

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

[illegible]

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)

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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

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:	