### Characteristics

<table>
<thead>
<tr>
<th>Weapon Skill (WS)</th>
<th>Intelligence (Int)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ballistic Skill (BS)</td>
<td>Perception (Per)</td>
</tr>
<tr>
<td>Strength (S)</td>
<td>Willpower (WP)</td>
</tr>
<tr>
<td>Toughness (T)</td>
<td>Fellowship (Fel)</td>
</tr>
<tr>
<td>Agility (Ag)</td>
<td>Influence (iFl)</td>
</tr>
</tbody>
</table>

### Skills

- **Acrobatics (Ag)**
- **Athletics (S)**
- **Awareness (Per)**
- **Charm (Fel)**
- **Command (Fel)**
- **Commerce (Int)**
- **Common Lore (Int)**
  - **Forbidden Lore (Int)**
  - **Deceive (Fel)**
  - **Dodge (Ag)**
- **Inquiry (Fel)**
- **Interrogation (WP)**
- **Intimidate (S)**
- **Linguistics (Int)**
- **Logic (Int)**

### Experience

- **XP to Spend**
- **Total XP Spent**

### Fate Points:

- **Threshold**
- **Current**

### Insanity Points

### Corruption Points

### Mental Disorders

### Malignances

### Mutations

### Talents & Traits

- **Medicai (Int)**
- **Navigate (Surface/Int)**
- **Navigate (Stellar/Int)**
- **Navigate (Warp/Int)**
- **Operate (Aeronautica/Ag)**
- **Operate (Surface/Ag)**
- **Operate (Voidship/Ag)**
- **Parry (WS)**
- **Psyniscience (Per)**
- **Scholastic Lore (Int)**
- **Scrutiny (Per)**
- **Security (Int)**
- **Sleight of Hand (Ag)**
- **Stealth (Ag)**
- **Survival (Per)**
- **Tech–Use (Int)**
- **Trade (Int)**

### APTITUDES

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