

ROGUE TRADER™ DARK ELДАР CHARACTER SHEET

CHARACTER NAME _____

PLAYER NAME _____

RANK _____

VILE PLEASURE _____

DESCRIPTION _____

CHARACTERISTICS

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Will Power (WP) Fellowship (Fel)



○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken

SKILLS

- Acrobatics (Ag) _____
- Awareness (Per) _____
- Barter (Fel) _____
- Blather (Fel) _____
- Carouse (T) _____
- Charm (Fel) _____
- Chem-Use (Int) _____
- Ciphers (Int) _____
- Climb (S) _____
- Command (Fel) _____
- Commerce (Fel) _____
- Common Lore (Int)
- (Dark Eldar) _____
- (War) _____
- Concealment (Ag) _____
- Contortionist (Ag) _____
- Deceive (Fel) _____
- Demolition (Int) _____
- Disguise (Fel) _____
- Dodge (Ag) _____
- Drive (Ag) _____
- Evaluate (Int) _____
- Forbidden Lore (Int)
- Gamble (Int) _____
- Inquiry (Fel) _____
- Interrogation (WP) _____
- Intimidate (S) _____
- Invocation (WP) _____

	BASIC	TRAINED	+10%	+20%	BONUS
Acrobatics (Ag)	█	█			
Awareness (Per)					
Barter (Fel)					
Blather (Fel)					
Carouse (T)	█				
Charm (Fel)					
Chem-Use (Int)		█			
Ciphers (Int)					
Climb (S)	█				
Command (Fel)					
Commerce (Fel)					
Common Lore (Int)					
(Dark Eldar)	█	█			
(War)					
Concealment (Ag)	█				
Contortionist (Ag)					
Deceive (Fel)					
Demolition (Int)					
Disguise (Fel)	█				
Dodge (Ag)		█			
Drive (Ag)					
Evaluate (Int)	█				
Forbidden Lore (Int)					
Gamble (Int)	█				
Inquiry (Fel)	█				
Interrogation (WP)					
Intimidate (S)	█	█			
Invocation (WP)					

TALENTS & TRAITS

- Catfall
- Dark Sight
- Dark Soul
- Decadence
- Disturbing Voice
- Hard Target
- Heightened Senses (Sight, Hearing)
- Jaded
- Kabalite Weapon Training
- Melee Weapon Training (Universal)
- Non-Imperial
- Paranoia
- Power through Pain
- Resistance (Poisons)
- Sprint
- Unnatural Agility (x2)

SKILLS (CONT.)

- Literacy (Int) _____
- Logic (Int) _____
- Medicae (Int) _____
- Navigation (Int) _____
- Performer (Fel) _____
- Pilot (Ag) _____
- Psyniscience (Per) _____
- Scholastic Lore (Int)
- Scrutiny (Per) _____
- Search (Per) _____
- Secret Tongue (Int) _____
- Security (Ag) _____
- Shadowing (Ag) _____
- Silent Move (Ag) _____
- Sleight of Hand (Ag) _____
- Speak Language (Int)
- (Dark Eldar) _____
- (Eldar) _____
- Survival (Int) _____
- Swim (S) _____
- Tech-Use (Int) _____
- Tracking (Int) _____
- Trade (Int) _____
- Wrangling (Int) _____

	BASIC	TRAINED	+10%	+20%	BONUS
Literacy (Int)					
Logic (Int)	█				
Medicae (Int)					
Navigation (Int)					
Performer (Fel)					
Pilot (Ag)					
Psyniscience (Per)					
Scholastic Lore (Int)					
Scrutiny (Per)					
Search (Per)	█				
Secret Tongue (Int)					
Security (Ag)					
Shadowing (Ag)					
Silent Move (Ag)		█			
Sleight of Hand (Ag)					
Speak Language (Int)					
(Dark Eldar)	█	█			
(Eldar)					
Survival (Int)					
Swim (S)	█				
Tech-Use (Int)					
Tracking (Int)					
Trade (Int)					
Wrangling (Int)					

EXPERIENCE POINTS

XP to Spend

Total XP Spent

PROFIT FACTOR

Starting _____

Current _____

Misfortunes _____



ROGUE TRADER™ DARK ELDAR CHARACTER SHEET

MOVEMENT

Half Move (AB x1)	Full Move (AB x2)	Charge (AB x3)	Run (AB x6)	Base Leap (SB x1m)	Base Jump (SB x20 cm)
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CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
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OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken	OOOO Adv. Taken

WEAPON

Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ RoF _____ Clip _____ Reload _____
 Special Rules _____

WEAPON

Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ RoF _____ Clip _____ Reload _____
 Special Rules _____

WEAPON

Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ RoF _____ Clip _____ Reload _____
 Special Rules _____

WEAPON

Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ RoF _____ Clip _____ Reload _____
 Special Rules _____

GEAR

ACQUISITIONS

CORRUPTION

Current Points _____
 Degree _____
 Malignancies _____

ARMOUR

WOUNDS

Total _____
 Current _____
 Critical Damage _____
 Fatigue _____

HEAD
1-10

TYPE:

RIGHT ARM
11-20

TYPE:

LEFT ARM
21-30

TYPE:

BODY
31-70

TYPE:

Armour Weight

RIGHT LEG
71-85

TYPE:

LEFT LEG
86-100

TYPE:

LIFTING

Lift	Carry	Push
<input type="text"/>	<input type="text"/>	<input type="text"/>

FATE POINTS

Total	Current
<input type="text"/>	<input type="text"/>

Required for Fate Point

PAIN TOKENS

<input type="text"/>	Current
<input type="text"/>	<input type="text"/>

