### **Character sheet guide**

This will guide you to which pages to print to get the sheet that you need.

First of all the only difference between the sheets on page 2 - 7 and the sheets on page 8 - 12 is that the sheets on 8 - 13 have a watermarked background.

I Requirement that you at least use the Flof Sheet (Page 2/8), Combat Sheet (3/9) and Role playing or Skill Sheet (4/10)

### **Needed Sheets**

## Special Sheets

#### Page 2 & 8:

This is the sheet for writing down all the character informations, for example hair color and hight.

#### Flof Sheet, here you will find:

- Advancements Taken
- Corruption and Insanity
- Wealth
- Character information
- Notes
- Reputation\*

#### Page 3 & 9:

This is the sheet for writing down all combat related informations, for example Weapons stats and backpack content.

#### Combat Sheet, here you will find:

- Weapons
- Backpack
- Armour
- Character Stats
- Walk, Charge and Run speed
- Initiative
- Fate points
- Wounds

#### Page 4 & 10

This is the sheet for writing down all the characters skills and talents, all you need to have to make non combat related actions.

#### Role playing or Skill Sheet, here you will find:

- Basic and Advanced skills
- Talents & Traits
- Character Stats
- Mutations and Cybernetics

### Page 5 & 11

This is the sheet for people playing psykers, it contains all the basic things a psyker needs to keep track of the warp.

#### Psyker Sheet, Here you will find:

- Psychic Phenomena
- Psychic Gear
- Psychic Powers
- Psychic Talents & Traits
- Will power and Psychic Bonus

#### Page 6 & 12

This is the sheet for people which has characters with advanced weapons and lots of combat talents like the Gun slinger.

#### Weapon Specialist Sheet, Here you will find:

- Advanced Weapons
- BS and WS bonuses
- Combat Talents & Traits
- Ammunition
- Combat Gear

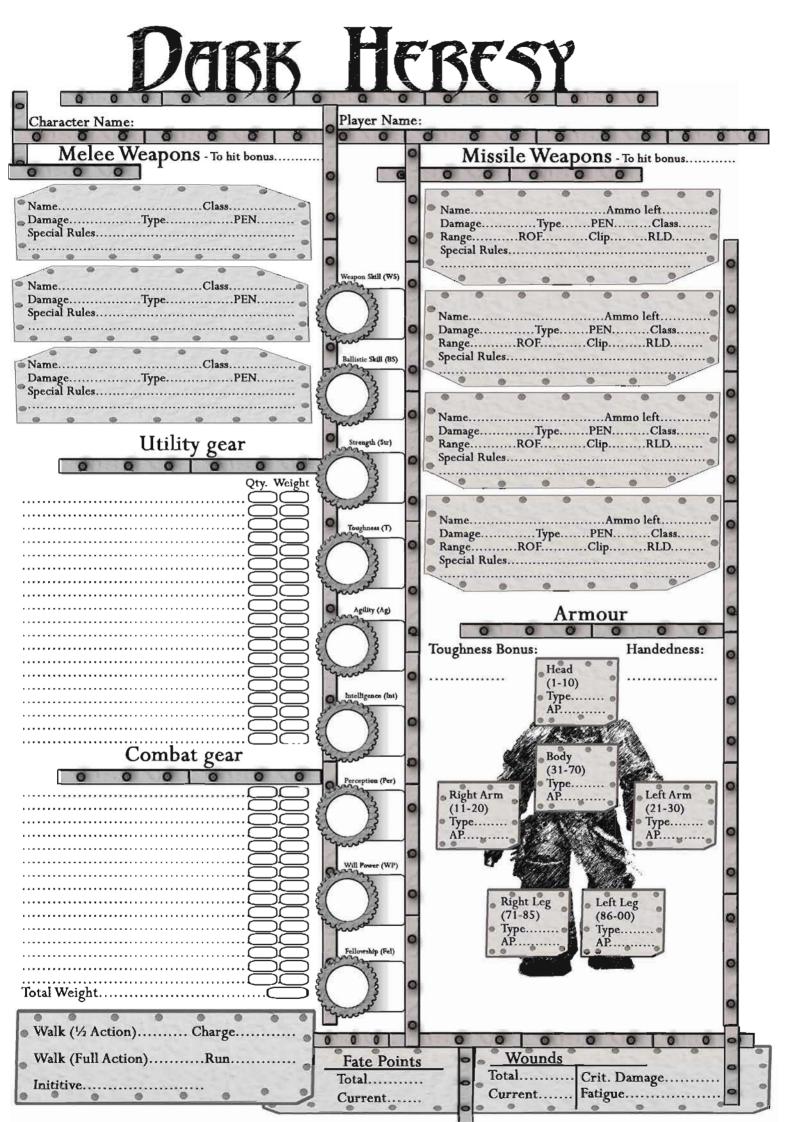
#### Page 7 & 13

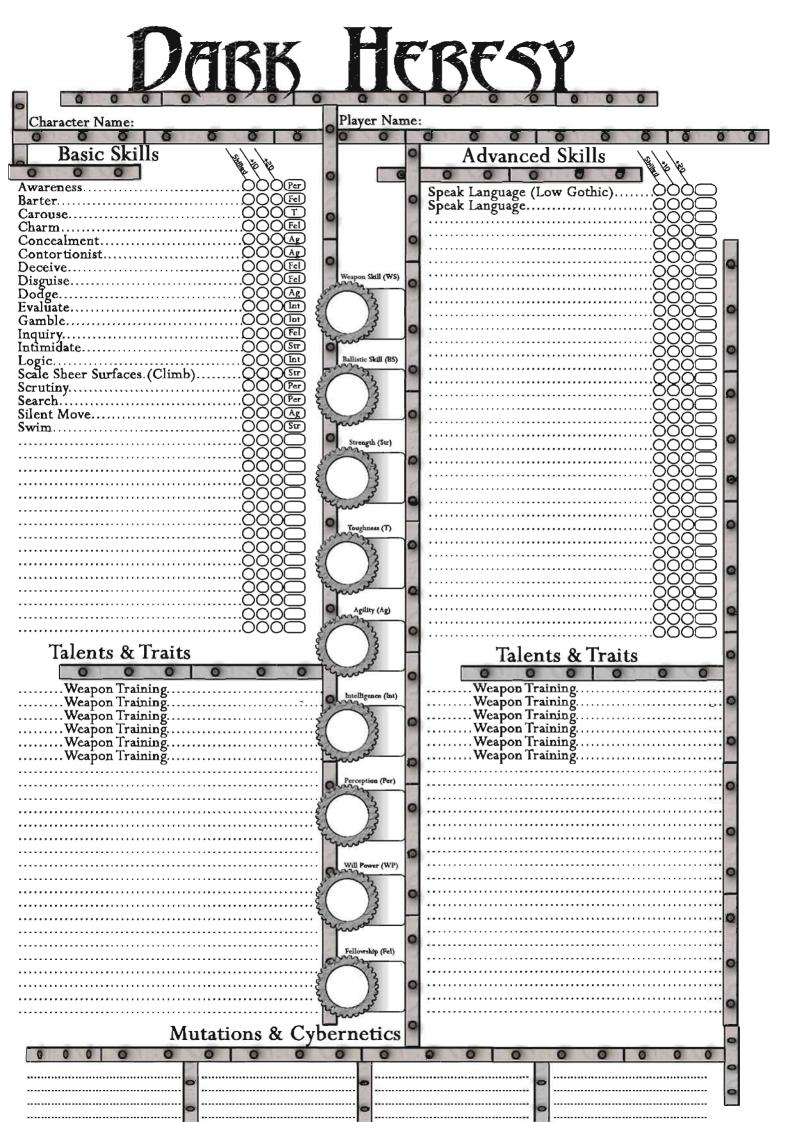
The Ability Sheet, this a sheet for people how has a hard time remembering the effects of they Talents/Traits & Psychic Powers.

<sup>\*</sup>Reputation is not a official part of DH put a set of house roles that my GM will upload if you should be interested, if not then just ignore this part of the sheet.

