

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.

TALENTS & TRAITS

Melee Weapon Training (.....)
 Melee Weapon Training (.....)
 Pistol Weapon Training (.....)
 Pistol Weapon Training (.....)
 Basic Weapon Training (.....)
 Basic Weapon Training (.....)

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CHARACTERISTICS

WEAPON SKILL (WS)

BALLISTIC SKILL (BS)

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STRENGTH (Str)



TOUGHNESS (T)



AGILITY (Ag)

**INTELLIGENCE (Int)****PERCEPTION (Per)****WILL POWER (WP)****FELLOWSHIP (Fel)**

ADVANCED SKILLS

[illegible]

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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XP to
spend

Advancements Taken

[illegible]

EXPERIENCE POINTS (XP)

	(.....)		(.....)
	(.....)		(.....)
	(.....)		(.....)
	(.....)		(.....)
	(.....)		(.....)

Total XP
spent



BACKGROUND & NOTES

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)	LEFT ARM (21-30)
Type	Type
BODY (31-70)	
Type	
RIGHT LEG (71-85)	LEFT LEG (86-00)
Type	Type

CHARACTERISTICS

WEAPON SKILL (WS)

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BALLISTIC SKILL (BS)

--

STRENGTH (Str)

--

TOUGHNESS (T)

--

AGILITY (Ag)

--

INTELLIGENCE (Int)

--

PERCEPTION (Per)

--

WILL POWER (WP)

--

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

WEALTH	
Throne Gelt	
Monthly Income	
Walk (1/2 Action)	
Walk (Full Action)	
Charge	
Run	

WOUNDS		CRITICAL DAMAGE		FATE POINTS		INSANITY POINTS		CORRUPTION POINTS	
Total				Total		Insanity Points		Corruption Points	
Current		FATIGUE		Current		Degree of Madness		Degree of Corruption	
		Max FATIGUE = TB				Disorder: ()		Malignancies: ()	
						Severity: ()			