

ONLYWAR™

CHARACTER NAME _____

PLAYER NAME _____

REGIMENT _____

SPECIALITY _____

DEMEANOUR _____

DESCRIPTION _____

CHARACTERISTICS

WEAPON SKILL
(WS)

BALLISTIC SKILL
(BS)

STRENGTH
(S)

TOUGHNESS
(T)

AGILITY
(AG)

INTELLIGENCE
(INT)

PERCEPTION
(PER)

WILLPOWER
(WP)

FELLOWSHIP
(FEL)

SKILLS

Trained
+10 +20 +30

Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore [†] (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore [†] (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interrogation (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics [†] (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Trained
+10 +20 +30

Medicae (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigate (Surface) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigate (Stellar) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigate (Warp) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Aeronautica) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Surface) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Voidship) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Parry (WS)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Psyniscience (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore [†] (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Security (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sleight of Hand (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Survival (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech-Use (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trade [†] (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TALENTS & TRAITS

[†]denotes Skill Group

WOUNDS:

TOTAL []
CURRENT []
FATIGUE []

Critical Damage _____

INSANITY:

POINTS []

Mental Disorders _____

CORRUPTION:

POINTS []

MALIGNANCIES _____

MUTATIONS _____

MOVEMENT:

HALF [] CHARGE []
FULL [] RUN []

FATE POINTS:

TOTAL [] CURRENT []

CHARACTERISTICS

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

NAME

CLASS DAMAGE

TYPE

PEN

RANGE

ROF

CLIP

RLD

SPECIAL RULES

WEAPON

NAME

CLASS DAMAGE

TYPE

PEN

RANGE

ROF

CLIP

RLD

SPECIAL RULES

WEAPON

NAME

CLASS DAMAGE

TYPE

PEN

RANGE

ROF

CLIP

RLD

SPECIAL RULES

WEAPON

NAME

CLASS DAMAGE

TYPE

PEN

RANGE

ROF

CLIP

RLD

SPECIAL RULES

PSYCHIC POWERS

Psy Rating: []

COMRADE

NAME _____

STATUS _____

SPECIAL ABILITIES _____

ARMOUR

HEAD
(1-10)

Type:

RIGHT ARM
(11-20)

Type:

LEFT ARM
(21-30)

Type:

BODY
(31-70)

Type:

RIGHT LEG
(71-85)

Type:

LEFT LEG
(86-00)

Type:

Type:

Type:

GEAR

EXPERIENCE:

XP TO SPEND []

TOTAL XP SPENT []

APTITUDES