

Spica(Virgo) (Spee●kah)

Height 6'6" Age 50 Weight x Demeanor x

Voidborn(Child of the Dark), In service to the Throne(One Amongst Billions), Duty to humanity, Dark

voyage, Knowledge is power, guard it well

Wounds 10/10 Insanity Points 3 Init x  
Fatigue x/x Corruption Points x Fate 3/3

+++ Characteristics +++

WS	BS	S	T	A	Int	Per	Wp	Fel	Inf
31	33	22	30	38	45	31	37	37	26

Knife 1d5 AP 0  
Best Craftsmanship Hell Pistol(Innocence) 35m S/2/- 1d10+4 E 7 40 2 Full 4 Rare  
Best Craftsmanship Staff  
  
Best Craftsmanship mesh armor (+5 AP all)

+++ Skills +++

Willpower, Perception, Intelligence, Fieldcraft, Knowledge, Psyker, Finesse

Skill Example (delete this!)

Acrobatics (Ag)	Trained	+10	30 (Agility+Trained amount)
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Acrobatics (Ag)  
Athletics (S)  
Awareness (Per)

**Charm(Fel)**

Command(Fel)

**Commerce(Fel)****Common Lore(Int)**

Adeptus Min.

**Deceive(Fel) (known)***Dodge (Ag)*

Forbidden Lore(Int)

...

Inquiry(Fel)

Interrogation(Wp)

Intimidate (S or Per)

Linguistics(Int)

...

Logic(Int)

Medicae(Int) Known

Navigate (Int)

...Stellar Known

...Warp Known

Operate(Ag)

...

*Parry (Ws)**Psyniscience (Wp)* Known**Scholastic Lore (Int)**

...

Scrutiny (Per)

Security (Int)

Sleight of Hand (Ag)

Stealth (Ag)

Survival (Per)

Tech-Use (Int)

**Trade (Int)**

...

**+++ Traits +++****Foresight****Leadership**

Text

**Attack**

Natural Weapons(1d10+str bonus damage)

**Defence**

Strong minded(roll failed willpower tests to resist psychic powers)

Strong Constitution(+1 wound)

Resistance(Psychic powers) (+10 to resistance tests)

**Utility**

Face in the crowd

Mercantile Opportunist: +10 to barter/charm/carouse tests

## Weapon Training

Text

## Peer

Destitute

## Enemy

Text

## Hated

Text

+30 bonus to tests for moving in a zero gravity environment

## +++ Upgrades +++

0 - 4,000

### Upgrade Name

[thing]

### Cost

[cost]

### Notes

[it do this, if helpful]

## Wishlist

I use this to track stuff I want

## +++ Notes +++

Charm(First navigator's lyre charm)

Emperor's Tarot Deck

Microbead

Nobilite Robes

Silk Headscarf

Void Suit

## Shrouded House

(A Gaze to Pierce the Soul)

Fingers like Talons

## SPECTRAL HANDS

**Threshold:** 10  
**Focus Time:** Full Action  
**Sustained:** No  
**Range:** 30m

You create an invisible force that you can use to manipulate any object within 30 metres. The force has a Strength Characteristic equal to your Willpower. This power lasts until the end of your next Turn. You can use it to knock over objects, push buttons, pull levers or do any number of other things requiring force. You cannot perform any action that requires precision, such as typing on a data-slate, pulling the pin from another creature's grenade, pull a trigger, and so on. In addition, Spectral Hands has no effect on living targets.

+3 to threshold(only need to hit 7)(always cast fettered)

4300 xp to start