



PLAYER NAME

SPECIALITY

DESCRIPTION

CHARACTERISTICS

FELLOWSHIP
(FEL)



SKILLS

	Trained	+10	+20	+30
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore ⁺ (Int)	<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"/>	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore ⁺ (Int)	<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"/>	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interrogation (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics ⁺ (Int)	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	TOTAL ()
WOUNDS:	CURRENT ()
	FATIGUE ()

CRITICAL DAMAGE

INSANITY: POINTS ()

MENTAL DISORDERS

	Trained	+10	+20	+30
Medicæ (Int)	☐	☐	☐	☐
Navigate (Surface) (Int)	☐	☐	☐	☐
Navigate (Stellar) (Int)	☐	☐	☐	☐
Navigate (Warp) (Int)	☐	☐	☐	☐
Operate (Aeronautica) (Ag)	☐	☐	☐	☐
Operate (Surface) (Ag)	☐	☐	☐	☐
Operate (Voidship) (Ag)	☐	☐	☐	☐
Parry (WS)	☐	☐	☐	☐
Psyniscience (Per)	☐	☐	☐	☐
Scholastic Lore [†] (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Scrutiny (Per)	☐	☐	☐	☐
Security (Int)	☐	☐	☐	☐
Sleight of Hand (Ag)	☐	☐	☐	☐
Stealth (Ag)	☐	☐	☐	☐
Survival (Per)	☐	☐	☐	☐
Tech-Use (Int)	☐	☐	☐	☐
Trade [†] (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐

†denotes Skill Group

CORRUPTION: POINTS ()

MALIGNANCIES

MUTATIONS

TALENTS & TRAITS

[illegible]

MOVEMENT:

HALF () CHARGE ()
FULL () RUN ()

FATE POINTS:

TOTAL () CURRENT ()

CHARACTERISTICS

WEAPON SKILL
(WS)

BALLISTIC SKILL
(BS)

STRENGTH
(S)

TOUGHNESS
(T)

AGILITY
(AG)

INTELLIGENCE
(INT)

PERCEPTION
(PER)

WILLPOWER
(WP)

FELLOWSHIP
(FEL)

WEAPON

NAME _____

CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD

SPECIAL RULES _____

WEAPON

NAME _____

CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD

SPECIAL RULES _____

WEAPON

NAME _____

CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD

SPECIAL RULES _____

WEAPON

NAME _____

CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD

SPECIAL RULES _____

PSYCHIC POWERS

Psy Rating: [____]

COMRADE

NAME _____
STATUS _____
SPECIAL ABILITIES _____

ARMOUR

HEAD
(1-10)

Type: _____

RIGHT ARM
(11-20)

Type: _____

BODY
(31-70)

Type: _____

LEFT ARM
(21-30)

Type: _____

RIGHT LEG
(71-85)

Type: _____

LEFT LEG
(86-00)

Type: _____

GEAR

EXPERIENCE:

XP TO SPEND [____]
TOTAL XP SPENT [____]

APTITUDES