

PLAYER NAME: \_\_\_\_\_

CHARACTER NAME: \_\_\_\_\_

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  
  
= T + (2X TIER)

MAX  
= WIL + TIER  
DETERMINATION  
= T

### WARGEAR

WEAPONS	DICE POOL	DAMAGE	ED	AP	SALVO	RANGE	TRAITS

#### ARMOUR

#### AR

#### TRAITS

#### GEAR:

#### INFLUENCE

#### WEALTH

= FEL -1

= TIER



**MAX**

## INJURIES & CORRUPTION

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

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

## LEVEL



POWER	DN	ACTIVATION	DURATION		RANGE	TARGET	EFFECT
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## PASSIVE AWARENESS

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

**CURRENT XP  
EARNED**