

CHARACTER NAME \_\_\_\_\_ PLAYER NAME \_\_\_\_\_  
 CAREER \_\_\_\_\_ RANK \_\_\_\_\_  
 HOME WORLD \_\_\_\_\_ QUIRK \_\_\_\_\_  
 DIVINATION \_\_\_\_\_ ORDO (AND/OR FACTION) \_\_\_\_\_  
 DESCRIPTION \_\_\_\_\_

### CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)
Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □

### SKILLS

	Basic	Trained	+10%	+20%		Basic	Trained	+10%	+20%		Basic	Trained	+10%	+20%
Acrobatics (Ag)	□	□	□	□	Evaluate	■	□	□	□	Scrutiny (Per)	■	□	□	□
Awareness (Per)	■	□	□	□	Forbidden Lore (Int) <sup>†</sup>	□				Search (Per)	■	□	□	□
Barter (Fel)	■	□	□	□	_____	□	□	□	□	Secret Tongue (Int) <sup>†</sup>	□			
Blather (Fel)	□	□	□	□	_____	□	□	□	□	_____	□	□	□	□
Carouse (T)	■	□	□	□	_____	□	□	□	□	_____	□	□	□	□
Charm (Fel)	■	□	□	□	Gamble (Int)	■	□	□	□	Security (Ag)	□	□	□	□
Chem-Use (Int)	□	□	□	□	Inquiry (Fel)	■	□	□	□	Shadowing (Ag)	□	□	□	□
Ciphers (Int) <sup>†</sup>	□				Interrogation (WP)	□	□	□	□	Silent Move (Ag)	■	□	□	□
_____	□	□	□	□	Intimidate (S)	■	□	□	□	Sleight of Hand (Ag)	□	□	□	□
_____	□	□	□	□	Invocation (WP)	□	□	□	□	Speak Language (Int) <sup>†</sup>	□			
Climb (S)	■	□	□	□	Lip Reading (Per)	□	□	□	□	_____	□	□	□	□
Command (Fel)	■	□	□	□	Literacy (Int)	□	□	□	□	_____	□	□	□	□
Common Lore (Int) <sup>†</sup>	□				Logic (Int)	■	□	□	□	_____	□	□	□	□
_____	□	□	□	□	Medicae (Int)	□				Survival (Int)	□	□	□	□
_____	□	□	□	□	Navigation (Int) <sup>†</sup>	□	□	□	□	Swim (S)	■	□	□	□
_____	□	□	□	□	Performer (Fel) <sup>†</sup>	□				Tech-Use (Int)	□	□	□	□
Concealment (Ag)	■	□	□	□	_____	□	□	□	□	Tracking (Int)	□	□	□	□
Contortionist (Ag)	■	□	□	□	_____	□	□	□	□	Trade (Int) <sup>†</sup>	□	□	□	□
Deceive (Fel)	■	□	□	□	Pilot (Ag) <sup>†</sup>	□				_____	□	□	□	□
Demolition (Int)	□	□	□	□	_____	□	□	□	□	_____	□	□	□	□
Disguise (Fel)	■	□	□	□	_____	□	□	□	□	_____	□	□	□	□
Dodge (Ag)	■	□	□	□	Psyniscience (Per)	□	□	□	□	_____	□	□	□	□
Drive (Ag) <sup>†</sup>	□				Scholastic Lore (Int) <sup>†</sup>	□				Wrangling (Int)	□			
_____	□	□	□	□	_____	□	□	□	□	_____	□	□	□	□
_____	□	□	□	□	_____	□	□	□	□					

<sup>†</sup> This skill group may encompass multiple skills

### WOUNDS

TOTAL WOUNDS	CURRENT WOUNDS
--------------	----------------

CRITICAL DAMAGE \_\_\_\_\_  
 FATIGUE \_\_\_\_\_

### FATE POINTS

TOTAL FATE POINTS	CURRENT FATE POINTS
-------------------	---------------------

### ARMOUR

### INSANITY

CURRENT POINTS \_\_\_\_\_  
 DEGREE OF MADNESS \_\_\_\_\_  
 DISORDERS \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### CORRUPTION

