Campaign: _____ Campaign Year: _____ Date Created: _____
Star Sign: _____ Doom: _____