



# ROGUE TRADER™

## MOVEMENT

Half Move	Full Move	Charge	Run	Base Leap	Base Jump
(AB x1)	(AB x2)	(AB x3)	(AB x6)	(SB x1m)	(SB x20 cm)

## CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)

OOOO Adv. Taken   OOOO Adv. Taken

## WEAPON

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

## GEAR

## ACQUISITIONS

## WEAPON

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

## WEAPON

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

## WEAPON

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

## WEAPON

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

## LIFTING

Lift



Carry



Push



## FATE POINTS

Total



Current



## CORRUPTION

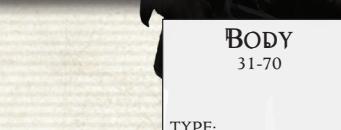
Current Points \_\_\_\_\_  
 Degree \_\_\_\_\_  
 Malignancies \_\_\_\_\_  
 \_\_\_\_\_

## WOUNDS

Total \_\_\_\_\_  
 Current \_\_\_\_\_  
 Critical Damage \_\_\_\_\_  
 Fatigue \_\_\_\_\_

## INSANITY

Current Points \_\_\_\_\_  
 Degree \_\_\_\_\_  
 Disorders \_\_\_\_\_  
 \_\_\_\_\_



Armour Weight