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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