



IMPERIUM MALEDICTUM

ORIGIN _____ FACTION _____ ROLE _____ PATRON _____

AGE _____ EYES _____ HAIR _____ HEIGHT _____ WEIGHT _____ HANDEDNESS _____

CHARACTER NAME _____ DISTINGUISHING FEATURES _____ /
Current XP Spent

CHARACTERISTICS

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

FATE

CURRENT	TOTAL

CORRUPTION

TOTAL _____

MUTATIONS & MALIGNANCIES



SKILLS & SPECIALISATIONS

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
ATHLETICS	STR		
AWARENESS	PER		
DEXTERITY	AG		
DISCIPLINE	WIL		
FORTITUDE	TGH		
INTUITION	PER		
LINGUISTICS	INT		
LOGIC	INT		
LORE	INT		
MEDICAE	INT		

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
MELEE	WS		
NAVIGATION	INT		
PRESENCE	WIL		
PILOTING	AG		
PSYCHIC MASTERY	WIL		
RANGED	BS		
RAPPORT	FEL		
REFLEXES	AG		
STEALTH	AG		
TECH	INT		

SPECIALISATION	SKILL	Adv. (+5 EACH)	TOTAL

GOALS

INFLUENCE

FACTION	INFL.	CONTACTS

CONNECTIONS

NOTES

TALENTS

NAME	EFFECT

DIVINATION

INITIATIVE

PerB + AgB

WOUNDS

StrB + (2 × 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 (× 2 if Sanctioned)