

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: Weir'd 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) |
|----------------------|----------------------|-------------------|----------------|-----------------------|--------------------------|

CHARACTERISTICS

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

FATE POINTS

| | |
|-------|---------|
| Total | Current |
| _____ | _____ |

| 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 _____ |
| RIGHT ARM 11-20 TYPE: _____ | LEFT ARM 21-30 TYPE: _____ |
| BODY 31-70 TYPE: _____ | |
| RIGHT LEG 71-85 TYPE: _____ | LEFT LEG 86-100 TYPE: _____ |