



PLAYER NAME

SPECIALITY

DESCRIPTION

CHARACTERISTICS

FELLOWSHIP
(FEL)

SKILLS

trained			
-10			
-20			
-30			

†denotes Skill Group

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TALENTS & TRAITS

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	TOTAL ()
WOUNDS:	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
