



WARHAMMER
FANTASY
ROLE-PLAY

DESCRIPTION

The picture at the bottom of this page.

Melee Weapons	I	WS	D	PV	Skills	Skills
Silver dagger	+10	-	-2	-20	Night Vision (30 yards)	Old Worlder - Reikspiel
Spear	+10/+20	+10*	-	-	Concealment Rural	Elthárin
	+10 I first round and if winning; +20 I vs mounted opponent; +10 WS vs aerial opponents				Follow Trail	
					Game Hunting	
					Secret Language - Ranger	
					Secret Signs - Woodsman's	
					Silent Move Rural	
					Excellent Vision	

[illegible]

SPILLS	SL	MP	R	D	INGREDIENTS	EFFECT	FATE POINTS
							2
							MAGIC POINTS
							POWER LEVEL
							EXPERIENCE
EQUIPMENT AND TRAPPINGS	LOC	ENC	MOVEMENT	10 SECS	MIN	MPH	
Silver Dagger	-	10	CAUTIOUS	10	60	2 1/4	
Purse	-	1	STANDARD	20	120	4 1/2	
Spear	-	50	RUNNING	80	480	18	
Elf Bow, 15 arrows	-	100	PSYCHOLOGY AND HEALTH				
Sparse Clothing	-	-					
Ring of comfort							
- Beautiful golden finger ring decorated w. a rose							
The wearer is always clean, dry and comfortable, as long as the temperature is within -50° - +80°. Smells faintly of roses. Does not work while wearer is immersed in a substance							
			NOTES				
			BACKGROUND				
			PLACE OF BIRTH:				
			SIBLINGS:				
			PARENTS:				
TOTAL							
WEALTH	#	LOC	ENC				
1/1 Gold Crowns		P					
1/12 Silver Schillings							
1/240 Brass Pennies							
TOTAL							

Mmmn. Warriors. Big, strong and never a thought of tomorrow...

It does seem a bit like sodomy, doing it with a human, but they're so easy

- It's fun playing at being an adventurer.