

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
= T + (2x TIER)

MAX
= WIL + TIER
DETERMINATION
= T

WARGEAR

WEAPONS

DICE POOL

DAMAGE

ED

AP

SALVO

RANGE

TRAITS

ARMOUR

AR

TRAITS

GEAR:

INFLUENCE

WEALTH

= FEL - 1

= TIER

TALENTS & ABILITIES

FAITH

Max

INJURIES & CORRUPTION

TRAUMATIC INJURIES

MAXIMUM = TIER +1

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

MEMORABLE INJURIES

MUTATIONS

CORRUPTION

LEVEL

					1
					2
					3
					4
					5



PSYCHIC POWERS

POWER	DN	ACTIVATION	DURATION	RANGE	TARGET	EFFECT

NOTES

STEALTH

PASSIVE AWARENESS

= AWARENESS TOTAL / 2

XP EARNED

CURRENT XP EARNED