WARHAMMER FANTASY ROLEPLAY

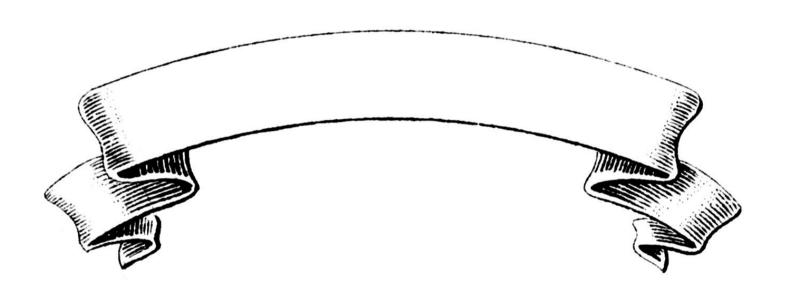# THE GRIM & PERILOUS ADVENTURES OF

played by

_____

Character

Character

Name:

Race:

Personal details

Age: Gender:

Height: Weight:

Hair Color: Eye Color:

Star Sign:

Birthplace:

Distinguishing Marks:

Description:

Character history

Family & Friends:

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Heraldry

History:

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Careers

Current Career:

First Career: _____

Second Career: _____

Third Career: _____

Fourth Career: _____

Fifth Career: _____

Allies & Enemies

Name: _____   Race: _____   Career: _____

Notes: _____

_____

Name: _____   Race: _____   Career: _____

Notes: _____

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Name: _____   Race: _____   Career: _____

Notes: _____

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Name: _____   Race: _____   Career: _____

Notes: _____

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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	☐	☐	☐	

EXPERIENCE POINTS:	CURRENT:	TOTAL:

FORTUNE POINTS:	CURRENT:	TOTAL:

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

TALENTS

TALENT	DESCRIPTION	ORIGIN

Status & Followers

Social Accomplishments (Groups, Friends, Permits, Etc.)

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_____

_____

_____

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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: _____

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_____

WS	BS	S	T	Ag	Int	WP	Fel

A	W	SB	TB	M	Mag	IP	FP

NOTES: _____

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WS	BS	S	T	Ag	Int	WP	Fel

A	W	SB	TB	M	Mag	IP	FP

NOTES: _____

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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	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
Defenstive 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

TRAPPINGS

TOTAL ENCUMBRANCE:

ITEM	ENC	DESCRIPTION	LOCATION

ENCUMBRANCE VALUES

TOTAL VALUES

On body _____

In bagpack _____

_____ _____

_____ _____

TOTAL _____

CURRENT VALUES

Weapons _____

Armor _____

Bagpack _____

Other _____

TOTAL _____

- +50 Enc over max: -1 M

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

MAGIC

MAGIC CHARACTERISTIC: ☐

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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INGREDIENTS:	
DESCRIPTION:	

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

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

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

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DESCRIPTION:	

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DESCRIPTION:	

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INGREDIENTS:	
DESCRIPTION:	

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

RITUALS:

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Insanities, Scars & Mutations

Name: _____ Aquired: _____

Effect & Notes: _____

_____

Name: _____ Aquired: _____

Effect & Notes: _____

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Name: _____ Aquired: _____

Effect & Notes: _____

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Name: _____ Aquired: _____

Effect & Notes: _____

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Name: _____ Aquired: _____

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Name: _____ Aquired: _____

Effect & Notes: _____

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Name: _____ Aquired: _____

Effect & Notes: _____

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Name: _____ Aquired: _____

Effect & Notes: _____

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Morr Comes To Us All

FORETELLING OF DOOM:

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_____

Total Fate Points:

1st Fate Point Spent On:

_____

_____

2nd Fate Point Spent On:

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_____

3rd Fate Point Spent On:

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_____

4th Fate Point Spent On:

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_____

5th Fate Point Spent On:

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_____

Died On:

_____

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Diary & Notes

SEA OF CHAOS

SEA OF CLAWS

NORSCA

NORTHERN WASTES

TROLL COUNTRY

KISLEV

THE WASTELAND

EMPIRE

BRETONNIA

TILEA

TILEAN SEA

AXE GULF

BADLANDS

BORDER PRINCES

THE MOOT

SYLVANIA

HEL FENN

THE DARK LANDS

THE BLASTED WASTES

THE WOLF LANDS

THE DESOLATION OF AZGORH

ASH RIDGE MOUNTAINS

DRAGONBACK MOUNTAINS

BLACK MOUNTAINS

GREY MOUNTAINS

GREY MOUNTAINS

LOREN FOREST

MIDDLE MOUNTAINS

THE VAULTS

THE DESOLATION OF DRAKENMOOR

THE RIB PEAKS

SAVAGE POINT

POOLS POINT ROCKS

PIRATES

LUCCINI

REMAS

MIRAGLIANO

MAGRITTA

TOBARO

SKAVENBLIGHT (SKAVEN LAIR)

ZOMBIE SWAMPS

BRIONNE

QUENELLES

BORDELEAUX

PARRAVON

MARIENBURG

MOUSILLON

BASTONNE

COURONNE

L'ANGUILLE

CARCASSONNE

BLACK CHASM (SKAVEN LAIR)

THE MOUND OF KRELL

ALTDORF

NULN

MIDDENHEIM

TALABHEIM

ERENGRAD

PRAAG

KISLEV

BRETONNIA

RIVER REIK

UPPER REIK

THE SILVER ROAD

RIVER SOL

BLITZMAN'S BREWERY

KARAK NORN

PUTRID STORE

KARAK AZUL

FELL PEAK

PEAK PASS

KARAK HIRN (Horn Hold)

KARAK VARN (Crag mere)

KARAZ-A-KARAK (Everpeak)

KARAK EIGHT PEAKS

KARAK KADRIN (Slayer Keep)

KARAK UNGOR (Red Eye Mt)

KARAK AZGAL (Dragon Mt)

KARAK KADRIN

KARAK ZIFFLIN

KARAK VLAG

KARAK UNGOR

DRAKENHOF CASTLE

BLACK WATER

THE IRON ROCK (Orc Fort)

MAD DOG PASS

DEAD ROCK GAP

MT. SILVERSPEAR (Mt. Grimfang)

MT. GUNBAD

CROOKED MOON (SKAVEN LAIR)

MOUNT GUNBAD (Goblin Lair)

THE SKAVEN LAIR

CROOKED MOON MOUNTAIN

MINES

MINES

MINES

Mt. GREY HAG (Goblin Lair)

THE TOWER OF GORGOTH

THE GATES OF ZHARR

DEAD RIVER

SKULL RIVER

HOWLING RIVER

BLACK RIVER

RIVER AVER

THE OLD DWARF ROAD

ORCS

ORCS

BROKEN TOOTH ORCS

CROOKED MOON GOBLINS

EAST GATE

RED EYE MT

RED FACE GOBLINS

ZORN UZKUL (The Great Skull Land)

UZKULAK (Place of the Skull)

GNASHRAK'S LAIR (Goblin Lair)

THE HIGH PASS

THE HILLS OF DOOM

HELL PIT (SKAVEN LAIR)

To the Northern Hold of KRAKA DRAK

DWARF STRONGHOLD OF KARAK NORN

Bend of Skulls

Place of the Trail