

haracter Name	er Name					
ome WorldCareer Path						
ender						
kin Colour	Duilu	11C18	G - 1	weight	••••••	
an Colour	Hair Colour	•	Colour	Age	•••••	
BASIC SK	ILLS	CHARACTERISTICS		ADVANCED SKILLS	5	
211010 011	SKILLED +IO +20	WEAPON SKILL (WS)		SKILLED	+10 +20	
Awareness (Per)		WEAFON SKILL (WS)	Speak Lang	guage (Low Gothic)		
Barter (Fel)			Speak Lang	guage ()		
Carouse (T)			•••••			
Charm (Fel)			•••••			
Climb (S)Concealment (Ag)		BALLISTIC SKILL (BS)	•••••			
Contortionist (Ag)			***************************************			
Deceive (Fel)			***************************************			
Disguise (Fel)						
Dodge (Ag)						
Evaluate (Int)		STRENGTH (Str)				
Gamble (Int)					\square	
Inquiry (Fel)			•••••			
Intimidate (S)			•••••			
Logic (Int) Scrutiny (Per)		TOUGHNESS (T)	***************************************			
Search (Per)		TOUGHTESS (1)	***************************************			
Silent Move (Ag)						
Swim (S)						
		AGILITY (Ag)				
					\square	
			•••••		H	
			•••••			
			•••••			
Any Basic Skill that your Character doesn't l half the Characteristic valu		INTELLIGENCE (Int)	***************************************			
TALENTS 8	TRAITS			PSYCHIC POWERS		
IALLINIS	LIMITS					
Melee Weapon Training (PERCEPTION (Per)	Psychic Disci	pline	•••••	
Melee Weapon Training (•••••) TERCETHOR (ICI)	Minor Power	(
Pistol Weapon Training (Ś	Minor Power		•••••	
Pistol Weapon Training (••••••	Ď	Minor Power	4	***************************************	
Basic Weapon Training ()	Minor Power	***************************************	•••••	
Basic Weapon Training (***************************************) WILL POWER (WP)	Discipline Po	~	***************************************	
1 0 0			Discipline Po		***************************************	
		(Discipline Po		***************************************	
		/	Discipline Po		•••••	
			1	•••••	***************************************	
		FELLOWSHIP (Fel)		MUTATIONS		
•••••		. (
					•••••	
XP to	EXF	PERIENCE POINTS	(XP)		Total X	
A direct come ont	s Taken			, .	spent	
-)	()	1	
	()	()	()		
XP to spend Advancement	EXF sTaken () ()	PERIENCE POINTS	(XP)	()		

CHARACTERISTICS MELEE WEAPONS MISSILE WEAPONS WEAPON SKILL (WS) NAME NAME CLASS DAMAGE TYPE PEN CLASS DAMAGE TYPE RANGE ROF CLIP RLD SPECIAL RULES SPECIAL RULES Permission granted to photocopy for personal BALLISTIC SKILL (BS) NAME NAME CLASS DAMAGE TYPE CLASS DAMAGE TYPE PEN SPECIAL RULES RANGE ROF RLD STRENGTH (Str) SPECIAL RULES NAME CLASS DAMAGE TYPE PEN NAME use. © Games Workshop Ltd 2008. Character sheet also available SPECIAL RULES CLASS DAMAGE TYPE PEN TOUGHNESS (T) RANGE ROF CLIP RLD NAME SPECIAL RULES CLASS DAMAGE TYPE PEN AGILITY (Ag) NAME SPECIAL RULES CLASS DAMAGE TYPE PEN HANDEDNESS: RANGE ROF CLIP RLD SPECIAL RULES **ARMOUR** INTELLIGENCE (Int) HEAD **GEAR** (1-10) Type PERCEPTION (Per) BODY (31-70)**RIGHT ARM LEFT ARM** (11-20) (21-30) Туре WILL POWER (WP) Туре Type WEALTH Throne Gelt RIGHT LEG LEFT LEG FELLOWSHIP (Fel) Monthly Income (71-85) (86-00)Walk (1/2 Action) Charge Туре Walk (Full Action) Run INSANITY POINTS WOUNDS FATE POINTS **CORRUPTION POINTS** CRITICAL DAMAGE Insanity Points Corruption Points Total Total Degree of Madness Degree of Corruption Disorder: Malignancies: Severity: FATIGUE Current Current

Max FATIGUE = TB