

Kasumi Regia

Rank 5 Adepta Sororitas / Seraphin

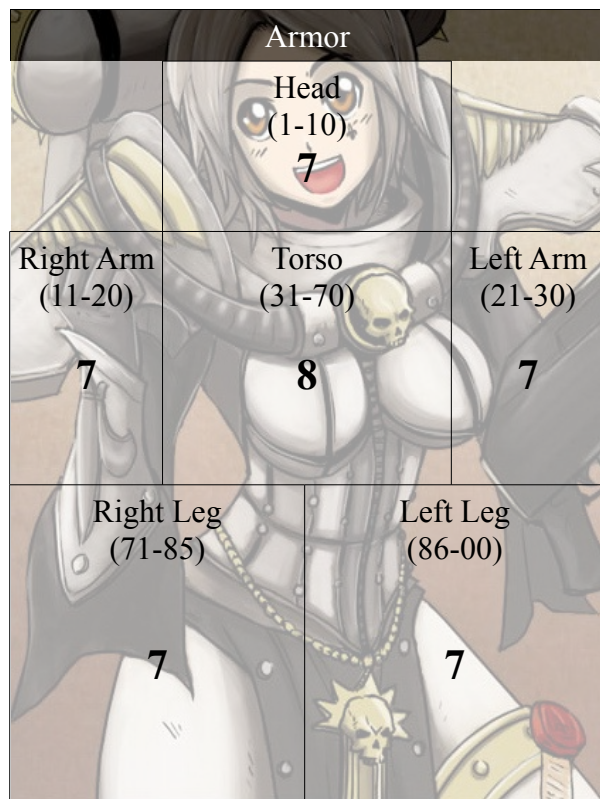
Next Rank: 6000xp

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
3 5	6 5	4 5	3 0	4 0	3 0	3 5	6 6	4 0
OOOOOO	XXXXXOO	OOOOOO	OOOOOO	XOOOOO	OOOOOO	OOOOOO	XXXXXOO	XOOOOO

Strength (S)	
Climb	✖ O O O
Intimidate	N O O O
Swim	N O O O
Toughness (T)	
Carouse X	O O O
Agility (Ag)	
Acrobatics	O O O O
Concealment	N O O O
Contortionist	N O O O
Dodge	✖ ✖ ✖ O
Drive	O O O O O O O O
Pilot	
(Jump Pack)	✖ ✖ O O O O O O
Security	O O O O
Shadowing	O O O O
Silent Move	O O O O
Sleight of Hand	O O O O
Speak Language	O O O O O O O O
Intelligence (Int)	
Chem-Use	O O O O
Ciphers	O O O O
Common Lore	
(Ecclesiarchy)	✖ O O O
(Imperial Creed)	✖ O O O
(Imperium)	✖ O O O
(War)	✖ O O O
Demolition	O O O O
Forbidden Lore	O O O O O O O O
Gamble	N O O O
Literacy	✖ O O O
Logic	N O O O
Medicae	O O O O
Navigation	O O O O
Scholastic Lore	O O O O
Secret Tongue	O O O O
Speak Language	
(High Gothic)	✖ O O O
(Low Gothic)	✖ O O O
Survival	✖ O O O
Tactics	O O O O O O O O
Tech-Use	O O O O
Tracking	O O O O
Trade	O O O O
Wrangling	O O O O
Perception (Per)	
Awareness	✖ ✖ O O
Lip Reading	O O O O
Psyniscience	O O O O
Scrutiny	N O O O
Search	N O O O
Will power (WP)	
Interrogation	O O O O
Invocation	O O O O
Fellowship (Fel)	
Barter	N O O O
Blather	O O O O
Charm	N O O O
Command	N O O O
Deceive	N O O O
Disguise	N O O O
Inquiry	N O O O
Performer	
(Singer)	✖ O O O O O O O
Evaluate	N O O O
Basic / Trained / +10% / +20%	

