

WARHAMMER FANTASY ROLEPLAY 4TH EDITION

CHARACTER CREATION SUMMARY

1. SPECIES

Choose or roll for species to determine your species: Human, Halfling, Dwarf, High Elf or Wood Elf. Use the table "Random Species Table"

If you roll for species. Gain 20 XP if you roll and accept the first result.

2. CLASS AND CAREER

Roll for a random Class and Career on the table "Random Class And Career Table". Gain 50 XP.

Or roll twice more, giving you a total of three choices. Gain +25 XP.

Or choose Class and Career.

3. ATTRIBUTES

Step 1:

Roll 2d10 for each Characteristic and add number according to the "Attribute Table". If you stop here gain +50 XP.

Step 2:

Rearrange the ten numbers rolled above, assigning each to a different Characteristic until you are satisfied. If you are happy gain 25 XP. If not go to step 3.

Step 3:

Roll again or simply divide 100 points among the ten Characteristics, assigning from 4 to 18 points to each. Gain no additional XP.

Advance Characteristics:

Look at the page describing your class/career (Chapter 3 in the rulebook).

- Allocate 5 advances between the three Characteristics marked with a "+".

4. SKILLS AND TALENTS

Species Skills and Talents:

Consult the "Species Skill and Talents Table"

Select 3 skills listed for your species and gain 5 advances in each.

Select 3 other skills listed for your species and gain 3 advances in each.

Gain each talent listed for your species. If a choice is given, choose one talent (ie. "Savvy or Suave", choose either Savvy or Suave). If "Random Talent" is listed, roll on the "Random Talents Table".

Career Skills and Talents:

Look at the page describing your class/career (Chapter 3 in the rulebook). From the first Tier:

- Allocate 40 advances between the 8 skills listed, with a maximum of 10 advances in any one skill.
- Choose a single talent.

5. TRAPPINGS

Look at the page describing your class/career (Chapter 3 in the rulebook). You get all trappings listed in addition to the trappings listed in the table "Class Trappings".

Additionally, you start with monetary wealth based on your Status Tier and Level – "Wealth Table".

If you want to buy more (or sell what you already have!), refer to Chapter 11: Consumers' Guide.

6. ADDING DETAILS

- Character Name
- Physical Details: Age, Eye Colour, Hair Colour, Height (roll on the appropriate tables).
- Ambitions: Short-Term and Long-Term.

7. PARTY

- Party Ambitions: Short-Term and Long-Term
- Ambitions: Short-Term and Long-Term.

8. BRINGING YOUR CHARACTER TO LIFE

Ten Questions

- Where are you from?
- What is your family like?
- What was your childhood like?
- Why did you leave home?
- Who are your friends?
- What is your greatest desire?
- What are your best and worst memories?
- What are your religious beliefs?
- To whom, or what, are you loyal?
- Why are you adventuring?

9. ADVANCEMENT

If you accumulated any experience during character generation, you may now spend them to increase the 3 Characteristics, 8 Skills and/or 4 Talents available to your career.

RANDOM SPECIES TABLE

1d100s	Species
01-90	Human
91-95	Halfling
95-98	Dwarf
99	High Elf
00	Wood Elf



ATTRIBUTE TABLE

	Human	Dwarf	Elf	Halfling
Weapon Skill	2d10+20	2d10+30	2d10+30	2d10+10
Ballistic Skill	2d10+20	2d10+20	2d10+30	2d10+30
Strength	2d10+20	2d10+20	2d10+20	2d10+10
Toughness	2d10+20	2d10+30	2d10+20	2d10+20
Initiative	2d10+20	2d10+20	2d10+40	2d10+20
Agility	2d10+20	2d10+10	2d10+30	2d10+20
Dexterity	2d10+20	2d10+30	2d10+30	2d10+30
Intelligence	2d10+20	2d10+20	2d10+30	2d10+20
Willpower	2d10+20	2d10+40	2d10+30	2d10+30
Fellowship	2d10+20	2d10+10	2d10+20	2d10+30
Wounds	SB+(2xTB)+WPB			(2xTB)+WPB
Fate	2	0	0	0
Resilience	1	2	0	2
Extra Points	3	2	2	3
Movement	4	3	5	3

