

WARHAMMER® FANTASY ROLE-PLAY

ADVANTAGE

Name				Species		Class	
Career				Career Level			
Career Path						Status	
Age		Height		Hair		Eyes	

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial										
Advances										
Current										

FATE

Fate	
Fortune	

RESILIENCE

Resilience	Resolve	Motivation

EXPERIENCE

Current	Spent	Total

MOVEMENT

Movement	Walk	Run

BASIC SKILLS

Name	Characteristic	Adv	Skill
Art	Dex		
Athletics	Ag		
Bribery	Fel		
Charm	Fel		
Charm Animal	WP		
Climb	S		
Cool	WP		
Consume Alcohol	T		
Dodge	Ag		
Drive	Ag		
Endurance	T		
Entertain	Fel		
Gamble	Int		

BASIC SKILLS

Name	Characteristic	Adv	Skill
Gossip	Fel		
Haggle	Fel		
Intimidate	S		
Intuition	I		
Leadership	Fel		
Melee (Basic)	WS		
Melee	WS		
Navigation	I		
Outdoor Survival	Int		
Perception	I		
Ride	Ag		
Row	S		
Stealth	Ag		

GROUPED & ADVANCED SKILLS

Name	Characteristic	Adv	Skill

TALENTS

Talent Name	Times taken	Description

AMBITIONS

Short Term
Long Term

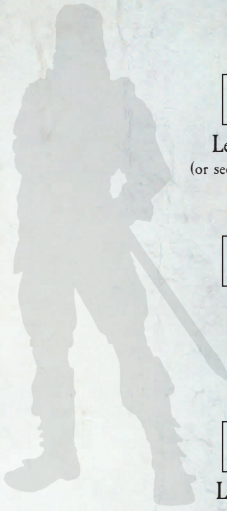
PARTY

Party Name
Short Term Ambitions
Long Term Ambitions
Members

ARMOUR

Name	Locations	Enc	AP	Qualities

ARMOUR POINTS



01-09

 Head

25-44

 Right arm
 (or primary arm)

90-00

 Right leg

10-24


 Left arm
 (or secondary arm)

45-79

 Body

80-89

 Left leg


 Shield

TRAPPINGS

Name	Enc

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	
Armour	
Trappings	
Max Enc.	
Total	

WOUNDS

Current	
SB	
TBx2	
WPB	
Hardy	
Wounds	

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities

SPELLS AND PRAYERS

Name	TN	Range	Target	Duration	Effect

Sin

NOTES

- Corruption
- Mutations
- Skills
- Talents
- Trappings
- Etc