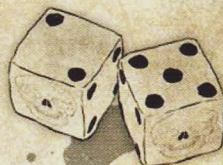


WARHAMMER®
FANTASY ROLEPLAY

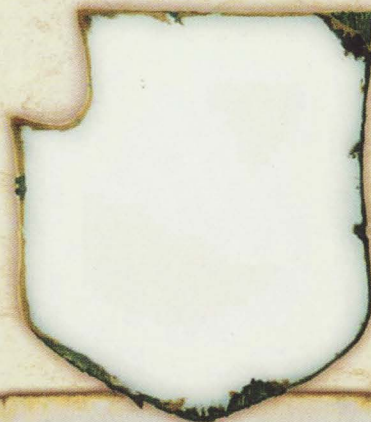
**CHARACTER
FOLIO** TM



CHARACTER NAME _____

PLAYER NAME _____

HERALDRY:



MOTTO:



ROLL ON THESE TABLES TO CREATE YOUR PERSONAL HERALDRY

SHIELD BACKGROUND

| RESULT | BACKGROUND | COMMON MEANINGS |
|---------|------------------|------------------------------------|
| 01 - 20 | Plain | Humble origins, outcast, incognito |
| 21 - 40 | Leather edging | Craftsman or emergent middle class |
| 41 - 50 | Striped edging | Marriage of North and South |
| 51 - 60 | Checked edging | Marriage of East and West |
| 61 - 70 | Halved | Union of two powerful houses |
| 71 - 80 | Vertical Stripes | Long martial tradition |
| 81 - 90 | Gilt edging | Mercantile association |
| 91 - 95 | Lightning stripe | Family honoured on the battlefield |
| 96 - 97 | Quartered | Long established line |
| 98 - 00 | Checked | Ancient and venerable line |

SHIELD SYMBOL/ICON

| RESULT | SYMBOL/ICON | COMMON MEANINGS |
|---------|--------------------|--------------------------------|
| 01 - 04 | Gothic Cross | Unity, honour, oaths fulfilled |
| 05 - 09 | Laurel Wreath | Leadership, victory |
| 10 - 14 | Hourglass | All things must pass |
| 15 - 19 | Sword | Martial prowess, noble descent |
| 20 - 21 | Snarling Lion | Courage, strength |
| 22 - 26 | Skull & Crossbones | Honoured ancestor |
| 27 - 29 | Crossed pistols | Marksmanship |
| 30 - 34 | Cowled Skeleton | Altdorf |
| 35 - 39 | Cannon | Nuln |
| 40 - 44 | 4 Towers | Middenheim |
| 45 - 47 | River Boat | Talabheim |
| 48 - 49 | Warrior Queen | Striland |
| 50 - 52 | Horn and Bow | Hochland |
| 53 - 54 | Sun | Wissenland |
| 55 - 56 | Bull's Head | Ostland, solidity |
| 57 - 58 | Cock | The Moot, halflings |
| 59 - 61 | Hammer | Sigmar, unity |
| 62 - 66 | Twin Tailed comet | Sigmar, the will of the Gods |
| 67 - 72 | Wolf's Head | Ulric |
| 73 - 75 | Spearhead | Myrmidia |
| 76 - 79 | Two Candles | Gates to Morr's Garden |
| 80 - 84 | Two Shillings | Prepared for death |
| 85 - 91 | Scales | Verena, justice |
| 92 - 96 | Dice | Ranald, luck |
| 97 - 00 | White Dove | Shallya |

CHARACTER



CHARACTER NUMBER:

CAMPAIGN:

GAMES MASTER:

CAMPAIGN YEAR:

RACE:

NATIONALITY:

CURRENT CAREER:

PREVIOUS CAREERS:

PERSONAL DETAILS

AGE:

GENDER:

EYE COLOUR:

WEIGHT:

HAIR COLOUR:

HEIGHT:

STAR SIGN:

NUMBER OF SIBLINGS:

BIRTH PLACE:

