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:

_____

_____

_____

_____

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_____

Diary & Notes

_____
_____
_____
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_____

Character history

FAMILY & FRIENDS:

_____
_____
_____
_____
_____
_____
_____
_____

HERALDRY

HISTORY:

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

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: _____

_____

Name: _____ Aquired: _____

Effect & Notes: _____

_____

Name: _____ Aquired: _____

Effect & Notes: _____

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Name: _____ Aquired: _____

Effect & Notes: _____

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Name: _____ Aquired: _____
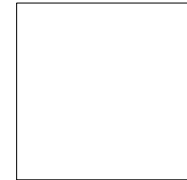
Effect & Notes: _____

_____

Name: _____ Aquired: _____

Effect & Notes: _____

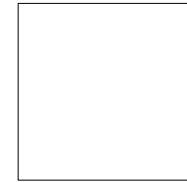_____

Allies & Enemies

Name: _____ Race: _____ Career: _____

Notes: _____

_____

Name: _____ Race: _____ Career: _____

Notes: _____

_____

Name: _____ Race: _____ Career: _____

Notes: _____

_____
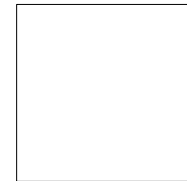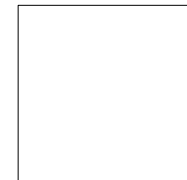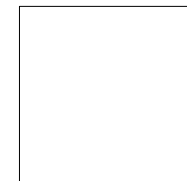
Name: _____ Race: _____ Career: _____

Notes: _____

_____

Name: _____ Race: _____ Career: _____

Notes: _____

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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	☐	☐	☐	
Roew	S	☐	☐	☐	
Scale Sheer Surface	S	☐	☐	☐	
Search	Int	☐	☐	☐	
Silent Move	Ag	☐	☐	☐	
Swim	S	☐	☐	☐	

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

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

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CASTING NUMBER:		CAST TIME:	CASTING NUMBER:		CAST TIME:
INGREDIENTS:			INGREDIENTS:		
DESCRIPTION:			DESCRIPTION:		

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

RITUALS:

MAGIC

MAGIC CHARACTERISTIC: [ ]

FORTUNE POINTS: | CURRENT: | TOTAL:

SPELL GRIMOIRE

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

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

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

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CASTING NUMBER:	CAST TIME:
INGREDIENTS:
DESCRIPTION:

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

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

ADVANCE SKILLS	STAT	TAKEN	+10%	+20%	RELATED TALENTS
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	_____
_____		☐	☐	☐	

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

Talents

Talent	Description	Origin

Even More Trappings

Item	Enc	Description	Location

Notes / Other:

Money

Gold Crowns	Silver Shillings	Brass Pennies

1 Gold Crown = 20 Silver = 240 Pennies

1 Silver = 12 Pennies

TRAPPINGS

TOTAL ENCUMBRANCE: ☐

ITEM	ENC	DESCRIPTION	LOCATION

ENCUMBRANCE VALUES

TOTAL VALUES		CURRENT VALUES	
On body		Weapons	
In bagpack		Armor	
		Bagpack	
		Other	
TOTAL		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:

ARMOUR POINTS

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

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

ARMOUR

NAME	LOCATION	ARMOUR POINTS

WEAPONS

NAME	GROUP	DAMAGE	RANGE	RELOAD	QUALITIES

AMMUNITION

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	Reaload 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 ot dodge for enemy
Guarded Attack	1	-10% WS but +10% for parry / dodge
Jump / Leap	1	Jump or leap
Manouvre	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

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)