



NAME: _____

TIER: _____

RANK: _____ RANK BONUS: _____

FRAMEWORK: _____

SPECIES: _____

SPECIES ABILITY: _____

ARCHETYPE ABILITY: _____

ATTRIBUTES

ATTRIBUTE	RATING	ADJUSTED RATING
Strength	_____	_____
Agility	_____	_____
Toughness	_____	_____
Intellect	_____	_____
Willpower	_____	_____
Fellowship	_____	_____
Initiative	_____	_____

ARCHETYPE: _____

COMBAT TRAITS

TRAIT	RATING	CURRENT
Defense	_____	_____
Resilience	_____ Armour value	_____
Soak	_____	_____
Speed	_____	_____
Shock	_____	_____
Wounds	_____ Heavily wounded at	_____

MENTAL TRAITS

TRAIT	RATING
Conviction	_____
Corruption	_____
Passive Awareness	_____
Resolve	_____

SOCIAL TRAITS

TRAIT	RATING
Influence	_____
Wealth	_____

SKILLS

SKILL	RATING	LINKED ATTRIBUTE	TOTAL
Athletics	_____	(Strength)	_____
Awareness	_____	(Intellect)	_____
Ballistic Skill	_____	(Agility)	_____
Cunning	_____	(Fellowship)	_____
Deception	_____	(Fellowship)	_____
Insight	_____	(Fellowship)	_____
Intimidation	_____	(Willpower)	_____
Investigation	_____	(Intellect)	_____
Leadership	_____	(Willpower)	_____
Medicac	_____	(Intellect)	_____
Persuasion	_____	(Fellowship)	_____
Pilot	_____	(Agility)	_____
Psychic Mastery	_____	(Willpower)	_____
Scholar	_____	(Intellect)	_____
Stealth	_____	(Agility)	_____
Survival	_____	(Willpower)	_____
Tech	_____	(Intellect)	_____
Weapon Skill	_____	(Initiative)	_____

WEAPONS

NAME	DAMAGE	AP	SALVO	RANGE	TRAITS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

KEYWORDS

OBJECTIVES

TALENTS

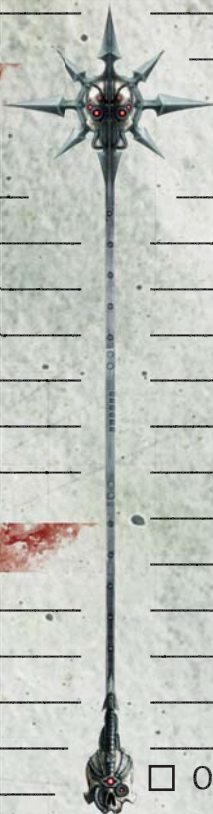
BACKGROUND

GEAR

ASCENSION NOTES

MALIGNANCIES

WRATH POINTS



☐ Objective achieved



Spend one Wrath to:

- ◆ Re-roll failures once on a test
- ◆ Add +1 to a Defiance check
- ◆ Make a narrative declaration
- ◆ Immediately restore 1d3+1 Shock

Spend one Glory to:

- ◆ Add +1d to a test after any re-rolls
- ◆ Add +1 damage to a successful attack
- ◆ Increase the severity of a Critical Hit
- ◆ Seize the Initiative