

## TRADER

CHARACTER NAME  V PLAYER NAME										
Career Path	Rank	Home World	<u>Motivation</u>							
Description:										
		CTERISTICS								
eapon Skill (WS) Ballistic Skill (BS) Strength (S)	_	4, 2d10 + 25) gility (Ag) Intelligence (Int) I	Perception (Per) Willpower (Wp) Fellowship (F							
Adv. Adv. Adv.		gB IntB Adv.	PerB Adv.							
FATE & EXPERIENCE V	WOUNDS & FA' (Pg. 250, Table 9 - 1		FACTOR MUTATIONS (Pg. 368)							
Awareness (Per) Barter (Fel) Carouse (T) Charm (Fel) Climb (S) Command (Fel) Concealment (Ag) Contortionist (Ag)	CORRUPTI & INSANI (Pg. 295, Table 10 -	ruption: gnancies:  CIPLINES	TALENTS & TRAITS (Pg. 90, Table 4 - 1)							
ADVANCED SKILLS	(Pg. 163									
(Pg. 74, Table 3 - 1)    1	- -									
	PSYCHIC	TECHNIQUES (Pg. 157)	SPECIAL ABILITIES (Pg. 72)							
	- - -									
	- - -									



## Half Move

## Full Move

## MOVEMENT (Pg.268, Table 9 - 30/32) Charge Run

TRADE	D	Half Move	Full Move	Charge	Run	Base Leap	Base Jump
IKADE		AgB x 1 m	n AgB x 2m	AgB x 3m	AgB x 6m	SB x 6m	SB x 0.2m (20cm)
	WEAPON (Pg. 114, Table 5 -	<b>JS</b> 4/9)		ARMOR (Pg.137, Table 5-1	HEAD (1-10)	AP	
Name Class Range Special Rules:	Damage ROF	Type Re	Pen load	RIGHT ARM (11-20)	AP	LEFT (21-30)	Arm (AP)
Name Class Range Special Rules:	Damage ROF	Type Clip Re	Pen load	Armor Weight  RIGHT LEG (71-85)		LEFT (86-100)	LEG
Name Class Range Special Rules:	Damage ROF	Type Clip Re	Pen load	(/1-65)	GE (Pg. 139, Tal	AR	AP
Name Class Range Special Rules:	Damage ROF	Type Clip Re	Pen load				
Name Class Range Special Rules:	Damage ROF	Type Clip Re	Pen load				
LIFTING (Pg. 268, Table 9-33)  Carry  Lift  Push		PEAVOURS 6, Table 9-39/40)			AQUISI (Pg. 271, Tab	TIONS ale 9-35/38)	