

WFRP

Name:
Race:
Gender:

Player:
Game Master:
Campaign:
Year:

CAREER DETAILS

Current Career:
Previous Careers:
Career Exits:

EXPERIENCE POINTS

Current: Total:

PERSONAL DETAILS

Birthplace: Age:
Eye Colour: Weight:
Hair Colour: Height:
Distinguishing Marks:
Star Sign: Religion:

COMBAT MOVEMENT

Move/Disengage: Charge Attack: Run:

ARMOUR

Armour Type: Armour Points:
Armour Type (Advanced) Enc Locations Covered AP

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								

ARMOUR POINTS

Head: Right Arm: Left Arm:
01-15 16-35 36-55
Body: Right Leg: Left Leg:
56-80 81-90 91-00

WEAPONS

Weapon Name	Enc	Group	Damage	Range	Reload	Qualities

WOUNDS & INSANITY



SKILLS

<input checked="" type="checkbox"/>	Skills (Characteristic)	+10%	+20%	Related Talents
<input type="checkbox"/>	Animal Care (Int)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Concealment (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Consume Alcohol (T)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Disguise (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Drive (S)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Evaluate (Int)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Gamble (Int)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Gossip (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Haggle (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Outdoor Survival (Int)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Perception (Int)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Ride (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Row (S)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Scale Sheer Surface (S)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Search (Int)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Silent Move (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	Swim (S)	<input type="checkbox"/>	<input type="checkbox"/>	
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TRAPPINGS

MONEY

Gold Crowns: Silver Shillings: Brass Pennies:
(gc) (s) (p)

TALENTS

Talent Description

ACTION SUMMARY

BASIC	TYPE	BASIC	TYPE	ADVANCED	TYPE	ADVANCED	TYPE
Aim	Half	Reload	Varies	All Out Attack	Full	Jump/Leap	Full
Cast	Varies	Stand/Mount	Half	Defensive Stance	Full	Manoeuvre	Half
Charge	Full	Standard Attack	Half	Delay	Half	Parrying Stance	Half
Disengage	Full	Swift Attack	Full	Feint	Half	Run	Full
Move	Half	Use a Skill	Varies	Guarded Attack	Full		
Ready	Half						