

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 (.....)

CHARACTERISTICS


WEAPON SKILL (WS)

Copyright © 2004 by John Wiley & Sons, Inc.


BALLISTIC SKILL (BS)

Tested by

STRENGTH (Str)



TOUGHNESS (T)

**AGILITY (Ag)**

INTELLIGENCE (Int)



PERCEPTION (Per)

WILL POWER (WP)

**FELLOWSHIP** (Feĭ)

ADVANCED SKILLS

[illegible]

PSYCHIC POWERS

Psychic Discipline

Minor Power (.....)

Minor Power (.....)

Minor Power (.....)

Minor Power (.....)

Discipline Power (.....)

Discipline Power (.....)

Discipline Power (.....)

Discipline Power (.....)

MUTATIONS

.....

.....

.....

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

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
Walk (Full Action)	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: