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

Skills

	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch
	○○○ Rt	○○○ Dif	○○● Ch

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

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

Armor

Location	Dice	Type	Damage
Head:	_____	_____	○○○○○○
Torso:	_____	_____ (+1d)	○○○○○○○
Left arm:	_____	_____	○○○○○○
Right arm:	_____	_____	○○○○○○
Left leg:	_____	_____	○○○○○○
Right leg:	_____	_____	○○○○○○
Shield:	_____	_____	○○○○○

Clumsy
_____ Stealthy
_____ Perception
_____ Speed
_____ 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