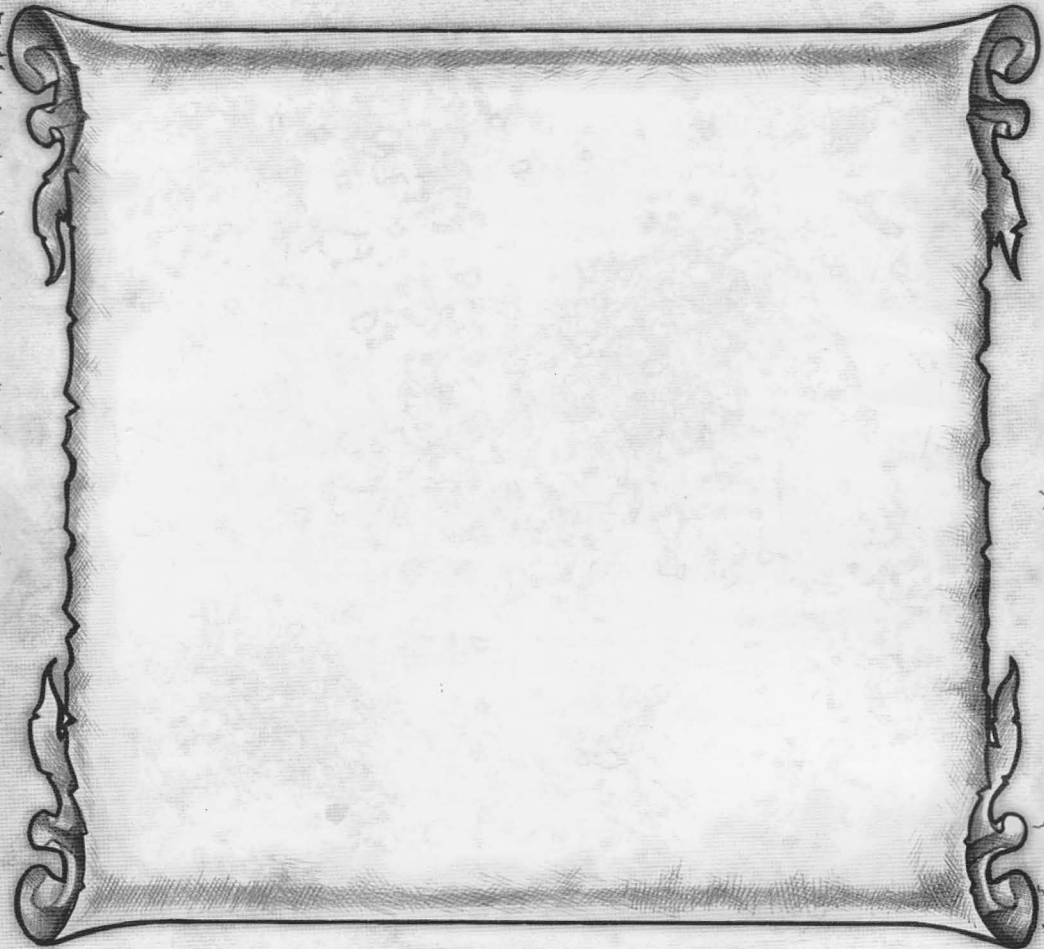
FAVOURER DEITY:

DISTINGUISHING MARKS:

DESCRIPTION:

PERSONALITY

PORTRAIT:



LIKES:

DISLIKES:

CHARACTER HISTORY

FAMILY AND FRIENDS:

HISTORY:

HISTORY CONT:

REST OF PARTY MET:

PARTY MEMBERS

| | |
|------------------------------------|-------------------------------|
| NAME: | RACE/CAREER: |
| NOTABLE SKILLS: | DESCRIPTION: |
| IN PUBLIC, YOU'D DESCRIBE THEM AS: | BEHIND THEIR BACK, YOU'D SAY: |

| | |
|------------------------------------|-------------------------------|
| NAME: | RACE/CAREER: |
| NOTABLE SKILLS: | DESCRIPTION: |
| IN PUBLIC, YOU'D DESCRIBE THEM AS: | BEHIND THEIR BACK, YOU'D SAY: |

| | |
|------------------------------------|-------------------------------|
| NAME: | RACE/CAREER: |
| NOTABLE SKILLS: | DESCRIPTION: |
| IN PUBLIC, YOU'D DESCRIBE THEM AS: | BEHIND THEIR BACK, YOU'D SAY: |

| | |
|------------------------------------|-------------------------------|
| NAME: | RACE/CAREER: |
| NOTABLE SKILLS: | DESCRIPTION: |
| IN PUBLIC, YOU'D DESCRIBE THEM AS: | BEHIND THEIR BACK, YOU'D SAY: |

| | |
|------------------------------------|-------------------------------|
| NAME: | RACE/CAREER: |
| NOTABLE SKILLS: | DESCRIPTION: |
| IN PUBLIC, YOU'D DESCRIBE THEM AS: | BEHIND THEIR BACK, YOU'D SAY: |

