



NAME: _____

TIER: _____

RANK: _____ RANK BONUS: _____

FRAMEWORK: _____

SPECIES: _____

SPECIES ABILITY: _____

ARCHETYPE ABILITY: _____

ATTRIBUTES

| ATTRIBUTE | RATING | ADJUSTED RATING |
|------------|--------|-----------------|
| Strength | _____ | _____ |
| Agility | _____ | _____ |
| Toughness | _____ | _____ |
| Intellect | _____ | _____ |
| Willpower | _____ | _____ |
| Fellowship | _____ | _____ |
| Initiative | _____ | _____ |

ARCHETYPE: _____

COMBAT TRAITS

| TRAIT | RATING | CURRENT |
|------------|---|---------|
| Defense | _____ | _____ |
| Resilience | _____ <small>Armour value</small> | _____ |
| Soak | _____ | _____ |
| Speed | _____ | _____ |
| Shock | _____ | _____ |
| Wounds | _____ <small>Heavily wounded at</small> | _____ |

MENTAL TRAITS

| TRAIT | RATING |
|-------------------|--------|
| Conviction | _____ |
| Corruption | _____ |
| Passive Awareness | _____ |
| Resolve | _____ |

SOCIAL TRAITS

| TRAIT | RATING |
|-----------|--------|
| Influence | _____ |
| Wealth | _____ |

SKILLS

| SKILL | RATING | LINKED ATTRIBUTE | TOTAL |
|-----------------|--------|------------------|-------|
| Athletics | _____ | (Strength) | _____ |
| Awareness | _____ | (Intellect) | _____ |
| Ballistic Skill | _____ | (Agility) | _____ |
| Cunning | _____ | (Fellowship) | _____ |
| Deception | _____ | (Fellowship) | _____ |
| Insight | _____ | (Fellowship) | _____ |
| Intimidation | _____ | (Willpower) | _____ |
| Investigation | _____ | (Intellect) | _____ |
| Leadership | _____ | (Willpower) | _____ |
| Medicac | _____ | (Intellect) | _____ |
| Persuasion | _____ | (Fellowship) | _____ |
| Pilot | _____ | (Agility) | _____ |
| Psychic Mastery | _____ | (Willpower) | _____ |
| Scholar | _____ | (Intellect) | _____ |
| Stealth | _____ | (Agility) | _____ |
| Survival | _____ | (Willpower) | _____ |
| Tech | _____ | (Intellect) | _____ |
| Weapon Skill | _____ | (Initiative) | _____ |

WEAPONS

| NAME | DAMAGE | AP | SALVO | RANGE | TRAITS |
|-------|--------|-------|-------|-------|--------|
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |

KEYWORDS

OBJECTIVES

TALENTS

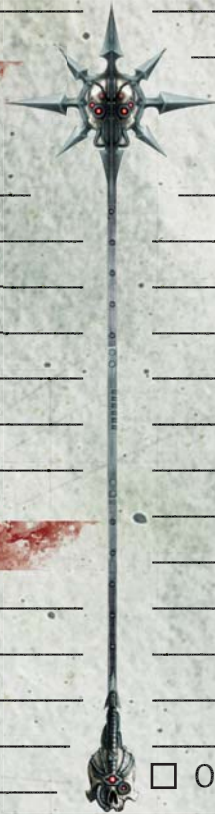
BACKGROUND

GEAR

ASCENSION NOTES

MALIGNANCIES

WRATH POINTS



☐ Objective achieved



Spend one Wrath to:

- ◆ Re-roll failures once on a test
- ◆ Add +1 to a Defiance check
- ◆ Make a narrative declaration
- ◆ Immediately restore 1d3+1 Shock

Spend one Glory to:

- ◆ Add +1d to a test after any re-rolls
- ◆ Add +1 damage to a successful attack
- ◆ Increase the severity of a Critical Hit
- ◆ Seize the Initiative