

# Character Deck



WARHAMMER™  
FANTASY  
ROLE-PLAY

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CHARACTER BACKGROUND  
GENERATION BOOKLET

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# WARHAMMER™ FANTASY ROLEPLAY

# Character Pack

## THE REVISED WARHAMMER FANTASY ROLEPLAY CHARACTER SHEET

Now completely revised, the *Warhammer Fantasy Roleplay Character Sheet* is designed to allow you to keep track of your characters' progression through their adventuring careers. By using these sheets, all the information you would normally need during a session of play is readily to hand.

The additional information in this pack can also be used to give your Player Characters and NPCs more depth. In the section which follows, called *Character Backgrounds*, you will find charts and tables covering:

- characters' places of birth;
- details of families - numbers, social status and professions;
- more information about characters' physical appearance.

Players can generate this information randomly, or use the section as a list from which to select their character's background and distinguishing features, while GMs will find that they can flesh out NPCs just as quickly and easily.

### USING THE WFRP CHARACTER SHEET

The character sheets are ideal for recording details of Player Characters and major NPCs. For NPCs, the GM should refer to the section headed *Creating Non-Player Characters* on pages 110-111 of the *Warhammer Fantasy Roleplay* rulebook. Players are advised to fill in the various boxes in pencil. Many details will change as the characters progress through their adventures ...and you can never be sure when a character will meet a sticky end anyway.

The following notes will be useful when filling in the character sheet for a PC or NPC. All page references in the notes refer to the *Warhammer Fantasy Roleplay* rulebook.

### Name

**PCs** - Players may choose any names they feel comfortable with, using the information later in this pack as a guide if desired.

**NPCs** - GMs may wish to use the information in the *Character Background* section which follows to create names with the same feel as others in the rulebook and published scenarios.

### Race

**PCs** - Players choose a race for their characters, as shown in the rulebook (pp14-15).

**NPCs** - GMs can select a race for an NPC, or generate the information by rolling a die (see p111).

### Gender

**PCs** - Players should select the gender of their character.

**NPCs** - Roll D6: 1-3 = male, 4-6 = female. GMs may always select an NPC's gender if desired.

### Career Class

Use this space to record the broad area of the character's career: *Warrior*, *Ranger*, *Rogue* or *Academic*.

**PCs** - Players will choose their characters' initial Career Class as shown in the rulebook (p16).

**NPCs** - GMs can select the NPC's current Career Class, or generate the information by rolling a die (see p111, but note the restrictions on p16).

### Alignment

Characters may be defined as *Neutral*, *Good*, *Evil*, *Lawful*, or *Chaotic*. This serves as a general description of the character's attitude to the world and other races.

**PCs** - Human, Dwarf and Halfling characters will be *Neutral*, Elves will be *Good*. At the GM's option, PCs may be of different alignments.

**NPCs** - GMs may allow characters - even Player Characters - to have different alignments to those given above. Most characters in the Old World will be *Neutral*. GMs should be guided by an NPC's career, and by his or her role in an adventure, when assigning different alignments. Alignments may change over time, as noted on p90 of the rulebook.

### Age

**PCs** - A character's age at the start of his or her adventuring career should be decided by using the procedure on p15 of the rulebook.

**NPCs** - You may generate age randomly, as for PCs, or set it according to the role intended for the NPC.

### Height

**PCs** - A character's height should be determined by following the procedure on pp14-15 of the rulebook.

**NPCs** - You may generate height randomly, as for PCs, or select it if you prefer.

### Weight

**PCs** - This can be chosen by the player, or the tables in the *Character Background* section of this pack can be used, according to the GM's preference.

**NPCs** - You may generate weight randomly, as for PCs, or set it according to whatever criteria you prefer.

### Hair

Use this space to record the colour of the character's hair.

**PCs** - This can be chosen by the player, or the tables in the *Character Background* section of this pack can be used, according to the GM's preference.

**NPCs** - You may generate hair colour randomly, as for PCs, or select it if you prefer.

### Eyes

The colour of the character's eyes may be recorded here.

**PCs** - This can be chosen by the player, or the tables in the *Character Background* section of this pack can be used, according to the GM's preference.



Character sheet										WARHAMMER FANTASY ROLEPLAY																																																																					
NAME					RACE		GENDER		CAREER CLASS			ALIGNMENT			SPELLS					SL MP R D					INGREDIENTS					EFFECT					FATE POINTS																																												
AGE		HEIGHT		WEIGHT		HAIR		EYES		DESCRIPTION					EQUIPMENT/TRAPPINGS					Loc ENC					MOVEMENT RATE					VOL. / 10 SECS					VOL. / MIN					M.P.H.					LANGUAGES					MAGIC POINTS																													
CURRENT CAREER					CAREER PATH					CAREER EXITS					CAUTIOUS					STANDARD					RUNNING					PSYCHOLOGY & HEALTH					INSANITY POINTS					POWER LEVEL																																							
STARTER PROFILE										ADVANCE SCHEME										CURRENT PROFILE										BACKGROUND										Place of Birth:										Parents Occupation:										Family Members:										EXPERIENCE									
M		WS		BS		S		T		W		I		A		Dex		Ld		Int		Cl		WP		Fel		TOTAL					WEALTH					Loc ENC					COMPANIONS & ANIMALS					M WS BS S T W I A Dex Ld Int Cl WP Fel																															
HAND TO HAND WEAPONS					I		WS		D		PT		SKILLS					SKILLS					MAGIC POINTS					Loc ENC					ARMOUR					Loc ENC																																									
MISSILE WEAPONS					S		L		E		ES		Load					ARMOUR					Loc ENC					ARMOUR					Loc ENC																																														
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**NPCs** - You may generate eye colour randomly, as for PCs, or select it if you prefer.

**Description**

Any noteworthy physical traits should be listed here.

**PCs** - Physical appearance may be chosen by the player, or the tables in the *Character Background* section of this pack can be used, according to the GM's preference.

**NPCs** - You may generate physical traits randomly, as for PCs, or select them as needs be.

**Current Career**

**PCs** - New characters select their career from the list on p18 of the rulebook (this may be done randomly or under the GM's direction). Later, when the character changes careers, the new one is entered here.

**NPCs** - Most NPCs will still be following their Basic Careers. GMs may choose to create specific characters with Advanced careers or more than one Basic career, in which case the current career should be entered here.

**Career Path**

This space is used to record the character's previous careers, if any.

**PCs** - If a character changes career, the

new one should be entered in the *Current Career* box, and a record should be kept here of the previous careers the character has followed (or at least those the character has completed - taking all the Advances and Skills).

**NPCs** - Where a more experienced character has been created, GMs can work out the previous careers the character has followed by using the *Career Summary Tables* on pp344-364 of the rulebook.

**Career Exits**

**PCs** - This space is set aside for a list of the potential career exits from the character's current career, as shown on pp21-43 and 94-107 of the rulebook.

**NPCs** - You may wish to make use of this space if you are generating a long-running NPC, who may cross the PCs' path many times over a long period.

**Starter Profile**

**PCs** - A new character's starting profile is created following the rules on p14 of the rulebook. Each time the character takes an Advance, the character's *current profile* will change, but the character's initial profile is recorded permanently in this space. It will be useful for reference when the character is taking Advances.

**NPCs** - This space is not vital for most NPCs, since in most cases the character's starter profile will be the same as the *current profile* (See below). With more experienced NPCs, you can begin with a starter profile, which is recorded here, and add Advances from subsequent careers.

**Advance Scheme**

**PCs** - Record the Advance Scheme from the character's *current career* on this line. The Advance Scheme is given along with the career description (pp21-43 and 94-107). The Advance Scheme for a career shows the potential characteristic increases a character may gain by following that career. As the character takes the characteristic advances from the Advance Scheme, cross the numbers through to show that the advances have been taken.

**NPCs** - This space is not vital for most NPCs, but in the case of experienced NPCs with more than one career behind them and the chance of advancing further, you may find it useful. It is used for NPCs in exactly the same way as for PCs.

**Current Profile**

**PCs/NPCs** - This is where the character's current Character Profile is recorded. It is obtained by adding the bonuses taken from the *Advance Scheme* (by expending





Experience Points) to the character's *Starter Profile*.

### Hand-to-Hand Weapons

**PCs/NPCs** - The hand-to-hand weapons a character owns and has ready for use should be listed here, along with the modifiers the weapon gives to the character's *Initiative*, *Weapon Skill*, *Damage* rolls, and *Parry* attempts; these are given on pp120-121 of the rulebook. New PCs, and NPCs with basic careers, will have only those weapons listed under their career's *Trappings* (although Warriors and Rangers will also have a Hand Weapon and *all characters* will have a Knife). A weapon is *ready for use* if it is carried in the hand, or slung from a belt in a scabbard or by other means; a weapon carried in a backpack or left at home is not ready for use!

### Missile Weapons

**PCs/NPCs** - The missile weapons a character owns and has ready for use should be listed here, along with their *short*, *long* and *extreme* ranges, *Effective Strengths* and *load/fire times*. All this data may be found on p128 of the rulebook. New PCs, and NPCs with basic careers, will have only those weapons listed under their career's *Trappings*. As with *hand-to-hand weapons*, only those that are carried ready for use are listed here.

### Armour

**PCs** - New characters will have any armour listed under the *Trappings* for their Basic Career (pp21-43). *Warrior* characters will also have a helmet. Characters may find, steal or buy other pieces of armour as the campaign progresses. Every piece of armour should be recorded here, with locations and Encumbrance Values (see pp75 and 293-296). Armour Points of any armour worn are recorded in the boxes showing



hit locations on the figure on the front of the Character Sheet. The location of any armour not being worn can be recorded in the same fashion as other Equipment (see below).