NOTES:

NOTES ON CURRENT CAREER

COMPLETED CAREERS

PLANNED CAREERS

NAME:

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

NAME:

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

PLANNED CAREERS

NAME: _____

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

NAME: _____

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

NAME: _____

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

NAME: _____

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

INSANITIES & DISEASES

CURRENT INSANITY POINTS

OPERATIONS SURVIVED

SUCCESSFUL OPERATIONS

MALADY NAME:

GAINED THROUGH:

EFFECT ON CHARACTER:

ATTEMPTED TREATMENTS:



MALADY NAME:

GAINED THROUGH:

EFFECT ON CHARACTER:

ATTEMPTED TREATMENTS:

MALADY NAME:

GAINED THROUGH:

EFFECT ON CHARACTER:

ATTEMPTED TREATMENTS:



BATTLE SCARS

SCAR LOCATION:

SCAR DESCRIPTION:

TOTAL REPLACE-
MENT APPENDAGES

GAINED THROUGH:

EFFECT ON CHARACTER:

TOTAL CRITICAL
HITS SURVIVED

SCAR LOCATION:

SCAR DESCRIPTION:

GAINED THROUGH:

TOTAL BOASTING
COMPETITIONS WON

EFFECT ON CHARACTER:

SCAR LOCATION:

SCAR DESCRIPTION:

GAINED THROUGH:

EFFECT ON CHARACTER:

SCAR LOCATION:

SCAR DESCRIPTION:

GAINED THROUGH:

EFFECT ON CHARACTER:

MUTATIONS



NAME:

LOCATION:

NAME:

LOCATION:

GAINED THROUGH:

GAINED THROUGH:

EFFECT:

FEAR POINTS:

EFFECT:

FEAR POINTS:

COMBAT SECTION

CHARACTER PROFILE:

| MAIN | WS | BS | S | T | AG | INT | WP | FEL |
|----------|----|----|---|---|----|-----|----|-----|
| STARTING | | | | | | | | |
| ADVANCE | | | | | | | | |
| CURRENT | | | | | | | | |

| SECONDARY | A | W | SB | TB | M | MAG | IP | FP |
|-----------|---|---|----|----|---|-----|----|----|
| STARTING | | | | | | | | |
| ADVANCE | | | | | | | | |
| CURRENT | | | | | | | | |

WEAPONS:

| NAME | ENC | GROUP | DAMAGE | RANGE | RELOAD | QUALITIES |
|------|-----|-------|--------|-------|--------|-----------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

ARMOUR POINTS:

| HEAD | RIGHT ARM | LEFT ARM | BODY | RIGHT LEG | LEFT LEG |
|-------|-----------|----------|-------|-----------|----------|
| | | | | | |
| 01-15 | 16-35 | 36-55 | 56-80 | 81-90 | 91-00 |

EXPERIENCE POINTS:

| | |
|----------|--------|
| CURRENT: | TOTAL: |
|----------|--------|

COMBAT MOVEMENTS:

| | | |
|---------------------|-------------------------------------|------------------------|
| CURRENT WOUND TOTAL | NUMBER OF TIMES ULRIC'S FURY ROLLED | CURRENT FORTUNE POINTS |
|---------------------|-------------------------------------|------------------------|

MOVE/DISENGAGE: CHARGE ATTACK:

RUN:

