

**WARHAMMER®**  
**FANTASY ROLEPLAY**

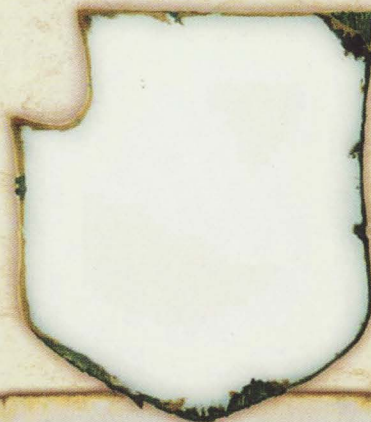
**CHARACTER  
FOLIO**



CHARACTER NAME \_\_\_\_\_

PLAYER NAME \_\_\_\_\_

HERALDRY:



MOTTO:



# ROLL ON THESE TABLES TO CREATE YOUR PERSONAL HERALDRY

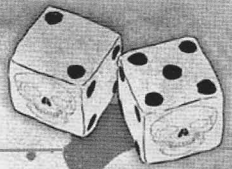
## SHIELD BACKGROUND

| RESULT  | BACKGROUND       | COMMON MEANINGS                    |
|---------|------------------|------------------------------------|
| 01 - 20 | Plain            | Humble origins, outcast, incognito |
| 21 - 40 | Leather edging   | Craftsman or emergent middle class |
| 41 - 50 | Striped edging   | Marriage of North and South        |
| 51 - 60 | Checked edging   | Marriage of East and West          |
| 61 - 70 | Halved           | Union of two powerful houses       |
| 71 - 80 | Vertical Stripes | Long martial tradition             |
| 81 - 90 | Gilt edging      | Mercantile association             |
| 91 - 95 | Lightning stripe | Family honoured on the battlefield |
| 96 - 97 | Quartered        | Long established line              |
| 98 - 00 | Checked          | Ancient and venerable line         |

## SHIELD SYMBOL/ICON

| RESULT  | SYMBOL/ICON        | COMMON MEANINGS                |
|---------|--------------------|--------------------------------|
| 01 - 04 | Gothic Cross       | Unity, honour, oaths fulfilled |
| 05 - 09 | Laurel Wreath      | Leadership, victory            |
| 10 - 14 | Hourglass          | All things must pass           |
| 15 - 19 | Sword              | Martial prowess, noble descent |
| 20 - 21 | Snarling Lion      | Courage, strength              |
| 22 - 26 | Skull & Crossbones | Honoured ancestor              |
| 27 - 29 | Crossed pistols    | Marksmanship                   |
| 30 - 34 | Cowled Skeleton    | Altdorf                        |
| 35 - 39 | Cannon             | Nuln                           |
| 40 - 44 | 4 Towers           | Middenheim                     |
| 45 - 47 | River Boat         | Talabheim                      |
| 48 - 49 | Warrior Queen      | Striland                       |
| 50 - 52 | Horn and Bow       | Hochland                       |
| 53 - 54 | Sun                | Wissenland                     |
| 55 - 56 | Bull's Head        | Ostland, solidity              |
| 57 - 58 | Cock               | The Moot, halflings            |
| 59 - 61 | Hammer             | Sigmar, unity                  |
| 62 - 66 | Twin Tailed comet  | Sigmar, the will of the Gods   |
| 67 - 72 | Wolf's Head        | Ulric                          |
| 73 - 75 | Spearhead          | Myrmidia                       |
| 76 - 79 | Two Candles        | Gates to Morr's Garden         |
| 80 - 84 | Two Shillings      | Prepared for death             |
| 85 - 91 | Scales             | Verena, justice                |
| 92 - 96 | Dice               | Ranald, luck                   |
| 97 - 00 | White Dove         | Shallya                        |

# CHARACTER



CHARACTER NUMBER:

CAMPAIGN:

GAMES MASTER:

CAMPAIGN YEAR:

