

The background of the cover is a dark, textured grey. It features a large, symmetrical, circular emblem in the center. This emblem contains two detailed, realistic human skulls facing each other, with their jaws slightly open, revealing sharp teeth. The skulls are set against a lighter, circular background within the emblem. Surrounding the skulls are concentric circles and radial lines, creating a mandala-like effect. At the bottom of the emblem, there is a large, stylized, dark letter 'W' that spans across the width of the emblem. Above the skulls, the text 'WARHAMMER' is written in a bold, yellow, blocky font with a red outline. Below it, 'FANTASY' is written in a large, white, blocky font with a red outline. Below that, 'ROLE-PLAY' is written in a smaller, white, blocky font with a red outline. At the bottom of the emblem, 'STARTER SET' is written in a white, blocky font with a red outline.

WARHAMMER FANTASY ROLE-PLAY STARTER SET

◆ CHARACTER PACK ◆

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WFRP STARTER SET

◆ PRE-GENERATED CHARACTERS ◆



This pack presents complete profiles for the six pre-generated Characters from the **WFRP Starter Set**. They conform to the standard **WFRP** rules, and are ready use.

USING THE GROUP

When using this group, be aware it contains Characters that are more experienced than your average band of starting **WFRP** ne'er-do-wells. In particular, you should consider the Characters' Experience, Status, and Career Level.

Experience

These Characters are experienced. Each has accrued 2200 XP, which is the equivalent of about 20 sessions of play for an average **WFRP** group. Our goal when creating the **WFRP Starter Set** was to create an established, bonded group that was immediately fun to play. We didn't skimp when doing this, and created fully-fledged, detailed Characters who were not beginners.

If you do not wish to start with such experienced Characters, but do wish to use the Characters from the **WFRP Starter Set**, you can build your own versions from scratch. Each Character is presented with a Career Path and starting Characteristics, so this is easy to do. **Note:** a Career marked with a * in the Career Path marks a Career the Character did not complete.

Status

The six Characters do not have equal Status. The group includes three Brass, two Silver, and one Gold tier Character. This eclectic mix can allow your game to be more flexible and dynamic, opening parts of the Warhammer world frequently closed, from back-alley criminal outposts, Sigmarite temples, and the Colleges of Magic, to merchant halls, Dwarf Holds, and the noble courts of the Empire.

The most obvious problem to note with differing Status levels is that some Characters may be treated more civilly than others. They may also earn more money than others. If you are not careful, this can create inter-party resentment, and inter-Player annoyance.

However, if you talk out the ramifications of the differing Statuses with your group before play, you can head off any difficulties early, and ensure everyone has fun with what they have. So, this need not be a problem.

Career Level

Much like the Characters have different social classes, they are also at different stages of their Careers. Molrella, Else, Gunnar, and Amris are in their second Career Levels. By comparison, Salundra is in the 4th Level of soldier, having skipped straight to being an officer. The privileges of being noble, eh? By comparison, Ferdinand is only in the first level of the Wizard Career, but has almost completed it.

Unlike Status, the advantages a higher Career Level brings are more limited, but there are nevertheless still advantages, and this can be a source of potential tension between Players. Again, being aware of this and discussing it with your group before play should hopefully ensure this is never a problem.

A CLEAN SLATE

If, having read all of that, you would prefer a different group of pre-generated Characters that don't have this level of experience, take a look at the group of six Characters in the **Enemy in Shadows Companion**. That pre-generated party presents basic starting PCs with no extra XP or Career advances. They are also embellished with full backgrounds, and each offers a selection of optional group ties, dark secrets, and more to keep them interesting and unique.

HAVE FUN!

So, have fun developing the Characters from the **WFRP Starter Set** in your own direction. The six are very dear to us, and will be on all our campaign covers for the foreseeable future. Do head over to our social media accounts to tell us how your Salundra, Molrella, Amris, Gunnar, Else, and Ferdinand are developing. And, remember, even if you don't use the Characters as PCs, they make marvellous NPCs, too!

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SALUNDRA VON DRAKENBURG

HUMAN SOLDIER



WARHAMMER FANTASY ROLE-PLAY

Name SALUNDRA VON DRAKENBURG Species HUMAN Class WARRIOR
 Career SOLIDER Career Level OFFICER
 Career Path SCION, OFFIER Status GOLD 1
 Age 23 Height 6'2" Hair DARK BROWN Eyes OLIVE

CHARACTERISTICS

	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	44	35	36	38	27	33	23	37	40	28
Advances	5				5		5		6	
Current	49	35	36	38	32	33	28	37	46	28

FATE

Fate	3
Fortune	4

RESILIENCE

Resilience	Resolve	Motivation
3	3	

EXPERIENCE

Current	Spent	Total
	2200	2200

MOVEMENT

Movement	4	Walk	8	Run	16
----------	---	------	---	-----	----

BASIC SKILLS

Name	Characteristic	Adv	Skill
Art	Dex	28	28
Athletics	Ag	33	10
Bribery	Fel	28	5
Charm	Fel	28	28
Charm Animal	WP	46	46
Climb	S	36	10
Cool	WP	46	10
Consume Alcohol	T	38	5
Dodge	Ag	33	10
Drive	Ag	33	33
Endurance	T	38	10
Entertain	Fel	28	28
Gamble	Int	37	5

BASIC SKILLS

Name	Characteristic	Adv	Skill
Gossip	Fel	28	3
Haggle	Fel	28	28
Intimidate	S	36	5
Intuition	I	32	32
Leadership	Fel	28	27
Melee (Basic)	WS	49	13
Melee	WS	49	49
Navigation	I	32	32
Outdoor Survival	Int	37	37
Perception	I	32	32
Ride	Ag	33	33
Row	S	36	36
Stealth	Ag	33	33

GROUPED & ADVANCED SKILLS

Name	Characteristic	Adv	Skill
ANIMAL CARE	INT	37	3
LANGUAGE (BATTLE TONGUE)	INT	37	5
LANGUAGE (BRETONNIAN)	INT	37	5
LORE (HERALDRY)	INT	37	7
LORE (REIKLAND)	INT	37	18
LORE (WARFARE)	WS	49	5
MELEE (FENCING)	WS	49	5
PLAY (HARPSICHORD)	DEX	28	5

TALENTS

Talent Name	Times taken	Description
DOOMED	1	
LUCK	1	
NOBLE BLOOD	1	
READ/WRITE	1	
SAVVY	1	
VERY RESILIENT	1	
WARRIOR BORN	1	

AMBITIONS

Short-term

Long-term

PARTY

Party Name

Short-term


Long-term

Members

ARMOUR

Name	Locations	Enc	AP	Qualities
FULL LEATHER	ALL	3/0	1	
BREASTPLATE	BODY	2/1	2	

ARMOUR POINTS



01-09
1
Head

25-44
1
Right arm
(or primary arm)

10-24
1
Left arm
(or secondary arm)

45-79
3
Body

90-00
1
Right leg

80-89
1
Left leg

Shield

TRAPPINGS

Name	Enc
FABULOUS HAT	1/0
CLOTHES	1/0
UNIFORM	1/0

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH

D

SS

GC

ENCUMBRANCE

Weapons 1

Armour 1

Trappings

Max Enc. 6

Total 2

WOUNDS

SB 3

TB×2 6

WPB 4

Hardy

Wounds 13

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
SWORDS	BASIC	1	AVERAGE	+SB+4	
DAGGER	BASIC	0	VERY SHORT	+SB+2	

SPELLS AND PRAYERS

Name	TN	Range	Target	Duration	Effect

Sin

GUNNAR HROLFSSON

DWARF SLAYER



WARHAMMER FANTASY ROLE-PLAY

Name	GUNNAR HROLFSSON		Species	DWARF	Class	WARRIOR
Career	SLAYER		Career Level	GIANT SLAYER		
Career Path	APPRENTICE ARTISAN*, TROLL SLAYER, GIANT SLAYER				Status	BRASS 2
Age	59	Height	4'8"	Hair	MID-BROWN (DYED ORANGE)	
				Eyes	AMBER	

CHARACTERISTICS											
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
Initial	35	26	33	46	34	23	38	28	47	18	
Advances	10		5	5					5		
Current	45	26	38	51	34	23	38	28	52	18	

FATE	
Fate	1
Fortune	1

RESILIENCE		
Resilience	Resolve	Motivation
3	3	

EXPERIENCE		
Current	Spent	Total
	2200	2200

MOVEMENT				
Movement	3	Walk	6	Run
				12

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Art	Dex	38		38
Athletics	Ag	23		23
Bribery	Fel	18		18
Charm	Fel	18		18
Charm Animal	WP	52		52
Climb	S	38		38
Cool	WP	52	15	67
Consume Alcohol	T	51	12	63
Dodge	Ag	23	10	22
Drive	Ag	23		23
Endurance	T	51	12	63
Entertain	Fel	18		18
Gamble	Int	28	5	33

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Gossip	Fel	18		18
Haggle	Fel	18		18
Intimidate	S	38	5	43
Intuition	I	34		34
Leadership	Fel	18		18
Melee (Basic)	WS	45	15	60
Melee	WS	45		45
Navigation	I	34		34
Outdoor Survival	Int	28		28
Perception	I	34		34
Ride	Ag	23		23
Row	S	38		38
Stealth	Ag	23		23

GROUPED & ADVANCED SKILLS				
Name	Characteristic	Adv	Skill	
HEAL	INT	28	5	33
LORE (TROLLS)	INT	28	10	38
TRADE (JEWELLER)	DEX	38	10	48
EVALUATE	INT	28	10	38
LORE (GIANTS)	INT	28	7	35
LANGUAGE (BATTLE TONGUE)	INT	28	5	33

TALENTS		
Talent Name	Times taken	Description
FEARLESS (EVERYTHING)	1	
MAGIC RESISTANCE	1	
NIGHT VISION	1	
RESOLUTE	1	
STURDY	1	
CRAFTSMAN (JEWELLER)	1	
ARTISTIC	1	

AMBITIONS
Short-term
Long-term

PARTY
Party Name
Short-term
Long-term
Members

ARMOUR

Name	Locations	Enc	AP	Qualities

ARMOUR POINTS

01-09
0
Head

25-44
0
Right arm
(or primary arm)

80-89
0
Left leg

10-24
0
Left arm
(or secondary arm)

45-79
0
Body

90-00
0
Right leg

Shield



TRAPPINGS

Name	Enc
GREASE	0
FLASK OF SPIRITS	0
TATTOOS	0
CLOTHES	0

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	1
Armour	
Trappings	
Max Enc.	8
Total	1

WOUNDS

SB	3
TB×2	10
WPB	5
Hardy	
Wounds	18

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
AXE	BASIC	1	AVERAGE	+SB+4	
DAGGER	BASIC	0	VERY SHORT	+SB+2	

SPELLS AND PRAYERS

Name	TN	Range	Target	Duration	Effect

MOLRELLA BRANDYSNAP

HALFLING THIEF





Name MOLRELLA BRANDYSNAP				Species HALFLING				Class ROGUE					
Career THIEF				Career Level THIEF									
Career Path PAUPER*, PROWLER, THIEF								Status BRASS 3					
Age 38				Height 3'1"				Hair DARK BROWN				Eyes CHESTNUT	

CHARACTERISTICS										
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	23	39	20	27	38	39	46	26	43	45
Advances				5	5	5			5	5
Current	23	39	20	32	43	44	46	26	48	50

FATE	
Fate	2
Fortune	3

RESILIENCE		
Resilience	Resolve	Motivation
3	3	

EXPERIENCE		
Current	Spent	Total
	2200	2200

MOVEMENT					
Movement	3	Walk	6	Run	12

BASIC SKILLS			
Name	Characteristic	Adv	Skill
Art	Dex	46	46
Athletics	Ag	44	5
Bribery	Fel	50	50
Charm	Fel	50	50
Charm Animal	WP	48	48
Climb	S	20	15
Cool	WP	48	10
Consume Alcohol	T	32	32
Dodge	Ag	44	10
Drive	Ag	44	44
Endurance	T	32	10
Entertain	Fel	50	50
Gamble	Int	26	26

BASIC SKILLS			
Name	Characteristic	Adv	Skill
Gossip	Fel	50	50
Haggle	Fel	50	50
Intimidate	S	20	20
Intuition	I	43	5
Leadership	Fel	50	50
Melee (Basic)	WS	23	23
Melee	WS	23	23
Navigation	I	43	43
Outdoor Survival	Int	26	26
Perception	I	43	10
Ride	Ag	44	44
Row	S	20	20
Stealth	Ag	44	10