COMBAT SECTION

ACTION SUMMARY:

| BASIC ACTION | TYPE | ADVANCED ACTION | TYPE |
|-----------------|--------|------------------|------|
| Aim | Half | All out attack | Full |
| Cast a spell | Varies | Defensive stance | Full |
| Charge | Full | Delay | Half |
| Disengage | Full | Feint | Half |
| Move | Half | Guarded attack | Full |
| Ready | Half | Jump/Lead | Full |
| Reload | Varies | Manoeuvre | Half |
| Stand/Mount | Half | Parrying stance | Half |
| Standard attack | Half | Run | Full |
| Swift attack | Full | | |
| Use a skill | Varies | | |

ARMOUR:

BASIC ARMOUR

ARMOUR TYPE:

ARMOUR POINTS:

ADVANCED ARMOUR

[illegible]

DAMAGED ARMOUR:

[illegible]

BASIC SKILLS

| BASIC SKILLS | TAKEN | +10% | +20% | RELATED TALENTS |
|-------------------------|--------------------------|--------------------------|--------------------------|--|
| Animal Care (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Charm (Fel) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Etiquette, Master Orator, Public Speaking, Chimer, Streetwise |
| Command (Fel) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Concealment (Ag) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Alley Cat, Rover, Tunnel Rat |
| Consume Alcohol (T) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Disguise (Fel) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Mimic |
| Drive (S) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Evaluate (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Artistic, Dealmaker |
| Gossip (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Etiquette, Streetwise |
| Gamble (Fel) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Super Numerate |
| Haggle (Fel) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Dealmaker |
| Intimidate (S) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Menacing |
| Outdoor Survival (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Perception (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Acute Hearing, Excellent Vision Super Numerate, Trapfinder |
| Ride (Ag) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Trick Riding |
| Row (S) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Scale Sheer Surface (S) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Search (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Silent Move (Ag) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Alley Cat, Rover, Tunnel Rat |
| Swim (S) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |

ADVANCED SKILLS

| ADVANCED SKILLS | TAKEN | +10% | +20% | RELATED TALENTS |
|-----------------------|--------------------------|--------------------------|--------------------------|---------------------|
| Aca. Knowl. () (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Aca. Knowl. () (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Aca. Knowl. () (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Animal Training (Fel) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Blather (Fel) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Channeling (WP) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Aethyric Attunement |
| Charm Animal (Fel) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Com. Knowl. () (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Seasoned Traveller |

ADVANCED SKILLS

| ADVANCED SKILLS | | TAKEN | +10% | +20% | RELATED TALENTS (CHAR) |
|----------------------|------------|--------------------------|--------------------------|--------------------------|--|
| Com. Knowl (|) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Seasoned Traveller |
| Com. Knowl (|) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Seasoned Traveller |
| Dodge Blow (Ag) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Follow Trail (Int) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Heal (Int) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Surgery |
| Hypnotism (WP) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Lip Reading. (Int) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Excellent Vision |
| Magical Sense (WP) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Aethyric Attunement |
| Navigation (Int) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Orientation, Super Numerate |
| Performer (Fel) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Contortionist, Mimic |
| Pick Lock (Ag) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Trapfinder |
| Prepare Poison (Int) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Read/Write (Int) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Linguistics |
| Sail (Ag) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Sec. Lang. (|) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Sec. Lang. (|) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Sec. Lang. (|) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Sec. Signs. (|) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Sec. Signs. (|) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Sec. Signs. (|) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Set Trap (Ag) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Shadowing (Ag) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Sleight of Hand (Ag) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Spk Arc. Lang. (Int) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |
| Spk Lang. (|) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Linguistics, Mimic, Seasoned Traveller |
| Spk Lang. (|) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Linguistics, Mimic, Seasoned Traveller |
| Spk Lang. (|) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Linguistics, Mimic, Seasoned Traveller |
| Torture (Fel) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Menacing |
| Trade (|) (Varies) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Artistic, Dwarfcraft |
| Trade (|) (Varies) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Artistic, Dwarfcraft |
| Trade (|) (Varies) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Artistic, Dwarfcraft |
| Ventriloquism (Fel) | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None |

TALENTS

TALENT

DESCRIPTION

TRAPPINGS

ITEM

ENC

DESCRIPTION

TRAPPINGS

ITEM

ENC

DESCRIPTION



MONEY

GOLD CROWNS (gc):

SILVER SHILLINGS (s):

BRASS PENNIES. (p):

1 gold crown (gc) = 20 silver shillings (s) = 240 brass pennies (p)
1 silver shilling = 12 brass pennies



