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Character Name		Play	er Name				
Home World	Career Path	Rank					
		Quirk					
Gender	Build	Heig	gnt	weignt	,		
Skin Colour	Hair Colour	Eye	Colour	Age			
- /		CHARACTERISTICS					
BASIC SKI	LLS		ADVAN	NCED SKILLS			
Awareness (Per)		WEAPON SKILL (WS)	Speak Language (Low	Cothia)	+10% +20%		
Barter (Fel)			Speak Language (Low	Goune)	$\dashv \vdash \vdash$		
Carouse (T)			opeak Language (				
Charm (Fel)							
Climb (S)					$\dashv$		
Concealment (Ag)		BALLISTIC SKILL (BS)			$\dashv$		
Contortionist (Ag)					$\dashv$		
Deceive (Fel)							
Disguise (Fel)							
Dodge (Ag)							
Evaluate (Int)		STRENGTH (Str)					
Gamble (Int)							
Inquiry (Fel)					$\square$		
Intimidate (S)					-  $-$		
Logic (Int)	$\vdash$				—		
Scrutiny (Per)		TOUGHNESS (T)					
Search (Per)	$\vdash$						
Silent Move (Ag) Swim (S)					—     —   .		
3WIII (3)							
		4.0000000000000000000000000000000000000					
		AGILITY (Ag)			-		
					-		
					$\dashv$ $\dashv$		
Any Basic Skill that your Character doesn't hav	ve may be tested against, but at	INTELLIGENCE (Int)					
half the Characteristic value		INTELEIGENCE (IIII)					
TALENTS &	TRAITS		PSYCH	IC POWERS			
111111111111111111111111111111111111111							
Melee Weapon Training (		) PERCEPTION (Per)	Psychic Discipline				
Melee Weapon Training (		) TEMOER HOW (FOR)	Minor Power (		)		
Pistol Weapon Training (		)	Minor Power (	•••••	)		
Pistol Weapon Training (			Minor Power (	•••••	)		
Basic Weapon Training (	······		Minor Power (		)		
Basic Weapon Training (		) WILL POWER (WP)	Discipline Power (				
Z (			Discipline Power (		)		
•••••	••••••		Discipling Poyyor				
			Discipline Power (				
			Discipinie rowei (		)		
		. FELLOWSHIP (Fel)	MUT	TATIONS			
			•••••	•••••	***************************************		
		. /					
			()	_			
XP to Advancements	EXP	PERIENCE POINTS	(XP)		Total XP		
spend	( )	(	)	( )	spent		
	( )	(	)				
	()	( )	)	()			
	()	(	)	()			
				1 / 1			



	•••••									
MELEE WEAPONS				CHARACTERISTICS		MISSILE WEAPONS				
Name:   Class:			WEAPON SKILL (WS)	Name:			Class:			
Damage:	Туре		Pen:		Damage:		Туре:		Pen:	
Special Rules:			Range: RoF:		Clip	Clip: Re				
				BALLISTIC SKILL (BS)	Special Rule	es:				
fame: Class:				Name: Class:						
amage:	Type		Pen:		Damage:		Туре:	ļ	Pen:	
Special Rules:		STRENGTH (Str)	Range:	RoF:	Clip		Reload:			
ame:		Class:		SIRENGIH (SIF)	Special Rule		Спр	.   1		
	Tymo		Pen:		Special Rules.					
Damage: Type:			I ell,		Name:			Class:		
Special Rules:				TOUGHNESS (T)	Damage:		Type:		Pen:	
ame:		Class:			Range:	RoF:	Clip	: F	Reload:	
amage:	Туре		Pen:		Special Rule	es:				
Special Rules:			AGILITY (Ag)	Name:			Class:			
HANDEDNESS:				Damage: T		Туре:	e: Pen:			
HANDEDINESS.					Range:	RoF:	Clip		Reload:	
ARMOUR				INTELLIGENCE (Int)	Special Rules:					
Type  BODY (31-70)  RIGHT ARM (11-20)  Type  Type  Type  Type			PERCEPTION (Per) WILL POWER (WP)			GEAR		EALTH		
RIGHT LEG (71-85) Type WOUNDS		LEFT LE (86-00)  Type		FATE POINTS Total	Walk (1/2 A Walk (Full A  INSAN  Insanity Poir Degree of Ma	Action) TTY POINTS	Co	Throne (  Monthly  Charge  Run	Gelt y Income ON POINT	
	_  -	FATIGU	E		Disorder:	Seve		lignancies:	-T	
Current				Current			! 📗			

Max FATIGUE = TB