GROUPED & ADVANCED SKILLS			
Name	Characteristic	Adv	Skill
ENTERTAIN (COMEDY)	FEL	50	10
LORE (ALTDOLF)	INT	26	10
LORE (THE EMPIRE)	INT	26	4
PICK LOCK	DEX	46	5
RANGED (SLING)	BS	39	10
SLEIGHT OF HAND	DEX	46	10
TRADE (COOK)	DEX	46	4

TALENTS		
Talent Name	Times taken	Description
ACUTE SENSES (TASTE)	1	
ALLEY CAT	1	
CRIMINALS	1	
ETIQUETTE (CRIMINALS)	1	
FAST HANDS	1	
LUCK	1	
NIGHT VISION	1	
ORIENTATION	1	
PANHANDLE	1	
RESISTENCE (CHAOS)	1	
SIZE (SMALL)	1	
STONE SOUP	1	

AMBITIONS	
Short-term	
Long-term	
PARTY	
Party Name	
Short-term	
Long-term	
Members	

ARMOUR

Name	Locations	Enc	AP	Qualities
LEATHER JACK	BODY	1/0	1	

ARMOUR POINTS

01-09

0

Head

25-44

0

Right arm
(or primary arm)

90-00

0

Right leg



Shield

10-24

0

Left arm
(or secondary arm)

45-79

1

Body

80-89

0

Left leg



TRAPPINGS

Name	Enc
HEALING DRAUGHT	0
LOCK PICKS	0

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	1
Armour	
Trappings	
Max Enc.	5
Total	1

WOUNDS

SB	2
TB×2	6
WPB	4
Hardy	
Wounds	12

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
SHORT SWORD	BASIC	1	AVERAGE	+SB+4	
DAGGER	BASIC	0	VERY SHORT	+SB+2	
SLING	SLING	0	60 YARDS	+6	PUMMELING

SPELLS AND PRAYERS

Name	TN	Range	Target	Duration	Effect

Sin

FERDINAND GRUBER

HUMAN WIZARD



WARHAMMER FANTASY ROLE-PLAY

Name	FERDINAND GRUBER	Species	HUMAN	Class	ACADEMIC
Career	WIZARD	Career Level	WIZARD'S APPRENTICE		
Career Path	SCION*, WIZARD'S APPRENTICE			Status	BRASS 3
Age	27	Height	6'3"	Hair	NONE!
				Eyes	BROWN

CHARACTERISTICS											
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
Initial	32	24	25	28	32	31	27	40	33	23	
Advances	10							8	10		
Current	42	24	25	28	32	31	27	48	43	23	

FATE	
Fate	3
Fortune	3

RESILIENCE		
Resilience	Resolve	Motivation
3	3	

EXPERIENCE		
Current	Spent	Total
	2200	2200

MOVEMENT					
Movement	4	Walk	8	Run	16

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Art	Dex	27		27
Athletics	Ag	31		31
Bribery	Fel	23	10	33
Charm	Fel	23		23
Charm Animal	WP	43		43
Climb	S	25		25
Cool	WP	43	20	63
Consume Alcohol	T	28	7	35
Dodge	Ag	31		31
Drive	Ag	31		31
Endurance	T	28	14	42
Entertain	Fel	23		23
Gamble	Int	48	5	53

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Gossip	Fel	23		23
Haggle	Fel	23		23
Intimidate	S	25		23
Intuition	I	32	11	43
Leadership	Fel	23		23
Melee (Basic)	WS	42	5	47
Melee	WS	42		42
Navigation	I	32		32
Outdoor Survival	Int	48		48
Perception	I	32		32
Ride	Ag	31		31
Row	S	25		25
Stealth	Ag	31		31

GROUPED & ADVANCED SKILLS				
Name	Characteristic	Adv	Skill	
CHANNELLING (SHYISH)	WP	43	10	53
EVALUATE	INT	48	5	53
LANGUAGE (BRETONNIAN)	INT	48	3	51
LANGUAGE (ESTALIAN)	INT	48	5	53
LANGUAGE (MAGICK)	INT	48	13	61
LANGUAGE (WASTELANDER)	INT	48	3	51
LORE (HERALDRY)	INT	48	5	53
LORE (MAGIC)	INT	48	10	58
LORE (REIKLAND)	INT	48	3	51
MELEE (POLEARM)	WS	42	5	47
PLAY (VIHUELA)	DEX	27	5	32
HEAL	INT	48	1	49

