

WARHAMMER®
FANTASY ROLEPLAY

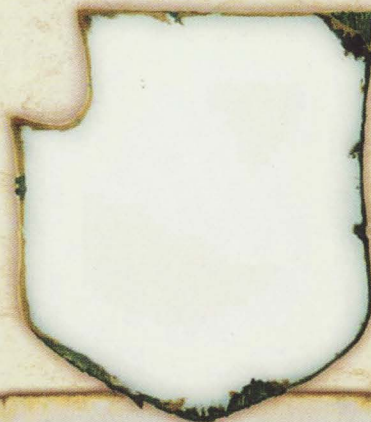
**CHARACTER
FOLIO**



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:

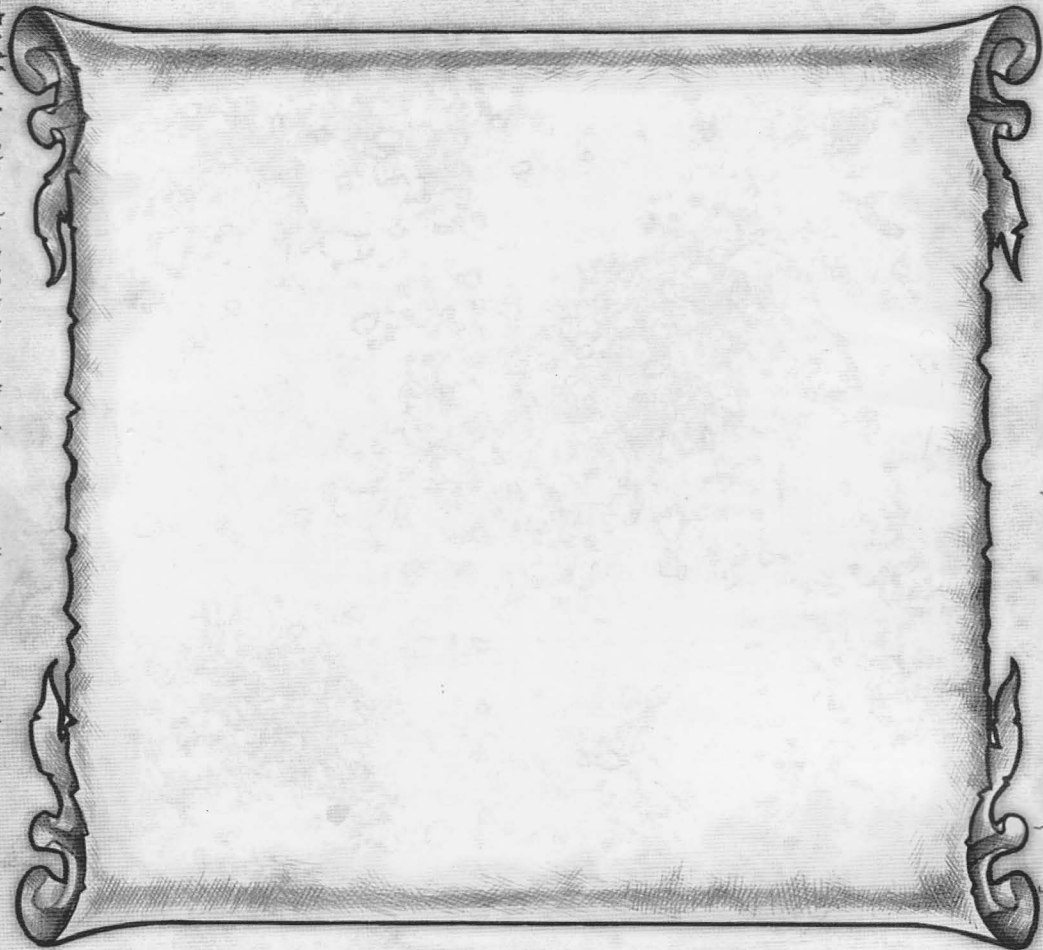
FAVOURER DEITY:

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:
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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)	☐	☐	☐	None
Charm (Fel)	☐	☐	☐	Etiquette, Master Orator, Public Speaking, Chimer, Streetwise
Command (Fel)	☐	☐	☐	None
Concealment (Ag)	☐	☐	☐	Alley Cat, Rover, Tunnel Rat
Consume Alcohol (T)	☐	☐	☐	None
Disguise (Fel)	☐	☐	☐	Mimic
Drive (S)	☐	☐	☐	None
Evaluate (Int)	☐	☐	☐	Artistic, Dealmaker
Gossip (Int)	☐	☐	☐	Etiquette, Streetwise
Gamble (Fel)	☐	☐	☐	Super Numerate
Haggle (Fel)	☐	☐	☐	Dealmaker
Intimidate (S)	☐	☐	☐	Menacing
Outdoor Survival (Int)	☐	☐	☐	None
Perception (Int)	☐	☐	☐	Acute Hearing, Excellent Vision Super Numerate, Trapfinder
Ride (Ag)	☐	☐	☐	Trick Riding
Row (S)	☐	☐	☐	None
Scale Sheer Surface (S)	☐	☐	☐	None
Search (Int)	☐	☐	☐	None
Silent Move (Ag)	☐	☐	☐	Alley Cat, Rover, Tunnel Rat
Swim (S)	☐	☐	☐	None

ADVANCED SKILLS

ADVANCED SKILLS	TAKEN	+10%	+20%	RELATED TALENTS
Aca. Knowl. () (Int)	☐	☐	☐	None
Aca. Knowl. () (Int)	☐	☐	☐	None
Aca. Knowl. () (Int)	☐	☐	☐	None
Animal Training (Fel)	☐	☐	☐	None
Blather (Fel)	☐	☐	☐	None
Channeling (WP)	☐	☐	☐	Aethyric Attunement
Charm Animal (Fel)	☐	☐	☐	None
Com. Knowl. () (Int)	☐	☐	☐	Seasoned Traveller

ADVANCED SKILLS

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

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CREATURE NAME: NUMBER SLAIN:

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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:

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DESCRIPTION:

SPELL NAME:

CASTING NUMBER:

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DESCRIPTION:

RITUALS KNOWN



MORR COMES TO US ALL



Dooming:

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:

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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Graphic Design: Adrian Wood

Layout: Paul Foulkes and Rosie Chart

Cover illustration: Geoff Taylor

A Black Industries Publication

ISBN 13: 978-1-84416-467-7

ISBN 10: 1-84416-467-5

GW Product code 6004 0283 025

A Black Industries publication. First published in the UK in 2006 by BL Publishing, Games Workshop Ltd, Willow Road, Nottingham NG7 2WS, UK.

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Product Code: 60040283025

ISBN 13: 978-1-84416-467-7

UK £3.99

ISBN 10: 1-84416-467-5

US \$6.99



9 781844 164677



50699>

BL PUBLISHING