

ROGUE TRADER™ DARK ELДАР CHARACTER SHEET

CHARACTER NAME _____

PLAYER NAME _____

RANK _____

VILE PLEASURE _____

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

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)

(Dark Eldar) _____

(War) _____

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

Catfall

Dark Sight

Dark Soul

Decadence

Disturbing Voice

Hard Target

Heightened Senses (Sight, Hearing)

Jaded

Kabalite Weapon Training

Melee Weapon Training (Universal)

Non-Imperial

Paranoia

Power through Pain

Resistance (Poisons)

Sprint

Unnatural Agility (x2)

SKILLS (CONT.)

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)

(Dark Eldar) _____

(Eldar) _____

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™ DARK ELDAR CHARACTER SHEET

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 _____

WEAPON

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

WEAPON

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

GEAR

ACQUISITIONS

CORRUPTION

Current Points _____
 Degree _____
 Malignancies _____

ARMOUR

WOUNDS

Total _____
 Current _____
 Critical Damage _____
 Fatigue _____

LIFTING

Lift	Carry	Push

FATE POINTS

Total	Current

PAIN TOKENS

Required for Fate Point	Current

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: _____