

PLAYER NAME: _____

CHARACTER NAME: _____

TIER: _____ SPECIES: _____ ARCHETYPE: _____



BACKGROUND: _____

RANK: _____ FACTION: _____ KEYWORDS: _____

ATTRIBUTES

	S	T	A	I	WIL	INT	FEL
RATING							
BONUS							
TOTAL							

WRATH**USES FOR WRATH**

- ─ REROLL ALL FAILED DICE
- ─ MAKE A NARRATIVE DECLARATION
- ─ ACTION TO RESTORE (RANK + TIER) SHOCK

SKILLS

		RATING	TOTAL		RATING	TOTAL
ATHLETICS	S			MEDICAE	INT	
AWARENESS	INT			PERSUASION	FEL	
BALLISTIC SKILL	A			PILOT	A	
CUNNING	FEL			PSYCHIC MASTERY	WIL	
DECEPTION	FEL			SCHOLAR	INT	
INSIGHT	FEL			STEALTH	A	
INTIMIDATION	WIL			SURVIVAL	WIL	
INVESTIGATION	INT			TECH	INT	
LEADERSHIP	WIL			WEAPON SKILL	I	

OBJECTIVE

CONVICTION = WIL SIZE

RESOLVE = WIL - 1 SPEED

SURVIVAL**DEFENCE** **RESILIENCE**

BASE	+	ARMOUR	=	TOTAL
= I - 1		T + 1		

WOUNDS **SHOCK**

MAX	MAX	MAX
= WIL + TIER		= T

DETERMINATION = T

WARGEAR

WEAPONS	DICE POOL	DAMAGE	ED	AP	SALVO	RANGE	TRAITS

ARMOUR	AR	TRAITS

GEAR:	INFLUENCE	WEALTH
	= FELL - 1	= TIER

TALENTS & ABILITIES

FAITH

MAX

INJURIES & CORRUPTION

TRAUMATIC INJURIES		MEMORABLE INJURIES	MUTATIONS	CORRUPTION	LEVEL
MAXIMUM	= TIER +1				
1.					
2.					
3.					
4.					
5.					
6.					



PSYCHIC POWERS

POWER	DN	ACTIVATION	DURATION	RANGE	TARGET	EFFECT

NOTES

STEALTH

PASSIVE AWARENESS

= AWARENESS
TOTAL / 2

XP EARNED

**CURRENT XP
EARNED**