

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

### OBJECTIVE

CONVICTION = WIL SIZE

RESOLVE = WIL -1 SPEED

### SURVIVAL

#### DEFENCE

#### RESILIENCE

|         | BASE | + | ARMOUR | = | TOTAL |
|---------|------|---|--------|---|-------|
| = I - 1 |      |   | T + 1  |   |       |

#### WOUNDS

#### SHOCK

|                 |               |
|-----------------|---------------|
| MAX             | MAX           |
| = T + (2X TIER) | = WIL + TIER  |
|                 | DETERMINATION |
|                 | = T           |

### 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      |       |

### WARGEAR

| WEAPONS | DICE POOL | DAMAGE | ED | AP | SALVO | RANGE | TRAITS |
|---------|-----------|--------|----|----|-------|-------|--------|
|         |           |        |    |    |       |       |        |

#### ARMOUR

#### AR

#### TRAITS

#### GEAR:

#### INFLUENCE

#### WEALTH

= FEL -1

= TIER



**MAX**

$$\text{MAXIMUM} = \text{TIER} + 1$$

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

## CORRUPTION

LEVEL



- 1
- 2
- 3
- 4
- 5



| POWER | DN | ACTIVATION | DURATION |  RANGE | TARGET | EFFECT |
|-------|----|------------|----------|---|--------|--------|
|-------|----|------------|----------|---|--------|--------|

## PASSIVE AWARENESS

$$= \text{AWARENESS} \\ \text{TOTAL} / 2$$

**CURRENT XP  
EARNED**