Movement (In meters per round. Double if using Jet Pack)	
Half (Agility Bonus) 4	Charge (Agility Bonus x3) 12
Full (Agility Bonus x 2) 8	Run (Agility Bonus x6) 24
Fly 12 for up to a minute, but then the turbines of the Jet Pack need a minute to cool down.	
Fate Points	
Current: 3	Total: 3
Corruption	Madness
Current Points	Current Points
Degree of Corruption	Degree of Madness
Malignancies	Disorders

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3 5	6 5	4 5	3 0	4 0	3 0	3 5	6 6	4 0
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Gear

Sororitas Power Armor
Chaplet Ecclesiasticus (acts as charm)
Ring of Suffrage
Copy of Rule of the Sororitas
Scoriada (Flail for self flagellation)
Writing Kit
Shield Robes
Power Sword
Meltagun
Heavy Bolter
Rebreather
Comm-Link
Seraphim Jump Pack

Wounds

Current: 11	Total: 11
Fatigue:	
Critical Damage:	

Weapons

Power Sword				Meltagun			
[1d100] vs. 35; [1d10+9] E damage, P 6				[1d100] vs. 65; [2d10+4] E damage, P 12			
Class Melee	Dmg 1d10+9	Type Energy	Pen 6	Class Basic	Dmg 2d10+4	Type Energy	Pen 12
Range	RoF	Clip	Rld	Range 20	RoF S / - / -	Clip 5	Rld 2 Full
Balanced, Power Field							
Heavy Bolter							
[1d100] vs. 85; [2d10] X damage, P 5							
Class Heavy	Damage 2d10	Type Explosive	Pen 5	Class	Damage	Type	Pen
Range 120	RoF - / - / 10	Clip 60	Rld 2 Full	Range	RoF	Clip	Rld

Talents

Basic Weapon Training (Bolt)

Pistol Training (Bolt)

Heavy Weapon Training (Bolt)

Melee Weapon Training (Primitive)

Unshakeable Faith

Hatred (Heretics)

Pure Faith:

- Immune to Daemonic Presence and unaffected by it.
- May spend a Fate Point to ignore a Fear Test. They must do so as soon as the Fear Test would be required and before any rolls are made.
- May spend a Fate Point to avoid gaining Insanity or Corruption for an encounter, as determined by the GM.
- May burn a Fate Point to ignore the effects of a single daemonic psychic attack that affects her. Must do so as soon as the power manifests, before making any rolls to resist or any effect of the power is applied.

Rapid Reload

Basic Weapon Training (Melta)

Melee Weapon Training (Power)

Hardy: For purposes of removing damage, you are always considered lightly wounded.

Hip Shooting: As a full action may simultaneously move up to her full movement rate and make a single attack with a pistol.

Ambidextrous

Faith Talents

Wrath of the Righteous

The faithful and a number of her allies up to her Fellowship bonus which can both see and hear her are filled with the Emperor's wrath. Melee attacks deal +1d5 damage, and Righteous Fury occurs on a roll of 9 or 10 rather than just 10. This only affects the first damage roll to trigger Righteous Fury and not any subsequent damage rolls to determine its effects (i.e. the open damage rolls). This talent can be combined with the Master Orator talent to affect more allies.

Burn: The damage from Wrath of the Righteous is increased to 2d10

Divine Guidance

The faithful and a number of her allies up to her Fellowship bonus can ignore a single range penalty (regardless of size) when making ranged attacks. Only one penalty may be ignored and if multiple penalties are at work only the largest may be ignored. If the faithful or her allies score and confirm Righteous Fury, they can choose to ignore its normal effects to bypass the target's armor.

Burn: The faithful and her allies ignore all penalties to hit with ranged weapons as long as they don't exceed a total of -60 to hit. In addition they may fire blind without penalty, though there must still be a target in the path of their fire for them to have a chance to hit.

Traits

Imperial World

Blessed Ignorance

Your wise blindness imposes a -5 penalty on Forbidden Lore (Int) Tests

Hagiography

Treat Common Lore (Imperium) and Common Lore (War) as Basic Skills.

Liturgical Familiarity

Treat Literacy (Int) and Speak Language (High Gothic) as Basic Skills.

Superior Origina

Increase your Willpower by 3.

Origin Path and stuff

Background Package

Pilgrim

Origin World

Imperial