

CHARACTER NAME \_\_\_\_\_ PLAYER NAME \_\_\_\_\_

REGIMENT \_\_\_\_\_ SPECIALITY \_\_\_\_\_

DEMEANOUR \_\_\_\_\_ DESCRIPTION \_\_\_\_\_

## CHARACTERISTICS

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

--	--	--	--	--	--	--	--	--

## SKILLS

## TALENTS & TRAITS

	Trained	+10	+20	+30		Trained	+10	+20	+30
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Medicae (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Navigate (Surface) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Navigate (Stellar) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Navigate (Warp) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Operate (Aeronautica) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Operate (Surface) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore† (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Operate (Voidship) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Parry (WS)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Psyniscience (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scholastic Lore† (Int)	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore† (Int)	<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"/>	<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"/>	<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"/>	<input type="checkbox"/>	Scrutiny (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Security (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interrogation (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sleight of Hand (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stealth (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics† (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Survival (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tech-Use (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trade† (Int)	<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"/>	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

†denotes Skill Group

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

WOUNDS:                      TOTAL ( )  
 CURRENT ( )  
 FATIGUE ( )  
 CRITICAL DAMAGE \_\_\_\_\_  
 \_\_\_\_\_

CORRUPTION:              POINTS ( )  
 MALIGNANCIES \_\_\_\_\_  
 \_\_\_\_\_

MOVEMENT:  
 HALF ( )    CHARGE ( )  
 FULL ( )    RUN ( )

INSANITY:                    POINTS ( )  
 MENTAL DISORDERS \_\_\_\_\_  
 \_\_\_\_\_

MUTATIONS \_\_\_\_\_  
 \_\_\_\_\_

FATE POINTS:  
 TOTAL ( )    CURRENT ( )

## CHARACTERISTICS

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

--	--	--	--	--	--	--	--	--

### WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

### WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

### WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

### WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

### PSYCHIC POWERS

Psy Rating: [ \_\_\_\_ ]


### COMRADE

NAME \_\_\_\_\_  
 STATUS \_\_\_\_\_  
 SPECIAL ABILITIES \_\_\_\_\_


### ARMOUR



HEAD (1-10) Type: _____		
RIGHT ARM (11-20) Type: _____	BODY (31-70) Type: _____	LEFT ARM (21-30) Type: _____
RIGHT LEG (71-85) Type: _____	LEFT LEG (86-00) Type: _____	

### GEAR


### EXPERIENCE:

XP TO SPEND [ \_\_\_\_ ]  
 TOTAL XP SPENT [ \_\_\_\_ ]

### APTITUDES
