

DARK HERESY

Character Name Player Name

Home World Career Path Rank

Divination Quirk

Gender Build Height Weight

Skin Colour Hair Colour Eye Colour Age

BASIC SKILLS

Awareness (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Barter (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Carouse (T)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Climb (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Concealment (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Contortionist (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Disguise (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Evaluate (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gamble (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Search (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Silent Move (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Swim (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Any Basic Skill that your Character doesn't have may be tested against, but at half the Characteristic value for that skill.

CHARACTERISTICS

WEAPON SKILL (WS)

BALLISTIC SKILL (BS)

STRENGTH (Str)

TOUGHNESS (T)

AGILITY (Ag)

INTELLIGENCE (Int)

PERCEPTION (Per)

WILL POWER (WP)

FELLOWSHIP (Fel)

ADVANCED SKILLS

	SKILLED	+10%	+20%
Speak Language (Low Gothic)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Speak Language ()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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TALENTS & TRAITS

- Melee Weapon Training (.....
- Melee Weapon Training (.....
- Pistol Weapon Training (.....
- Pistol Weapon Training (.....
- Basic Weapon Training (.....
- Basic Weapon Training (.....

PSYCHIC POWERS

- Psychic Discipline
- Minor Power (.....
 - Minor Power (.....
 - Minor Power (.....
 - Minor Power (.....
 - Discipline Power (.....
 - Discipline Power (.....
 - Discipline Power (.....
 - Discipline Power (.....

MUTATIONS

-
-
-

XP to
spend

Advancements Taken

EXPERIENCE POINTS (XP)

Total XP
spent

.....
.....
.....
.....
.....
.....

DARK HERESY

BACKGROUND & NOTES

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.....

MELEE WEAPONS

Name:	Class:		
Damage:	Type:	Pen:	
Special Rules:			

Name:	Class:		
Damage:	Type:	Pen:	
Special Rules:			

Name:	Class:		
Damage:	Type:	Pen:	
Special Rules:			

Name:	Class:		
Damage:	Type:	Pen:	
Special Rules:			

HANDEDNESS:

ARMOUR

HEAD (1-10) Type	
RIGHT ARM (11-20) Type	LEFT ARM (21-30) Type
BODY (31-70) Type	
RIGHT LEG (71-85) Type	LEFT LEG (86-00) Type

CHARACTERISTICS

WEAPON SKILL (WS)

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BALLISTIC SKILL (BS)

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STRENGTH (Str)

--

TOUGHNESS (T)

--

AGILITY (Ag)

--

INTELLIGENCE (Int)

--

PERCEPTION (Per)

--

WILL POWER (WP)

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FELLOWSHIP (Fel)

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MISSILE WEAPONS

Name:	Class:		
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

Name:	Class:		
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

Name:	Class:		
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

Name:	Class:		
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

GEAR

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WEALTH	
Throne Gelt	
Monthly Income	

Walk (1/2 Action)		Charge	
Walk (Full Action)		Run	

WOUNDS

Total
Current

CRITICAL DAMAGE

FATIGUE
Max FATIGUE = TB

FATE POINTS

Total
Current

INSANITY POINTS

Insanity Points
Degree of Madness
Disorder: Severity:
..... ()
..... ()
..... ()

CORRUPTION POINTS

Corruption Points
Degree of Corruption
Malignancies:
.....
.....

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