ENCUMBERANCE

ENC LIMIT:

CURRENT ENC:

BUSINESS & HOLDINGS

MOUNTS, FAMILIARS & HENCHMEN

NAME: _____ RACE: _____

DESCRIPTION: _____

MAIN PROFILE:

| WS | BS | S | T | AG | INT | WP | FEL |
|----|----|---|---|----|-----|----|-----|
| | | | | | | | |

SECONDARY PROFILE:

| A | W | SB | TB | M | MAG | IP | FP |
|---|---|----|----|---|-----|----|----|
| | | | | | | | |

SKILLS: _____

TALENTS: _____

EQUIPMENT: _____

NAME: _____ RACE: _____

DESCRIPTION: _____

MAIN PROFILE:

| WS | BS | S | T | AG | INT | WP | FEL |
|----|----|---|---|----|-----|----|-----|
| | | | | | | | |

SECONDARY PROFILE:

| A | W | SB | TB | M | MAG | IP | FP |
|---|---|----|----|---|-----|----|----|
| | | | | | | | |

SKILLS: _____

TALENTS: _____

EQUIPMENT: _____

NAME: _____ RACE: _____

DESCRIPTION: _____

MAIN PROFILE:

| WS | BS | S | T | AG | INT | WP | FEL |
|----|----|---|---|----|-----|----|-----|
| | | | | | | | |

SECONDARY PROFILE:

| A | W | SB | TB | M | MAG | IP | FP |
|---|---|----|----|---|-----|----|----|
| | | | | | | | |

SKILLS: _____

TALENTS: _____

EQUIPMENT: _____

NAME: _____ RACE: _____

DESCRIPTION: _____

MAIN PROFILE:

| WS | BS | S | T | AG | INT | WP | FEL |
|----|----|---|---|----|-----|----|-----|
| | | | | | | | |

SECONDARY PROFILE:

| A | W | SB | TB | M | MAG | IP | FP |
|---|---|----|----|---|-----|----|----|
| | | | | | | | |

SKILLS: _____

TALENTS: _____

EQUIPMENT: _____

BEING A GLORIOUS RECORD OF CREATURES SLAIN AND BOUNTIES OWED

CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

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CREATURE NAME: NUMBER SLAIN:

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CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

NOTES:

ARCANE MARKS & SORCEROUS DEALINGS

TZEENTCH'S CURSE CHECKLIST

MINOR CHAOS MANIFESTATIONS*

- ☐ Witchery
- ☐ *Fumblehand*
- ☐ Rupture
- ☐ *Nailrot*
- ☐ Breath of Chaos
- ☐ Horripliation
- ☐ *Waxy Earful*
- ☐ Wyrdlight
- ☐ *Cold Sweats*
- ☐ *Sleeping Nerves*
- ☐ Unnatural Anra
- ☐ *Milky Eyes*
- ☐ *Bane of Flora*
- ☐ Haunted
- ☐ *Handfrozen*
- ☐ Aethyric Shock
- ☐ *Creeping Congregation*
- ☐ Mental Block
- ☐ *Channel Burn*
- ☐ *Intestinal Rebellion*
- ☐ *Grave Offence*
- ☐ *Fluid Transformation*
- ☐ *Kin Inconvenienced*
- ☐ *Accumulation of Chaos*
- ☐ Whimsy
- ☐ Unlucky!

MAJOR CHAOS MANIFESTATIONS*

- ☐ Witch Eyes
- ☐ Silenced
- ☐ *Hairless*
- ☐ *Blacknail*
- ☐ *Wracked*
- ☐ *Channel Conflagration*
- ☐ Overload
- ☐ *Rag Doll*
- ☐ *Fire!*
- ☐ *Loadstones*
- ☐ *Limb frozen*
- ☐ *Tongue-Twisted*
- ☐ *Chaotic Wind*
- ☐ Craven Familiar
- ☐ Chaos Forseen
- ☐ *Undone*
- ☐ *Regurgitate*
- ☐ Aethyric Attack
- ☐ Enfeeblement
- ☐ Mindnumb
- ☐ Daemonic Possession
- ☐ *Kin Affected*
- ☐ *Storm of Chaos*
- ☐ *Store of Chaos*
- ☐ Perverse Delight
- ☐ Trick of Fate

