

| CHARACTERISTICS      |                         |                 |                  |                 |                       |                     |                   |                     |                 |
|----------------------|-------------------------|-----------------|------------------|-----------------|-----------------------|---------------------|-------------------|---------------------|-----------------|
| WEAPON SKILL<br>(WS) | BALLISTIC SKILL<br>(BS) | STRENGTH<br>(S) | TOUGHNESS<br>(T) | AGILITY<br>(AG) | INTELLIGENCE<br>(INT) | PERCEPTION<br>(PER) | WILLPOWER<br>(WP) | FELLOWSHIP<br>(FEL) | INFAMY<br>(INF) |

## TALENTS & TRAITS

|                      | Trained                  | +10                      | +20                      | +30                      |                            | Trained                  | +10                      | +20                      | +30                      |  |
|----------------------|--------------------------|--------------------------|--------------------------|--------------------------|----------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--|
| Acrobatics (Ag)      | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Medicæ (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"/> | Navigation (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"/> | Navigation (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"/> | Navigation (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          | <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"/> |  |
|                      | <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"/> | Scrutiny (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"/> | Security (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"/> | Sleight of Hand (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"/> | Stealth (Ag)               | <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"/> | Tech-Use (Int)             | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |  |
| Intimidate (WP)      | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Tracking (Int)             | <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"/> | 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"/> |  |

**Black Carapace:** While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.



# CHARACTERISTICS

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

|  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|

## 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 |        |      |     |

MOVEMENT: HALF {    } CHARGE {    }  
FULL {    } RUN {    }

## PSYCHIC POWERS

Psy Rating: {    } \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## ARMOUR

HEAD (1-10)  
Type: \_\_\_\_\_

RIGHT ARM (11-20)  
Type: \_\_\_\_\_

LEFT ARM (21-30)  
Type: \_\_\_\_\_

BODY (31-70)  
Type: \_\_\_\_\_

RIGHT LEG (71-85)  
Type: \_\_\_\_\_

LEFT LEG (86-00)  
Type: \_\_\_\_\_

## GEAR

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## WOUNDS:

CRITICAL DAMAGE: \_\_\_\_\_

MENTAL DISORDERS: \_\_\_\_\_

TOTAL  
CURRENT  
FATIGUE

INFAMY POINTS: TOTAL {    }  
CURRENT {    }

CORRUPTION POINTS: TOTAL {    }

## GIFTS OF THE GODS

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |



## ADVANCEMENTS AND ALIGNMENT

**EXPERIENCE:**      **TOTAL XP EARNED**      **TOTAL XP SPENT**      **UNSPENT XP**  
 ( \_\_\_\_\_ )      ( \_\_\_\_\_ )      ( \_\_\_\_\_ )

The combined values of Total XP Spent and Unspent XP should equal the value of Total XP Earned.

[illegible]

## TOTAL ALIGNMENT ADVANCES

KHORNE: ( )

SLAANESH: ( )

UNALIGNED: [ ]

**NURGLE:** ( )

**TZEENTCH: ( )**

### CURRENT ALIGNMENT:

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