RACE:

NATIONALITY:

CURRENT CAREER:

PREVIOUS CAREERS:

## PERSONAL DETAILS

AGE:

GENDER:

EYE COLOUR:

WEIGHT:

HAIR COLOUR:

HEIGHT:

STAR SIGN:

NUMBER OF SIBLINGS:

BIRTH PLACE:

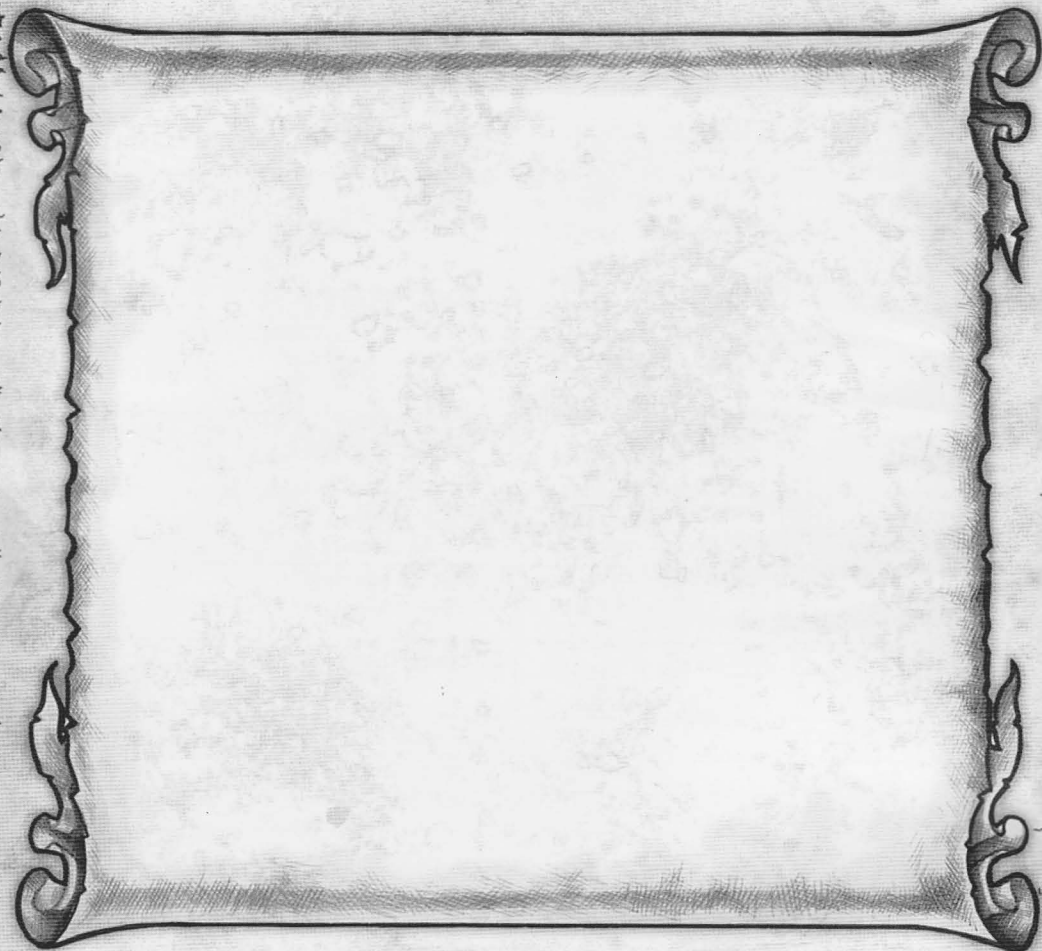
FAVoured DEITY:

DISTINGUISHING MARKS:

DESCRIPTION:

# PERSONALITY

PORTRAIT:



LIKES:

DISLIKES:

# CHARACTER HISTORY

FAMILY AND FRIENDS:

HISTORY:

HISTORY CONT:

REST OF PARTY MET:

# PARTY MEMBERS

|                                    |                               |
|------------------------------------|-------------------------------|
| NAME:                              | RACE/CAREER:                  |
| NOTABLE SKILLS:                    | DESCRIPTION:                  |
| IN PUBLIC, YOU'D DESCRIBE THEM AS: | BEHIND THEIR BACK, YOU'D SAY: |
| NAME:                              | RACE/CAREER:                  |
| NOTABLE SKILLS:                    | DESCRIPTION:                  |
| IN PUBLIC, YOU'D DESCRIBE THEM AS: | BEHIND THEIR BACK, YOU'D SAY: |
| NAME:                              | RACE/CAREER:                  |
| NOTABLE SKILLS:                    | DESCRIPTION:                  |
| IN PUBLIC, YOU'D DESCRIBE THEM AS: | BEHIND THEIR BACK, YOU'D SAY: |
| NAME:                              | RACE/CAREER:                  |
| NOTABLE SKILLS:                    | DESCRIPTION:                  |
| IN PUBLIC, YOU'D DESCRIBE THEM AS: | BEHIND THEIR BACK, YOU'D SAY: |
| NAME:                              | RACE/CAREER:                  |
| NOTABLE SKILLS:                    | DESCRIPTION:                  |
| IN PUBLIC, YOU'D DESCRIBE THEM AS: | BEHIND THEIR BACK, YOU'D SAY: |
| NOTES:                             |                               |

# NOTES ON CURRENT CAREER

## COMPLETED CAREERS

## PLANNED CAREERS

NAME:

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

NAME:

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

# PLANNED CAREERS

NAME: \_\_\_\_\_

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

NAME: \_\_\_\_\_

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

NAME: \_\_\_\_\_

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

NAME: \_\_\_\_\_

ADVANCES:

SKILLS TAUGHT:

TRAPPINGS TO COLLECT:

# INSANITIES & DISEASES

CURRENT INSANITY POINTS

OPERATIONS SURVIVED

SUCCESSFUL OPERATIONS

MALADY NAME:

GAINED THROUGH:

EFFECT ON CHARACTER:

ATTEMPTED TREATMENTS:



MALADY NAME:

GAINED THROUGH:

EFFECT ON CHARACTER:

ATTEMPTED TREATMENTS:

MALADY NAME:

GAINED THROUGH:

EFFECT ON CHARACTER:

ATTEMPTED TREATMENTS:



# BATTLE SCARS

SCAR LOCATION:

SCAR DESCRIPTION:

TOTAL REPLACE-  
MENT APPENDAGES

GAINED THROUGH:

EFFECT ON CHARACTER:

TOTAL CRITICAL  
HITS SURVIVED

SCAR LOCATION:

SCAR DESCRIPTION:

GAINED THROUGH:

TOTAL BOASTING  
COMPETITIONS WON

EFFECT ON CHARACTER:

SCAR LOCATION:

SCAR DESCRIPTION:

GAINED THROUGH:

EFFECT ON CHARACTER:

SCAR LOCATION:

SCAR DESCRIPTION:

GAINED THROUGH:

EFFECT ON CHARACTER:

## MUTATIONS



NAME:

LOCATION:

NAME:

LOCATION:

GAINED THROUGH:

GAINED THROUGH:

EFFECT:

FEAR POINTS:

EFFECT:

FEAR POINTS:

# COMBAT SECTION

## CHARACTER PROFILE:

| MAIN     | WS | BS | S | T | AG | INT | WP | FEL |
|----------|----|----|---|---|----|-----|----|-----|
| STARTING |    |    |   |   |    |     |    |     |
| ADVANCE  |    |    |   |   |    |     |    |     |
| CURRENT  |    |    |   |   |    |     |    |     |

| SECONDARY | A | W | SB | TB | M | MAG | IP | FP |
|-----------|---|---|----|----|---|-----|----|----|
| STARTING  |   |   |    |    |   |     |    |    |
| ADVANCE   |   |   |    |    |   |     |    |    |
| CURRENT   |   |   |    |    |   |     |    |    |

## WEAPONS:

| NAME | ENC | GROUP | DAMAGE | RANGE | RELOAD | QUALITIES |
|------|-----|-------|--------|-------|--------|-----------|
|      |     |       |        |       |        |           |
|      |     |       |        |       |        |           |
|      |     |       |        |       |        |           |
|      |     |       |        |       |        |           |
|      |     |       |        |       |        |           |

## ARMOUR POINTS:

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

## EXPERIENCE POINTS:

|          |        |
|----------|--------|
| CURRENT: | TOTAL: |
|----------|--------|

## COMBAT MOVEMENTS:

|                     |                                     |                        |
|---------------------|-------------------------------------|------------------------|
| CURRENT WOUND TOTAL | NUMBER OF TIMES ULRIC'S FURY ROLLED | CURRENT FORTUNE POINTS |
|---------------------|-------------------------------------|------------------------|

MOVE/DISENGAGE: CHARGE ATTACK:

RUN:

# COMBAT SECTION

### ACTION SUMMARY:

| BASIC ACTION    | TYPE   | ADVANCED ACTION  | TYPE |
|-----------------|--------|------------------|------|
| Aim             | Half   | All out attack   | Full |
| Cast a spell    | Varies | Defensive stance | Full |
| Charge          | Full   | Delay            | Half |
| Disengage       | Full   | Feint            | Half |
| Move            | Half   | Guarded attack   | Full |
| Ready           | Half   | Jump/Lead        | Full |
| Reload          | Varies | Manoeuvre        | Half |
| Stand/Mount     | Half   | Parrying stance  | Half |
| Standard attack | Half   | Run              | Full |
| Swift attack    | Full   |                  |      |
| Use a skill     | Varies |                  |      |

ARMOUR:

## BASIC ARMOUR

ARMOUR TYPE:

**ARMOUR POINTS:**

## ADVANCED ARMOUR

[illegible]

### DAMAGED ARMOUR:

[illegible]

# BASIC SKILLS

| BASIC SKILLS            | TAKEN                    | +10%                     | +20%                     | RELATED TALENTS                                                  |
|-------------------------|--------------------------|--------------------------|--------------------------|------------------------------------------------------------------|
| Animal Care (Int)       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                                             |
| Charm (Fel)             | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Etiquette, Master Orator,<br>Public Speaking, Chamer, Streetwise |
| Command (Fel)           | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                                             |
| Concealment (Ag)        | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Alley Cat, Rover, Tunnel Rat                                     |
| Consume Alcohol (T)     | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                                             |
| Disguise (Fel)          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Mimic                                                            |
| Drive (S)               | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                                             |
| Evaluate (Int)          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Artistic, Dealmaker                                              |
| Gossip (Int)            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Etiquette, Streetwise                                            |
| Gamble (Fel)            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Super Numerate                                                   |
| Haggle (Fel)            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Dealmaker                                                        |
| Intimidate (S)          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Menacing                                                         |
| Outdoor Survival (Int)  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                                             |
| Perception (Int)        | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Acute Hearing, Excellent Vision<br>Super Numerate, Trapfinder    |
| Ride (Ag)               | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Trick Riding                                                     |
| Row (S)                 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                                             |
| Scale Sheer Surface (S) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                                             |
| Search (Int)            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                                             |
| Silent Move (Ag)        | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Alley Cat, Rover, Tunnel Rat                                     |
| Swim (S)                | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                                             |

# ADVANCED SKILLS

| ADVANCED SKILLS       | TAKEN                    | +10%                     | +20%                     | RELATED TALENTS     |
|-----------------------|--------------------------|--------------------------|--------------------------|---------------------|
| Aca. Knowl. ( ) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                |
| Aca. Knowl. ( ) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                |
| Aca. Knowl. ( ) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                |
| Animal Training (Fel) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                |
| Blather (Fel)         | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                |
| Channeling (WP)       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Aethyric Attunement |
| Charm Animal (Fel)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                |
| Com. Knowl. ( ) (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Seasoned Traveller  |

# ADVANCED SKILLS

| ADVANCED SKILLS      |            | TAKEN                    | +10%                     | +20%                     | RELATED TALENTS (CHAR)                 |
|----------------------|------------|--------------------------|--------------------------|--------------------------|----------------------------------------|
| Com. Knowl (         | ) (Int)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Seasoned Traveller                     |
| Com. Knowl (         | ) (Int)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Seasoned Traveller                     |
| Dodge Blow (Ag)      |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Follow Trail (Int)   |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Heal (Int)           |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Surgery                                |
| Hypnotism (WP)       |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Lip Reading. (Int)   |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Excellent Vision                       |
| Magical Sense (WP)   |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Aethyric Attunement                    |
| Navigation (Int)     |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Orientation, Super Numerate            |
| Performer (Fel)      |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Contortionist, Mimic                   |
| Pick Lock (Ag)       |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Trapfinder                             |
| Prepare Poison (Int) |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Read/Write (Int)     |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Linguistics                            |
| Sail (Ag)            |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Sec. Lang. (         | ) (Int)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Sec. Lang. (         | ) (Int)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Sec. Lang. (         | ) (Int)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Sec. Signs. (        | ) (Int)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Sec. Signs. (        | ) (Int)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Sec. Signs. (        | ) (Int)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Set Trap (Ag)        |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Shadowing (Ag)       |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Sleight of Hand (Ag) |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Spk Arc. Lang. (Int) |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |
| Spk Lang. (          | ) (Int)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Linguistics, Mimic, Seasoned Traveller |
| Spk Lang. (          | ) (Int)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Linguistics, Mimic, Seasoned Traveller |
| Spk Lang. (          | ) (Int)    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Linguistics, Mimic, Seasoned Traveller |
| Torture (Fel)        |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Menacing                               |
| Trade (              | ) (Varies) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Artistic, Dwarfcraft                   |
| Trade (              | ) (Varies) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Artistic, Dwarfcraft                   |
| Trade (              | ) (Varies) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Artistic, Dwarfcraft                   |
| Ventriloquism (Fel)  |            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | None                                   |

# TALENTS

## TALENT

## DESCRIPTION

## TRAPPINGS

ITEM

ENC

## DESCRIPTION

# TRAPPINGS

ITEM

ENC

### DESCRIPTION



# MONEY

GOLD CROWNS (gc):

SILVER SHILLINGS (s):

BRASS PENNIES. (p):

1 gold crown (gc) = 20 silver shillings (s) = 240 brass pennies (p)  
1 silver shilling = 12 brass pennies



## ENCUMBERANCE

ENC LIMIT:

CURRENT ENC:

# BUSINESS & HOLDINGS

# MOUNTS, FAMILIARS & HENCHMEN

NAME: \_\_\_\_\_ RACE: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

MAIN PROFILE:

| WS | BS | S | T | AG | INT | WP | FEL |
|----|----|---|---|----|-----|----|-----|
|    |    |   |   |    |     |    |     |

SECONDARY PROFILE:

| A | W | SB | TB | M | MAG | IP | FP |
|---|---|----|----|---|-----|----|----|
|   |   |    |    |   |     |    |    |

SKILLS: \_\_\_\_\_

TALENTS: \_\_\_\_\_

EQUIPMENT: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

NAME: \_\_\_\_\_ RACE: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

MAIN PROFILE:

| WS | BS | S | T | AG | INT | WP | FEL |
|----|----|---|---|----|-----|----|-----|
|    |    |   |   |    |     |    |     |

SECONDARY PROFILE:

| A | W | SB | TB | M | MAG | IP | FP |
|---|---|----|----|---|-----|----|----|
|   |   |    |    |   |     |    |    |

SKILLS: \_\_\_\_\_

TALENTS: \_\_\_\_\_

EQUIPMENT: \_\_\_\_\_

\_\_\_\_\_

NAME: \_\_\_\_\_ RACE: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

MAIN PROFILE:

| WS | BS | S | T | AG | INT | WP | FEL |
|----|----|---|---|----|-----|----|-----|
|    |    |   |   |    |     |    |     |

SECONDARY PROFILE:

| A | W | SB | TB | M | MAG | IP | FP |
|---|---|----|----|---|-----|----|----|
|   |   |    |    |   |     |    |    |

SKILLS: \_\_\_\_\_

TALENTS: \_\_\_\_\_

EQUIPMENT: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

NAME: \_\_\_\_\_ RACE: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

MAIN PROFILE:

| WS | BS | S | T | AG | INT | WP | FEL |
|----|----|---|---|----|-----|----|-----|
|    |    |   |   |    |     |    |     |

SECONDARY PROFILE:

| A | W | SB | TB | M | MAG | IP | FP |
|---|---|----|----|---|-----|----|----|
|   |   |    |    |   |     |    |    |

SKILLS: \_\_\_\_\_

TALENTS: \_\_\_\_\_

EQUIPMENT: \_\_\_\_\_

\_\_\_\_\_

# BEING A GLORIOUS RECORD OF CREATURES SLAIN AND BOUNTIES OWED

CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

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CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

NOTES:

CREATURE NAME: NUMBER SLAIN:

NOTES:

# ARCANE MARKS & SORCEROUS DEALINGS

## TZEENTCH'S CURSE CHECKLIST

### MINOR CHAOS MANIFESTATIONS\*

- ☐ Witchery
- ☐ *Fumblehand*
- ☐ Rupture
- ☐ *Nailrot*
- ☐ Breath of Chaos
- ☐ Horripliation
- ☐ *Waxy Earful*
- ☐ Wyrdlight
- ☐ *Cold Sweats*
- ☐ *Sleeping Nerves*
- ☐ Unnatural Anra
- ☐ *Milky Eyes*
- ☐ *Bane of Flora*
- ☐ Haunted
- ☐ *Handfrozen*
- ☐ Aethyric Shock
- ☐ *Creeping Congregation*
- ☐ Mental Block
- ☐ *Channel Burn*
- ☐ *Intestinal Rebellion*
- ☐ *Grave Offence*
- ☐ *Fluid Transformation*
- ☐ *Kin Inconvenienced*
- ☐ *Accumulation of Chaos*
- ☐ Whimsy
- ☐ Unlucky!

### MAJOR CHAOS MANIFESTATIONS\*

- ☐ Witch Eyes
- ☐ Silenced
- ☐ *Hairless*
- ☐ *Blacknail*
- ☐ *Wracked*
- ☐ *Channel Conflagration*
- ☐ Overload
- ☐ *Rag Doll*
- ☐ *Fire!*
- ☐ *Loadstones*
- ☐ *Limb-frozen*
- ☐ *Tongue-Twisted*
- ☐ *Chaotic Wind*
- ☐ Craven Familiar
- ☐ Chaos Forseen
- ☐ *Undone*
- ☐ *Regurgitate*
- ☐ Aethyric Attack
- ☐ Enfeeblement
- ☐ Mindnumb
- ☐ Daemonic Possession
- ☐ *Kin Affected*
- ☐ *Storm of Chaos*
- ☐ *Store of Chaos*
- ☐ Perverse Delight
- ☐ Trick of Fate