TALENTS		
Talent Name	Times taken	Description
AETHYRIC ATTUNMENT	1	
COOLHEADED	1	
DOOMED	1	
PETTY MAGIC	1	
READ/WRITE	1	
SAVVY	1	
SECONDSIGHT	1	
SIXTH SENSE	1	

Short-term
Long-term


PARTY
Party Name
Short-term
Long-term
Members

ARMOUR

Name	Locations	Enc	AP	Qualities

ARMOUR POINTS

01-09 0 Head	10-24 0 Left arm (or secondary arm)
25-44 0 Right arm (or primary arm)	45-79 0 Body
90-00 0 Right leg	80-89 0 Left leg
Shield	



TRAPPINGS

Name	Enc
GRIMOIRE	0
AMETHYST WIZARD'S UNIFORM	2/1
6 SHEETS OF PARCHMENT	0
QUILL AND INK	0

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	2
Armour	
Trappings	1
Max Enc.	4
Total	3

WOUNDS

SB	2
TB×2	4
WPB	4
Hardy	
Wounds	10

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
SCYTHE	POLEARM	2	AVERAGE	+SB+6	DAMAGING

SPELLS AND PRAYERS

Name	TN	Range	Target	Duration	Effect
DART	0	43 YARDS	1	INSTANT	WFRP, PAGE 240
LIGHT	0	YOU	YOU	43 MINS	WFRP, PAGE 241
SHOCK	0	TOUCH	1	INSTANT	WFRP, PAGE 242

Sin

AMRIS EMBERFELL

HIGH ELF MERCHANT



WARHAMMER
FANTASY
ROLE-PLAY

Name	AMRIS EMBERFELL	Species	HIGH ELF	Class	BURGHER
Career	MERCHANT	Career Level	MERCHANT		
Career Path	STUDENT*, TRADER, MERCHANT	Status	BRASS 3		
Age	98	Height	6'5"	Hair	BLOND
		Eyes	AMBER AND BROWN		

CHARACTERISTICS										
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	48	42	28	28	56	43	47	55	38	36
Advances						5		5	5	5
Current	48	42	28	28	56	48	47	60	43	41

FATE	
Fate	1
Fortune	1

RESILIENCE		
Resilience	Resolve	Motivation
1	1	

EXPERIENCE		
Current	Spent	Total
	2200	2200

MOVEMENT				
Movement	5	Walk	10	Run
				20

BASIC SKILLS			
Name	Characteristic	Adv	Skill
Art	Dex	47	47
Athletics	Ag	48	48
Bribery	Fel	41	10
Charm	Fel	41	10
Charm Animal	WP	43	10
Climb	S	28	28
Cool	WP	43	5
Consume Alcohol	T	28	10
Dodge	Ag	48	48
Drive	Ag	48	10
Endurance	T	28	28
Entertain	Fel	41	41
Gamble	Int	60	5

BASIC SKILLS			
Name	Characteristic	Adv	Skill
Gossip	Fel	41	10
Haggle	Fel	41	7
Intimidate	S	28	28
Intuition	I	56	56
Leadership	Fel	41	5
Melee (Basic)	WS	48	5
Melee	WS	48	48
Navigation	I	56	5
Outdoor Survival	Int	60	60
Perception	I	56	5
Ride	Ag	48	48
Row	S	28	28
Stealth	Ag	48	48

GROUPED & ADVANCED SKILLS			
Name	Characteristic	Adv	Skill
ANIMAL CARE	INT	60	10
ENTERTAIN (STORYTELLING)	FEL	41	10
EVALUATE	INT	60	10
LANGUAGE (ELTHARIN)	INT	60	10
LANGUAGE (GUILDER)	INT	60	6
RESEARCH	INT	60	10
SAIL	AG	48	3
SWIM	S	28	5

TALENTS		
Talent Name	Times taken	Description
ACUTE SENSES (VISION)	1	
BLATHER	1	
BRIBER	1	
DEALMAKER	1	
NIGHT VISION	1	
READ/WRITE	1	
SAVVY	1	
SIXTH SENSE	1	

