

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)

Trifolium

STRENGTH (Str)




TOUGHNESS (T)



AGILITY (Ag)



INTELLIGENCE (Int)

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

ADVANCED SKILLS

[illegible]

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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XP to
spend

Advancements Taken

EXPERIENCE POINTS (XP)

Total XP
spent

[illegible]

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)

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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

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: