

ROGUE TRADER™

CHARACTER NAME _____

PLAYER NAME _____

CAREER PATH _____

RANK _____

HOME WORLD _____

MOTIVATION _____

DESCRIPTION _____

CHARACTERISTICS

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Will Power (WP) Fellowship (Fel)



○○○○ Adv. Taken

○○○○ Adv. Taken

○○○○ Adv. Taken

○○○○ Adv. Taken

○○○○ Adv. Taken

○○○○ Adv. Taken

○○○○ Adv. Taken

○○○○ Adv. Taken

○○○○ Adv. Taken

SKILLS

	BASIC	TRAINED	+10%	+20%	BONUS
Acrobatics (Ag) _____					
Awareness (Per) _____					
Barter (Fel) _____					
Blather (Fel) _____					
Carouse (T) _____					
Charm (Fel) _____					
Chem-Use (Int) _____					
Ciphers (Int) _____					
Climb (S) _____					
Command (Fel) _____					
Commerce (Fel) _____					
Common Lore (Int) _____					

Concealment (Ag) _____					
Contortionist (Ag) _____					
Deceive (Fel) _____					
Demolition (Int) _____					
Disguise (Fel) _____					
Dodge (Ag) _____					
Drive (Ag) _____					

Evaluate (Int) _____					
Forbidden Lore (Int) _____					

Gamble (Int) _____					
Inquiry (Fel) _____					
Interrogation (WP) _____					
Intimidate (S) _____					
Invocation (WP) _____					

TALENTS & TRAITS

SPECIAL ABILITIES

PSYCHIC DISCIPLINES

PSYCHIC TECHNIQUES

Power _____

Sustain _____

Range _____

SKILLS (CONT.)

	BASIC	TRAINED	+10%	+20%	BONUS
Lip Reading (Per) _____					
Literacy (Int) _____					
Logic (Int) _____					
Medicae (Int) _____					
Navigation (Int) _____					
Performer (Fel) _____					

Pilot (Ag) _____					

Psyniscience (Per) _____					
Scholastic Lore (Int) _____					

Scrutiny (Per) _____					
Search (Per) _____					
Secret Tongue (Int) _____					
Security (Ag) _____					
Shadowing (Ag) _____					
Silent Move (Ag) _____					
Sleight of Hand (Ag) _____					
Speak Language (Int) _____					

Survival (Int) _____					
Swim (S) _____					
Tech-Use (Int) _____					
Tracking (Int) _____					
Trade (Int) _____					
Wrangling (Int) _____					

EXPERIENCE POINTS

XP to Spend

Total XP Spent

PROFIT FACTOR

Starting _____

Current _____

Misfortunes _____

ROGUE TRADER™

MOVEMENT

Half Move (AB x1)	Full Move (AB x2)	Charge (AB x3)	Run (AB x6)	Base Leap (SB x1m)	Base Jump (SB x20 cm)
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CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken

WEAPON

Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ ROF _____ Clip _____ Reload _____
 Special Rules _____

WEAPON

Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ ROF _____ Clip _____ Reload _____
 Special Rules _____

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Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ ROF _____ Clip _____ Reload _____
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Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ ROF _____ Clip _____ Reload _____
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WEAPON

Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ ROF _____ Clip _____ Reload _____
 Special Rules _____

GEAR

ACQUISITIONS

MUTATIONS

CORRUPTION

Current Points _____

Degree _____

Malignancies _____

WOUNDS

Total _____

Current _____

Critical Damage _____

Fatigue _____

INSANITY

Current Points _____

Degree _____

Disorders _____

ARMOUR

HEAD

1-10

TYPE:

RIGHT ARM

11-20

TYPE:

LEFT ARM

21-30

TYPE:

BODY

31-70

TYPE:

Armour Weight

RIGHT LEG

71-85

TYPE:

LEFT LEG

86-100

TYPE:

LIFTING

Lift	Carry	Push

FATE POINTS

Total	Current