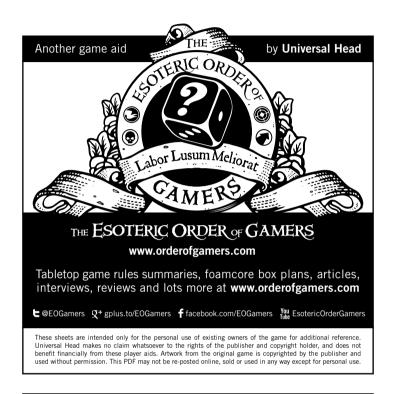
## BLACK & WHITE VERSION



Game: WARHAMMER FANTASY ROLEPLAY

Publisher: Black Industries (2005)

Page 1-2: Character Sheet

**v1** 

Oct 2008

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

Universal Head. Design That Works. www.universalhead.com



					~~			~						
NAME PLAYER CAMPAIGN				R ACE GENDE AGE HEIGHT				EXPERIENC	_	ENT CAREER				
PLACE OFBIRTH				WEIGH	·······				DDEVIC	NIS CADEED				
RELIGION			PREVIOUS CAREERS											
				EYES								_		
Gold Crowns	(1) Silver Shillings (20)	Brass P	ennies (240)	SIGN					MOVEME	NT (squares/2 ya	rds)			
				MARKS				MOVE	CH	IARGE	RUN	_		
MAIN PROFILE	WS BS S T	AG	Int	WP Fei	SECON PRO	DAKY	A W	Z SB	тв м	M Mag	IP FP			
STARTER					STARTE	R						=		
SCHEME					SCHEME									
#ADVANCES					#ADVAN	ICES								
COMBA	COMBAT REFERENCE													
MELEE WEAF	PONS GRO	OUP	DAMAGE	QUALITIES				WOUND	os l			_		
												_		
								PERMANEN	т					
								INJURIES						
								DISORDERS	. a			=		
								DISABILITII						
MISSILE WEA	DONE	OLLD	DAVAGE	PANICES	RELOAD	OLIALITI	TC.	_	_					
MISSILE WEA	PONS GRO	OUP	DAMAGE	RANGES	RELOAD	QUALITII	ES							
COMBAT ACT	TOME		CC	MBAT-SPECI	EIC SKILL S	- TAI ENI	Te	Armour Mov	ram ant			_		
READY	pull out a weapon or an item	1/2		MIDAI -SI ECI	FIC SKILLS	X IALEN	13	Modifiers	CIIICIIC	□ -10 A	g 🗆 -1 Mv			
AIM	+10% to WS or BS one attack	1/2						Str Bonus	T Bonus	Fate Pts	Fortune Pt	s		
CAST  STANDARD ATTACK	use magic one melee attack or ranged attack	? 1/2												
GUARDED ATTACK SWIFT ATTACK	-10% to WS, +10% to dodge/parry if A > 1, multiple attacks	full full												
ALL OUT ATTACK	+20% to WS, no parry or dodge	full							TID AT	7 - 4 9-	BODY	_		
CHARGE DEFENSIVE STANCE	+10% to WS, must have 4 yard run-up -20% to opponent's WS	full full						OI-15	HEAI		ועטמ			
PARRYING STANCE RELOAD	prepare to deflect opponent attack reload a ranged weapon	1/2						AP + TB		AP + TB	=			
MANOEUVER	opposed WS test, move your opponent 2 yds	1/2						16-35	R.ARN	M 36-55	L.ARM	ſ		
FEINT DELAY	opposed WS test, opponent loses dodge/parry wait, saving 1/2 action for later	1/2 1/2	ARMOU	JR	LO	CATION	AP	AP + TB =		AP + TB		•		
DISENGAGE JUMP/LEAP	safely move away from combat jump down/leap across something	full full									5			
STAND/MOUNT	get up from ground, get onto horse	1/2						81-90	R.LEC	G 91-00	L.LEC	ì		
MOVE RUN	short movement (M x 2 yds) fast movement (M x 6 yds)	1/2 full						AP + TB =		AP + TB		-		
USE A SKILL	depends on skill	?						+		1	5			

SKILL	CHAR	SKILLS MASTERY RELATED TALENTS	TRAPPINGS
		BASIC SKILLS (CHAR / 2)	
Animal Care	Int	None	
Charm	Fel		
Command	Int	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		SPECIALITEMS
Row	S	None	EL DOMENT DINC
Scale Sheer Surface	S	None	
Search	Int	None	
Silent Move	Ag		
Swim	S	None	
		ADVANCED SKILLS	
Academic Knowledge			
Animal Training	Fel	None	
Blather	Fel	None	
Channelling	WP		
Charm Animal	Fel	None	TALENTS
Common Knowledge			TALENT DESCRIPTION
Dodge Blow	Ag	None	
Follow Trail	Int	None	
Heal	Int		
Hypnotism	WP	None	
Lip Reading Magical Sense	Int WP		
Navigation	Int		
Performer	Fel		
Pick Lock	Ag		
Prepare Poison	Int		
Read/Write	Int		
Sail	Ag	None	
Secret Language	Int	AOIIC	
Secret Signs	Int		
Set Trap	Ag	None	
Shadowing	Ag	None	
Sleight of Hand	Ag	None	
Spk Arcane Language		· · · · ·	
Speak Language	Int		
Torture	Fel		
	Varies		
Ventriloquism	Fel	None	
'			