Armor:					Weight
Head	R.Arm	L.Arm	Body	R.Leg	L.Leg
1-10	11-20	21-30	31-70	71-85	86-100

Lift & Carry

Lift	Push	Carry Max	Carried

Weapons

up to 3m	3m to 0.5x	0.5x to 2x	2x to 3x	3x to 4x	over 4x
PB (+30 BS)	S (+10 BS)	Normal	L (-10 BS)	E (-30 BS)	Hell No

Name			Range
Damage	Pen	Clip	Reload
RoF	Special		

Name			Range
Damage	Pen	Clip	Reload
RoF	Special		

Name			Range
Damage	Pen	Clip	Reload
RoF	Special		

Name			Range
Damage	Pen	Clip	Reload
RoF	Special		

Name			Range
Damage	Pen	Clip	Reload
RoF	Special		

Name			Range
Damage	Pen	Clip	Reload
RoF	Special		

Ammunition

Type	Type	Type	Type
Total	Total	Total	Total
Clip	Clip	Clip	Clip
Current	Current	Current	Current

Gear

Acquisitions

Rogue Trader

Explorer Record Sheet

Player Name	Game
Character Name	Homeworld
Description	Birthright
	Lure of the Void
	Trials and Travails
	Motivation
	Career

Wounds			Experience	
Total	Current	Critical	Spent	To Spend

Fate Points		Movement			
Total	Current	Half	Full	Charge	Run
		Base Jump		Base Leap	

Profit Factor

Starting	Current	Misfortunes
Misfortunes		

Corruption		Insanity	
Points	Degree	Points	Degree
Malignancies		Disorders	
Mutations		Mutations	

WS
BS
S
T
Ag
Int
Per
Wil
Fel

This sheet and more available freely at http://cbpye.net

Skills

Skill	B	T	+10	+20
Awareness (Per)	X			
Barter (Fel)	X			
Carouse (T)	X			
Charm (Fel)	X			
Climb (S)	X			
Command (Fel)	X			
Concealment (Ag)	X			
Contortionist (Ag)	X			
Deceive (Fel)	X			
Disguise (Fel)	X			
Dodge (Ag)	X			
Evaluate (Int)	X			
Gamble (Int)	X			
Inquiry (Fel)	X			
Intimidate (S)	X			
Logic (Int)	X			
Scrutiny (Per)	X			
Search (Per)	X			
Silent Move (Ag)	X			
Swim (S)	X			
Speak Lang (L. Gothic) (Int)		X		
Speak Language: (Int)				
Common Lore (Int)				
Forbidden Lore (Int)				

Skill	B	T	+10	+20
Acrobatics (Ag)				
Blather (Fel)				
Chem-Use (Int)				
Ciphers (Int)				
Demolition (Int)				
Drive (Ag)				
Interrogation (Wil)				
Invocation (Wil)				
Lip Reading (Per)				
Literacy (Int)				
Medicae (Int)				
Navigation (Int)				
Performer (Fel)				
Pilot (Ag)				
Psyniscience (Per)				
Scholastic Lore (Int)				
Secret Tongue (Int)				
Security (Ag)				
Shadowing (Ag)				
Sleight of Hand (Ag)				
Survival (Int)				
Tech-Use (Int)				
Tracking (Int)				
Trade (Int)				
Wrangling (Int)				

Traits, Talents, Powers, Notes, & More

	Sound Constitution: x( )

Attack Actions

Charge	Full
Standard Attack	Half
Multiple Attacks	Full
All-out Attack	Full
Guarded Attack	Full
Defensive Stance	Full
Feint	Half
Grapple	Full
Knock-down	Half
Stun	Full

Ballistic Actions

Semi-Auto Burst	Full
Full-Auto Burst	Full
Overwatch	Vary
Suppressing Fire	Full

Move Actions

Move	H / F
Maneuver	Half
Disengage	Full
Run	Full
Tactical Advance	Full
Stand / Mount	Half

Other Actions

Aim	H /F
Dodge or Parry	React
Delay	Half
Focus Power	Vary
Jump / Leap	Full
Ready	Half
Reload	Vary
Use a Skill	Vary
Use a Fate Point	Free

Combat Modifiers

Aim (H / F)	+10/20
Semi/Full Auto	+10/20 BS
Called Shot	-20 WS/BS
Surprise Attack	+30 BS/WS
Shoot into Melee	-20 BS
Darkness	-20WS/-30BS
Ganging Up	+10/20 WS
High Ground	+10 WS
Fatigued/Shock	-10 ALL
Difficult Terrain	-10/30 WS*

Use a Fate Point to...

- Add a degree of success to a test
- Reroll any one test
- Roll 10 for initiative
- Recover 1d5 non-critical wounds
- Recover from being stunned.