

CHARACTER NAME \_\_\_\_\_

PLAYER NAME \_\_\_\_\_

RANK \_\_\_\_\_

CLAN \_\_\_\_\_

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

	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)					
(Orks) _____					
(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

- 'Ard
- Brutal Charge
- Da Power of Waaagh!
- Iron Jaw
- Make It Work
- Melee Weapon Training (Universal)
- Might Makes Right
- Mob Rule
- Non-Imperial
- Peer (Own Clan)
- Psy Rating 1
- Sturdy
- Speak Not Unto the Alien
- True Grit
- Unnatural Toughness (x2)
- Xenos Weapon Training (Ork)

### SKILLS (CONT.)

	BASIC	TRAINED	+10%	+20%	BONUS
Literacy (Int) _____					
Logic (Int) _____					
Medicae (Int) _____					
Navigation (Int)					
(Surface) _____					
(Warp) _____					
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)					
(Low Gothic) _____					
(Ork) _____					
Survival (Int) _____					
Swim (S) _____					
Tech-Use (Int) _____					
Tracking (Int) _____					
Trade (Int) _____					

### EXPERIENCE POINTS

XP to Spend

Total XP Spent

### PROFIT FACTOR

Starting \_\_\_\_\_

Current \_\_\_\_\_

Misfortunes \_\_\_\_\_

### ORK WEIRDBOY POWER SCALE

#### Psy Rating 1-2

The Weirdboy's power generates occasional but largely inconsequential Warp disturbances. His eyes glow slightly, he crackles with light when he is angry, and he shouts even louder than usual.

#### Psy Rating 3+

The psychic disturbances become more noticeable. Further, the Weirdboy may add or subtract his Psy Rating from the result of any roll that he makes on **Table 4-5: Powa' Burst Effects** (see page 104).

#### Psy Rating 6+

The Weirdboy must make a **Challenging (+0) Willpower Test** each Turn in combat to avoid using a Psychic Technique or suffering 1d5 Energy Damage (ignoring his Armour and Toughness Bonus).

#### Psy Rating 9-10

The Willpower Test to avoid using a Psychic Technique becomes **Very Hard (-30)**, and the Weirdboy must roll on **Table 3-2: Weird Fings** when using Psychic Techniques other than the Powa' Burst Technique.

