



BACKGROUND & NOTES

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:			

HANDEDNESS:

ARMOUR

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

CHARACTERISTICS

WEAPON SKILL (WS)

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BALLISTIC SKILL (BS)

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STRENGTH (Str)

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TOUGHNESS (T)

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AGILITY (Ag)

--

INTELLIGENCE (Int)

--

PERCEPTION (Per)

--

WILL POWER (WP)

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FELLOWSHIP (Fel)

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MISSILE WEAPONS

Name:		Class:	
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

GEAR

WEALTH	
Throne Gelt	
Monthly Income	
Walk (1/2 Action)	
Walk (Full Action)	
Charge	
Run	

WOUNDS

Total
Current

CRITICAL DAMAGE

FATIGUE

Max FATIGUE = TB

FATE POINTS

Total
Current

INSANITY POINTS

Insanity Points	
Degree of Madness	
Disorder:	Severity:
	()
	()
	()

CORRUPTION POINTS

Corruption Points	
Degree of Corruption	
Malignancies:	