### CATASTROPHIC CHAOS MANIFESTATION\*

- ☐ Wild Magic
- ☐ The Withering Eye
- ☐ *Broken*
- ☐ *Stupefied*
- ☐ Tzeentch's Lash
- ☐ Aethyric Assault
- ☐ *Rageboil*
- ☐ *Albino Affliction*
- ☐ Heretical Vision
- ☐ Mindeaten
- ☐ *Boiling Blood*
- ☐ Uninvited Company
- ☐ *Chaotic Servitors*
- ☐ Daemonic Contract
- ☐ *Windblock*
- ☐ *Lineage Concluded*
- ☐ *Eyefuse*
- ☐ *Spasmodic Paroxysm*
- ☐ *Witherlimb*
- ☐ *Mutating Wind*
- ☐ Called to the Void
- ☐ *Kin Afflicted*
- ☐ *Vortex of Chaos*
- ☐ *Hoard of Chaos*
- ☐ Dark Inspiration

\* Manifestation effects listed in italics appear in 'Realms of Sorcery'

### ARCANE MARKS:\*\*

\*\* Rules for Arcane Marks appear in 'Realms of Sorcery'

TOTAL MINOR  
CHAOS MANIFESTATIONS  
SURVIVED

TOTAL MAJOR CHAOS  
MANIFESTATIONS  
SURVIVED

TOTAL CATASTROPHIC  
CHAOS MANIFESTATIONS  
SURVIVED

# SPELL GRIMOIRE

SPELL NAME:

CASTING NUMBER:

CASTING TIME:

INGREDIENT:

DESCRIPTION:

SPELL NAME:

CASTING NUMBER:

CASTING TIME:

INGREDIENT:

DESCRIPTION:

SPELL NAME:

CASTING NUMBER:

CASTING TIME:

INGREDIENT:

DESCRIPTION:

SPELL NAME:

CASTING NUMBER:

CASTING TIME:

INGREDIENT:

DESCRIPTION:

SPELL NAME:

CASTING NUMBER:

CASTING TIME:

INGREDIENT:

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## RITUALS KNOWN



# MORR COMES TO US ALL



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2ND FATE POINT SPENT ON:

3RD FATE POINT SPENT ON:

4TH FATE POINT SPENT ON:

5TH FATE POINT SPENT ON:

Died on:

Will be remembered for:

# MEMORABLE GAMING QUOTES

# FORETELLING OF DOOM

## RESULT

## PROGNOSTICATION

|         |                                                        |
|---------|--------------------------------------------------------|
| 01 - 03 | Thy end will be a sticky one.                          |
| 04 - 06 | Beware beasts of the field, yea and red too.           |
| 07 - 09 | The written word will be your doom.                    |
| 10 - 12 | Lack of breath shall kill thee.                        |
| 13      | The number three.                                      |
| 14 - 16 | The Beast of Brass shall claim thy soul.               |
| 17 - 22 | Eat not chitterlings nor any meat with tubes in.       |
| 23 - 28 | The Gods will strike thee down.                        |
| 29 - 34 | You shall die in bed, but not your own.                |
| 35 - 38 | Thy last breath be in Morrslieb's sight.               |
| 39 - 44 | Water in all its forms is thy nemesis.                 |
| 45 - 48 | Thou art not as good as thou thinkest thou art.        |
| 49 - 53 | Linger not upon the privy, nay, nor long drop neither. |
| 54 - 58 | Death comes from above.                                |
| 59 - 65 | The darkest rot will eat thee.                         |
| 66 - 68 | Thy end arises from flames unseen.                     |
| 69 - 72 | Pride, yea and vanity shalt ruin thee.                 |
| 73 - 75 | You shall sup at the chalice of corruption.            |
| 76 - 78 | The withering eye is thy reward.                       |
| 79 - 85 | Violent means brings your Doom.                        |
| 86 - 88 | Thrice haunted, you shall die.                         |
| 89 - 92 | The flashing blade will end thy days.                  |
| 93 - 95 | Green is thy undoer.                                   |
| 96 - 97 | Ranald shall abandon thee.                             |
| 98 - 00 | Morr sends a maiden.                                   |

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