

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)			
Barter (Fel)			
Carouse (T)			
Charm (Fel)			
Climb (S)			
Concealment (Ag)			
Contortionist (Ag)			
Deceive (Fel)			
Disguise (Fel)			
Dodge (Ag)			
Evaluate (Int)			
Gamble (Int)			
Inquiry (Fel)			
Intimidate (S)			
Logic (Int)			
Scrutiny (Per)			
Search (Per)			
Silent Move (Ag)			
Swim (S)			

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)

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BALLISTIC SKILL (BS)

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STRENGTH (Str)

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TOUGHNESS (T)

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AGILITY (Ag)

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INTELLIGENCE (Int)

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PERCEPTION (Per)

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WILL POWER (WP)

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FELLOWSHIP (Fel)

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ADVANCED SKILLS

	SKILLED	+10%	+20%
Speak Language (Low Gothic)			
Speak Language ()			

TALENTS & TRAITS

Melee Weapon Training (.....)

Melee Weapon Training (.....)

Pistol Weapon Training (.....)

Pistol Weapon Training (.....)

Basic Weapon Training (.....)

Basic Weapon Training (.....)

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PSYCHIC POWERS

Psychic Discipline

 Minor Power (.....)
 Minor Power (.....)
 Minor Power (.....)
 Minor Power (.....)
 Discipline Power (.....)
 Discipline Power (.....)
 Discipline Power (.....)
 Discipline Power (.....)

MUTATIONS

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EXPERIENCE POINTS (XP)

XP to spend	Advancements Taken		Total XP spent
 (.....) (.....) (.....)
 (.....) (.....) (.....)
 (.....) (.....) (.....)
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