

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

	SKILLED	+10	+20
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).....			
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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 (.....)			
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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

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XP to spend	EXPERIENCE POINTS (XP)	Total XP spent																		
Advancements Taken	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border-bottom: 1px solid black; width: 33.33%;"></td> <td style="border-bottom: 1px solid black; width: 33.33%;"></td> <td style="border-bottom: 1px solid black; width: 33.33%;"></td> </tr> <tr> <td style="border-bottom: 1px solid black;"></td> <td style="border-bottom: 1px solid black;"></td> <td style="border-bottom: 1px solid black;"></td> </tr> <tr> <td style="border-bottom: 1px solid black;"></td> <td style="border-bottom: 1px solid black;"></td> <td style="border-bottom: 1px solid black;"></td> </tr> <tr> <td style="border-bottom: 1px solid black;"></td> <td style="border-bottom: 1px solid black;"></td> <td style="border-bottom: 1px solid black;"></td> </tr> <tr> <td style="border-bottom: 1px solid black;"></td> <td style="border-bottom: 1px solid black;"></td> <td style="border-bottom: 1px solid black;"></td> </tr> <tr> <td style="border-bottom: 1px solid black;"></td> <td style="border-bottom: 1px solid black;"></td> <td style="border-bottom: 1px solid black;"></td> </tr> </table>																			

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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

HEAD (1-10)		
Type		
BODY (31-70)		
Type		
RIGHT ARM (11-20)		LEFT ARM (21-30)
Type		Type
RIGHT LEG (71-85)		LEFT LEG (86-00)
Type		Type

CHARACTERISTICS

WEAPON SKILL (WS)

Progress indicator

BALLISTIC SKILL (BS)

Progress indicator

STRENGTH (Str)

Progress indicator

TOUGHNESS (T)

Progress indicator

AGILITY (Ag)

Progress indicator

INTELLIGENCE (Int)

Progress indicator

PERCEPTION (Per)

Progress indicator

WILL POWER (WP)

Progress indicator

FELLOWSHIP (Fel)

Progress indicator

MISSILE WEAPONS

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

GEAR

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WEALTH	
Throne Gelt	
Monthly Income	

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

WOUNDS	
Total	<input type="text"/>
Current	<input type="text"/>

CRITICAL DAMAGE	
<input type="text"/>	
FATIGUE	
Max FATIGUE = TB	

FATE POINTS	
Total	<input type="text"/>
Current	<input type="text"/>

INSANITY POINTS	
Insanity Points	
Degree of Madness	
Disorder:	Severity:
.....	()
.....	()
.....	()

CORRUPTION POINTS	
Corruption Points	
Degree of Corruption	
Malignancies:	
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