

CHARACTER NAME _____ PLAYER NAME _____
 CAREER _____ RANK _____
 HOME WORLD _____ QUIRK _____
 DIVINATION _____ ORDO (AND/OR FACTION) _____
 DESCRIPTION _____

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)
Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □	Characteristic Advances □ □ □ □

SKILLS

	Basic	Trained	+10%	+20%
Acrobatics (Ag)	□	□	□	□
Awareness (Per)	■	□	□	□
Barter (Fel)	■	□	□	□
Blather (Fel)	□	□	□	□
Carouse (T)	■	□	□	□
Charm (Fel)	■	□	□	□
Chem-Use (Int)	□	□	□	□
Ciphers (Int)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□
Climb (S)	■	□	□	□
Command (Fel)	■	□	□	□
Common Lore (Int)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□
Concealment (Ag)	■	□	□	□
Contortionist (Ag)	■	□	□	□
Deceive (Fel)	■	□	□	□
Demolition (Int)	□	□	□	□
Disguise (Fel)	■	□	□	□
Dodge (Ag)	■	□	□	□
Drive (Ag)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□

	Basic	Trained	+10%	+20%
Evaluate	■	□	□	□
Forbidden Lore (Int)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□
Gamble (Int)	■	□	□	□
Inquiry (Fel)	■	□	□	□
Interrogation (WP)	□	□	□	□
Intimidate (S)	■	□	□	□
Invocation (WP)	□	□	□	□
Lip Reading (Per)	□	□	□	□
Literacy (Int)	□	□	□	□
Logic (Int)	■	□	□	□
Medicae (Int)	□	□	□	□
Navigation (Int)†	□	□	□	□
Performer (Fel)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□
Pilot (Ag)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□
Psyniscience (Per)	□	□	□	□
Scholaric Lore (Int)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□

	Basic	Trained	+10%	+20%
Scrutiny (Per)	■	□	□	□
Search (Per)	■	□	□	□
Secret Tongue (Int)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□
Security (Ag)	□	□	□	□
Shadowing (Ag)	□	□	□	□
Silent Move (Ag)	■	□	□	□
Sleight of Hand (Ag)	□	□	□	□
Speak Language (Int)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□
Survival (Int)	□	□	□	□
Swim (S)	■	□	□	□
Tech-Use (Int)	□	□	□	□
Tracking (Int)	□	□	□	□
Trade (Int)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□
Wrangling (Int)	□	□	□	□
_____	□	□	□	□

† This skill group may encompass multiple skills

WOUNDS

TOTAL WOUNDS	CURRENT WOUNDS
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CRITICAL DAMAGE _____
 FATIGUE _____

FATE POINTS

TOTAL FATE POINTS	CURRENT FATE POINTS
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ARMOUR

HEAD (1-10)
Type: _____

RIGHT ARM (11-20)
Type: _____

LEFT ARM (21-30)
Type: _____

BODY (31-70)
Type: _____

RIGHT LEG (71-85)
Type: _____

LEFT LEG (86-00)
Type: _____

INSANITY

CURRENT POINTS _____
 DEGREE OF MADNESS _____
 DISORDERS _____

CORRUPTION

CURRENT POINTS _____
 DEGREE OF CORRUPTION _____
 MALIGNANCIES _____

MOVEMENT

Half Action _____ Full Action _____
 Charge _____ Run _____

CHARACTERISTICS

**WEAPON SKILL
(WS)**

**BALLISTIC SKILL
(BS)**

**STRENGTH
(S)**

**TOUGHNESS
(T)**

**AGILITY
(AG)**

**INTELLIGENCE
(INT)**

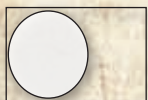
**PERCEPTION
(PER)**

**WILLPOWER
(WP)**

**FELLOWSHIP
(FEL)**



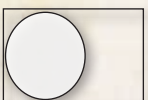
Characteristic Advances
□ □ □ □



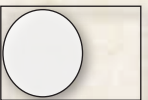
Characteristic Advances
□ □ □ □



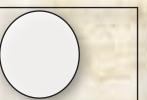
Characteristic Advances
□ □ □ □



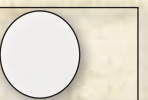
Characteristic Advances
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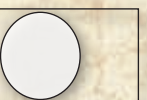
Characteristic Advances
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Characteristic Advances
□ □ □ □



Characteristic Advances
□ □ □ □



Characteristic Advances
□ □ □ □



Characteristic Advances
□ □ □ □

RANK 1 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 5 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 2 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 6 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 3 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 7 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 4 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

RANK 8 ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ELITE ADVANCES

ADVANCE	COST	ADVANCE	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**TOTAL
EXPERIENCE**

**SPENT
EXPERIENCE**

PSYCHIC POWERS

Psy Rating _____

Psychic Discipline _____

MINOR PSYCHIC POWERS

Name	Threshold	Focus	Sustain
<input type="checkbox"/> Call Creatures	9	Full	No
<input type="checkbox"/> Call Item	5	Half	No
<input type="checkbox"/> Chameleon	7	Half	Yes
<input type="checkbox"/> Déjà vu	8	Half	No
<input type="checkbox"/> Distort Vision	8	Free	No
<input type="checkbox"/> Dull Pain	8	Half	No
<input type="checkbox"/> Fearful Aura	7	Full	Yes
<input type="checkbox"/> Flash Bang	6	Half	No
<input type="checkbox"/> Float	8	Half	Yes
<input type="checkbox"/> Forget Me	6	Half	No
<input type="checkbox"/> Healer	7	Full	No
<input type="checkbox"/> Inflict Pain	8	Half	Yes
<input type="checkbox"/> Inspiring Aura	6	Full	Yes
<input type="checkbox"/> Knack	7	Half	No
<input type="checkbox"/> Lucky	6	Half	No
<input type="checkbox"/> Precognition	6	Half	Yes
<input type="checkbox"/> Psychic Stench	5	Half	No
<input type="checkbox"/> Resist Possession	6	Reaction	No
<input type="checkbox"/> Sense Presence	7	Half	Yes
<input type="checkbox"/> Spasm	7	Half	No
<input type="checkbox"/> Spectral Hands	10	Full	No
<input type="checkbox"/> Staunch Bleeding	8	Half	No
<input type="checkbox"/> Torch	5	Half	Yes
<input type="checkbox"/> Touch of Madness	11	Full	No
<input type="checkbox"/> Trick	5	Half	Yes
<input type="checkbox"/> Unnatural Aim	8	Half	No
<input type="checkbox"/> Wall Walk	8	Half	Yes
<input type="checkbox"/> Warp Howl	8	Full	No
<input type="checkbox"/> Weaken Veil	9	Full	Yes
<input type="checkbox"/> Weapon Jinx	8	Full	No
<input type="checkbox"/> White Noise	8	Full	Yes
<input type="checkbox"/> Wither	6	Full	No
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

PSYCHIC POWERS

Psy Rating _____

Psychic Discipline _____

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	

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POWER	
THRESHOLD	FOCUS TIME
SUSTAINED	RANGE
DESCRIPTION	