

WARHAMMER

THE OLD WORLD

ROLEPLAYING GAME

NAME _____
 ORIGIN _____
 CAREER _____

WS	Melee
WEAPON SKILL	<input type="checkbox"/>
BS	Defence
BALLISTIC SKILL	<input type="checkbox"/>
S	Shooting
STRENGTH	<input type="checkbox"/>
T	Throwing
TOUGHNESS	<input type="checkbox"/>
I	Brawn
INITIATIVE	<input type="checkbox"/>
Ag	Toil
AGILITY	<input type="checkbox"/>
Re	Survival
REASON	<input type="checkbox"/>
Fel	Endurance
FELLOWSHIP	<input type="checkbox"/>
FAVoured: <input checked="" type="checkbox"/>	Awareness
	Dexterity
	Athletics
	Stealth
	Willpower
	Recall
	Leadership
	Charm

DOWNTIME IMPROVEMENT

Skill Name	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Skill Name	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Skill Name	<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"/>
Mark Failures:	<input checked="" type="checkbox"/>		

FATE

MAXIMUM

XP

REMAINING

SPEED

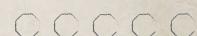
APPEARANCE

LORE

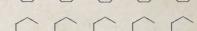
TALENTS

COIN

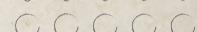
Status



SILVER



GOLD



UNSPENT: SPENT:

Reset to 3 Coin of your Status at start of adventure.

WEAPONS

Name Rng Dice Pool Dam 1h/2h Traits

RESILIENCE

PROTECTION

TRAPPINGS

CONTACTS

TOUGHNESS + ARMOUR

WOUNDS

Treated

CONDITIONS

Staggered

ASSETS

Name

Relationship



CUBICLE
7
SEVEN

TM
WARHAMMER

OFFICIALLY
LICENSED

MAGIC

WIZARD LEVEL

CASTING TEST DICE POOL

OTHER CHARACTERS

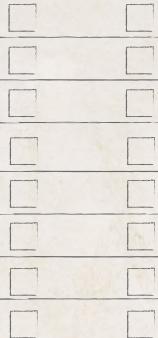
MISCAST POOL



MISCAST EFFECTS

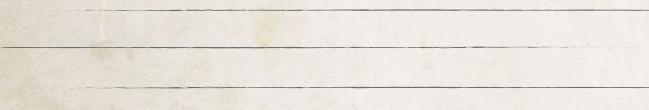
SPELLS

CV Target Range Duration Formalised Memorised Effect



NOTES

GRIM PORTENT



EXACTING TEST PROGRESS



CLUES & INSIGHTS

