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)

BALLISTIC SKILL (BS)

STRENGTH (Str)

TOUGHNESS (T)

AGILITY (Ag)

INTELLIGENCE (Int)

PERCEPTION (Per)

WILL POWER (WP)

FELLOWSHIP (Fel)

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 (.....)

PSYCHIC POWERS

Psychic Discipline .....

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

MUTATIONS

EXPERIENCE POINTS (XP)

XP to spend

Advancements Taken

Total XP spent

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DARK HERESY

BACKGROUND & NOTES

MELEE WEAPONS

Name:		Class:
Damage:	Type:	Pen:
Special Rules:		

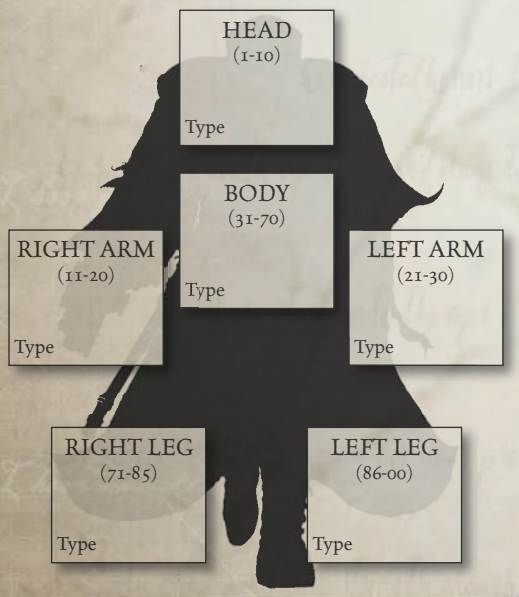
Name:		Class:
Damage:	Type:	Pen:
Special Rules:		

Name:		Class:
Damage:	Type:	Pen:
Special Rules:		

Name:		Class:
Damage:	Type:	Pen:
Special Rules:		

HANDEDNESS:

ARMOUR



CHARACTERISTICS

WEAPON SKILL (WS)

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

WEALTH
Throne Gelt
Monthly Income

Walk (1/2 Action)		Charge	0
Walk (Full Action)	0	Run	0

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:

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