
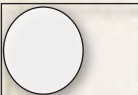
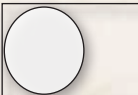
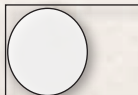


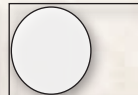
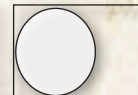



CHARACTER NAME _____	PLAYER NAME _____
CAREER _____	RANK _____
HOME WORLD _____	QUIRK _____
DIVINATION _____	ORDO (AND/OR FACTION) _____
DESCRIPTION _____	

CHARACTERISTICS

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

SKILLS

	Basic	Trained	+10%	+20%
Acrobatics (Ag)	□	□	□	□
Awareness (Per)	■	□	□	□
Barter (Fel)	■	□	□	□
Blather (Fel)	□	□	□	□
Carouse (T)	■	□	□	□
Charm (Fel)	■	□	□	□
Chem-Use (Int)	□	□	□	□
Ciphers (Int) [†]	□			
_____	□	□	□	□
_____	□	□	□	□
Climb (S)	■	□	□	□
Command (Fel)	■	□	□	□
Common Lore (Int) [†]	□			
_____	□	□	□	□
_____	□	□	□	□
Concealment (Ag)	■	□	□	□
Contortionist (Ag)	■	□	□	□
Deceive (Fel)	■	□	□	□
Demolition (Int)	□	□	□	□
Disguise (Fel)	■	□	□	□
Dodge (Ag)	■	□	□	□
Drive (Ag) [†]	□			
_____	□	□	□	□
_____	□	□	□	□

	Basic	Trained	+10%	+20%
Evaluate	■	□	□	□
Forbidden Lore (Int) [†]	□			
_____	□	□	□	□
_____	□	□	□	□
Gamble (Int)	■	□	□	□
Inquiry (Fel)	■	□	□	□
Interrogation (WP)	□	□	□	□
Intimidate (S)	■	□	□	□
Invocation (WP)	□	□	□	□
Lip Reading (Per)	□	□	□	□
Literacy (Int)	□	□	□	□
Logic (Int)	■	□	□	□
Medicae (Int)	□	□	□	□
Navigation (Int) [†]	□	□	□	□
Performer (Fel) [†]	□			
_____	□	□	□	□
_____	□	□	□	□
Pilot (Ag) [†]	□			
_____	□	□	□	□
_____	□	□	□	□
Psyniscience (Per)	□	□	□	□
Scholastic Lore (Int) [†]	□			
_____	□	□	□	□
_____	□	□	□	□

	Basic	Trained	+10%	+20%
Scrutiny (Per)	■	□	□	□
Search (Per)	■	□	□	□
Secret Tongue (Int) [†]	□			
_____	□	□	□	□
_____	□	□	□	□
Security (Ag)	□	□	□	□
Shadowing (Ag)	□	□	□	□
Silent Move (Ag)	■	□	□	□
Sleight of Hand (Ag)	□	□	□	□
Speak Language (Int) [†]	□			
_____	□	□	□	□
_____	□	□	□	□
Survival (Int)	□	□	□	□
Swim (S)	■	□	□	□
Tech-Use (Int)	□	□	□	□
Tracking (Int)	□	□	□	□
Trade (Int) [†]	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□
Wrangling (Int)	□			
_____	□	□	□	□

[†] This skill group may encompass multiple skills

WOUNDS

TOTAL WOUNDS	CURRENT WOUNDS

CRITICAL DAMAGE _____

FATIGUE _____

FATE POINTS

TOTAL FATE POINTS	CURRENT FATE POINTS

ARMOUR

HEAD
(1-10)
Type: _____

RIGHT ARM
(11-20)
Type: _____

BODY
(31-70)
Type: _____

LEFT ARM
(21-30)
Type: _____

RIGHT LEG
(71-85)
Type: _____

LEFT LEG
(86-00)
Type: _____

INSANITY

CURRENT POINTS _____

DEGREE OF MADNESS _____

DISORDERS _____

CORRUPTION

CURRENT POINTS _____

DEGREE OF CORRUPTION _____

MALIGNANCIES _____

MOVEMENT

Half Action _____ Full Action _____

Charge _____ Run _____

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

Characteristic Advances

Characteristic Advances

□ □ □ □

Characteristic Advances

Characteristic Advance
□ □ □ □

Characteristic Advance
□ □ □ □

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

[illegible]

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			

[illegible]

