

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

16-80

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)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Concealment (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Consume Alcohol (T)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Disguise (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Drive (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Evaluate (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Gamble (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Gossip (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Haggle (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Outdoor Survival (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Perception (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Ride (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Row (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Scale Sheer Surface (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Search (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Silent Move (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Swim (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____

[illegible]

TALENTS

[illegible]

TRAPPINGS

[illegible]

MONEY

GOLD CROWNS (gc):

SILVER SCHILLINGS (s):

BRASS PENNIES (p):