

WEAPONS

NAME: Autopistol		CLS: Pistol	
RNG: 30 m	RoF: S / -- / 6	DMG: 1d10+2 Impact	
PEN: 0	CLIP: 18	RLD: Full	WT: 1.5 kg AVL: Average
SPECIAL: 4 clips, 71 total rounds			
NAME: Power Sword "Eviscerator"		CLS: Melee	
RNG: --	RoF: --	DMG: 1d10+8 Energy	
PEN: 5	CLIP: --	RLD: --	WT: 3 kg AVL: Very Rare
SPECIAL: Balanced, Power Field, Custom Grip (+5 WS)			
NAME:		CLS:	
RNG:	RoF:	DMG:	
PEN:	CLIP:	RLD:	WT: AVL:
SPECIAL:			
NAME:		CLS:	
RNG:	RoF:	DMG:	
PEN:	CLIP:	RLD:	WT: AVL:
SPECIAL:			
NAME:		CLS:	
RNG:	RoF:	DMG:	
PEN:	CLIP:	RLD:	WT: AVL:
SPECIAL:			
NAME:		CLS:	
RNG:	RoF:	DMG:	
PEN:	CLIP:	RLD:	WT: AVL:
SPECIAL:			

GEAR

	WT	PAGE #
Imperial Guard Flake Armor	11.0 kg	167
Weapons and Spare clips (4)	5.6 kg	166
Concealed Holster (-20 to detect; full action to draw)	1.0 kg	170
Auspex/Scanner (+20 Awareness; other special stuff)	0.5 kg	175
Photo visor (gives Dark Sight trait)	0.5 kg	171
Clothing; includes cloak of human skin	2.0 kg	170
"Rusty" the scalpel	--	*
Advanced Medi-kit (+20 bonus to Medicae skill rolls)	2.0 kg	178
Microbead	--	177
Respirator	0.5 kg	171
Manacles & Key	1.0 kg	176
Stunner (+30 Stealth for 20 min, 1 hour recharge)	5.0 kg	178
Injector, Slaughter (1), Spook (2), Frenzon (2), De-Tox (1)	0.5 kg	176
Stim (5), Field Sutures (6)	--	174
Ration Packs (5)	10 kg	
Eldar ears on a string (2), "Zeno" Stones (2)	--	
Grapnel & Line	2.0 kg	
Multikey	--	

MAX CARRY WT (SB+TB): 7 (49 kg) [max lift 98kg]

CURRENT CARRY WT: 41.68 kg

ARMOUR AND DEFENCE

H ⁴		WOUNDS	
01-10	8	TOTAL :	14
AR ⁴		CURRENT :	
11-20	8	CRITICAL DAMAGE	
AL ⁴		CURRENT :	
21-30	8	CONDITIONS	
B ⁴			
31-70	8		
LR ⁴			
71-85	8		
LL ⁴			
86-00	8		

MOVEMENT

HALF	3	CHARGE	9
FULL	6	RUN	18

FATIGUE THRESHOLD: (TB+WPB) 10 CURRENT: 0

PSYCHIC POWERS PSY RATING: N/A

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Fellowship characteristic always counts as one-half its value for tests or other game usage; it counts as 1 with anyone with a Psy Rating.

Can never benefit from Psy powers or effects.

Automatically ignore any effects resulting from Psychic Phenomena, and +30 bonus on tests to resist effects from Perils of the Warp.

SPECIAL ABILITIES:

The Old Ways: In the hands of a feral world character, any Low-Tech weapon loses the Primitive quality (if it had it) and gains the Proven (3) quality.

Never Quit: An Outcast character counts his Toughness bonus as two higher for purposes of determining Fatigue.

Nothing Escapes My Sight: In addition to the normal uses of Fate points (see page 293), a Seeker character may spend a Fate point to automatically succeed at an Awareness or Inquiry skill test with a number of degrees of success equal to his Perception bonus.