WARHAMMER FANTASY ROLEPLAY

CHARACTER

Name: _____
Race: _____
Career Path: _____

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	Mag	IP	FP
Starting	1					0	0	
Advance			—	—			—	—
Current								

WOUNDS

TALENTS

Talent	Description

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+T)×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				

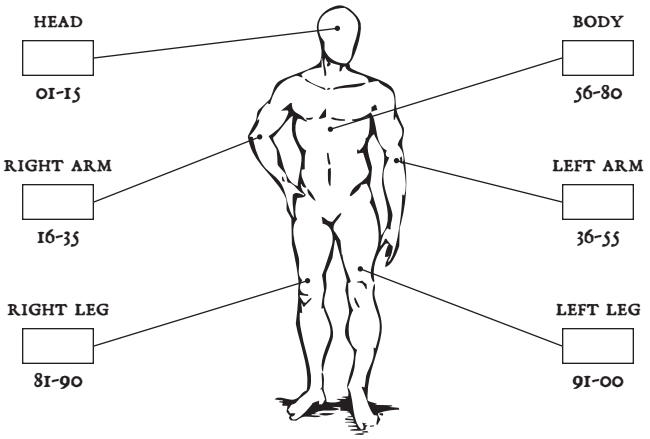
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

ARMOUR

ARMOUR TYPE	LOCATIONS COVERED	ENC	AP

ARMOUR POINTS



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		STANDARD MOVEMENT	
YARDS PER MINUTE		YARDS PER MINUTE	
MILES PER HOUR		MILES PER HOUR	

EXPERIENCE

COMBAT SCORES

WS	BS	Ag
SB	**TB**	**FP**

ACTION SUMMARY

BASIC ACTION	TYPE
Aim	Half
Cast	Varies
Charge	Full
Disengage	Full
Move	Half
Ready	Half
Reload	Varies
Stand/Mount	Half
Standard Attack	Half
Swift Attack	Full
Use a Skill	Varies

ADVANCED ACTION	TYPE
All Out Attack	Full
Defensive Stance	Full
Delay	Half
Feint	Half
Guarded Attack	Full
Jump/Leap	Full
Manoeuvre	Half
Parrying Stance	Half
Run	Full

MONEY & TREASURE

GOLD CROWNS (GC) —

SILVER SHILLINGS (S) —

BRASS PENNIES (P) —

OTHER TREASURE —

SPELL GRIMOIRE

SPELL NAME	CASTING NUMBER	CASTING TIME	INGREDIENTS	DESCRIPTION	WP TEST
					❑
					❑
					❑

PERSONALITY

Personality:

Contacts/Friends:

Enemies:

Quote(s):

CHARACTER SKETCH

BACKGROUND & NOTES

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

Star Sign: Doom:

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