

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

[illegible]

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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.....
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.....
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CHARACTERISTICS

WEAPON SKILL (WS)

on your trip.

BALLISTIC SKILL (BS)

Tested 10/10/10

STRENGTH (Str)

**TOUGHNESS (T)**

AGILITY (Ag)



INTELLIGENCE (Int)

**PERCEPTION (Per)****WILL POWER (WP)****FELLOWSHIP (Fei)**

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]

Total XP
spent

DARK HERESY

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) 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)

--

STRENGTH (Str)

--

TOUGHNESS (T)

--

AGILITY (Ag)

--

INTELLIGENCE (Int)

--

PERCEPTION (Per)

--

WILL POWER (WP)

--

FELLOWSHIP (Fel)

--

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

Walk (1/2 Action)		<input type="text"/>	Charge	<input type="text"/>
Walk (Full Action)		<input type="text"/>	Run	<input type="text"/>

WEALTH
Throne Gelt
Monthly Income

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: