



BOLT & BLADE

SANCTIONED COGITATOR · CHARACTER RECORD

CHARACTER RECORD

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CHARACTER IDENTITY

PORTRAIT / TOKEN

CHARACTER NAME

PLAYER

LEVEL

RACE / PATH

CLASS

ORIGIN

SHORT CONCEPT

ATTRIBUTES

	SCORE	MOD	SAVE
STR Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
AGI Agility	<input type="text"/>	<input type="text"/>	<input type="text"/>
TGH Toughness	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT Intellect	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIL Willpower	<input type="text"/>	<input type="text"/>	<input type="text"/>
PRS Presence	<input type="text"/>	<input type="text"/>	<input type="text"/>

USE SAVE BOX FOR TOTAL SAVE BONUS.

PROFICIENCIES

Athletics FORCE, CLIMB, GRAPPLE	<input type="text"/>
Stealth HIDE, SHADOW, CONCEAL	<input type="text"/>
Fieldcraft SURVIVE, TRACK, TERRAIN	<input type="text"/>
Awareness SPOT, HEAR, READ THREATS	<input type="text"/>
Inquiry SEARCH, INTERROGATE, RESEARCH	<input type="text"/>
Tech MACHINES, LOCKS, REPAIR	<input type="text"/>
Medicæ FIRST AID, SURGERY, TOXINS	<input type="text"/>
Lore CREED, XENOS, WARP, HISTORY	<input type="text"/>
Command ORDERS, MORALE, AUTHORITY	<input type="text"/>
Guile DECEIVE, STREETWISE, CONTACTS	<input type="text"/>

D20 + ATTRIBUTE MOD + PROFICIENCY BONUS WHEN PROFICIENT.

COMBAT CORE

VITALITY

TEMP

DEFENSE

MOVE

INITIATIVE

TRAINING

COVER

NONE · LIGHT · HEAVY · TOTAL · EXPOSED · PINNED

CONDITIONS

/// FATE

CURRENT

MAXIMUM

BURNED

Spend to reroll, reduce damage, stabilize, or ask. Burn permanently to survive the impossible.

/// CORRUPTION

POINTS

STAGE

TAINT / MUTATION NOTES

/// WEAPONS

WEAPON	ATTACK	DAMAGE	RANGE	TRAITS	AMMO DIE / NOTES

AMMO DIE: D8 - D6 - D4 - DRY. LAS WEAPONS USUALLY RECHARGE INSTEAD.

/// NARRATIVE CORE

THE IMPERIUM TOOK...

I KEEP FIGHTING BECAUSE...



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ARSENAL · SCARS · POWERS

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ARMOR & WARGEAR

ARMOR	DEFENSE	TRAITS / DAMAGE

WARGEAR / RELICS / TOOLS

ITEM	QTY	NOTES

FEATURES & TALENTS

RACE / PATH TRAITS

CLASS FEATURES

ORIGIN FEATURES

TALENTS / SPECIALTIES

RECORD PERMANENT TRAITS AND ACTIVE FEATURES HERE.

WOUNDS, SCARS & AUGMETICS

ACTIVE WOUNDS

LASTING SCARS

LOST LIMBS / AUGMETICS

DAMAGED GEAR

PSYCHIC POWERS & PERILS

DISCIPLINE

POWER DC

PSYCHIC ATTACK

POWERS KNOWN	EFFECT / TAGS	PUSH / PERILS

You can be powerful. You cannot be safe.

CONTACTS, OATHS, SECRETS & NOTES

ALLY / HANDLER / PATRON

ENEMY / RIVAL

OATH / DUTY

SECRET WORTH DYING FOR

SESSION NOTES

CORE ROLL + D20 + ATTRIBUTE MODIFIER + PROFICIENCY BONUS

COVER: NONE | LIGHT | HEAVY | TOTAL | EXPOSED | PINNED