**NPCs** - Most NPCs following Basic Careers will have only the armour listed under the description of their Basic Career (pp21-43). More experienced characters will have some or all of the armour listed under *Trappings* for all of the careers they have followed, and possibly a few extra pieces if you wish.

### Skills

**PCs** - New characters will have the skills listed under the description of their first Basic Career (pp21-43), as well as certain Mandatory skills (p16) and other skills, either randomly generated or related to their general Career Class (pp16-17). Other skills will be acquired by expending Experience Points as characters progress. All the skills a character possesses should be recorded here, along with any details the player will find useful - such as the characteristics and tests each skill modifies and the degree of the modifier.

**NPCs** - Most NPCs with Basic Careers will have only those skills listed under the career. Experienced characters may have all the skills listed under their previous careers, and as many of the skills in their current career as the GM sees fit. The name of the skill and whatever modifiers to characteristics or tests it confers can be listed in this box.

### Armour Points

**PCs/NPCs** - the space for each hit location should be used to record the number of Armour Points covering that location. The shield-shaped space is for recording the protection of a shield. See p121 of the rulebook for the different kinds of armour protection, and p118 for the use of armour in combat.

### Spells

**PCs** - As characters are taught or discover new spells (only *Wizards' Apprentices* start the game with a learned spell), they should be recorded here. These spells will have been recorded in the character's spell books, and are the only ones available for casting. Only a character who is or has been in a spellcasting career will have spells recorded in this space. As well as the spell's name, its *Level* (SL), the *Magic Points* (MP) it costs to cast, its *Range* (R) and *Duration* (D), the required *Ingredients* (and whether the character has them!) and any useful notes about its *Effects* are recorded here; this information can be found on pp153-181 of the rulebook.

**NPCs** - Spellcaster characters will have learned 1D4 + 1 spells from each of the categories open to them (ie, Petty Magic, Battle Magic level 1, Elemental Magic level 2, etc.). In the case of experienced NPCs, remember to record spells from past careers, as well as those from the current career.



### Fate Points

**PCs** - New characters begin their adventuring careers with 1-4 Fate Points. In exceptional circumstances, they may earn more. The player should keep a tally of the character's remaining Fate Points in this space.

**NPCs** - most NPCs do not have Fate Points. However, if you wanted to 'protect' a vital campaign NPC, or wanted an especially powerful major villain to be able to return when the players thought he or she had been dealt with, then you may give the NPC a few Fate-Points if you wish.

### Power Level

**PCs/NPCs** - A character's Magic Points total goes up and down as spells are cast and points are recovered through rest or meditation, but it is useful to record the character's maximum number of Magic Points in this space. The Power Level only increases when the character moves to a career which give additional Magic Points or receives a magical item which confers extra magic points.

### Magic Points

**PCs/NPCs** - The character's *current* number of Magic Points is recorded here. This starts out equal to the character's *Power Level* (see above), and will go up and down as the character casts spells and recovers points by resting and meditation, and by the effects of certain magic spells and items. This is explained in detail on p133 of the rulebook.

### Equipment/Trappings

**PCs** - New characters will have the equipment listed under *Trappings* for

their Basic Career (pp21-43). Characters may find, steal or buy other belongings as the campaign progresses. These should all be recorded here, along with their *Encumbrance Values* (see pp75 and 293-296) and a short note saying where they are normally kept - on person, at home, in saddlebags, and so on.

**NPCs** - Most NPCs following Basic Careers will have only those trappings listed under the description of their Basic Career (pp21-43), unless you deliberately want to give them something extra. More experienced characters will have some or all of the trappings of all of the careers they have followed, and probably a few other bits and pieces beside (see pp109-110 of the rulebook for some notes on this topic); all should be recorded here, just as for PCs. Note that NPCs will not generally carry inappropriate possessions around with them, and much of an NPC's wealth should be at his home or base.

### Movement Rate

**PCs/NPCs** - Record characters' Movement Rates in yards per round, yards per turn and miles per hour. The character's *Move* score determines these rates - see p73 of the rulebook.

### Languages

**PCs/NPCs** - Characters will be able to speak the languages/dialects conferred by their race, and any conferred by their place of birth. Experienced characters may be able to speak further languages/dialects by acquiring the skill *Speak Additional Language* (cf pp291-292).

### Experience

**PCs** - Characters receive Experience Points as a result of their deeds (see pp90-93, 109). The character's Experience Points are recorded here, and should be deleted when 'spent' on new skills. Advances from the character's current career advance scheme, or career changes. A new character will have no Experience Points.

**NPCs** - Unless the NPC is to play an important and long-lasting part in the campaign, you don't need to worry about Experience Points. If it is a character who might have a greater role to play, you can allow him or her to accumulate Experience Points over time, and develop in the same way as a PC.

### Psychology & Health

**PCs** - Information that affects the character's health should be entered here. Any changes brought about by the character's race (pp14-15, and also the *Bestiary*), Disease (p82), Insanity

(pp83-87), or Magical Disabilities (pp138-140) should be entered here. New characters will only have the psychology traits caused by their race.

**NPCs** - Experienced NPCs may have suffered the effects of Insanity or Disease as they progressed through their careers - you can decide this as you see fit, or allow a 5% chance per completed career that the character is suffering the effects of some disease. Demonologists, Necromancers and Evil or Chaotic Wizards will also have Magical Disabilities according to their level (p138).



### Insanity Points

**PCs** - This box should be used to record Insanity Points, as detailed on page 83.

**NPCs** - GMs may wish to give major NPCs 1D6 Insanity Points per additional career, allotting one disorder per 6 Insanity Points (see pp83-7) and recording any left-over Insanity Points in this box. For Demonologists, Necromancers, and Chaotic Wizards, you should allow a 10% chance for each level of magical career the character has followed that they will have accumulated a further 1D6 Insanity Points.

### Wealth

**PCs** - New characters will have any money listed under the *Trappings* for their Basic Career (pp21-43), plus 3D6 Gold Crowns. Characters may find, earn or steal more money as the campaign progresses. This should be recorded here. The location of the money can be recorded in the same fashion as other possessions. Only cash or readily-convertible wealth (such as gems) should be listed here; other possessions should be recorded under equipment.

**NPCs** - Most NPCs following Basic Careers will have only the wealth listed under the description of their Basic Career (pp21-43), plus 1D6 Gold Crowns. More experienced characters

may have more if you wish. If encountered at home or at their place of work, NPCs may also have wealth as generated by the *Random Treasure Table* (pp109-110).

### Background

**PCs/NPCs** - characters can be given some additional background to flesh out their past. The individual parts of the background can be generated as follows:

**Place of Birth** - can be chosen, or the tables in the *Character Background* section of this pack can be used, according to the GM's preference.

**Family/Parent's Occupation** - this can be chosen, or the tables in the *Character Background* section of this pack can be used, according to the GM's preference.

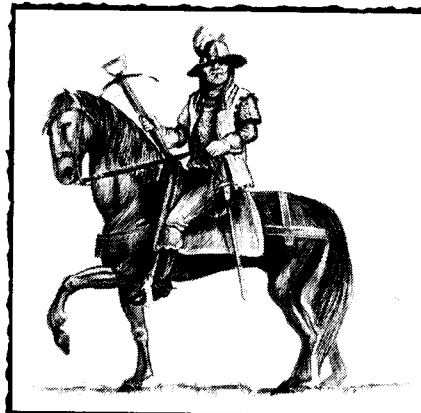
**Social Level** - this new concept is introduced in the *Character Background* section of this pack.

**Religion** - the character's chosen deity should be recorded here, along with relevant information from pp196-210 of the rulebook.

### Companions & Animals

**PCs** - Players should record the Creature Profile for any creature listed in the *Trappings* of the character's Basic Career; this can be obtained from the *Bestiary*, or determined by the GM in special or unusual cases. This would include the animals used by an Entertainer with an animal act, a horse if the character has one, a Rat Catcher's dog, a Squire's pony, a Prospector's mule, and so on. As humanoid henchmen or other creatures are bought, stolen, hired, borrowed or otherwise acquired, the player should record their profiles in this space. Note that the GM may reserve the right to keep records of any humanoid or other followers, to prevent players knowing their precise profiles and abilities.

**NPCs** - This space can be used for any henchmen or animal followers, although you may always make up full Character Sheets for these in cases where this is more useful.



## CHARACTER BACKGROUNDS

As well as the information a player can gather from the descriptions of his or her character's race, career, skills and religion, the following information might be thought to be interesting and useful. It can all be integrated into the existing **Warhammer Fantasy Roleplay** rulebook without difficulty.

### CHARACTER NAMES

Most of the characters in *The Enemy Within* campaign are natives of The Empire, a part of the Old World which more or less conforms to the Germany of our own world in the Late Middle Ages. The campaign is set mainly in The Empire, and the Human names of in the following lists have been intentionally 'germanicised' to reflect this.

#### HUMAN NAMES

##### Forenames

The following list gives common Imperial forenames. You can select names from the list as you need them, or roll D1000 if you prefer (i.e. roll 3D10, count the 1st as 'hundreds', the second as 'tens', and the third as 'units'). The list is not exhaustive, but includes most of the more popular forenames in use in The Empire.