RANDOM CLASS AND CAREER TABLE

Class	Career/Species	Human	Dwarf	Halfling	High Elf	Wood Elf
ACADEMICS	Apothecary	01	01	01	01-02	-
	Engineer	02	02-04	02	-	-
	Lawyer	03	05-06	03-04	03-06	-
	Nun	04-05	-	-	-	-
	Physician	06	07	05-06	07-08	-
	Priest	07-11	-	-	-	-
	Scholar	12-13	08-09	07-08	09-12	01
	Wizard	14	-	-	13-16	02-05
BURGHERS	Agitator	15	10-11	9-10	-	-
	Artisan	16-17	12-17	11-15	17-19	06-10
	Beggar	18-19	18	16-19	-	-
	Investigator	20	19-20	20-21	20-21	-
	Merchant	21	21-24	22-25	22-26	-
	Rat Catcher	22-23	25	26-28	-	-
	Townsmen	24-26	26-31	29-31	27-28	-
Watchman	27	32-34	32-33	29	-	
COURTIERS	Advisor	28	35-36	34	30-31	11-14
	Artist	29	37	35-36	32	15-18
	Duellist	30	38	-	33-34	-
	Envoy	31	39-40	37	35-37	19-25
	Noble	32	41	-	38-40	26-31
	Servant	33-35	42	38-43	-	-
	Spy	36	43	44	41-43	32-35
Warden	37	44-45	45-46	44-45	-	
PEASANTS	Bailiff	38	46-47	47	-	-
	Hedge Witch	39	-	-	-	-
	Herbalist	40	-	48-50	46-47	36-42
	Hunter	41-42	48-49	51-52	48-50	43-52
	Miner	43	50-54	53	-	-
	Mystic	44	-	-	-	53-57
	Scout	45	55	54	51-56	58-68
RANGERS	Villager	46-50	56	55-57	-	-
	Bounty Hunter	51	57-60	58	57-59	69-70
	Coachman	52	61	59-60	-	-
	Entertainer	53-54	62-63	61-63	60-62	71-75
	Flagellant	55-56	-	-	-	-
	Messenger	57	64-65	64-65	63	76-78
	Pedlar	58	66-67	66-67	-	-
RIVERFOLK	Roadwarden	59	-	68	-	-
	Witch Hunter	60	-	-	-	-
	Boatman	61-62	68-69	69	64	-
	Huffer	63	70	70	-	-
	Riverwarden	64-65	-	71	-	-
	Riverwoman	66-68	71-72	72-74	-	-
	Seaman	69-70	73	75	65-79	-
ROGUES	Smuggler	71	74-75	76-79	80	-
	Stevedore	72-73	76-77	80-82	-	-
	Wrecker	74	78	-	-	79
	Bawd	75-76	-	83-85	81-82	-
	Charlatan	77	-	86	83-85	-
	Fence	78	79	87	-	-
	Grave Robber	79	-	88	-	-
WARRIORS	Outlaw	80-83	80-82	89	86-88	80-85
	Racketeer	84	83	90	-	-
	Thief	85-87	84	91-94	-	-
	Witch	88	-	-	-	-
	Cavalryman	89-90	-	-	89-92	86-90
	Guard	91-92	85-87	95-96	93-94	91-92
	Knight	93	-	-	95	93-94
WARRIORS	Pit Fighter	94	88-90	97	96-97	95-96
	Protagonist	95	91-93	-	98	-
	Soldier	96-99	94-96	98-100	99-100	97-100
	Slayer	-	97-100	-	-	-
	Warrior Priest	100	-	-	-	-

SPECIES SKILL AND TALENTS TABLE

Species	Skills	Talents
Humans, Reiklander	Animal Care, Charm, Leadership, Cool, Evaluate, Gossip, Haggle, Language (Bretonnian), Language (Wastelander), Lore (Reikland), Melee (Basic), Ranged (Bow)	Doomed, Savvy or Suave, 3 Random Talents
Dwarfs	Consume Alcohol, Cool, Endurance, Entertain (Storytelling), Evaluate, Intimidate, Language (Khazalid), Lore (Dwarfs), Lore (Geology), Lore (Metallurgy), Melee (Basic), Trade (any one)	Magic Resistance, Night Vision, Read/Write or Relentless, Resolute or Strong-minded, Sturdy
Halflings	Charm, Consume Alcohol, Dodge, Gamble, Haggle, Intuition, Language (Mootish), Lore (Reikland), Perception, Sleight of Hand, Stealth, Trade (Cook)	Acute Sense (Taste), Night Vision, Resistance (Chaos), Small, 2 Random Talents
High Elves	Cool, Entertain (Sing), Evaluate, Language (Eltharin), Leadership, Melee (Basic), Navigation, Perception, Play (any one), Ranged (Bow), Sail, Swim	Acute Sense (Vision), Coolheaded or Savvy, Night Vision, Second Sight or Sixth Sense, Read/Write
Wood Elves	Athletics, Climb, Endurance, Entertain (Sing), Intimidate, Language (Eltharin), Melee (Basic), Outdoor Survival, Perception, Ranged (Bow), Stealth (Rural), Track	Acute Sense (Vision), Hardy or Second Sight, Night Vision, Read/Write or Very Resilient, Rover