Weapon Training Talents		
<input type="checkbox"/> Basic Weapon Training (Bolt)	<input type="checkbox"/> Pistol Training (Bolt)	<input type="checkbox"/> Melee Weapon Training (Primitive)
<input type="checkbox"/> Basic Weapon Training (Flame)	<input type="checkbox"/> Pistol Training (Flame)	<input type="checkbox"/> Melee Weapon Training (Chain)
<input type="checkbox"/> Basic Weapon Training (Las)	<input type="checkbox"/> Pistol Training (Las)	<input type="checkbox"/> Melee Weapon Training (Shock)
<input type="checkbox"/> Basic Weapon Training (Launcher)	<input type="checkbox"/> Pistol Training (Launcher)	<input type="checkbox"/> Melee Weapon Training (Power)
<input type="checkbox"/> Basic Weapon Training (Melta)	<input type="checkbox"/> Pistol Training (Melta)	<input type="checkbox"/> Exotic Weapon Training (_____)
<input type="checkbox"/> Basic Weapon Training (Plasma)	<input type="checkbox"/> Pistol Training (Plasma)	<input type="checkbox"/> Exotic Weapon Training (_____)
<input type="checkbox"/> Basic Weapon Training (Primitive)	<input type="checkbox"/> Pistol Training (Primitive)	<input type="checkbox"/> Exotic Weapon Training (_____)
<input type="checkbox"/> Basic Weapon Training (SP)	<input type="checkbox"/> Pistol Training (SP)	<input type="checkbox"/> Exotic Weapon Training (_____)

CHARACTERISTICS

WEAPON SKILL
(WS)



Characteristic Advances
□ □ □ □

BALLISTIC SKILL
(BS)



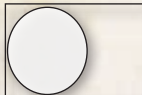
Characteristic Advances
□ □ □ □

STRENGTH
(S)



Characteristic Advances
□ □ □ □

TOUGHNESS
(T)



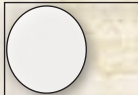
Characteristic Advances
□ □ □ □

AGILITY
(Ag)



Characteristic Advances
□ □ □ □

INTELLIGENCE
(INT)



Characteristic Advances
□ □ □ □

PERCEPTION
(PER)



Characteristic Advances
□ □ □ □

WILLPOWER
(WP)



Characteristic Advances
□ □ □ □

FELLOWSHIP
(FEL)



Characteristic Advances
□ □ □ □

RANK 1 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 5 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 2 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 6 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 3 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 7 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 4 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 8 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ELITE ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**TOTAL
EXPERIENCE**

**SPENT
EXPERIENCE**

PSYCHIC POWERS

Psy Rating _____

Psychic Discipline _____

MINOR PSYCHIC POWERS

	Name	Threshold	Focus	Sustain
<input type="checkbox"/>	Call Creatures	9	Full	No
<input type="checkbox"/>	Call Item	5	Half	No
<input type="checkbox"/>	Chameleon	7	Half	Yes
<input type="checkbox"/>	Déjà vu	8	Half	No
<input type="checkbox"/>	Distort Vision	8	Free	No
<input type="checkbox"/>	Dull Pain	8	Half	No
<input type="checkbox"/>	Fearful Aura	7	Full	Yes
<input type="checkbox"/>	Flash Bang	6	Half	No
<input type="checkbox"/>	Float	8	Half	Yes
<input type="checkbox"/>	Forget Me	6	Half	No
<input type="checkbox"/>	Healer	7	Full	No
<input type="checkbox"/>	Inflict Pain	8	Half	Yes
<input type="checkbox"/>	Inspiring Aura	6	Full	Yes
<input type="checkbox"/>	Knack	7	Half	No
<input type="checkbox"/>	Lucky	6	Half	No
<input type="checkbox"/>	Precognition	6	Half	Yes
<input type="checkbox"/>	Psychic Stench	5	Half	No
<input type="checkbox"/>	Resist Possession	6	Reaction	No
<input type="checkbox"/>	Sense Presence	7	Half	Yes
<input type="checkbox"/>	Spasm	7	Half	No
<input type="checkbox"/>	Spectral Hands	10	Full	No
<input type="checkbox"/>	Staunch Bleeding	8	Half	No
<input type="checkbox"/>	Torch	5	Half	Yes
<input type="checkbox"/>	Touch of Madness	11	Full	No
<input type="checkbox"/>	Trick	5	Half	Yes
<input type="checkbox"/>	Unnatural Aim	8	Half	No
<input type="checkbox"/>	Wall Walk	8	Half	Yes
<input type="checkbox"/>	Warp Howl	8	Full	No
<input type="checkbox"/>	Weaken Veil	9	Full	Yes
<input type="checkbox"/>	Weapon Jinx	8	Full	No
<input type="checkbox"/>	White Noise	8	Full	Yes
<input type="checkbox"/>	Wither	6	Full	No
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	



PSYCHIC POWERS

Psy Rating _____

Psychic Discipline _____

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	