001-002	Adam	405-408	Gebhard(t)	665-672	Martin
003-006	Adelbert 2	409-412	Georg 1/3	673-676	Matthias
007-022	Adolf/Adolphus 2	413-420	Gerhard(t)	677-684	Max 1/Maxi millian
023-026	Albert	421-424	Gottfried	685-686	Moritz 6
027-034	Albricht/Alberich /Albrecht	425-428	Gotthard(t)	687-694	Niklaus/Nikolas/Nikolaus
035-036	Aldhelm	429-432	Gottlieb	695-698	Olaf 5
037-044	Alex/Alexei 3/Alexis 3	433-434	Gregor 3	699-700	Oskar 7
045-048	Alfred/Alfried	435-438	Gunnar	701-708	Otto
049-050	Alfricht	439-446	Gunthar/Gunther	709-716	Paul 1/Paulus 2
051-066	Anders 4/5	447-462	Gustaf/Gustav/Gustavus 2	717-724	Peter 1/Pieter
067-074	Andreas	463-466	Hals	725-726	Quintus 2
075-082	Anton 6/7	467-498	Hannes 1/Hans 1	727-728	Ralf 5
083-084	Arthur	499-500	Hartwig	729-736	Rolf 1/5
085-088	Axel	501-516	Heinrich	737-738	Reinald
089-092	Barthelm	517-524	Heinz 1	739-746	Reiner
093-100	Bengt 5	525-526	Heironymus 2	747-754	Reinhard(t)
101-116	Bernhard(t)	527-534	Helmut	755-762	Reinhold
117-132	Berthold(t)	535-536	Hergard	763-766	Reinwald
133-140	Boris	537-544	Herman(n)	767-770	Rudiger/Rutger
141-164	Bruno	545-546	Herpin	771-778	Rudolf/Rudi
165-196	Carolus 2/Carl 1/Karl 1	547-548	Hildebrand(t)	779-780	Ruprecht
197-220	Claus/Klaus	549-550	Holger 5	781-788	Siegfried
221-228	Conrad/Konrad	551-554	Hugo 6/7	789-792	Sigismund/Siggi
229-232	Diehl	555-556	Hultz	793-800	Sigmund/Siggi
233-240	Dieter	557-558	Humfried	801-802	Stehmar
241-244	Dietrich	559-562	Jakob	803-818	Stephan/Stefan
245-248	Eberhard(t)	563-566	Joachim 4	819-820	Theodosius 2/6/ Theo
249-250	Eckhard(t)	567-598	Johann 1/Johannes	821-822	Theophilus 2/6/ Theo
251-254	Edgar	599-606	Josef 1	823-830	Thomas
255-262	Ehrhard(t)	607-608	Kaspar	831-832	Tobias 2/6
263-266	Ehrmann	609-610	Kastor	833-840	Udo
267-268	Emmerich	611-614	Knud 5/Knut 5	841-844	Uhler
269-292	Erich	615-638	Kurt	845-852	Ulrich
293-324	Ernst 1	639-640	Lorenz 6	853-856	Viktor 3
325-332	Erwin	641-642	Leonard	857-860	Vorster
333-334	Faustmann	643-646	Leopold	861-868	Waldemar
335-336	Felix 2/6	647-648	Liutpold	869-876	Walter
337-340	Ferdinand	649-656	Ludovicus 2/Ludwig	877-909	Werner 1
341-372	Franz 1	657-660	Lukas	910-942	Wilhelm
373-404	Friedrich/Fritz 1/Frederik	661-664	Magnus 2	943-959	Wolf
				960-983	Wolfgang
				984-000	Wolmar

001-005	Agnes 2	306-315	Etelka	701-710	Ludmilla
006-015	Agnetha 2/5	316-340	Eva	711-715	Luisse/Lise 1
016-020	Alexa 3	341-350	Franziska 7	716-720	Magdalene/Magda
021-030	Alfrida 5	351-360	Frida 5	721-725	Margaritha 6/7
031-035	Alice/Alicia	361-370	Gabrielle/Gabi 7	726-735	Marianne
036-040	Amalie	371-385	Gerda	736-750	Marlene
041-060	Andrea	386-390	Gertrud(e) 2	751-760	Martha/Marte
061-065	Anika	391-400	Gilda	761-765	Martina
066-090	Anna 1	401-415	Greta 5	766-775	Marie 1/6/7/ Maria 1/6/7
091-095	Astrid 1/4/5	416-425	Gretel	776-780	Mathilde/Tilda 6/7
096-100	Barbara 2/6	426-435	Gretchen	781-785	Nastassia 3
101-105	Beatrix 2/6	436-450	Hanna	786-790	Natasha 3
106-115	Berta/Bertha	451-460	Hedwig	791-795	Ottilia
116-125	Bianka 6	461-470	Heidi	796-800	Petra 6
126-130	Birgit 5	471-475	Helena 6	801-815	Regina/Regine/Gina
131-145	Brigitte/Gitta 4/5	476-495	Hilda	816-830	Renata/Renate
146-155	Britt/Brita 5	496-505	Hildegard	831-835	Selena 6
156-170	Brunhild(e)	506-515	Hunni	836-850	Sigrid 5
171-180	Charlotte/Carlotta	516-530	Ilisa/Ilse	851-855	Sigrun 5
181-190	Carina 6	531-550	Inga	856-860	Silma
191-200	Carmilla 2/3	551-570	Ingrid 4/5	861-870	Solveig 5

201-205 206-215	Claudia <sup>2/6/7</sup> Dagmar	571-575 576-590	Irene/Irina 6 Isolde	871-880 881-890	Sophia 6 Susanne <sup>2/6/</sup> Susanna <sup>2/6/Susi</sup>
216-220 221-230	Elena 6 Elfrida 5	591-615 616-620	Johanna/Janna Juliane 6	891-895 896-900	Theodora/Dora 6 Theodosia/ Theda 6
231-250 251-260	Elisa/Elise Elisabeth	621-625 626-635	Karelia 5 Karin 5	901-910 911-920	Therese 6 Thylde
261-275 276-285	Elsa Emmanuelle <sup>6/7</sup>	636-645 646-660	Karoline <sup>6/7</sup> Katharine/ Katrina <sup>6/7</sup>	921-935 936-960	Ulrike/Ulla Ursula/Uschi
286-295 296-300 301-305	Emilie 7 Erika 5 Esther 6	661-680 681-690 691-700	Kirsten 5 Klara <sup>2/6</sup> Leonore/Leni	961-965 966-975 976-985 986-000	Veronica <sup>6/7</sup> Wanda Wertha Wilhemina/Mina

### Notes on the forename tables

Where a name can have more than one form (including informal shortened forms) these are shown. Some names are annotated with a superscript number; meanings are as follows:

1. These names can be combined to produce a compound name, e.g. Karl-Franz, Hans-Peter, Anna-Lise, Marie-Astrid. This practice is most common among the nobility.
2. These names are archaic, but are still in use occasionally. They are most popular among the nobility and the older generations.
3. These names show Kislevite influence; they are most common in the

north and east of The Empire, but are not unknown elsewhere.

4. These names show Wastelander influence; they are most common in the north-west of The Empire, but are also used in other areas.
5. These names show Norse influence; they are most common in the extreme north of The Empire, but are also used in other areas.
6. These names are more common in the south of The Empire than elsewhere.
7. These names show Bretonnian influence; they are most common in the west of The Empire, but are also used in other areas.

### Surnames

As in mediaeval Europe, the forename is most commonly used to identify a person, and the surname is used when the identification needs to be more precise - when the use of the forename alone is not sufficient. Surnames are not always handed down from parent to child, as we do today. Most people adopt their surname when they leave home, or become adult, to distinguish themselves. Often, this will mean using a 'family' name, but there are many cases of children giving themselves an entirely new surname.

Surnames can be drawn from a variety of sources:

1. **Placenames:** for example, Johann Dunkelberg, 'Johann from Dunkelberg'. Any of the various placenames mentioned in the *WFRP* rulebook or in any part of *The Enemy Within* campaign would be useable as a surname. The nobility often add 'von' or 'von der' before the placename, particularly in cases where the surname is part of a title.
2. **Occupation:** for example, Johann Schmidt, 'Johann the Smith'. This can become fossilised in use, and it is quite common for a character to be known by the occupation of his or her father or grandfather, when he or she actually follows a quite different profession; so

'Johann the Smith' might actually be a carpenter or a boatman. Of course, if Johann wishes to be known as Johann Zimmerman (Johann the Carpenter) or Johann Bootmann (Johann the Boatman), there's nothing to stop him changing his surname - he simply does it!