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RANDOM TALENTS TABLE

Roll	Description	Roll	Description
01–03	Acute Sense (any one)	51–52	Noble Blood
04–06	Ambidextrous	53–55	Orientation
07–09	Animal Affinity	56–58	Perfect Pitch
10–12	Artistic	59–62	Pure Soul
13–15	Attractive	63–65	Read/Write
16–18	Coolheaded	66–68	Resistance (any one)
19–21	Craftsman (any one)	69–71	Savvy
22–24	Flee!	72–74	Sharp
25–28	Hardy	75–78	Sixth Sense
29–31	Lightning Reflexes	79–81	Strong Legs
32–34	Linguistics	82–84	Sturdy
35–38	Luck	85–87	Suave
39–41	Marksman	88–91	Super Numerate
42–44	Mimic	92–94	Very Resilient
45–47	Night Vision	95–97	Very Strong
48–50	Nimble Fingered	98–00	Warrior Born

5.

CLASS TRAPPINGS TABLE

Class	Class Trappings
Academics	Clothing, Dagger, Pouch, Sling Bag containing Writing Kit and 1d10 sheets of Parchment
Burghers	Cloak, Clothing, Dagger, Hat, Pouch, Sling Bag containing Lunch
Courtiers	Courtly Garb, Dagger, Pouch containing Tweezers, Ear Pick, and a Comb
Peasants	Cloak, Clothing, Dagger, Pouch, Sling Bag containing Rations (1 day)
Rangers	Cloak, Clothing, Dagger, Pouch, Backpack containing Tinderbox, Blanket, Rations (1 day)
Riverfolk	Cloak, Clothing, Dagger, Pouch, Sling Bag containing a Flask of Spirits
Rogues	Clothing, Dagger, Pouch, Sling Bag containing 2 Candles, 1d10 Matches, a Hood or Mask
Warriors	Clothing, Hand Weapon, Dagger, Pouch

5.

WEALTH TABLE

Class	Class Trappings
Brass	2d10 brass pennies per Status Level
Silver	1d10 silver shillings per Status Level
Gold	1 gold crown per Status Level

EYE COLOUR TABLE

2d10	Human	Dwarf	Halfling	High Elf	Wood Elf
2	Free Choice	Coal	Light Grey	Jet	Ivory
3	Green	Lead	Grey	Amethyst	Charcoal
4	Pale Blue	Steel	Pale Blue	Aquamarine	Ivy Green
5-7	Blue	Blue	Blue	Sapphire	Mossy Green
8-11	Pale Grey	Earth Brown	Green	Turquoise	Chestnut
12-14	Grey	Dark Brown	Hazel	Emerald	Chestnut
15-17	Brown	Hazel	Brown	Amber	Dark Brown
18	Hazel	Green	Copper	Copper	Tan
19	Dark Brown	Copper	Dark Brown	Citrine	Sandy Brown
20	Black	Gold	Dark Brown	Gold	Violet

6.

HAIR COLOUR TABLE

2d10	Human	Dwarf	Halfling	High Elf	Wood Elf
2	White Blond	White	Grey	Silver	Birch Silver
3	Golden Brown	Grey	Flazen	White	Ash Blond
4	Red Blond	Pale Blond	Russet	Pale Blond	Rose Gold
5-7	Golden Brown	Golden	Honey	Blond	Honey Blond
8-11	Light Brown	Copper	Chestnut	Yellow Blond	Brown
12-14	Dark Brown	Bronze	Ginger	Copper Blond	Mahogany Brown
15-17	Black	Brown	Mustard	Red Blond	Dark Brown
18	Auburn	Dark Brown	Almond	Auburn	Sienna
19	Red	Reddish Brown	Chocolate	Red	Ebony
20	Grey	Black	Liquirice	Black	Blue-Black

6.

AGE & HEIGHT TABLE

	Human	Dwarf	Elf	Halfling
Starting Age	15+d10	15+10d10	30+10d10	15+5d10
Height	4'9"+2d10"	4'3"+d10"	5'11"+d10"	3'1"+d10"

6.

CHARACTERISTIC AND SKILL IMPROVEMENT XP COST

Advances	XP Cost per Advance	
	Characteristics	Skills
1 to 5	25	10
6 to 10	30	15
11 to 15	40	20
16 to 20	50	30
21 to 25	70	40
26 to 30	90	60
31 to 35	120	80
36 to 40	150	110
41 to 45	190	140
46 to 50	230	180

9.

OTHER IMPROVEMENT COSTS

Improvement	XP Cost
+1 Talent	100 XP + 100 XP per times the Talent is already taken
Leave a Complete Career	100 XP
Leave an Incomplete Career	200 XP

9.