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WARHAMMER FANTASY ROLEPLAY

NAME	
PLAYER	
CAMPAIGN	

PLACE OF BIRTH	
RELIGION	

Gold Crowns (1)	Silver Shillings (20)	Brass Pennies (240)

RACE	
GENDER	
AGE	
HEIGHT	
WEIGHT	
HAIR	
EYES	
SIGN	
MARKS	

EXPERIENCE	

CURRENT CAREER

PREVIOUS CAREERS

MOVEMENT (squares/2 yards)

MOVE	CHARGE	RUN

MAIN PROFILE	WS	BS	S	T	Ag	Int	WP	Fel
STARTER								
SCHEME								
#ADVANCES								

SECONDARY PROFILE	A	W	SB	TB	M	Mag	IP	FP
STARTER								
SCHEME								
#ADVANCES								

COMBAT REFERENCE

MELEE WEAPONS	GROUP	DAMAGE	QUALITIES

WOUNDS	
PERMANENT INJURIES	
DISORDERS & DISABILITIES	

MISSILE WEAPONS	GROUP	DAMAGE	RANGES	RELOAD	QUALITIES

COMBAT ACTIONS

READY	pull out a weapon or an item	1/2
AIM	+10% to WS or BS one attack	1/2
CAST	use magic	?
STANDARD ATTACK	one melee attack or ranged attack	**1/2**
GUARDED ATTACK	-10% to WS, +10% to dodge/parry	**full**
SWIFT ATTACK	if A > 1, multiple attacks	**full**
ALL OUT ATTACK	+20% to WS, no parry or dodge	**full**
CHARGE	+10% to WS, must have 4 yard run-up	**full**
DEFENSIVE STANCE	-20% to opponent's WS	**full**
PARRYING STANCE	prepare to deflect opponent attack	**1/2**
RELOAD	reload a ranged weapon	**?**
MANOEUVER	opposed WS test, move your opponent 2 yds	**1/2**
FEINT	opposed WS test, opponent loses dodge/parry	**1/2**
DELAY	wait, saving 1/2 action for later	**1/2**
DISENGAGE	safely move away from combat	full
JUMP/LEAP	jump down/leap across something	full
STAND/MOUNT	get up from ground, get onto horse	1/2
MOVE	short movement (M x 2 yds)	1/2
RUN	fast movement (M x 6 yds)	full
USE A SKILL	depends on skill	**?**

COMBAT-SPECIFIC SKILLS & TALENTS

ARMOUR	LOCATION	AP

Armour Movement Modifiers	☐ -10 Ag	☐ -1 Mv

Str Bonus	T Bonus	Fate Pts	Fortune Pts

01-15 HEAD	AP + TB =	56-80 BODY	AP + TB =
16-35 R.ARM	AP + TB =	36-55 L.ARM	AP + TB =
81-90 R.LEG	AP + TB =	91-00 L.LEG	AP + TB =

SKILLS

SKILL	CHAR	MASTERY	RELATED TALENTS
BASIC SKILLS (CHAR / 2)			
☐ Animal Care	Int		None
☐ Charm	Fel		
☐ Command	Fel		None
☐ Concealment	Ag		
☐ Consume Alcohol	T		None
☐ Disguise	Fel		
☐ Drive	S		None
☐ Evaluate	Int		
☐ Gamble	Int		
☐ Gossip	Fel		
☐ Haggle	Fel		
☐ Intimidate	S		
☐ Outdoor Survival	Int		None
☐ Perception	Int		
☐ Ride	Ag		
☐ Row	S		None
☐ Scale Sheer Surface	S		None
☐ Search	Int		None
☐ Silent Move	Ag		
☐ Swim	S		None
ADVANCED SKILLS			
☐ Academic Knowledge	Int		
☐ Animal Training	Fel		None
☐ Blather	Fel		None
☐ Channelling	WP		
☐ Charm Animal	Fel		None
☐ Common Knowledge	Int		
☐ Dodge Blow	Ag		None
☐ Follow Trail	Int		None
☐ Heal	Int		
☐ Hypnotism	WP		None
☐ Lip Reading	Int		
☐ Magical Sense	WP		
☐ Navigation	Int		
☐ Performer	Fel		
☐ Pick Lock	Ag		
☐ Prepare Poison	Int		
☐ Read/Write	Int		
☐ Sail	Ag		None
☐ Secret Language	Int		
☐ Secret Signs	Int		
☐ Set Trap	Ag		None
☐ Shadowing	Ag		None
☐ Sleight of Hand	Ag		None
☐ Spk Arcane Language	Int		
☐ Speak Language	Int		
☐ Torture	Fel		
☐ Trades	Varies		
☐ Ventriloquism	Fel		None

TRAPPINGS

SPECIAL ITEMS

TALENTS

TALENT	DESCRIPTION