An English-German dictionary can be a very useful source of names of this type. A few surnames associated with common professions are listed below:

Baker	.....	Bäcker
Blacksmith	.....	Schmidt
Brewer	.....	Brauer
Boatman	.....	Bootmann
Builder	.....	Baumeister or Bauer
Butcher	.....	Fleischer
Carpenter	.....	Zimmermann
Cobbler	.....	Schuster
Cooper	.....	Küfer
Engraver	.....	Graveur
Farmer	.....	Bauer
Glass Maker	.....	Glaser
Hunter	.....	Jäger
Jeweller	.....	Juwelier
Merchant	.....	Handler
Pedlar	.....	Hausier
Potter	.....	Topfer
Printer	.....	Drucker
Scribe	.....	Schreiber
Shipwright	.....	Schiffbauer
Stonemason	.....	Maurer
Tailor	.....	Schneider
Tanner	.....	Gerber



3. **Nickname:** for example, Johann Grosz, 'Johann the Fat'. If a character has a particularly noticeable physical trait, this might be used as a surname. Using the list of physical traits in this booklet together with an English-German dictionary can give you a wide range of descriptive surnames. Here are a few examples:

Large nose	.....	Nase
Scar on face	.....	Narbe
One eye	.....	Einauge, Augenlos
One arm	.....	Einarm, Armlos
Attractive face	.....	Schön
Huge frame	.....	Grosz, Stark
Big belly	.....	Grosz
Bald	.....	Kahl
Hairy	.....	Haarig
Huge beard	.....	Bart, Grossbart
Stooping	.....	Bücker
Very tall	.....	Lang
Very short	.....	Kurz
Very skinny	.....	Dunn
Pale-skinned	.....	Blass, Bleich
Stutter	.....	Stotter
Loud voice	.....	Laut

4. **Parent or Ancestor:** For example, Johann Hanson, 'Johann, son of Hans'. Naming yourself after a famous parent or ancestor - real or imagined - is very common. Sigmarrson may be one of the most used surnames in The Empire. This form of surname is particularly prevalent in the north of The Empire, possibly as a result of Norse contacts and influence. The form 'von' is sometimes used to imply a connection with a famous person - von der Magnus, for example.

**Notes on Surnames:** With an English-German dictionary and a bit of imagination, you can come up with all sorts of surnames for PCs and NPCs, as you'll see from the published adventures in *The Enemy Within* campaign. The nobility will use 'von' more often than





the lower classes, and the artisan classes - where one family has been in a business for generations - will often take the name of their craft for their own. In general, surnames derived from placenames and nicknames will be most common among the peasantry and the urban lower classes - Hans Brandstadt, for example, won't be very effective as a name if Brandstadt has thousands of inhabitants and every fifth male is called Hans, while Ludwig Johannsson von Altdorf is too grand-sounding to be a good name for a thief or beggar - a nickname like Flink ('the nimble') would sound better.

**Dwarven Names**

**Forenames**

Dwarven forenames tend to be short - no longer than two syllables - and gritty-sounding. Dwarfs often borrow names from their Human neighbours if they like the sound of them; hence the number of Norse-sounding names used by Dwarfs in The Empire (and these are even more prevalent among the Norse Dwarfs), and the occasional use of Imperial Human names such as Joseph and Tom, as by Joseph Bugman and his lieutenant 'Owd' Tom Thyksson. Here are a few examples of Dwarven male forenames:

- |           |        |
|-----------|--------|
| Bel(e)gol | Grond  |
| Bardin    | Grum   |
| Brokk     | Grundi |
| Brond(i)  | Grunni |
| Dimrond   | Haakon |
| Dimzad    | Hargin |

- |         |          |
|---------|----------|
| Drumin  | Hergar   |
| Durak   | Ketil    |
| Dwinbar | Kettri   |
| Fimbur  | Mordin   |
| Garil   | Mundri   |
| Gomrund | Ragni    |
| Gorim   | Rungni   |
| Gorm    | Sindri   |
| Gottri  | Storri   |
| Grim    | Thingrim |
| Grom    |          |

Female Dwarfs are seldom encountered by members of other races, so comparatively little is known about their names. Like their male counterparts, they do tend to use Human names on occasion; names like the Norse Sigrun, Astrid, Asta and Sigrid and the Imperial Gerda, Berta and Ulla. Many Dwarven female names are created by taking a male forename ending in -i and replacing the i with an a - hence Grunna, Kettra, Sindra and so on.

**Surnames**

Dwarven surnames follow two basic patterns. Some follow the Human Norse practice of being based on parents' names (e.g. Gottri Gurnisson, Grunna Ragnisdottir), while others (nearly all applied to males) are nicknames, generally to do with physical appearance, strength and martial prowess. Greathammer, Ironbeard, Hook-nose and Goblin-render are typical examples. In addition to the forename and surname, a clan or hold name is also used on formal occasions or when addressing a member of another race or hold - hence Gomrund Forkbeard of Karak-Kadrin.

**Elven Names**

The Elves - being typically complicated - use a system of names which is almost incomprehensible to outsiders. The principle is to have a name which sounds beautiful (apparently the consonents 'l' and 'r' make particularly beautiful sounds), and which has a beautiful meaning. However, the meaning attached to a name is often whatever the name-bearer wants it to be - the Dwarfs delight in telling the story of an Elven Prince who insisted that his name was translatable as 'Far-Wisdom', but the words of which it consisted could also be translated as 'Belch Eyeballs'.

Elven names defy analysis. The use of one, two or three names is equally common, and each name is normally made up of two parts, each providing something to the overall meaning. Occasionally, an Elf who has taken to living in Human society will adopt one or more names which are from the Old Worlder tongue. Such names tend to express rural themes, and continue the

Elven tradition of something which sounds beautiful and expresses 'noble' feelings. Goldleaf, Dewgatherer, Airwarmth and Greenlight are common such names.

The table below allows you to create more traditional Elven names; roll once for a prefix, and then again for a suffix, and blend the two together - adding or deleting extra letters to make an easily pronounceable name. Both names come from the same stock of elements, and there does not appear to be any distinction between 'forenames' and 'surnames' in Elven eyes. Some Elven names, particularly those of the little-seen Elven nobility, may have three elements (effectively they have two suffixes); this is rumoured to be a High Elf tradition, but it is not sure that even the Elves know this for certain.



Roll 1 (D100)	Prefix	Roll 2 (D100)	Suffix
01-03	Aes	01-03	alion
04-05	Air	04-05	andar(a)
06-08	Al(d)	06-08	andil(e)
09-10	Am	09-10	andilas
11-12	Ang	11-12	andiril
12-13	Ca(l)	12-13	ane
14-15	Car	14-15	anel
16-17	Dol	16-17	arel
18-19	Edri	18-19	arr
20-21	Eldi(r)	20-21	avandrel
22-24	Ell	22-24	cora(l)
25-26	Epon	25-26	coran(na)
27-29	Err	27-29	dil
30-31	Fan	30-31	drigar
32-33	Far	32-33	ellion
34-36	Fil	34-36	endil
37-38	Gal	37-38	fan(a)
39-40	Gil	39-40	far
41-43	Hal	41-43	galiel
44-45	Har	44-45	gran(a)
46-47	Has	46-47	hal(i)
48-49	Ilu	48-49	hil(e)
50-51	Im(ra)	50-51	holen
52-53	Io	52-53	huir
54-55	Lar	54-55	ia(n)
56-57	Laure(l)	56-57	ina(l)





58-60	Lin	58-60	inde(l)
61-63	Lor	61-63	irllan
64-66	Lora(l)	64-66	lad
67-68	Mal	67-68	llana(n)
69-70	Mar	69-70	lor
71-72	Mor	71-72	mal
73-74	Orr	73-74	maris
75-77	Pel	75-77	mir
78-79	Ral	78-79	mor
80-81	Shas	80-81	nor
82-84	Sir	82-84	oth
85-86	Tall(a)	85-86	ras
87-88	Ter	87-88	riel
89-90	Tor	89-90	rond
91-92	Ullia(l)	91-92	thin
93-94	Urdi(th)	93-94	thol
95-96	Val	95-96	uviel
97-98	Vir	97-98	wen
99-00	Yav(a)	99-00	wing

There is very little difference, to non-Elves at least, between Elven male and female names - the Dwarfs, and some Humans, gleefully contend that this is because there is very little difference between male and female Elves in all other respects. Names generated using the table above are suitable for Elves of either sex, although most names can be given an emphatic feminine form by removing the last consonant and/or adding a vowel to the end - hence Sarellian can become Sarellia or Sarelliane.

### Halfling Names

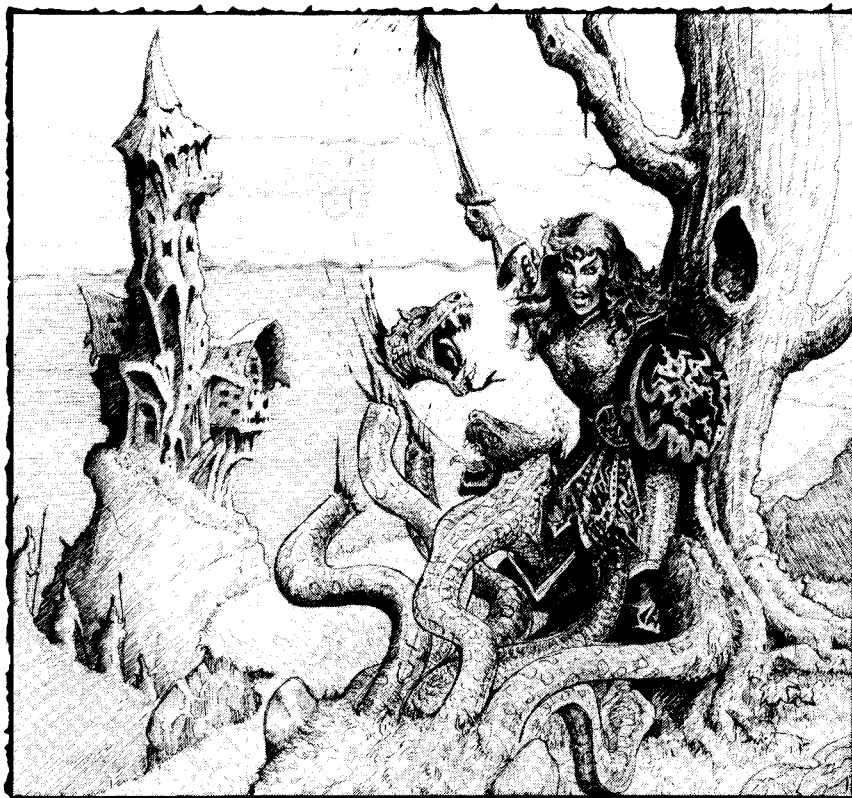
#### Forenames

Being the most Humanised of the nonhuman races, Halflings often use names which are largely recognisable as being in Old Worlder. The Halflings of the Moot use those Imperial names which they find pleasing - although they love long and grand-sounding names for their genealogies, they also like a name which can be shortened comfortably for everyday use. Names like Maximillian, shortening to Max, Ludwig, shortening to Ludo, Thomas, Hugo, Adam, Albert, Agnes, Eva, and Frida, are all common among Halflings. Essentially, if a Human name has a 'cosy' sound (or better yet, sounds vaguely grand and has a cosy-sounding abbreviation), it will appeal to the Halflings.

The use of nicknames and pet-names is also common; a Halfling will always have a 'proper' forename for use in family trees and so on, but Heironymus Greenhill may be known as Hiro or even Scrumper to his friends, and non-Halflings might know him by that name for years without finding out his 'proper' name.

#### Surnames

Halflings prefer distinctive and cosy-sounding surnames, and if two Halflings have the same surname, then they are



definitely related somehow. It may take several dozen generations (and a like number of fruit pies and spiced ales) to trace the connection, but it will definitely be there, and they will find it in the end.

Names like Haleberry, Greenhill, Furfoot, Hayfoot, Greendale, Warmfeet and Brandysnap are common, and show off the Halflings' love of food and drink, and their pride in their hairy feet.

### CHARACTER WEIGHT

The following tables can be used to generate a character's weight. Roll on *Height Table 1* to determine a character's build, and apply any modifiers to the roll on *Weight Table 2*. Consult *Weight Table 3* to determine whether there are any further modifiers owing to the character's height. *Weight Table 4* is optional; it can be used if you wish to make female characters generally lighter than males. Finally, *Weight Table 5* can be used as an option, to reflect the



weight of extremely fat or thin characters in their profiles.

**Puny** characters subtract 20 from their roll on *Weight Table 2*, and subtract 2D10 lbs from their final weight.

**Light** characters subtract 10 from their roll on *Weight Table 2*.

**Average** characters have no modifier.

**Heavy** characters add 10 to their roll on *Weight Table 2*.

**Massive** characters add 20 to their roll on *Weight Table 2*, and add 2D10 lbs to their final weight.

Weight Table 1: Build				
Race				
D6 roll	Human	Dwarf	Elf	Halfling
1	puny	light	puny	light
2	light	average	light	average
3	average	average	light	average
4	average	heavy	average	heavy
5	heavy	heavy	average	massive
6	massive	massive	average	massive

Weight Table 2: Base Weight (lbs)				
Race				
D100 roll	Human	Dwarf	Elf	Halfling
01	105 lbs	90 lbs	80 lbs	75 lbs
02-03	110 lbs	95 lbs	85 lbs	75 lbs
04-05	115 lbs	100 lbs	90 lbs	80 lbs
06-08	120 lbs	105 lbs	95 lbs	80 lbs
09-12	125 lbs	110 lbs	100 lbs	85 lbs
13-17	130 lbs	115 lbs	100 lbs	85 lbs
18-22	135 lbs	120 lbs	105 lbs	90 lbs
23-29	140 lbs	125 lbs	110 lbs	90 lbs
30-37	145 lbs	130 lbs	115 lbs	95 lbs
38-49	150 lbs	135 lbs	120 lbs	100 lbs
50-64	155 lbs	140 lbs	120 lbs	100 lbs
65-71	160 lbs	145 lbs	125 lbs	105 lbs
72-78	165 lbs	150 lbs	130 lbs	110 lbs
79-83	170 lbs	155 lbs	135 lbs	115 lbs
84-88	175 lbs	160 lbs	140 lbs	120 lbs
89-92	180 lbs	165 lbs	140 lbs	125 lbs
93-95	190 lbs	170 lbs	145 lbs	130 lbs
96-97	200 lbs	175 lbs	150 lbs	135 lbs
98-99	210 lbs	180 lbs	155 lbs	140 lbs
00	220 lbs	185 lbs	160 lbs	145 lbs



or more, and **underweight** if the final weight corresponds to a dice roll of 05 or less. Thus, a Human character weighing 200 lbs or more is overweight, and a Human character weighing 115 lbs or less is underweight.

Profile adjustments may be generated using the following table:

Weight Table 3: Height Modifier				
	Human	Modifier Dwarf	Elf	Halfling
100-109"	-	-	-	-D10 lbs
110-119"	-	-	-	-D6 lbs
120-129"	-	-	-	nil
130-139"	-	-	-	+D6 lbs
140-149"	-	-	-	+D10 lbs
150-159"	-	-2D10 lbs	-	-
160-169"	-	nil	-	-
170-179"	-2D10 lbs	+2D10 lbs	-	-
180-189"	-D20 lbs	-	-D20 lbs	-
190-199"	-D10 lbs	-	-D10 lbs	-
200-209"	nil	-	nil	-
210-219"	+D10 lbs	-	+D10 lbs	-
220-229"	+D20 lbs	-	+D20 lbs	-
230-239"	+2D10 lbs	-	-	-

D6 roll	Overweight	Underweight
1-2	T +1	T -1
3-4	T +1, I -10	T -1, I +10
5-6	T +1, I -10, M -1	T -1, I +10, M +1

**Weight Table 4: Gender Modifier (Optional)** *Weight Table 1* assumes a male character; for female characters, apply the following additional modifiers:

D6 roll	Human	Dwarf	Elf	Halfling
1	-2D10 lbs	nil	nil	-D20 lbs
2	-D20 lbs	-2D10 lbs	nil	-D10 lbs
3-4	-D10 lbs	-D20 lbs	nil	-D6 lbs
5	-D6 lbs	-D10 lbs	nil	nil
6	nil	-D6 lbs	nil	+D6 lbs

**Weight Table 5: Characteristic Modifiers (Optional)** is seriously overweight or underweight, look up the final weight on the appropriate column of *Weight Table 2*, and refer back to the dice roll column.

If a character is a lot heavier or lighter than average, the GM may optionally impose some modifiers to the character's profile. To find out whether a character

A character is **overweight** if the final weight corresponds to a dice roll of 96



## HAIR COLOUR

D100 roll	Human	Dwarf 1	Elf 1	Halfling
01-05	White 2	White 2	White 2	White 2
06-10	White 2	White 2	Silver	Ash-blond
11-15	Silver	Ash-blond	Silver	Ash-blond
16-20	Silver	Ash-blond	Ash-blond	Corn
21-25	Ash-blond	Corn	Ash-blond	Corn
26-30	Corn	Yellow	Corn	Corn
31-35	Corn	Yellow	Corn	Yellow
36-40	Corn	Red	Yellow	Yellow
41-45	Yellow	Red	Yellow	Copper
46-50	Copper	Copper	Copper	Red
51-55	Copper	Copper	L. Brown	L. Brown
56-60	Red	L. Brown	L. Brown	L. Brown
61-65	L. Brown	L. Brown	M. Brown	L. Brown
66-70	L. Brown	M. Brown	M. Brown	M. Brown
71-75	M. Brown	M. Brown	Dk. Brown	M. Brown
76-80	M. Brown	M. Brown	Dk. Brown	M. Brown
81-85	Dk. Brown	Dk. Brown	Sienna	Dk. Brown
86-90	Dk. Brown	Dk. Brown	Blue-black	Dk. Brown
91-95	Sienna	Blue-black	Black	Sienna
96-00	Black	Jet black	Black	Jet black

### Notes

Use the table opposite to generate characters' hair colour.

1. Dwarfs and Elves often dye their hair; this table only gives the base colour.

2. Not necessarily the original colour. For older characters (Humans of 35+, Dwarfs of 90+, Elves of 100+, Halflings of 70+), players can make two rolls. The first is the 'natural' hair colour. The second, if the result is white, shows that the hair has turned grey or white with age.

This table is based on the normal colours for characters from The Empire, the Wasteland, Bretonnia, Albion and Kislev.

If the character was born anywhere else, some modifiers should be allowed. Norse Dwarfs and Humans, for example, could roll 3D20, while Tileans or Estalians might roll 3D10+70 and characters from Araby might roll D6+94.

## EYE COLOUR

Use this following table to generate characters' eye colour.

This table is based on the normal colours for characters from The Empire, and holds good for the Wasteland, Bretonnia, Albion and Kislev as well. If the character was born anywhere else, some modifiers should be allowed. Norse Dwarfs and Humans, for example, could roll 2D20 or 3D20 to get the result, while Tileans, Estalians and Arabs might roll 3D10+70 or even D10+90.

Players might also wish to disallow certain hair/eye colour combinations, if a bizarre mix is going to jar their sensibilities. It is probably best to generate hair colour first, and re-roll any eye colour rolls that don't suit. As an option, you might allow a character a 1% chance of having eyes of different colours; while this will make the character interesting and instantly recognisable, it might be taken in some quarters as the mark of Chaos...