CURRENT POINTS \_\_\_\_\_  
 DEGREE OF CORRUPTION \_\_\_\_\_  
 MALIGNANCIES \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### MOVEMENT

Half Action \_\_\_\_\_ Full Action \_\_\_\_\_  
 Charge \_\_\_\_\_ Run \_\_\_\_\_

## CHARACTERISTICS

**WEAPON SKILL  
(WS)**



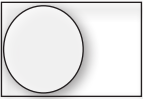
Characteristic Advances  
□ □ □ □

**BALLISTIC SKILL  
(BS)**



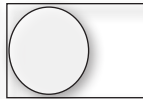
Characteristic Advances  
□ □ □ □

**STRENGTH  
(S)**



Characteristic Advances  
□ □ □ □

**TOUGHNESS  
(T)**



Characteristic Advances  
□ □ □ □

**AGILITY  
(AG)**



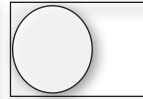
Characteristic Advances  
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**INTELLIGENCE  
(INT)**



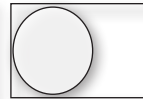
Characteristic Advances  
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**PERCEPTION  
(PER)**



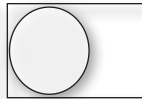
Characteristic Advances  
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**WILLPOWER  
(WP)**



Characteristic Advances  
□ □ □ □

**FELLOWSHIP  
(FEL)**



Characteristic Advances  
□ □ □ □

### RANGED WEAPONS

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

### MELEE WEAPONS

NAME			
CLASS	DAMAGE	TYPE	PEN
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
SPECIAL RULES			

### TALENTS AND TRAITS

HOMEWORLD / BACKGROUND

ADVANCES TALENTS AND TRAITS

### GEAR

### Weapon Training Talents

- |  |  |  |
|--|--|--|
| <input type="checkbox"/> Basic Weapon Training (Bolt)      | <input type="checkbox"/> Pistol Training (Bolt)      | <input type="checkbox"/> Melee Weapon Training (Primitive) |
| <input type="checkbox"/> Basic Weapon Training (Flame)     | <input type="checkbox"/> Pistol Training (Flame)     | <input type="checkbox"/> Melee Weapon Training (Chain)     |
| <input type="checkbox"/> Basic Weapon Training (Las)       | <input type="checkbox"/> Pistol Training (Las)       | <input type="checkbox"/> Melee Weapon Training (Shock)     |
| <input type="checkbox"/> Basic Weapon Training (Launcher)  | <input type="checkbox"/> Pistol Training (Launcher)  | <input type="checkbox"/> Melee Weapon Training (Power)     |
| <input type="checkbox"/> Basic Weapon Training (Melta)     | <input type="checkbox"/> Pistol Training (Melta)     | <input type="checkbox"/> Exotic Weapon Training (_____)    |
| <input type="checkbox"/> Basic Weapon Training (Plasma)    | <input type="checkbox"/> Pistol Training (Plasma)    | <input type="checkbox"/> Exotic Weapon Training (_____)    |
| <input type="checkbox"/> Basic Weapon Training (Primitive) | <input type="checkbox"/> Pistol Training (Primitive) | <input type="checkbox"/> Exotic Weapon Training (_____)    |
| <input type="checkbox"/> Basic Weapon Training (SP)        | <input type="checkbox"/> Pistol Training (SP)        | <input type="checkbox"/> Exotic Weapon Training (_____)    |

# CHARACTERISTICS

**WEAPON SKILL  
(WS)**

**BALLISTIC SKILL  
(BS)**

**STRENGTH  
(S)**

**TOUGHNESS  
(T)**

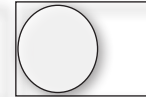
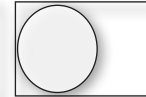
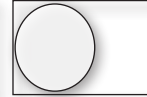
**AGILITY  
(AG)**

