PLAYER NAME: _____

CHARACTER NAME: _____

WARHAMMER
40,000
ROLEPLAY
WRATH & GLORY

TIER: _____ SPECIES: _____ ARCHETYPE: _____ BACKGROUND:

RANK: _____ FACTION: _____ KEYWORDS: _____

ATTRIBUTES

	S	T	A	I	Wil	Int	Fel
RATING							
BONUS							
TOTAL							

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		

WRATH

USES FOR WRATH		REROLL ALL FAILED DICE
		MAKE A NARRATIVE DECLARATION
		ACTION TO RESTORE (RANK + TIER) SHOCK

OBJECTIVE

CONVICTION	= Wil	SIZE
RESOLVE	= Wil -1	SPEED

SURVIVAL

DEFENCE	RESILIENCE		
	BASE +	ARMOUR =	TOTAL
= I -1	T + 1		

WOUNDS		SHOCK	
	MAX		MAX
			= Wil + Tier
			DETERMINATION
	= T + (2x Tier)		= 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