

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)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
○○○○ 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: Weirb Fings** when using Psychic Techniques other than the Powa' Burst Technique.

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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<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 _____

WEAPON

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

LIFTING

Lift Carry Push

<input type="text"/>	<input type="text"/>	<input type="text"/>
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FATE POINTS

Total Current

<input type="text"/>	<input type="text"/>
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Roll	Effect	Mastered?
1-5	Anticlimactic Fizzle! (No effect)	N/A
6-20	Frazzle	<input type="checkbox"/>
21-30	Up an' at 'Em!	<input type="checkbox"/>
31-40	Warpath	<input type="checkbox"/>
41-50	Zzap	<input type="checkbox"/>
51-60	Dis Is Takin' Too Long!	<input type="checkbox"/>
61-70	Smash da Gitz!	<input type="checkbox"/>
71-75	'Ere We Go	<input type="checkbox"/>
76-80	We'z Gotta Be Lucky	<input type="checkbox"/>
81-85	Deff Wave	<input type="checkbox"/>
86-90	Krump 'Em All!	<input type="checkbox"/>
91-95	'Ead to 'Ead	<input type="checkbox"/>
96-99	I'z Gonna Squig Ya!	<input type="checkbox"/>
100	Waaagh! Overload! Choose another result and roll on Table 3-3: 'Eadbang (see page 59)	N/A

GEAR

ACQUISITIONS

INSANITY

Current Points _____
 Current _____

ARMOUR

WOUNDS

Total _____
 Current _____
 Critical Damage _____
 Fatigue _____

HEAD 1-10 TYPE: _____ Armour Weight <input type="text"/>	RIGHT ARM 11-20 TYPE: _____	LEFT ARM 21-30 TYPE: _____
BODY 31-70 TYPE: _____		
RIGHT LEG 71-85 TYPE: _____	LEFT LEG 86-100 TYPE: _____	