D100 roll	Human	Dwarf	Elf	Halfling
01-05	Pale Grey	Pale Grey	Pale Grey	Pale Grey
06-10	Pale Grey	Pale Grey	Grey-blue	Blue
11-15	Grey-blue	Blue	Grey-blue	Blue
16-20	Grey-blue	Blue	Blue	Hazel
21-25	Blue	Hazel	Blue	Hazel
26-30	Blue	L. Brown	Green	Hazel
31-35	Blue	L. Brown	Green	L. Brown
36-40	Green	L. Brown	L. Brown	L. Brown
41-45	Hazel	L. Brown	L. Brown	Copper
46-50	Hazel	Copper	Copper	M. Brown
51-55	L. Brown	Copper	M. Brown	M. Brown
56-60	L. Brown	M. Brown	M. Brown	M. Brown
61-65	L. Brown	M. Brown	M. Brown	M. Brown
66-70	L. Brown	M. Brown	M. Brown	M. Brown
71-75	M. Brown	M. Brown	Dk. Brown	M. Brown
76-80	M. Brown	M. Brown	Dk. Brown	M. Brown
81-85	M. Brown	Dk. Brown	Silver	Dk. Brown
86-90	Dk. Brown	Dk. Brown	Blue-purple	Dk. Brown
91-95	Dk. Brown	Blue-purple	Silver-green	Dk. Brown
96-00	Purple	Purple	Black	Dk. Brown

## DISTINGUISHING CHARACTERISTICS

The table opposite gives certain peculiarities and physical traits which can form the basis of a character description. Some of them have suggested modifiers. GMs may use these modifiers for NPCs if desired, and may even apply them to player characters if they are sure players will accept bad rolls as well as good.

Most characters will have D6-2 Distinguishing Characteristics (treat 0 or less as 0).

D100 Roll	Feature	Profile Modifier
01-02	Large nose	nil
03-05	Flat nose	nil
06-07	Hook nose	nil
08-10	Scar on face	-10 Fel
11-12	One eye	BS x 1/2
13-15	One arm	-10 Dex
16-17	Charismatic eyes	+10 Fel
18-20	Attractive face	+10 Fel
21-22	Huge frame	+10% Weight
23-25	Big belly	+10% Weight
26-27	Limp	-1 M (minimum 2)
28-30	Bald	nil
31-32	Very long hair	nil
33-35	Curly hair	nil
36-37	Excessively hairy	nil

*(Continued over page.)*



41-42	Very short hair	nil
43-45	Stooping	nil
46-47	Barrel-chested	+1 S
48-50	Very tall	+10 Ld
51-52	Very short	-1 M (minimum 2); -10% Weight
53-55	Very skinny	-10% Weight
56-57	Pale-skinned	nil
58-60	Scarred skin	-10 Fel
61-62	Sneer	-5 Fel
63-65	Haughty expression	-5 Fel; +5 Ld
66-67	Broken teeth	-10 Fel
68-70	Very white teeth	+5 Fel
71-72	Lisp	-10 Fel
73-75	Stutter	-10 to tests on communication skills
76-77	Very clear voice	+5 to tests on communication skills
78-80	Strong accent	-5 to tests on communication skills
81-82	Loud voice	+5 Ld; -5 Fel
83-85	Bushy eyebrows	nil
86-87	Big ears	nil
88-90	Moustache	nil
91-92	Birthmark	nil
93-95	Short legs	-1 M (minimum 2)
96-97	Rough hands	-10 Dex
98-00	Long nails	nil



### PLACE OF BIRTH

The following list of places gives some guide as to the likely birth-places of characters beginning their adventuring careers in The Empire; specifically Altdorf, the starting-point of *The Enemy Within* campaign, although the table can be adjusted as required for adventurers starting in any other part of The Empire.

**Origins Table 1: The Empire**

D100 Roll	Origin
01-25 26-50	Altdorf (urban) Altdorf (rural)  01-06 Teufelfeuer 07-11 Rechtlich 12-17 Heiligen 18-23 Gluckshalt 24-29 Hartsklein 30-35 Schlafebild 36-41 Hochloff 42-47 Rottefach 48-53 Wolfen 54-59 Furtild 60-65 Grossbad 66-71 Bundesmarkt 72-77 Brauenwurt 78-83 Dorchen 84-89 Geldrecht 90-95 Kaldach 96-00 Autler
51-54	Grunburg  01-50 Grunburg 51-62 Aussen 63-70 Silberwurt 71-85 Kleindorf 86-00 Hornlach
55-59	Auerswald  01-50 Auerswald

It is assumed that few characters will have travelled far to get to this point, and therefore that foreigners will be rare. Player Characters ought to come from The Empire, unless the GM has a strong reason for deciding otherwise. If an NPC does come from a part of the Old World which has not been sufficiently detailed, the GM can be vague about his or her origins - it wouldn't be anywhere the

51-60 Dresschler 61-70 Gladisch 71-80 Koch 81-90 Sprinthof 91-00 Steche	60-63	Delberz  01-55 Delberz 56-70 Mittelmund 71-85 Schwarzmarkt 86-00 Turmgever
64-67	Dunkelburg  01-58 Dunkelburg 59-65 Barfshiem 66-72 Gemusenbad 73-78 Harke 79-85 Ruhfurt 86-92 Schattental 93-00 Steindorf	
68-71	Carroburg  01-50 Carroburg 51-60 Ansendorf 61-70 Dunkelbild 71-80 Punzen 81-90 Schattenlas 91-00 Weidemarkt	
72-74	Schoppendorf  01-50 Schoppendorf 51-60 Brasthof 61-70 Esselfurt 71-80 Priestlicheim 81-90 Ripdorf 91-00 Zeder	

Player Characters would have heard of anyway. The maps in the **WFRP** rulebook and *The Enemy Within* campaign supplements show the locations of the places listed on the tables.

### Humans

Use *Origins Table 1* to determine where Human characters come from.

75-77	Stimmigen  01-60 Stimmigen 61-70 Merretheim 71-80 Misthausen 81-90 Naffdorf 91-00 Pfeiffer
78 79 80	Blutroch Weissbruck Bögenhafen  01-50 Bögenhafen 51-62 Finsterbad 63-75 Ardlich 76-88 Herzhold 89-00 Grubevon
81-83	Kemperbad  01-50 Kemperbad 51-60 Berghof 61-70 Brandenburg 71-80 Jungbach 81-90 Ostwald 91-00 Stockhausen
84-86	Ubersreik  01-51 Ubersreik 51-57 Buchedorf 58-64 Flussberg 65-71 Geissbach 72-88 Halheim 89-95 Messingen 96-00 Wurfel
87 88	Helmgart Marienburg



89-90	Nuln 01-60 Nuln 61-80 Wissenburg 81-00 Pfeildorf
91	Averheim
92	Streissen
93	Wurtbad
94	Talabheim
95	Middenheim 01-60 Middenheim 61-80 Bergsburg 81-00 Salzenmund
96-00	Foreigner - roll on the <i>Origins Table 2</i>

**Origins Table 2:  
Outside The Empire**

D100 Roll	Origin
01-25	<b>BRETONNIA</b> 01-12 L'Anguille 13-24 Bordeleaux 25-36 Brionne 37-48 Couronne 49-62 Gisoreux 63-74 Mousillon 75-88 Parravon 89-00 Quenelles
26-45	<b>KISLEV</b> 01-25 Erengard 26-75 Kislev 76-00 Praag
46-70	<b>ESTALIA</b> 01-50 Bilbali 51-00 Magritta
71-90	<b>TILEA</b> 01-20 Luccini 21-40 Miragliano 41-60 Remas 61-80 Sartosa 81-00 Tobaró
91-98	<b>BORDER PRINCES</b>
99-00	<b>'OUTWORLDER'</b> 01-20 Norsca 21-45 Araby 46-70 Albion 71-85 Southlands 86-00 Steppes

### Dwarfs

By and large, Dwarfs will be from the same kinds of places as Humans; the kind of Dwarf who becomes an adventurer is going to have been reasonably 'humanised' anyway. To determine the origins of Dwarf characters, roll on the following table:

D100 Roll	Origin
01-75	Roll on <i>Origins Table 1</i> above
76-00	Roll on <i>Dwarven Origins Table</i> below

D100 Roll	Origin
01-20	Norsca
21-50	Grey Mountains
51-00	Worlds Edge Mountains 01-12 Karak-Azgal 13-24 Karak-Azul 25-36 Black Crag 37-52 Caraz-a-Carak 53-64 Karak-Varn 65-76 Zhufbar 77-88 Karak-Kadrin 89-00 Karak Ungor

Note that some of these Dwarfholds no longer exist; Karak-Azul and Karak-Azgal, for example, have been destroyed by the Broken Nose Goblins. Dwarfs who come from these holds may or may not be aware of their destruction.

### Elves

Elves do not normally come from the same locations as the other races. Since Player Characters should only be Wood Elves, the potential locations are very limited. Also, Elves do not freely talk about their homelands, for fear that this information would be used by an enemy. Therefore, most Elves talk of their home as being 'The Forest'; if pressed - and if they trust their questioner with the information - they might nominate the particular forest, but they will not divulge the name of the actual settlement.

If an Elven placename is important to you, then use the table given earlier in this booklet for generating Elven names, following the pattern Prefix-Prefix-Suffix. The resulting name may be hyphenated if you wish (as in Terr-Edririél, Far-Farcoral or Ullialor-Galiel). To generate the Forest-homeland randomly, use the following table:

D100 Roll	Homeland
01-10	Drak Wald Forest
11-25	The Great Forest
26-35	Reikwald
36-75	Laurelorn
76-80	The Mirror Moors
81-95	Athel-Loren
96-00	Bois Delouere (Bretonnia)

### Halflings

Halflings are very well integrated into Human society, and may be found almost anywhere where Humans settle. However, the importance of the Moot as the Halfling homeland must not be overlooked. Roll on the following table to determine the origins of a Halfling character:

D100 Roll	Origin
01-59	The Moot
60-00	roll on <i>Origins Table 1</i>

### LANGUAGES

Obviously, the languages a character can speak will largely be determined by where he or she comes from. The *Language Summary* on page 291 of the **WFRP** rulebook shows how the various languages and dialects of the Old World break down. To avoid making life difficult, the GM should allow new Player Characters to be fairly fluent in Reikspiel, even when they come from some far-off land. Of course, many interesting diversions can be introduced if a PC is stumbling over a 'foreign' tongue, but these shouldn't over-power the game.