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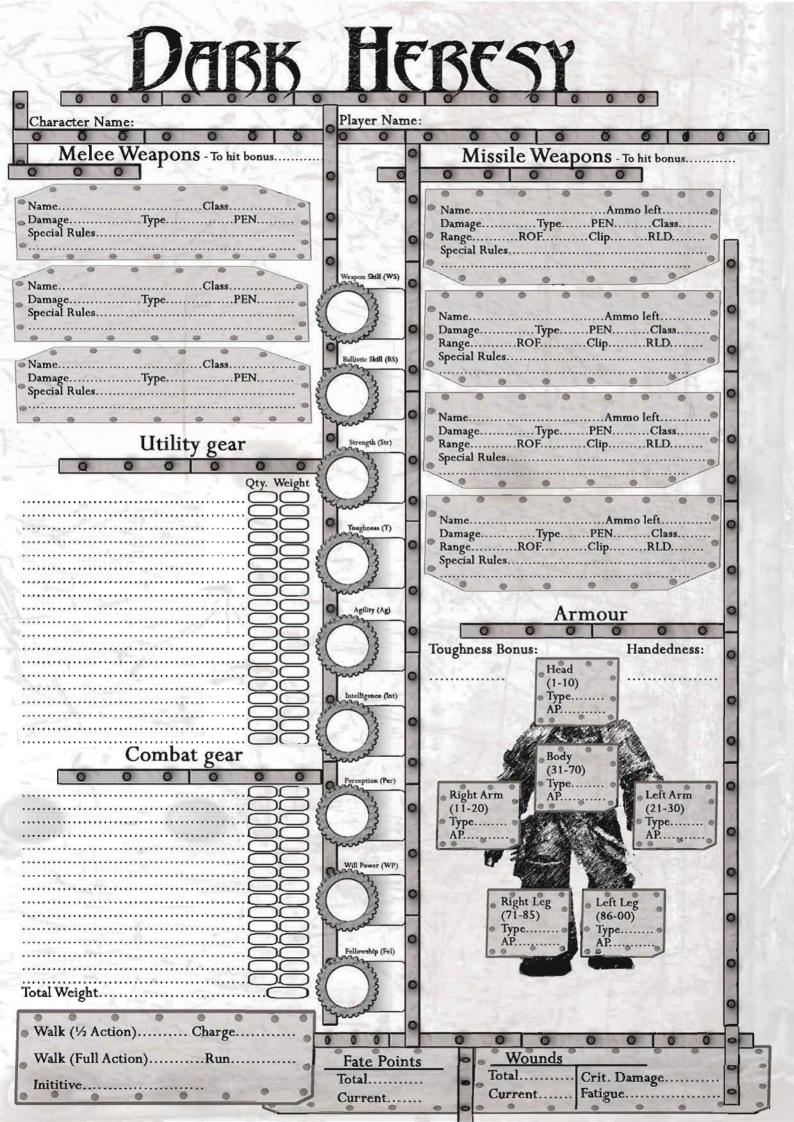
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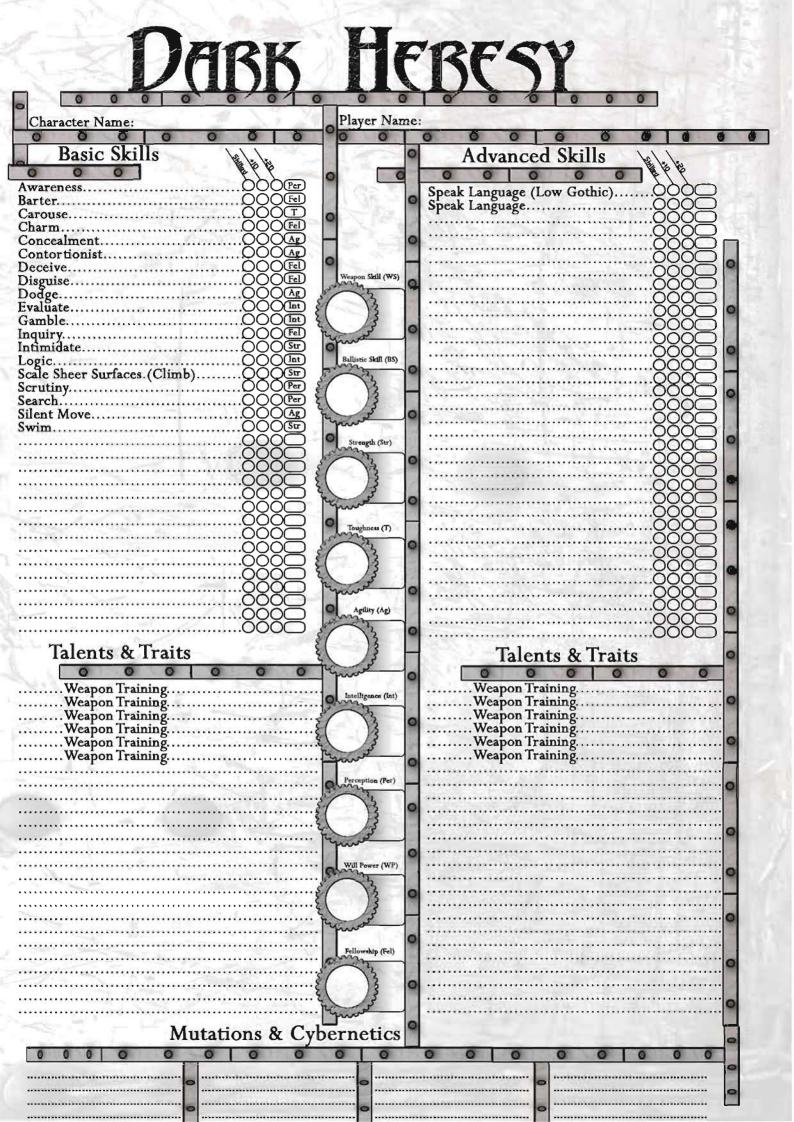
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gets the eerin feeling that something unfortunate has just happened somewhere in the galaxy.	
3-5 Warp Echo: For n few seconds, voices and other noises cause echoes regardless of surroundings. 6-8 Ethereal Stench: The air around the Psyker fills with a faint smell, which can either be plesant or	Psychic Gear
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