Burning Warhammer

Name, age, koncept, etc.

Design: Thomas Munkholt • Burning Wheel © Luke Crane • parchment © Andreas Blicher

Beliefs

○ Fate
○ Persona
○ Deeds

○ Fate
○ Persona
○ Deeds

○ Fate
○ Persona
○ Deeds

Instincts

○ Fate
○ Persona
○ Deeds

○ Fate
○ Persona
○ Deeds

○ Fate
○ Persona
○ Deeds

Stats

Will Dif Ch

Perception Dif Ch

Power Dif Ch

Forte Dif Ch

Agility Dif Ch

Speed Dif Ch

Speed multiplier: ______

Attributes

Health Rt Dif Ch

Steel Rt Dif Ch

Hesitation: ______
(10 minus Will)

Faith Rt Dif Ch

Reflexes
(average current Per, Agl, Spd)

Mortal Wound
(average current Pow/Forte +6)

Tests required to advance Skills

1	1Rt og 1Dif / 1Ch
2	2Rt og 1Dif / 1Ch
3	3Rt og 2Dif / 1Ch
4	4Rt og 2Dif / 1Ch
5	3Dif og 1Ch
6	3Dif og 2Ch

Tests required to advance Stats

1	1Dif og 1Ch
2	1Dif og 1Ch
3	2Dif og 1Ch
4	2Dif og 1Ch
5	3Dif og 1Ch
6	3Dif og 2Ch

Wound Penalties

Superficial: +1 ob
Light: -1d
Midi: -2d
Severe: -3d
Traumatic: -4d
Mortal: dying

Missile combat

Weapon	WP	I	M	S	VA	opt. extr.	max.

DoF - Missile: 1-2 | 3-4 | 5-6 Thrown: 1-3 | 4-5 | 6 Firearms: 1-4 | 5 | 6

Skills

Rt Dif Ch (×16)

Traits

Physical Tolerances

B, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16

Superficial Wounds
○ 1st: -1ob
○ 2nd: –
○ 3rd: -1d

Dice Penalties

Recovery

Armor

Location	Dice	Type	Damage	Clumsy
Head:			○○○○○○	
Torso:		(+1d)	○○○○○○○	Stealthy
Left arm:			○○○○○○	Perception
Right arm:			○○○○○○	
Left leg:			○○○○○○	Speed
Right leg:			○○○○○○	
Shield:			○○○○○	Agility

Melee combat

Weapon	WP	I	M	S	add	VA	speed length
BARE-FISTED	-				-	-	FAST SHORTEST

Damage: Incidental - 1/2 Mark (round up); Mark - Power + Weapon Power; Superb - 1,5 x Mark (round down)

Advancement

D	OB		
1	0	1	2+
2	0-1	2	3+
3	0-1	2-3	4+
4	0-2	3-4	5+
5	0-3	4-5	6+
6	0-4	5-6	7+
7	0-5	6-7	8+
8	0-6	7-8	9+
9	0-7	8-9	10+
10	0-8	9-10	11+
	Rt	Dif	Ch