95% of Human characters rolled up using *Origins Table 1* are going to have Reikspiel-Old Worlder as their first language, and another 4.98% are going to be from places speaking another dialect of the Old Worlder tongue. However, for those rare characters from the far-flung parts of the world, their first language will be completely different from that spoken by everyone around them, and GMs will either have to be flexible and allow the character to be bilingual, or cope with having a PC who needs sub-titles...

### FAMILY BACKGROUND

It might be important to know a character's family background; at least, it always helps characterise a PC. The information and methods in this section are all optional, especially where PCs are concerned - as GM, you should feel free to ignore or amend results you don't feel comfortable with.

#### Brothers and Sisters

PC Race	No. of siblings	Age Difference
Human	D6-1 <sub>1</sub>	3D4-3
Elf	D6-1	3D10
Dwarf	D4-1	2D10
Halfling	2D4-2 <sub>2</sub>	2D6-2

1. If the die roll is 6, roll again and add 4.
2. If either die rolls 4, roll it again and add 3. If both dice roll 4, roll both again and add 6.

Each sibling has an equal chance of being male or female, and an equal chance of being younger or older than the character. Where the age difference is 0, there is a 20% chance that the character is a twin (or triplet, or whatever). Twins, triplets, and other multiple births have a 10% chance of being identical.



### Parents

Roll a D100 and consult the following table to see if the character's parents are still living:

01-25	both parents living
26-45	father dead
46-60	mother dead
61-00	both parents dead

The older a character is, the more likely it will be that the parents have died. Modify the roll as follows:

Human: Add 10% for each full 10 years over 20.

Elf: Add 20% for each full 20 years over 160.

Dwarf: Add 10% for each full 20 years over 120.

Halfling: Add 10% for each full 10 years over 50.

Consult the following table to determine the age of surviving parents:

Human: 15 + D6 years older than oldest child.

Elf: 60 + D20 years older than oldest child.

Dwarf: 40 + 2D10 years older than oldest child.

Halfling: 30 + D10 years older than oldest child.

You might even like to determine occupations for any siblings or other relatives if you wish - if one parent was an Artisan, at least one child will probably follow into the family business, but otherwise you have a free choice, following the notes in the rulebook.

### SOCIAL LEVEL

This new and entirely optional rule allows you to introduce modifiers to *Fellowship* and *Leadership* tests when the characters involved are from different social backgrounds.

### Determining Social Level

The Social Level of a character is a measure of the respect with which the character is held by society at large; a mixture of respect, trust, distrust, contempt and fear. Social Level is initially based on a character's career.

#### Notes

A Spy's reputation and Social Level should be gauged from what he or she was pretending to be.

Spellcasters' reputations increase (or decrease) as they rise in level, at the rate of one point per level. Therefore a 4th level Elementalist would be Social Level +4, and a level 3 Necromancer would be Social Level -3.

Clerics are assumed to be followers of the approved religions within The Empire. Those who follow proscribed religions (see **The Enemy Within**, pp21-22) will have the Social Level appropriate for their 'cover' occupation. Those who have no 'cover' occupation should be treated as evil Wizards - but they won't last long!

The Basic Career Noble is rating +2. A Noble who owns land and has considerable wealth would be +3 or +4, an Elector would be +5, and the Emperor is +6... +7, even.

### Adjusting Social Level

Make as many adjustments to the base Social Level rating as you feel apply. If the character's parents were famous (or infamous), change the character's rating so it is one step towards the parents'. A Watchman whose father was a Mercenary Captain is more your +1 sort of chap.

Modify the rating further if the character really excels at what they do - this is a rating of notoriety after all. A brilliant Scholar might be +2, a By the same criteria, modify it towards 0 if the character keeps a low profile. You should take care not to be too free with Social Level adjustments for PCs, though - only a very few truly excellent characters are

### Spouses and Children

Consult the following table to see if the character has a family of his or her own:

Age	Human	Elf	Dwarf	Halfling
16-20	30%/25%	-	-	-
21-30	60%/55%	-	-	-
31-40	80%/75%	-	-	-
41-50	65%/80%	-	-	20%/15%
51-60	40%/25%	10%/5%	-	50%/45%
61-70	20%/60%	25%/15%	10%/5%	65%/60%
71-80	10%/40%	40%/25%	25%/15%	80%/75%
81-90	5%/20%	60%/35%	40%/25%	80%/75%
91-100	-	70%/40%	60%/35%	80%/80%
101-110	-	80%/45%	70%/40%	80%/80%
111-120	-	85%/50%	80%/45%	75%/80%
121-130	-	90%/55%	85%/50%	65%/75%
131-140	-	90%/60%	80%/55%	55%/70%
141-150	-	95%/65%	75%/60%	30%/50%
151-160	-	95%/70%	70%/65%	5%/25%
161-170	-	95%/75%	65%/70%	-
171-180	-	95%/80%	60%/70%	-
181-190	-	95%/85%	30%/65%	-
191-200	-	85%/90%	5%/35%	-
201-210	-	55%/95%	-	-
211+	-	30%/95%	-	-

The number before the slash is the percentage chance that the character has a surviving spouse; the number after the slash is the percentage chance that the character has surviving children. Generate the number of children using the *Brothers and Sisters* chart above. The eldest child's age can be found by following the guidelines for generating parents above, taking the character's age as the parent's age and working backwards. If you feel like it, you can generate in-laws, aunts, uncles, cousins and heaven knows what else for several dozen generations with this technique; Halflings in particular are very fond of genealogy, but a good spread of relatives can provide a rich depth of background (and who knows, occasional material assistance) for any character.

Obviously, you will have to sort out any anomalies - the above are only going to be used where you want to flesh out a PC's background or develop some ideas about an NPC. But even anomalies can

give you insight: consider a 22-year-old Human, mother dead, no sisters, no wife - and with 4 kids, the eldest of whom is just 1 year old. None of the children turn out to be twins, so maybe they are all illegitimate, or the man keeps a harem. And maybe this tells you that he has a complete disregard for women, whom he uses for pleasure, but has no serious contact with. What price his two little daughters? And how will he react to a female PC?

### Family Occupation

Create a career for the character's parents (separate ones for each, if you prefer) by following the notes on creating NPCs on p111 of the **WFRP** rulebook. This will tell you the Career Class, final career and career path of the character's forebears. Use this information to give extra colour to your characters - perhaps mother was a Wizard, even though father was a simple Entertainer. Or it might lead to a Roadwarden who is the son of a Poacher!



Social Level by Career	
<b>Social Level -3</b>	
Assassin	Torturer
<b>Social Level -2</b>	
Bawd	Pit Fighter
Beggar	Outlaw Chief
Footpad	Slaver
Grave Robber	
<b>Social Level -1</b>	
Agitator	Smuggler
Bodyguard	Thief
Bounty Hunter	Tomb Robber
Exciseman	Charlatan
Gambler	Counterfeiter
Hypnotist	Demagogue
Jailer	Fence
Outlaw	Forger
Protagonist	Highwayman
Rat Catcher	Racketeer
Rustler Servant	Known Evil or Chaotic Wizard Level 1 Demonologist Level 1 Necromancer Level 1
<b>Social Level 0</b>	
Alchemist's Apprentice	Pilot
Artisan's Apprentice	Prospector
Boatman	Raconteur
Coachman	Runner
Fisherman	Scribe
Entertainer	Seaman
Gamekeeper	Seer
Herbalist	Soldier
Herdsmen	Student
Hunter	Toll-keeper
Labourer	Trader
Marine	Trapper
Mercenary	Tunnel Fighter
Militiaman	Watchman
Muleskinner	Wizard's Apprentice
Pedlar	Woodsman
Physician's Student	
<b>Social Level +1</b>	
Druid	Freelance
Engineer	Gunner
Initiate	Lawyer
Minstrel	Mercenary Sergeant
Pharmacist	Navigator
Roadwarden	Physician
Squire	Sapper
Troll Slayer	Scholar
Alchemist	Sea Captain
Artillerist	Targeteer
Artisan	Wizard Level 1
Duellist	Elementalist Level 1
Explorer	Illusionist Level 1
<b>Social Level +2</b>	
Noble	Judicial Champion
Cleric Level 1	Mercenary Captain
Druidic Priest Level 1	Witch-Hunter
Giant Slayer	
<b>Social Level +3</b>	
Templar	

going to reach the same Social Level of a wealthy and influential Noble, and reaching the same Social Level as the Emperor is, of course, entirely out of the question.

The vast majority of people in The Empire are going to be Social Level 0. Whenever you are unsure of what rating a character should have, assume it is 0. That way, the normal run-of-the-mill characters are going to pass each other in the street as normal.

### Using Social Level

Whenever you have a situation where two characters of different ratings are inter-acting, you should modify the *Fellowship* or *Leadership* roll by 10% for each point of difference. Use this selectively.

