

## CHARACTER

Name: \_\_\_\_\_

Race: \_\_\_\_\_

Career Path: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Experience:**

## PERSONAL DETAILS

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

## CHARACTER PROFILE

[illegible]

## TALENTS

[illegible]

# WARHAMMER FANTASY ROLEPLAY

## SKILLS

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

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

## TRAPPINGS

Item	Location	Enc	Item	Location	Enc	Item	Location	Enc
Maximum Enc Capacity = (S+T)×10 <input type="text"/>			Total Enc <input type="text"/>					

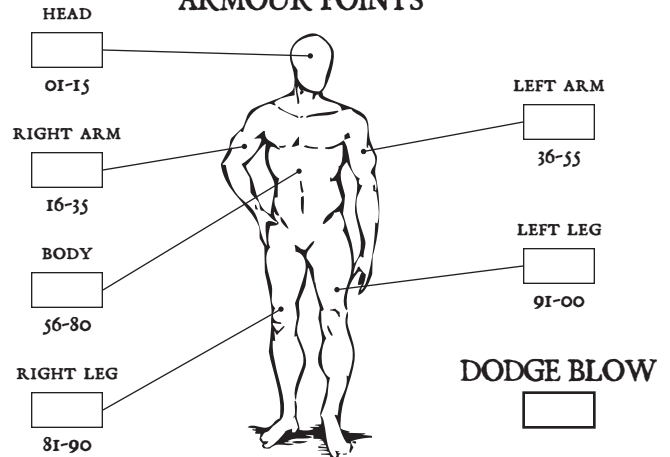
## WEAPONS

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES		<input type="text"/>	<input type="text"/>	<input type="text"/>
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES		<input type="text"/>	<input type="text"/>	<input type="text"/>
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES		<input type="text"/>	<input type="text"/>	<input type="text"/>
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES		<input type="text"/>	<input type="text"/>	<input type="text"/>
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES		<input type="text"/>	<input type="text"/>	<input type="text"/>
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES		<input type="text"/>	<input type="text"/>	<input type="text"/>
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES		<input type="text"/>	<input type="text"/>	<input type="text"/>

## ARMOUR

ARMOUR TYPE	LOCATIONS COVERED	ENC	AP

### ARMOUR POINTS



## MOVEMENT

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

## 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		

## MONEY & TREASURE

GOLD CROWNS (gc) —	OTHER TREASURE —
SILVER SHILLINGS (s) —	
BRASS PENNIES (p) —	

[illegible]

<b>HENCHMEN &amp; ANIMAL COMPANIONS</b>																			
<b>Name:</b> _____				<b>Type:</b> _____				<b>Name:</b> _____				<b>Type:</b> _____							
<b>PROFILES</b>										<b>PROFILES</b>									
		<b>WS</b>		<b>BS</b>		<b>S</b>		<b>T</b>				<b>AG</b>		<b>INT</b>		<b>WP</b>		<b>FEL</b>	
<b>MAIN</b>																			
		<b>A</b>		<b>W</b>		<b>SB</b>		<b>TB</b>		<b>M</b>		<b>M<sub>AG</sub></b>		<b>IP</b>		<b>FP</b>			
<b>SECONDARY</b>																			
<b>SKILLS</b>																			
<b>TALENTS</b>																			
<b>ARMOUR</b>																			
<b>ATTACKS</b>																			

Name: \_\_\_\_\_ Type: \_\_\_\_\_

Name: \_\_\_\_\_ Type: \_\_\_\_\_

## PROFILES

MAIN

## SECONDARY

## SKILLS

## TALENTS

## ARMOUR

## ATTACKS

## PROFILES

MAIN

## SECONDARY

## SKILLS

## TALENTS

## ARMOUR

## ATTACKS

## PERSONALITY

**Personality:**

Contacts/Friends: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Enemies: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Quote(s): \_\_\_\_\_

### CHARACTER SKETCH



## BACKGROUND & NOTES

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

Star Sign: \_\_\_\_\_ Doom: \_\_\_\_\_