AMBITIONS	
Short-term	
Long-term	
PARTY	
Party Name	
Short-term	
Long-term	
Members	

ARMOUR

Name	Locations	Enc	AP	Qualities
SCALE HAUBERK	BODY, LEGS	2/1	2	FINE

TRAPPINGS

Name	Enc
HEALING DRAUGHT	0
HIGH ELF CLOTHING	1/0

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	1
Armour	1
Trappings	0
Max Enc.	4
Total	0

ARMOUR POINTS



01-09
Head 0

25-44
Right arm (or primary arm) 0

10-24
Left arm (or secondary arm) 0

45-79
Body 2

90-00
Right leg 2

80-89
Left leg 2

Shield

WOUNDS

SB	2
TB×2	4
WPB	4
Hardy	
Wounds	10

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities
DAGGER	BASIC	0	VERY SHORT	+SB+2	
SWORD	BASIC	1	AVERAGE	+SB+4	

SPELLS AND PRAYERS

Name	TN	Range	Target	Duration	Effect

ELSE SIGLOBEN

HUMAN WITCH HUNTER



WARHAMMER FANTASY ROLE-PLAY

Name ELSE SIGLOBEN	Species HUMAN	Class RANGER
Career WITCH HUNTER	Career Level WITCH HUNTER	
Career Path INTERROGATOR, WITCH HUNTER	Status SILVER 3	
Age 26	Height 5'11"	Hair DARK BROWN
	Eyes BLACK	

CHARACTERISTICS											
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
Initial	37	38	32	35	29	28	24	33	43	26	
Advances	5	10		10					5		
Current	42	48	32	45	29	28	24	33	48	26	

FATE	
Fate	2
Fortune	2

RESILIENCE		
Resilience	Resolve	Motivation
4	4	

EXPERIENCE		
Current	Spent	Total
	2200	2200

MOVEMENT				
Movement	4	Walk	8	Run
				16

BASIC SKILLS			
Name	Characteristic	Adv	Skill
Art	Dex	24	24
Athletics	Ag	28	28
Bribery	Fel	26	26
Charm	Fel	26	5
Charm Animal	WP	48	48
Climb	S	32	32
Cool	WP	48	7
Consume Alcohol	T	45	5
Dodge	Ag	28	28
Drive	Ag	28	28
Endurance	T	45	45
Entertain	Fel	26	26
Gamble	Int	33	33

BASIC SKILLS			
Name	Characteristic	Adv	Skill
Gossip	Fel	26	3
Haggle	Fel	26	5
Intimidate	S	32	13
Intuition	I	29	5
Leadership	Fel	26	8
Melee (Basic)	WS	42	42
Melee	WS	42	42
Navigation	I	29	29
Outdoor Survival	Int	33	5
Perception	I	29	14
Ride	Ag	28	28
Row	S	32	32
Stealth	Ag	28	28

GROUPED & ADVANCED SKILLS			
Name	Characteristic	Adv	Skill
HEAL	INT	33	10
LORE (ALTDORF)	INT	33	10
LORE (THE EMPIRE)	INT	33	7
LANGUAGE (NULIN)	INT	33	5
LORE (TORTURE)	INT	33	10
LORE (UBERSREIK)	INT	33	5
LORE (WITCHES)	INT	33	10
MELEE (BRAWLING)	WS	42	5
RANGED (BLACKPOWDER)	BS	48	8

TALENTS		
Talent Name	Times taken	Description
COOLHEADED	1	
DOOMED	1	
DUAL WIELDER	1	
MENACING	1	
NIGHT VISION	1	
READ/WRITE	1	
RESOLUTE	1	
SAVVY	1	
SEASONED TRAVELLER	1	
SHADOW	1	

AMBITIONS
Short-term
Long-term

PARTY
Party Name
Short-term
Long-term
Members

ARMOUR

Name	Locations	Enc	AP	Qualities
BREASTPLATE	BODY	3/2	2	
FULL LEATHER ARMOUR	ALL	3/0	1	

ARMOUR POINTS

01-09
1
Head

25-44
1
Right arm
(or primary arm)

