

Skills

	Trained	+10%	+20%	Total
Awareness (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	33
Barter (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	50
Carouse (T)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	25
Ciphers (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
- War Cant	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30
Climb (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15
Command (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	60
Common Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
- Imperial Creed	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30
- Imperial Guard	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	50
- Imperium	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30
- War	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30
Concealment (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	22
Contortionist (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	22
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	25
Demolition (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30
Disguise (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	25
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	55
Drive (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
- Ground Vehicle	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	65
Evaluate (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15
Gamble (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15
Inquiry (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	60
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15
Literacy (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15

Home World

Hive World

Description

To war is human.

Skills

	Trained	+10%	+20%	Total
Navigation (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
- Surface	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30
Pilot (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
- Military	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	45
Scholastic Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
- Tactica Imperialis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30
Scrutiny (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	16
Search (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	16
Secret Tongue (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
- Military	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30
Silent Move (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	22
Speak Language (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
- Low Gothic	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30
- Hive Dialect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15
Survival (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30
Swim (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15
Tech-Use (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
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Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
40	50	30	30	45	30	33	30	50
<div style="display: flex; gap: 2px;"><div style="width: 10px; height: 10px; background-color: #000080;"></div><div style="width: 10px; height: 10px; background-color: #000080;"></div><div style="width: 10px; height: 10px; background-color: #000080;"></div><div style="width: 10px; height: 10px; background-color: #000080;"></div><div style="width: 10px; height: 10px; background-color: #000080;"></div><div style="width: 10px; height: 10px; background-color: #000080;"></div><div style="width: 10px; height: 10px; background-color: #000080;"></div><div style="width: 10px; height: 10px; background-color: #000080;"></div></div> Adv.	<div style="display: flex; gap: 2px;"><div style="width: 10px; height: 10px; background-color: #000080;"></div><div style="width: 10px; height: 10px; background-color: #000080;"></div><div style="width: 10px; height: 10px; background-color: #000080;"></div><div style="width: 10px; height: 10px; background-color: #000080;"></div><div style="width: 10px; height: 10px; 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Gear

Backpack, Chrono, Clothing, Infra-Red Goggles, Photo-Visors/Contacts, Respirator/Gas-Mask, Dog Tags, Uniform, Demo Charge, Magnoculars, Micro-bead, Vox-caster, Storm Trooper Carapace, Bolt Pistol, Boltgun, Frag (2), Krak (2), Red-Dot Laser (2), Chainsword, Bionic Right Arm (Common)

Custom Gear