CATASTROPHIC CHAOS MANIFESTATION*

- ☐ Wild Magic
- ☐ The Withering Eye
- ☐ *Broken*
- ☐ *Stupefied*
- ☐ Tzeentch's Lash
- ☐ Aethyric Assault
- ☐ *Rageboil*
- ☐ *Albino Affliction*
- ☐ Heretical Vision
- ☐ Mindeaten
- ☐ *Boiling Blood*
- ☐ Uninvited Company
- ☐ *Chaotic Servitors*
- ☐ Daemonic Contract
- ☐ *Windblock*
- ☐ *Lineage Concluded*
- ☐ *Eyefuse*
- ☐ *Spasmodic Paroxysm*
- ☐ *Witherlimb*
- ☐ *Mutating Wind*
- ☐ Called to the Void
- ☐ *Kin Afflicted*
- ☐ *Vortex of Chaos*
- ☐ *Hoard of Chaos*
- ☐ Dark Inspiration

* Manifestation effects listed in italics appear in 'Realms of Sorcery'

ARCANE MARKS:**

** Rules for Arcane Marks appear in 'Realms of Sorcery'

TOTAL MINOR
CHAOS MANIFESTATIONS
SURVIVED

TOTAL MAJOR CHAOS
MANIFESTATIONS
SURVIVED

TOTAL CATASTROPHIC
CHAOS MANIFESTATIONS
SURVIVED

SPELL GRIMOIRE

SPELL NAME:

CASTING NUMBER:

CASTING TIME:

INGREDIENT:

DESCRIPTION:

SPELL NAME:

CASTING NUMBER:

CASTING TIME:

INGREDIENT:

DESCRIPTION:

SPELL NAME:

CASTING NUMBER:

CASTING TIME:

INGREDIENT:

DESCRIPTION:

SPELL NAME:

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SPELL NAME:

CASTING NUMBER:

CASTING TIME:

INGREDIENT:

DESCRIPTION:

SPELL NAME:

CASTING NUMBER:

CASTING TIME:

INGREDIENT:

DESCRIPTION:

RITUALS KNOWN



MORR COMES TO US ALL



Dooming:

TOTAL FATE POINTS:

1ST FATE POINT SPENT ON:

2ND FATE POINT SPENT ON:

3RD FATE POINT SPENT ON:

4TH FATE POINT SPENT ON:

5TH FATE POINT SPENT ON:

Died on:

Will be remembered for:

MEMORABLE GAMING QUOTES

FORETELLING OF DOOM

RESULT

PROGNOSTICATION

| | |
|---------|--|
| 01 - 03 | Thy end will be a sticky one. |
| 04 - 06 | Beware beasts of the field, yea and red too. |
| 07 - 09 | The written word will be your doom. |
| 10 - 12 | Lack of breath shall kill thee. |
| 13 | The number three. |
| 14 - 16 | The Beast of Brass shall claim thy soul. |
| 17 - 22 | Eat not chitterlings nor any meat with tubes in. |
| 23 - 28 | The Gods will strike thee down. |
| 29 - 34 | You shall die in bed, but not your own. |
| 35 - 38 | Thy last breath be in Morrslieb's sight. |
| 39 - 44 | Water in all its forms is thy nemesis. |
| 45 - 48 | Thou art not as good as thou thinkest thou art. |
| 49 - 53 | Linger not upon the privy, nay, nor long drop neither. |
| 54 - 58 | Death comes from above. |
| 59 - 65 | The darkest rot will eat thee. |
| 66 - 68 | Thy end arises from flames unseen. |
| 69 - 72 | Pride, yea and vanity shalt ruin thee. |
| 73 - 75 | You shall sup at the chalice of corruption. |
| 76 - 78 | The withering eye is thy reward. |
| 79 - 85 | Violent means brings your Doom. |
| 86 - 88 | Thrice haunted, you shall die. |
| 89 - 92 | The flashing blade will end thy days. |
| 93 - 95 | Green is thy undoer. |
| 96 - 97 | Ranald shall abandon thee. |
| 98 - 00 | Morr sends a maiden. |

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