**INTELLIGENCE  
(INT)**

**PERCEPTION  
(PER)**

**WILLPOWER  
(WP)**

**FELLOWSHIP  
(FEL)**



Characteristic Advances  
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Characteristic Advances  
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Characteristic Advances  
□ □ □ □

## RANK 1 ADVANCES

ADVANCE	COST	ADVANCE	COST
---------	------	---------	------

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## RANK 5 ADVANCES

ADVANCE	COST	ADVANCE	COST
---------	------	---------	------

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## RANK 2 ADVANCES

ADVANCE	COST	ADVANCE	COST
---------	------	---------	------

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## RANK 6 ADVANCES

ADVANCE	COST	ADVANCE	COST
---------	------	---------	------

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## RANK 3 ADVANCES

ADVANCE	COST	ADVANCE	COST
---------	------	---------	------

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## RANK 7 ADVANCES

ADVANCE	COST	ADVANCE	COST
---------	------	---------	------

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## RANK 4 ADVANCES

ADVANCE	COST	ADVANCE	COST
---------	------	---------	------

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## RANK 8 ADVANCES

ADVANCE	COST	ADVANCE	COST
---------	------	---------	------

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## ELITE ADVANCES

ADVANCE	COST	ADVANCE	COST
---------	------	---------	------

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**TOTAL  
EXPERIENCE**

**SPENT  
EXPERIENCE**

# PSYCHIC POWERS

Psy Rating \_\_\_\_\_

Psychic Discipline \_\_\_\_\_

## MINOR PSYCHIC POWERS

	Name	Threshold	Focus	Sustain
<input type="checkbox"/>	Call Creatures	9	Full	No
<input type="checkbox"/>	Call Item	5	Half	No
<input type="checkbox"/>	Chameleon	7	Half	Yes
<input type="checkbox"/>	Déjà vu	8	Half	No
<input type="checkbox"/>	Distort Vision	8	Free	No
<input type="checkbox"/>	Dull Pain	8	Half	No
<input type="checkbox"/>	Fearful Aura	7	Full	Yes
<input type="checkbox"/>	Flash Bang	6	Half	No
<input type="checkbox"/>	Float	8	Half	Yes
<input type="checkbox"/>	Forget Me	6	Half	No
<input type="checkbox"/>	Healer	7	Full	No
<input type="checkbox"/>	Inflict Pain	8	Half	Yes
<input type="checkbox"/>	Inspiring Aura	6	Full	Yes
<input type="checkbox"/>	Knack	7	Half	No
<input type="checkbox"/>	Lucky	6	Half	No
<input type="checkbox"/>	Precognition	6	Half	Yes
<input type="checkbox"/>	Psychic Stench	5	Half	No
<input type="checkbox"/>	Resist Possession	6	Reaction	No
<input type="checkbox"/>	Sense Presence	7	Half	Yes
<input type="checkbox"/>	Spasm	7	Half	No
<input type="checkbox"/>	Spectral Hands	10	Full	No
<input type="checkbox"/>	Staunch Bleeding	8	Half	No
<input type="checkbox"/>	Torch	5	Half	Yes
<input type="checkbox"/>	Touch of Madness	11	Full	No
<input type="checkbox"/>	Trick	5	Half	Yes
<input type="checkbox"/>	Unnatural Aim	8	Half	No
<input type="checkbox"/>	Wall Walk	8	Half	Yes
<input type="checkbox"/>	Warp Howl	8	Full	No
<input type="checkbox"/>	Weaken Veil	9	Full	Yes
<input type="checkbox"/>	Weapon Jinx	8	Full	No
<input type="checkbox"/>	White Noise	8	Full	Yes
<input type="checkbox"/>	Wither	6	Full	No
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

# PSYCHIC POWERS

Psy Rating \_\_\_\_\_

Psychic Discipline \_\_\_\_\_

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	