by Meneur2Jeu

WARHAMMER FANTASY ROLE-PLAY

Portrait

Name	Durgan Doomscar	Species	Dwarf	Class	Warrior
Career	Slayer	Career Tier	Troll Slayer		
Career Path				Status	Brass 2
Age		Height		Hair	Eyes

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	48	25	38	45	32	15	40	25	47	15
Career	✝		✝	⚒	⛊	☠			✝	
Advances	2		2						1	
Current	50	25	40	45	32	15	40	25	48	15

FATE

Fate	0
Fortune	0

MOVEMENT

Movement	Walk	Run
3	6	12

EXPERIENCE

Current	Spent	Total

RESILIENCE

Resilience	Resolve
2	2

MOTIVATION

BASIC SKILLS

Name	Characteristic		Adv	Skill
Art	Dex	40		40
Athletics	Ag	15		15
Bribery	Fel	15		15
Charm	Fel	15		15
Charm Animal	WP	48		48
Climb	S	40		40
Cool	WP	48	5	53
Consume Alcohol	T	45	5	50
Dodge	Ag	15	5	20
Drive	Ag	15		15
Endurance	T	45	10	55
Entertain	Fel	15		15
Gamble	Int	25	3	28

BASIC SKILLS

Name	Characteristic		Adv	Skill
Gossip	Fel	15		15
Haggle	Fel	15		15
Intimidate	S	40	5	45
Intuition	I	32		32
Leadership	Fel	15		15
Melee (Basic)	WS	50	15	65
Melee	WS	50		50
Navigation	I	32		32
Outdoor Survival	Int	25		25
Perception	I	32		32
Ride	Ag	15		15
Row	S	40		40
Stealth	Ag	15		15

GROUPED & ADVANCED SKILLS

Name	Characteristic		Adv	Skill
Language (Khazalid)	Int	25	3	28
Lore (Dwarves)	Int	25	3	28
Lore (Trolls)	Int	25	5	30
Heal	Int	25	5	30

TALENTS

Talent Name	Times Taken	Description
Magic Resistance	1	SL of any spell affecting you is reduced by 2 per point. you may never learn the Arcane Magic, Bless, Invoke, Petty Magic, or Witch! Talents
Night Vision	1	With a faint source of light (such as starlight, moonlight, or bioluminescence) you can see clearly for 20 yards per level of Night Vision.
Relentless	1	When use Adv when Disengage, keep a number of Advantage equal to your Relentless lvl. May use Adv to Disengage even if you have lower Adv.
Resolute	1	Add your level of Resolute to your Strength Bonus when you Charge.
Sturdy	1	Increase the number of Encumbrance Points you can carry by your Sturdy level x 2
Frenzy	1	WP to enter Frenzy. Immune to all other psy, may not flee or retreat Move full rate towards enemy. Only WS or Athletics, Free Action Melee Test/rnd, +1 S.

AMBITIONS

Short Term

Long Term

PARTY

Party Name

Short Term Ambition

Long Term Ambition

Members

ARMOUR

Name	Locations	Enc	AP	Qualities

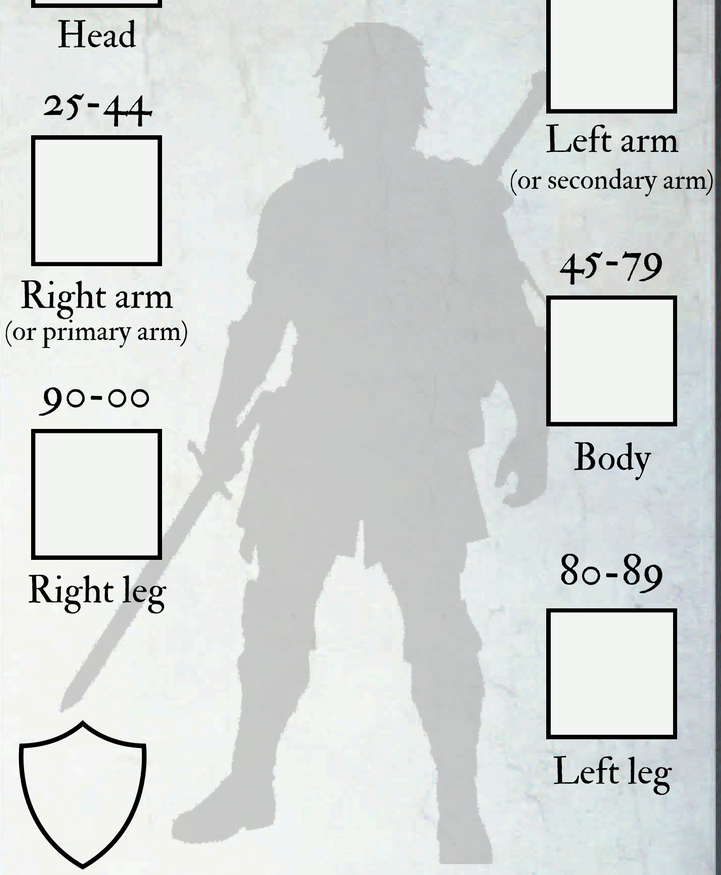
TRAPPINGS

Name	Enc
Clothing	1
Dwarven Warhammer	1
Dwarven Axe	1
Dagger	0
Pouch	0
Flask of Spirits	0
Shame	/
Tattoos	/

PSYCHOLOGY

NOTE

ARMOUR POINTS



01-09
Head

10-24
Left arm
(or secondary arm)

25-44
Right arm
(or primary arm)

45-79
Body

90-00
Right leg

80-89
Left leg

Shield

WEALTH

Brass Pennies	20
Silver Shillings	
Gold Crowns	

ENCUMBRANCE

Weapons	
Armour	
Trappings	
Max Enc.	
Total	

WOUNDS

SB	4
TBx2	8
WPB	4
Hardy	
Wounds	16

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
Dwarven Axe	Basic	1	Average	8 (+SB+4)	Hack
Dwarven Warhammer	Basic	1	Average	8 (+SB+4)	Pummel
Dagger	Basic	0	Very Short	6 (+SB+2)	

SPELLS AND PRAYERS

Name	TN	Range	Target	Duration	Effects
					Sin