

# 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 <sup>†</sup> (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 <sup>†</sup> (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 <sup>†</sup> (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 <sup>†</sup> (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 <sup>†</sup> (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## TALENTS & TRAITS

<sup>†</sup>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:



### GEAR

### EXPERIENCE:

XP TO SPEND [        ]

TOTAL XP SPENT [        ]

### APTITUDES