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WARHAMMER FANTASY ROLEPLAY Game:

3RD EDITION

Fantasy Flight Games (2009) Publisher:

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

FANTASY

ATIGUE

STRENGTH

TOUGHNESS

AGILITY

ATHLETICS	ST
BALLISTIC SKILL	AG

COORDINATION AG

INTIMIDATE ST
RESILIENCE TO

RIDE AG

SKULDUGGERY AG
STEALTH AG

WEAPON SKILL

INTELLIGENCE

WILLPOWER

FELLOWSHIP



CHARM FEL

DISCIPLINE WP
FIRST AID INT

GUILE FEL

FOLKLORE

INTUITION INT

LEADERSHIP FEL

NATURE LORE INT

INT

OBSERVATION INT

Character Name		Wounds
Race		
Current Career	Rank	
SPECIALISATIONS	SPECIAL ABILITÚES	
	ADVANCED SKILLS	
	EQUIPMENT	
Weapon Dama	ge Dam+Char Critical Range	Special Quality
Armour Defen	ce Soak DEFENCE	TO+SOAK

EQUIPMENT	ACTIONS
9 (1)	
	TALENTS
CRITICAL WOUNDS	MONEY
CRITICAL WOUNDS	Gold
, , , , , , , , , , , , , , , , , , ,	Silver
	Brass
ENCUMBRANCE	STANCES
Unencumbered Limit	
Encumbered Limit	CONSERVATIVE RECKLESS

CAREER

CORRUPTION

Current Career

Previous Careers

Experience

Advance Type:

Advances Spent

GENERAL CAREER ADVANCES		
	FIXED	
	Action Card:	
	Talent:	
	Skill Training or Speciality:	
	Wound Threshold:	
	OPEN	
	Open Career Advance:	
	CAREER COMPLETION ADVANCES	
	Career Transition:	
	Dedication Bonus:	
	NON-CAREER ADVANCES	
	Advance Type:	