90-00
1
Right leg

10-24
1
Left arm
(or secondary arm)

45-79
3
Body

80-89
1
Left leg



TRAPPINGS

Name	Enc

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH

D	
SS	
GC	

ENCUMBRANCE

Weapons	1
Armour	2
Trappings	
Max Enc.	7
Total	3

WOUNDS

SB	3
TB×2	8
WPB	4
Hardy	
Wounds	15

WEAPONS

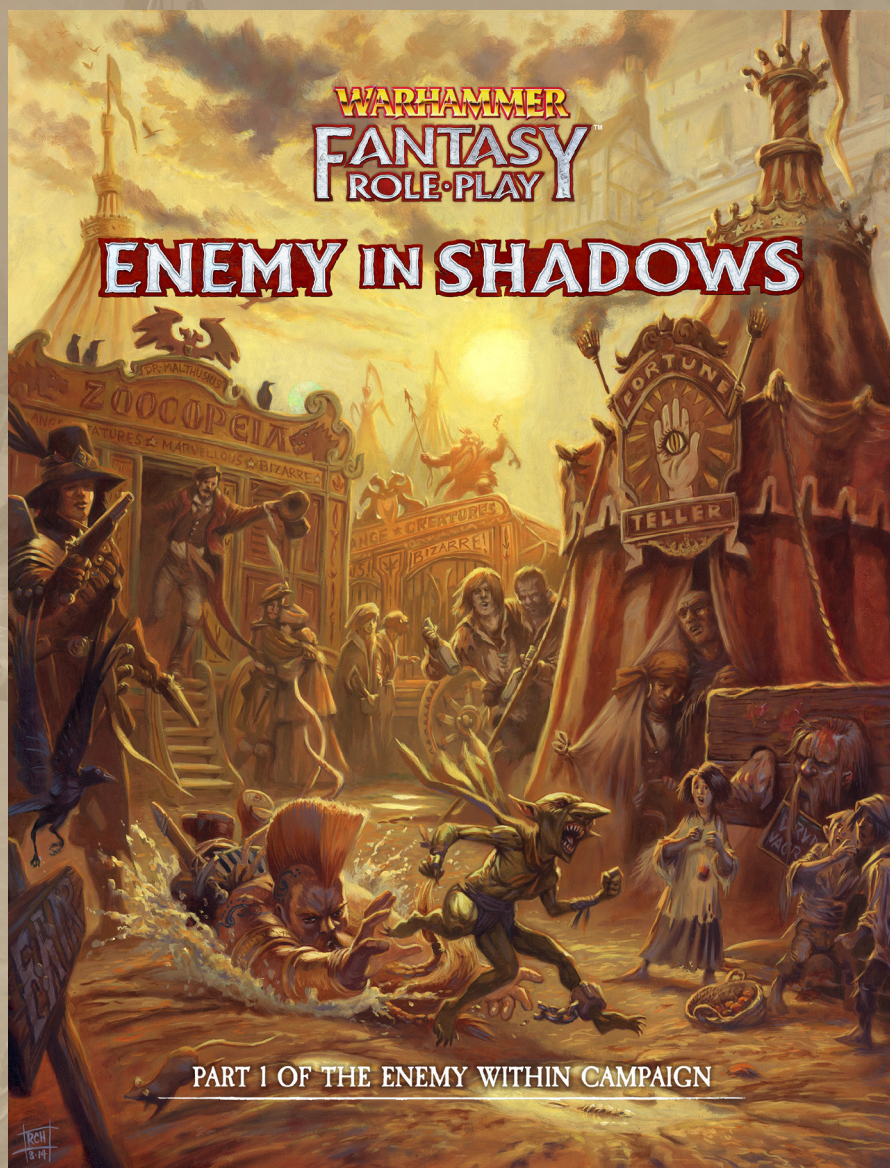
Name	Group	Enc	Range/Reach	Damage	Qualities
DAGGER	BASIC	0	VERY SHORT	+SB+2	
2 PISTOLS	BLACKPOWDER	0	20 YARDS	+8	DAMAGING, IMPALE, PENETRATING, PISTOL, RELOAD 1
SWORD	BASIC	1	AVERAGE	+SB+4	

SPELLS AND PRAYERS

Name	TN	Range	Target	Duration	Effect

Sin

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