

CHARACTER

NAME: Sir Harvis

RACE: Human

CURRENT CAREER: Hunter

PREVIOUS CAREERS: Knight Errant

PERSONAL DETAILS

AGE: GENDER:
 EYE COLOR: WEIGHT:
 HAIR COLOR: HEIGHT:
 STAR SIGN: NUMBER OF SIBLINGS:
 BIRTHPLACE:
 DISTINGUISHING MARKS:

CHARACTER PROFILE

MAIN	WS	BS	S	T	AG	INT	WP	FEL
STARTING	36	36	31	31	31	26	31	26
ADVANCE	+25%	+15%	+15%	+15%	+15%	—	+10%	+15%
CURRENT	61	36	46	46	46	26	41	41
SECONDARY	A	W	SB	TB	M	MAG	IP	FP
STARTING	1	13	3	3	4	0	0	2
ADVANCE	+1	+4	—	—	—	—	—	—
CURRENT	2	17	4	4	4	0	4	0

WEAPONS

NAME	ENC	GROUP	DAMAGE	RANGE	RELOAD	QUALITIES
Lance			SB+1			
Sword			SB			
Shield						

ARMOUR

BASIC ARMOUR

ARMOUR TYPE: ARMOUR POINTS:

ADVANCED ARMOUR

ARMOUR TYPE	ENC	LOCATIONS COVERED	AP
Helmet		Head	2
Full Mail Armour		All	2
Full Leather Armour		All	1

WARHAMMER FANTASY ROLEPLAY

PLAYER

NAME: GAME MASTER:
 CAMPAIGN: CAMPAIGN YEAR:

EXPERIENCE POINTS

CURRENT: TOTAL:

COMBAT MOVEMENT

MOVE/DISENGAGE: CHARGE ATTACK: RUN:

ARMOUR POINTS

HEAD

5

01-15

BODY

3

36-80

RIGHT ARM

3

16-35

LEFT ARM

3

36-55

RIGHT LEG

3

81-90

LEFT LEG

3

91-00

ACTION SUMMARY

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

SKILLS

BASIC SKILLS (CHARACTERISTIC)	TAKEN	+10%	+20%	RELATED TALENTS
Animal Care (Int)	<input checked="" 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 checked="" 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 checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Perception (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Ride (Ag)	<input checked="" 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 checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Silent Move (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Swim (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

ADVANCED SKILLS	(CHAR.)	TAKEN	+10%	+20%	RELATED TALENTS
Academic Knowledge	(Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
(Genealogy/ Heraldry)	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Animal Training	(Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Common Knowledge	(Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
(Bretonnia)	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Dodge Blow	(Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Speak Language	(Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
(Breton)	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
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	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

TALENTS

TALENT	DESCRIPTION
Etiquette	+10% to Charm when dealing with Nobility
Seasoned Traveller	+10% Common Knowledge
Specialist Weapon Group	and Speak Language
(Cavalry)	
Strike Mighty Blow	+1 to damage rolls
Virtue of Chivalry	See Character Sheet
Hardy	In Stats
Very Resilient	In Stats

TRAPPINGS

ITEM	ENC	DESCRIPTION
Lance		
Shield		
Warhorse		
Riding Horse		
Saddle and Harness		

MONEY

GOLD CROWNS (gc):

SILVER SCHILLINGS (s):

BRASS PENNIES (p):