For example, Franz Heiligmann, a level 2 Cleric of Shallya, tries to persuade Hans the Woodsman to contribute a little something towards the founding of a new hospice. Shallya is an approved cult, so Franz uses his full Social Level of +3; Hans' Social Level is 0, so Franz has a +30 modifier to his *Fel* test. As a level 2 Cleric, Franz has *Public Speaking* skill, but the GM rules that it doesn't apply since he and Hans are alone, so Franz has to get by on his *Fel* score and the Social Level modifier alone. Still, the +30 modifier plus Franz' *Fel* of 45 give him a 75% chance of success...

On the other hand, let us consider Zardog the Unspeakable, Torturer to the Gentry. He is between jobs at the moment, having done a few unpleasant warm-ups on a victim who turned out to be his last employer's cousin, and has been making ends meet by breaking legs for an underworld boss in the big city. Unfortunately, he left a tongue in one victim, and now he's receiving a visit from the local Watch. The Watchman is Social Level 0, and Zardog is Social Level -3; a -30 modifier coupled with his *Fel* of 29 means that things don't look too good for our hero if he relies on his native charm. Of course, if he explains that he would never have done such an amateurish job and offers the Watchman a guided tour of the latest equipment and techniques, his negative modifier might become a positive modifier owing to the Watchman's quite understandable attachment to a full complement of extremities - giving Zardog a healthy 59% chance of avoiding any problems.

As with all test procedures and modifiers, Social Level should not apply to PCs' dealings with other PCs, and as always, the GM should feel free to amend, reroll or ignore results which don't make sense or which would compromise something you have planned.

Example of Character Generation

I've decided to roll up a new player character, using all the random generation sections of this book. As I go along, the character will be created for me, and I will begin to see what makes him - or her - tick. By the end of the exercise, I'll have much more than just an individual generated by the book; I'll have a totally individual roleplaying character.

**Race** - 2 on a D6. Human. Well, half of 'em are.

**Gender** - 3 on a D6. Male. Well, half the humans are...

**Class** - 3 on a D4. A Rogue. Aha! A bit of a crook! Make a note that his I score has to be 30+.

**Name** - 106 on D1000. Bernhard(t). A pretty common name, but I'll keep the 't', to give it a little bit of a class look. I'll save making up the surname until I've got some more detail, in case I need something particular.

**Alignment** - Bound to be Neutral unless the Career is wild.

**Age** - 21 on 6D6. Absolutely average for a new boy.

**Height** - 7 on a D10. 5' 11." Nothing spectacular there.

**Weight** - His build is 4 on a D6 which is average, but his weight is 92 on D100, which is 180lbs! About 14 stone - this doesn't make him overweight, but he's not too dainty.

**Hair** - 3 on D100. White. He's too young to have turned grey. Maybe he's an albino? Nah, wrong game...

**Eyes** - 85 on D100. Medium brown.

**Distinguishing characteristics** - 4 on a D6 gives Bernhard 2. 73 on D100 is - oh, great - he's got a stutter. This gives him -10 on tests against communication skills. And 89 on D100 gives him a moustache. Probably this is grey too. The guy's 21 and looks 50.

**Career** - 25 on D100. I don't believe it. A beggar. A podgy 21-year old beggar with a stutter. B-b-brilliant. "Hey, m-m-mister, c-c-c-can you spare a c-c-copper?" Get out of here, fatso!

**Career path** - Leave this blank for now...

**Career exits** - Our boy can look forward to improving himself to becoming a Bodyguard, a Rat-Catcher or a Racketeer. This is someone with goals in life.

**Starter Profile** - This ends up with M 5, WS 29, BS 30, S 3, T 3, W 6, I 37, A 1, Dex 34, Ld 32, Int 28, CI 36, WP 34, Fel 24. Most of that is pretty average, although the Cool and Will Power combination suggests someone pretty dogged. The big guns are the fast moving Move of 5, the fast-reacting 37 on I, and the 24 on Fel. I can't believe the 24 on Fel, particularly when the stutter effectively makes that 14! This guy is a beggar, and he's offensive. "S-s-stick yer money, ya b-b-b-bum!" Great. Just as well he can move like the clappers. Begging tests are made against an average of Fel and WP, however, so he actually can keep going through all the insults until the coppers are handed over... or he's handed over to the coppers.

**Advances** - WS +10, BS +10, T +1, W +2. I'll have to take the T +1. Bernhard is going to have to be tough, if nothing else.

**Current Profile** - M 5, WS 29, BS 30,

**Character sheet**

WARHAMMER FANTASY ROLEPLAY

NAME Bernhardt der Stotteret		RACE Human	GENDER Male	CAREER CLASS Beggar	ALIGNMENT Neutral											
AGE 21	HEIGHT 5'11"	WEIGHT 180lbs	HAIR White	EYES M. Brown	DESCRIPTION Stutter, moustache											
CURRENT CAREER Beggar		CAREER PATH		CAREER EXITS Bodyguard, Rat-Catcher, Racketeer												
STARTER PROFILE		M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel	
5		29	30	3	3	0	37	1	34	32	28	36	34	24		
ADVANCE SCHEME		+10		+10		+1		+2								
CURRENT PROFILE		M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel	
5		29	30	3	3	0	37	1	34	32	28	36	34	24		
HAND TO HAND WEAPONS		I	WS	D	FP	SKILLS		SKILLS								
Heavy stick Knife		-10 +10		-2 -20	+10 -20	Scale Speech Surface Fleet footed Begging Conceal urban Secret Language		Silent Move urban Consume Alcohol								
MISSILE WEAPONS		S	L	E	ES	Load	Secret Language Thieves' tongue Secret Sign Thieves									
Knife		2	6	10	3	100										
ARMOUR		Loc		Enc		ARMOUR POINTS										
SPELLS		SL	MP	R	D	INGREDIENTS		EFFECT		FATE POINTS						
										3						
										MAGIC POINTS						
										POWER LEVEL						
										EXPERIENCE						
EQUIPMENT/TRAPPINGS		Loc		Enc		MOVEMENT RATE		W.S.	M.F.H.	LANGUAGES						
Begging bowl Tattered clothes Heavy stick Bottle of rotgut		Phy				CAUTIOUS		12	2%	Reikspiel Thieves						
						STANDARD		24	4%							
						RUNNING		36	7%							
						PSYCHOLOGY & HEALTH				INSANITY POINTS						
BACKGROUND		Place of Birth: Sprinthof Parents Occupation: Huntsman/Wizard's Apr. Family Members: 3 Sisters aged 28, 25, 15														
		Social Level: -2 Religion														
TOTAL WEALTH		Loc		Enc		COMPANIONS & ANIMALS										
96cs		boat														
TOTAL																

S, 3, T 4, W 6, I 37, A 1, Dex 34, Ld 32, Int 28, CI 36, WP 34, Fel 24.

**Hand-to-hand Weapons** - As a beggar, he gets a knife and a heavy stick. The latter counts as an improvised weapon. You'll note that Bernhardt is not a master of combat.

**Missile Combat** - Nothing much. He could throw the knife, of course, but it would count as an improvised weapon.

**Skills** - He's 21, so he gets D4 + 1 basic skills, apart from those that come from being a beggar. Aha. 1 on a D4. OK. We get 69 on D100 Scale Sheer Surface and 41 Fleet Footed! That changes his M score to 6! This guy is a running back for the Reikwald Rogues! His career gives him Begging (no!), Conceal Urban, Secret Language - Thieves' Tongue, Secret Signs - Thieves' Signs, Silent Move Urban and - rolling 25 on D100 - Consume Alcohol. Ahaaaa! We begin to see why he's broke!

**Armour Points/Spells** - Don't make me laugh.

**Fate Points** - 3 on a D4. 3 it is. They'll be gone in the first game.

**Power Level/Magic Points** - I'll use these spaces to draw pretty pictures in.

**Equipment** - A begging bowl, tattered clothes, a heavy stick and a bottle of rotgut spirit. That didn't take long to write down, did it...

**Movement Rate** - This is where that M score of 6 looks so classy. In yards per 10 seconds he does 12 yards cautious, 24 standard and 96 running! That's 11.4 seconds for the 100 metres. In yards per minute we get 72, 144 and 576. And in mph we get 2 1/4 cautious, 5 1/4 standard and 21 1/2 running.

**Languages** - Reikspiel and Thieves' Tongue.

**Experience/Psychology & Health/Insanity** - Nothing yet, but I bet my GM has Bernie catching something repulsive inside the first hour.

**Wealth** - 9 on 3D6. This is what we begin our adventuring career with...

**Origin** - 57, then 88 on D100. Sprinthof. That's near Auerwald. According to Death on the Reik, it's a pretty poor village of 73 people with a coaching inn and the finest smoked cheese in all the Reikland. Why did our boy ever leave home?

**Parents' Occupation** - Papa turns out to be a hunter and mama a wizard's apprentice. He brings home the bacon and she turns it back into a pig.

**Family Members** - The Brothers and Sisters tables give Bernhardt 3 sisters, aged 28, 25 and 15. The Parents Table shows - ooops - both mama and papa have passed on. I wonder if there are any grandparents? The Spouses and Children table doesn't provide anything. Hardly surprising.

**Social Level** - A beggar gets to be -2. I doubt I can convince my GM to rate it any better, which isn't going to help the credit rating.

**Religion** - Personal. Very personal.

So, what do we end up with. Bernhardt der Stotteret. A happy childhood, and he grows up big and strong. But the parents are killed - by goblins, maybe - and he has to take charge of his three sisters. He doesn't manage it, falls into the gutter and becomes a lush. And, right there, that is where his adventures begin.

