



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

- RE-ROLL ALL FAILED DICE
- MAKE A NARRATIVE DECLARATION
- ACTION TO RESTORE DOUBLE RANK 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	MAX
= T + TIER	= 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

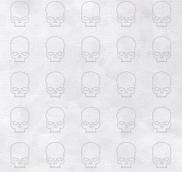
- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

### 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