

IMPERIUM MALEDICTUM

ORIGIN	FACTION	ROLE	PATRON		
AGE	EYES	HAIR	HEIGHT	WEIGHT	HANDEDNESS
CHARACTER NAME			DISTINGUISHING FEATURES		
			Current XP Spent		

	WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
STARTING									
ADVANCES									
CURRENT									

FATE		CORRUPTION	
CURRENT	TOTAL	TOTAL	MUTATIONS & MALIGNANCIES
			

SKILLS & SPECIALISATIONS													
Skill	Characteristic		Adv. (+5 Each)	Total	Skill	Characteristic		Adv. (+5 Each)	Total	Specialisation	Skill	Adv. (+5 Each)	Total
Athletics	STR				Melee	WS							
Awareness	PER				Navigation	INT							
Dexterity	AG				Presence	WIL							
Discipline	WIL				Piloting	AG							
Fortitude	TGH				Psychic Mastery	WIL							
Intuition	PER				Ranged	BS							
Linguistics	INT				Rapport	FEL							
Logic	INT				Reflexes	AG							
Lore	INT				Stealth	AG							
Medicæ	INT				Tech	INT							

GOALS

INFLUENCE		
FACTION	INFL.	CONTACTS

CONNECTIONS

NOTES

TALENTS	
NAME	EFFECT

DIVINATION

INITIATIVE

PerB + AgB

WOUNDS

StrB + (2 x TghB) + WilB

CRITICAL WOUNDS

Maximum equal to TghB

CURRENT

MAXIMUM

LOCATION

EFFECT

Melee Ranged Reflexes

WEAPONS

NAME SPECIALISATION TEST DAMAGE RANGE MAG. ENC. TRAITS

ARMOUR

NAME LOCATIONS ARMOUR ENC. TRAITS

D10 HIT LOCATION ARMOUR

1 HEAD
2 LEFT ARM
3 RIGHT ARM
4 LEFT LEG
5 RIGHT LEG
6-0 BODY

COMBAT NOTES

EQUIPMENT

ENCUMBRANCE

CURRENT MAXIMUM

StrB + TghB

PSYCHIC POWERS

NAME WR DIFFICULTY RANGE TARGET DURATION EFFECT

WARP CHARGE

CURRENT THRESHOLD

WilB (x 2 if Sanctioned)