

ROGUE TRADER

CHARACTER NAME \$Name

PLAYER NAME \$Player

MOVEMENT

HALF

FULL

CHARGE

RUN

LEAP

\$MHalf

\$MFull

\$MCharge

\$MRun

CHARACTERISTICS

WEAPON SKILL
(WS)

BALLISTIC SKILL
(BS)

STRENGTH
(S)

TOUGHNESS
(T)

AGILITY
(Ag)

INTELLIGENCE
(INT)

PERCEPTION
(PER)

WILL POWER
(WP)

FELLOWSHIP
(FEL)

\$WSCurr

\$BSCurr

\$SCurr

\$TCurr

\$AgCurr

\$IntCurr

\$PerCurr

\$WPCurr

\$FelCurr

\$WSCurr \$BSCurr \$SCurr \$TCurr \$AgCurr \$IntCurr \$PerCurr \$WPCurr \$FelCurr

WEAPON

Name \$EqWeapon-1N

Pen \$EqWeapon-1pen

Class \$EqWeapon-1class Damage \$EqWeapon-1Dd \$EqWeapon-1wtype

Range \$EqWeapon-1range Ref \$EqWeapon-1r Clip \$EqWeapon-1c Rld \$EqWeapon-1rld

Special \$EqWeapon-1special

WEAPON

Name \$EqWeapon-2N

Pen \$EqWeapon-2pen

Class \$EqWeapon-2class Damage \$EqWeapon-2Dd \$EqWeapon-2wtype

Range \$EqWeapon-2range Ref \$EqWeapon-2r Clip \$EqWeapon-2c Rld \$EqWeapon-2rld

Special \$EqWeapon-2special

WEAPON

Name \$EqWeapon-3N

Pen \$EqWeapon-3pen

Class \$EqWeapon-3class Damage \$EqWeapon-3Dd \$EqWeapon-3wtype

Range \$EqWeapon-3range Ref \$EqWeapon-3r Clip \$EqWeapon-3c Rld \$EqWeapon-3rld

Special \$EqWeapon-3special

WEAPON

Name \$EqWeapon-4N

Pen \$EqWeapon-4pen

Class \$EqWeapon-4class Damage \$EqWeapon-4Dd \$EqWeapon-4wtype

Range \$EqWeapon-4range Ref \$EqWeapon-4r Clip \$EqWeapon-4c Rld \$EqWeapon-4rld

Special \$EqWeapon-4special

WEAPON

Name \$EqWeapon-5N

Pen \$EqWeapon-5pen

Class \$EqWeapon-5class Damage \$EqWeapon-5Dd \$EqWeapon-5wtype

Range \$EqWeapon-5range Ref \$EqWeapon-5r Clip \$EqWeapon-5c Rld \$EqWeapon-5rld

Special \$EqWeapon-5special

GEAR

\$Eq-1N, \$Eq-2N, \$Eq-3N

\$Eq-4N, \$Eq-5N, \$Eq-6N

\$Eq-7N, \$Eq-8N, \$Eq-9N

\$Eq-10N, \$Eq-11N, \$Eq-12N

\$Eq-13N, \$Eq-14N, \$Eq-15N

\$Eq-16N, \$Eq-17N, \$Eq-18N

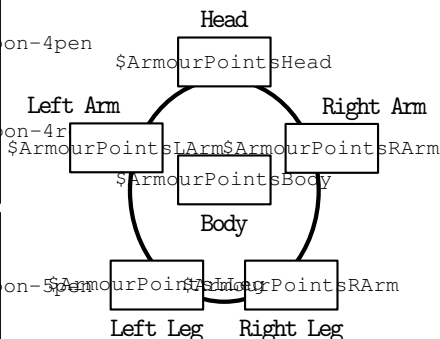
\$Eq-19N, \$Eq-20N, \$Eq-21N

\$Eq-22N, \$Eq-23N, \$Eq-24N

\$Eq-25N, \$Eq-26N, \$Eq-27N

\$Eq-28N, \$Eq-29N, \$Eq-30N

ARMOUR



WOUNDS

TOTAL \$WCurr

CURRENT

CRITICAL DAMAGE

FATIGUE

LIFTING

LIFT

CARRY

PUSH

FATE POINTS

TOTAL

CURRENT

\$FP