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Character Name		Player Name
Home World	Career Path	Rank
		QuirkQuirk
		Height Weight
Skin Colour	Hair Colour	Fye Colour Age
Skiii Coloui		
Awareness (Per) Barter (Fel) Carouse (T) Charm (Fel) Climb (S) Concealment (Ag) Contortionist (Ag) Deceive (Fel) Disguise (Fel) Dodge (Ag) Evaluate (Int) Gamble (Int) Inquiry (Fel) Intimidate (S) Logic (Int) Scrutiny (Per) Search (Per) Silent Move (Ag) Swim (S) Any Basic Skill that your Character de half the Characteris	SKILLS Descrit have may be tested against, but at tic value for that skill. S& TRAITS (Eye Colour
XP to spend Advancen	EXPE nents Taken()	RIENCE POINTS (XP) Total XP spent () () ()
	()	

BACKGROUND & NOTES CHARACTERISTICS **MELEE WEAPONS** MISSILE WEAPONS WEAPON SKILL (WS) Class: Name: Name: Class: Pen: Damage: Туре: Pen: Damage: Туре: RoF: Clip: Range: Reload: Special Rules: Special Rules: BALLISTIC SKILL (BS) Name: Class: Name: Class: Damage: Туре: Pen: Damage: Туре: Pen: Special Rules: Range: RoF: Clip: Reload: STRENGTH (Str) Name: Class: Special Rules: Damage: Pen: Туре: Name: Class: Special Rules: TOUGHNESS (T) Damage: Туре: Pen: Range: RoF: Clip: Reload: Name: Class: Special Rules: Pen: Damage: Туре: AGILITY (Ag) Special Rules: Class: Name: Damage: Туре: Pen: HANDEDNESS: RoF: Range: Clip: Reload: ARMOUR Special Rules: INTELLIGENCE (Int) HEAD **GEAR** (1-10) Туре PERCEPTION (Per) BODY (31-70)RIGHT ARM LEFT ARM (11-20) (21-30)Туре WILL POWER (WP) Туре Туре WEALTH Throne Gelt RIGHT LEG LEFT LEG FELLOWSHIP (Fel) Monthly Income Charge Walk (1/2 Action) Walk (Full Action) Run WOUNDS FATE POINTS **CORRUPTION POINTS INSANITY POINTS** CRITICAL DAMAGE **Insanity Points** Corruption Points Total Total Degree of Madness Degree of Corruption Disorder: Severity: Malignancies: FATIGUE Current Current

Max FATIGUE = TB