

ROGUE TRADER™

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)
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken

WEAPON

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

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GEAR

ACQUISITIONS

MUTATIONS

CORRUPTION

Current Points _____
 Degree _____
 Malignancies _____

WOUNDS

Total _____
 Current _____
 Critical Damage _____
 Fatigue _____

INSANITY

Current Points _____
 Degree _____
 Disorders _____

ARMOUR

HEAD
 1-10
 TYPE: _____

RIGHT ARM
 11-20
 TYPE: _____

LEFT ARM

TYPE: _____

LEFT LEG
 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"/>