

CHARACTER NAME ayer Name CAREER PATH RANK Home World MOTIVATION Description: **CHARACTERISTICS** (Pg.14, 2d10 + 25)Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Willpower (Wp) Fellowship (Fel) WOUNDS & FATIGUE (Pg. 250, Table 9 - 11/26) FATE & EXPERIENCE (Pg. 233 & Pg. 30) PROFIT FACTOR **MUTATIONS** (Pg. 368) Max: Max: Fate Total Spent Starting Current Misfortune: BASIC SKILLS (Pg. 74, Table 3 - 1) Wounds: Fatigue: BONUS Awareness (Per) CORRUPTION Barter (Fel) & INSANITY (Pg. 295, Table 10 - 3/8) Carouse (T) Charm (Fel) TALENTS & TRAITS (Pg. 90, Table 4 - 1) Climb (S) Command (Fel) Concealment (Ag) Corruption: Insanity: Contortionist (Ag) Disorders: Malignancies: Deceive (Fel) Disguise (Fel) Dodge (Ag) Evaluate (Int) Gamble (Int) Inquiry (Fel) Intimidate (S) Logic (Int) Scrutiny (Per) Search (Per) PSYCHIC DISCIPLINES Silent Move(Ag) Swim (S) ADVANCED SKILLS (Pg. 74, Table 3 - 1) BONUS $\underset{(Pg.\ 72)}{\mathsf{SPECIAL}} \underset{(Pg.\ 72)}{\mathsf{ABILITIES}}$ **PSYCHIC TECHNIQUES**



Half Move

AgB x 1m

Full	Move	



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

Charge Run

A = D == C ===	
AgB x 6m	

Base Leap SB x 6m Base Jump SB x 0.2m (20cm)

$\underset{(Pg.\ 114,\ Table\ 5\ -\ 4/9)}{WEAPONS}$

Name			
Class	Damage	Туре	Pen
Range	ROF	Clip	Reload
Special Rules:			

Name			
Class	Damage	Туре	Pen
Range	ROF	Clip	Reload
Special Rules:			

Name			
Class	Damage	Туре	Pen
Range	ROF	Clip	Reload
Special Rules:			

Name			
Class	Damage	Туре	Pen
Range	ROF	Clip	Reload
Special Rules:	T	V	

Name		_	
Class	Damage	Type	Pen
Range	ROF	Clip	Reload
Special Rules:			

LIFTING (Pg.268, Table 9 - 33)

Carry

Lift

Push

ENDEAVOURS

(Pg. 276, Table 9 - 39/40)



D 4		T 4	
RIGHT ARM (11-20)	${AP}$	Left Arm (21-30)	(AP)

Armor Weight	Body (31-70)	AP	

RIGHT LEG (71-85)	AP	LEFT LEG 6-100)	AP

GEAR (Pg. 139, Table 5-13/16)

AQUISITIONS (Pg. 271, Table 9 - 35/38)