

## Campaign Character Creation Guidelines

This guide assumes you have access to the core game book and are relatively new to Warhammer Fantasy. For those who are familiar there are a few changes to the standard character creation process. Please read through before starting.

Your avatar in this world is defined by Characteristics that are divided in two groups. Primary Characteristics are measured from 0 to 100. The higher the score, the better the stat is. Some of the Secondary Characteristics are assigned to the character in and others are derived from the Primary Characteristics. They range from 0 to 10. The higher the score the better.

### **Primary Characteristics**

**Weapon Skill (WS):** Hand to hand combat, both armed and unarmed.

**Ballistic Skill (BS):** Melee combat with weapons such as bows, crossbows and pistols.

**Strength (S):** Self-explanatory.

**Toughness (T):** Ability to withstand injury, disease, and poison.

**Agility (Ag):** Physical quickness, manual dexterity, and reaction speed.

**Intelligence (Int):** Intellect, insight and ability to reason.

**Will Power (WP):** Mental toughness and resolve.

**Fellowship (Fel):** Personal charisma and sociability.

### **Secondary Characteristics**

**Attacks (A):** Maximum number of attacks the character can attempt in one round of combat. All characters start out with this characteristic equal to 1.

**Wounds (W):** How much damage the character can withstand. All characters start out with this characteristic being equal to 12.

**Strength Bonus (BS):** Derived from the Strength characteristic, used in combat and other situations. This characteristic is equal to Strength divided by ten, rounded down to the nearest whole.

**Toughness Bonus (TB):** Derived from the Toughness characteristic, used in combat and other situations. This characteristic is equal to Toughness divided by ten, rounded down to the nearest whole.

**Movement (M):** Movement rates in and out of combat. All characters start with this characteristic being 4.

**Magic (Mag):** Magical power, used in the casting of spells. All characters start with this being zero.

**Insanity Points (IP):** How far gone the character's sanity is. All characters start with this being zero.

**Fate Points (FP):** How lucky the character is. This characteristic has a double use. All characters start out with this characteristic equal to 2.

**For all Primary Characteristics, characters roll 20 + 2d10.**

**You are allowed to replace one, and only one, characteristic from the Primary set with a score of 31 if you want to.**

Skills are assigned by Career and are divided into two groups: Basic and Advanced. Once you have chosen or rolled for your character's first career, you will fill in the box next to the skill on the right hand side of the sheet. As part of character creation your character begins with these skills already learned. Where the career gives a choice between two skills pick only one. You will be able to buy the other one at a later time with experience if you still want it. In all subsequent Careers, you will buy the career's skills with experience. Some skills, such as the "Common Knowledge" or

"Speak Language" are not listed on character sheet. These skills can be written in the blank area under the advanced skills.

Using skills: All skills have an assigned Characteristic. Roll percentile and **get at or under** the Characteristic's score to succeed. Going over the target score means you have failed. Some skill tests require more than succeeding or failing and want what are termed Margins. For every ten points under or over the target for a skill test, you have scored a margin.

Humans all start out with the following skills: Common Knowledge: Empire, Gossip, and Speak Language: Reikspeil.

Characters can get extra training in a skill by buying it again in a subsequent career. You can do this twice for each skill. Each time the skill is bought your character receives a 10% bonus when testing that skill.

Basic skills can be used untrained at half the score of the characteristic. Spending a Fortune Point will remove this penalty. Advanced skills cannot be used untrained unless the player spends a Fortune Point. Doing so will allow the skill to be tested at half characteristic.

Talents are abilities that have developed alongside skills, complimenting their usage while further defining your character. Each player gets two, chosen at random at creation. See the next page for a chart.

As with skills, the character automatically gains all of the Talents of their first career when starting out. If given a choice between two or more Talents, choose one. The other can be bought with experience before the character exits the career but is not necessary to complete it.

**Fate Points and Fortune Points:** Fate points are used to prevent character death. They represent the forces of luck and fortune that are in the player's hand. Fate points are recorded on the character sheet and Fortune points are kept track of separately as they are reset each day. Your character has Fortune points equal to  $1\frac{1}{2} * FP$ , rounded down to nearest whole.

Fortune Point Uses:

1. Gain an extra parry or dodge (if you have the skill). This does not grant a second parry or dodge action in a turn.
2. Add 1d10 to Initiative roll.
3. Gain an extra half action during turn.
4. Re-roll one failed roll
5. Use of an untrained Basic skill at full Characteristic
6. Use an untrained Advanced skill at half Characteristic. Hypnotism, Magical Sense, and Dodge Blow cannot be used this way.

To determine your character's first career, roll d100 twice, consult the cart below and pick one.

Agitator	01-02	Hunter	33-34	Scribe	67-68
Apprentice Wizard	03-04	Initiate	35-36	Seaman	69-70
Bailiff	05	Jailer	37-38	Servant	71-72
Barber-Surgeon	06-07	Marine	39-40	Smuggler	73-74
Boatman	08-09	Mercenary	41-42	Soldier	75-76
Bodyguard	10-11	Messenger	43-44	Squire	77-78
Bone Picker	12-13	Militiaman	45-46	Student	79-80
Bounty Hunter	14-15	Miner	47-48	Thief	81-82
Burgher	16-17	Noble	49-50	Thug	83-84
Camp Follower	18-19	Outlaw	51-52	Toll Keeper	85-86
Charcoal-Burner	20-21	Outrider	53-54	Tomb Robber	87-88
Coachman	22-23	Peasant	55-56	Tradesman	89-90
Entertainer	24-25	Pit Fighter	57-58	Vagabond	91-92
Ferryman	26-27	Protagonist	59-60	Valet	93-94
Fisherman	28-29	Rat Catcher	61-62	Watchman	95-96
Grave Robber	30-31	Roadwarden	63-64	Woodsmen	97-98
Hedge Wizard	32	Rogue	65-66	Zealot	99-00

Starting Talents: All humans start with two talents that are not part of their first career. Roll d100 twice on the following.

Acute Hearing	01-04	Resistance to Magic	54-57
Ambidextrous	05-09	Resistance to Poison	58-61
Coolheaded	10-13	Savvy	62-66
Excellent Vision	14-18	Sixth Sense	67-71
Fleet Footed	19-22	Strong-minded	72-75
Hardy	23-27	Sturdy	76-79
Lightning Reflexes	28-31	Suave	80-83
Luck	32-35	Super Numerate	84-87
Marksman	36-40	Very Resilient	88-91
Mimic	41-44	Very Strong	92-95
Night Vision	45-49	Warrior Born	96-00
Resistance to Disease	50-53		

ACTIONS:

Aim	Half	+10% bonus to hit
Cast	Varies	Unleashes a spell
Charge Attack	Full	At least 4 yards, +10% bonus to WS
Disengage	Full	Break away from melee and move
Move	Half	The character makes a short move
Ready	Half	Ready and object for use
Reload	Varies	Reload weapon
Stand/Mount	Half	Get up or mount riding animal
Standard Attack	Half	Make one melee or ranged attack
Swift Attack	Full	Make up to Attack number of attacks
Use a skill	Varies	The character uses a skill
All Out Attack	Full	+20% bonus to WS
Defensive Stance	Full	No attack, Enemies -20% WS
Delay	Half	Prepared to take half action
Feint	Half	WS vs. WS test, can't Parry or Dodge
Guarded Attack	Full	-10% WS, +10% Parry and Dodge
Jump/Leap	Full	
Maneuver	Half	WS vs. WS test, move 2 yards
Parrying Stance	Half	May parry until next turn
Run	Full	Enemies +20% WS, -20% BS