

PLAYER NAME

CLAN

DESCRIPTION

CHARACTERISTICS

Fellowship (Fel)



○○○○ 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)
 (Orks) _____
 (War) _____

[illegible]

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.)

Literacy (Int) _____
 Logic (Int) _____
 Medicae (Int) _____
 Navigation (Int) _____
 (Surface) _____
 (Warp) _____
 Performer (Fel) _____
 Pilot (Ag) _____

 Psyniscience (Per) _____
 Scholastic Lore (Int) _____

[illegible]

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

Total XP Spent

PROFIT FACTOR

Starting _____
Current _____
Misfortunes _____

ORK WEIRDBOY POWER SCALE

Psy Rating 9-10

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.

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).

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).

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.

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)
○○○○ 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

FATE POINTS

Total	Current

Roll	Effect	Mastered?
1-5	Anticlimactic Fizzle! (No effect)	N/A
6-20	Frazzle	☐
21-30	Up an' at 'Em!	☐
31-40	Warpath	☐
41-50	Zzap	☐
51-60	Dis Is Takin' Too Long!	☐
61-70	Smash da Gitz!	☐
71-75	'Ere We Go	☐
76-80	We'z Gotta Be Lucky	☐
81-85	Deff Wave	☐
86-90	Krump 'Em All!	☐
91-95	'Ead to 'Ead	☐
96-99	I'z Gonna Squig Ya!	☐
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

Armour Weight

TYPE:

RIGHT ARM

11-20

TYPE:

LEFT ARM

21-30

TYPE:

BODY

31-70

TYPE:

RIGHT LEG

71-85

TYPE:

LEFT LEG

86-100

TYPE: