

CHARACTER

NAME:

RACE:

CURRENT CAREER:

PREVIOUS CAREERS:

PERSONAL DETAILS

AGE:

GENDER:

EYE COLOR:

WEIGHT:

HAIR COLOR:

HEIGHT:

STAR SIGN:

NUMBER OF SIBLINGS:

BIRTHPLACE:

DISTINGUISHING MARKS:

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

BASIC ARMOUR

ARMOUR TYPE:

ARMOUR POINTS:

ADVANCED ARMOUR

ARMOUR TYPE

ENC

LOCATIONS COVERED

AP

WARHAMMER® FANTASY ROLEPLAY

PLAYER

NAME:

GAME MASTER:

CAMPAIGN:

CAMPAIGN YEAR:

EXPERIENCE POINTS

CURRENT:

TOTAL:

COMBAT MOVEMENT

MOVE/DISENGAGE:

CHARGE ATTACK:

RUN:

ARMOUR POINTS

HEAD

01-15

BODY

56-80

RIGHT ARM

16-35

LEFT ARM

36-55

RIGHT LEG

81-90

LEFT LEG

91-00

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

SKILLS

BASIC SKILLS (CHARACTERISTIC)	TAKEN	+10%	+20%	RELATED TALENTS
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]

TALENTS

[illegible]

TRAPPINGS

[illegible]

MONEY

GOLD CROWNS (gc):

SILVER SCHILLINGS (s): _____

BRASS PENNIES (p):