



WARHAMMER FANTASY ROLEPLAY

THE GRIM & PERILOUS ADVENTURES OF



played by

CHARACTER

CHARACTER

NAME:

RACE:

PERSONAL DETAILS

AGE:

GENDER:

HEIGHT:

WEIGHT:

HAIR COLOR:

EYE COLOR:

STAR SIGN:

BIRTHPLACE:

DISTINGUISHING MARKS:

DESCRIPTION:

[illegible]This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

DIARY & NOTES

CAREERS

CURRENT CAREER:

FIRST CAREER: _____

SECOND CAREER: _____

THIRD CAREER: _____

FOURTH CAREER: _____

FIFTH CAREER: _____

MORR COMES TO US ALL

FORETELLING OF DOOM:

TOTAL FATE POINTS:

1st FATE POINT SPENT ON:

2nd FATE POINT SPENT ON:

3rd FATE POINT SPENT ON:

4th FATE POINT SPENT ON:

5th FATE POINT SPENT ON:

DIED ON:

INSANITIES, SCARS & MUTATIONS

NAME:	AQUIRED:
EFFECT & NOTES:	

NAME:	AQUIRED:
EFFECT & NOTES:	

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EFFECT & NOTES:	

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NAME:	AQUIRED:
EFFECT & NOTES:	

NAME:	AQUIRED:
EFFECT & NOTES:	

NAME:	AQUIRED:
EFFECT & NOTES:	

ALLIES & ENEMIES

	NAME:	RACE:	CAREER:
	NOTES:		

	NAME:	RACE:	CAREER:
	NOTES:		

	NAME:	RACE:	CAREER:
	NOTES:		

	NAME:	RACE:	CAREER:
	NOTES:		

	NAME:	RACE:	CAREER:
	NOTES:		

	NAME:	RACE:	CAREER:
	NOTES:		

STATS & SKILLS

MAIN	WS	BS	S	T	Ag	Int	WP	Fel
Starting								
Advance								
Current								

SECONDARY	A	W	SB	TB	M	Mag	IP	FP
Starting								
Advance								
Current								

BASIC SKILLS	STAT	TAKEN	+10%	+20%	RELATED TALENTS
Animal Care	Int	☐	☐	☐	
Charm	Fel	☐	☐	☐	
Command	Fel	☐	☐	☐	
Concealment	Ag	☐	☐	☐	
Consume Alcohol	T	☐	☐	☐	
Disguise	Fel	☐	☐	☐	
Drive	S	☐	☐	☐	
Evaluate	Int	☐	☐	☐	
Gamble	Int	☐	☐	☐	
Gossip	Fel	☐	☐	☐	
Haggle	Fel	☐	☐	☐	
Intimidate	S	☐	☐	☐	
Outdoor Survival	Int	☐	☐	☐	
Perception	Int	☐	☐	☐	
Ride	Ag	☐	☐	☐	
Row	S	☐	☐	☐	
Scale Sheer Surface	S	☐	☐	☐	
Search	Int	☐	☐	☐	
Silent Move	Ag	☐	☐	☐	
Swim	S	☐	☐	☐	

SPELL NAME:	
CASTING NUMBER:	CAST TIME:
INGREDIENTS:	
DESCRIPTION:	

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INGREDIENTS:	
DESCRIPTION:	

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DESCRIPTION:	

SPELL NAME:	
CASTING NUMBER:	CAST TIME:
INGREDIENTS:	
DESCRIPTION:	

RITUALS:

[illegible]

MAGIC

MAGIC CHARACTERISTIC:

SPELL GRIMOIRE

SPELL NAME:	
CASTING NUMBER:	CAST TIME:
INGREDIENTS:	
DESCRIPTION:	

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DESCRIPTION:	

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INGREDIENTS:	
DESCRIPTION:	

- Channeling (WP – Test): +Mag-Stat to next casting roll
- Ingredient (used before cast): +1 to +3 to next cast

EXPERIENCE POINTS:

S: CURRENT:	TOTAL:
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FORTUNE POINTS:

CURRENT:	TOTAL:
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ADVANCE SKILLS

[illegible]

TALENTS

[illegible]

EVEN MORE TRAPPINGS

[illegible]

NOTES / OTHER:

[illegible]

MONEY

GOLD CROWNS

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SILVER SHILLINGS

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BRASS PENNIES

1 Gold Crown = 20 Silver = 240 Pennies

1 Silver = 12 Pennies

TRAPPINGS

TOTAL ENCUMBRANCE:

ITEM	ENC	DESCRIPTION	LOCATION

ENCUMBRANCE VALUES

TOTAL VALUES

On body

In backpack

TOTAL

CURRENT VALUES

Weapons

Armor

Bagpack

Other

TOTAL

• +50 Enc over max: -1 M

STATUS & FOLLOWERS

SOCIAL ACCOMPLISHMENTS (GROUPS, FRIENDS, PERMITS, ETC.)

FOLLOWERS

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP

NOTES:

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP

NOTES:

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP

NOTES:

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP

NOTES:

COMBAT

CURRENT WOUNDS:

MAIN	WS	BS	S	T	Ag	Int	WP	Fel
Current								
SECONDARY	A	W	SB	TB	M	Mag	IP	FP
Current								
MOVEMENT	Normal	Armored	Disengage	Charge	Run	Run. Leap	Stand. Leap	
Current								
	M x 2		M x 4		M x 6		M + SB	(M + SB) / 2

WEAPONS

NAME	GROUP	DAMAGE	RANGE	RELOAD	QUALITIES

AMMUNITION

FORTUNE POINTS

- Repeat skill or stat test
- Get an extra parry or dodge this round
- Get an extra half action this round
- Get an extra 1d10 for initiative (1d10 + Ag → 2d10 + Ag)

ARMOUR POINTS

HEAD	RIGHT ARM	LEFT ARM	BODY	RIGHT LEG	LEFT LEG
01 - 15	16 - 35	36 - 55	56 - 80	81 - 90	91 - 00

ARMOUR

NAME	LOCATION	ARMOUR POINTS

COMBAT ACTIONS

Aim	1/2	+10 WS / BS for immediate next attack
Cast	Varies	Use a spell
Charge	1	M x 4 in a straight line & +10% WS attack
Disengage	1	Move from fight without free attack for attackers
Move	1/2	Move
Ready	1/2	Ready or pick up weapon or item
Reload	Varies	Reload your weapon
Stand / Mount	1/2	Stand up or mount an animal / carriage
Standard Attack	1/2	One single attack (only usable once per round)
Swift Attack	1	As many attacks as A-Stat
Skill	Varies	Use a skill
All Out Attack	1	+20% WS attack but no parry / dodge this round
Defensive Stance	1	-20% WS for enemy this round
Delay	1/2	Save 1/2 action for later use this round
Feint	1/2	Opposed WS Test: No parry or dodge for enemy
Guarded Attack	1	-10% WS but +10% for parry / dodge
Jump / Leap	1	Jump or leap
Manoeuvre	1/2	Opposed WS Test: Move enemy 2m
Parrying Stance	1/2	Get a parry against one attack this round
Run	1	Run M x 6, Attacks against runner get -20% BS but +20% WS