

CHARACTER NAME _____
 HOME WORLD _____
 BACKGROUND _____
 ROLE _____
 ELITE ADVANCES _____
 DIVINATION _____
 NOTES _____

PLAYER NAME _____
 GENDER _____ AGE _____ BUILD _____
 COMPLEXION _____ HAIR _____
 QUIRKS _____
 SUPERSTITIONS _____
 MEMENTOS _____
 ALLIES _____
 ENEMIES _____

DARK HERESY™

CHARACTERISTICS

WEAPON SKILL (WS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	INTELLIGENCE (INT)
BALLISTIC SKILL (BS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	PERCEPTION (PER)
STRENGTH (S)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	WILLPOWER (WP)
TOUGHNESS (T)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	FELLOWSHIP (FEL)
AGILITY (AG)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	INFLUENCE (IFL)

EXPERIENCE

FATE POINTS:

XP TO SPEND	<input type="text"/>	THRESHOLD	<input type="text"/>
TOTAL XP SPENT	<input type="text"/>	CURRENT	<input type="text"/>

INSANITY (IS)

MENTAL DISORDERS

CORRUPTION (C)

MALIGNANCES

MUTATIONS

WS BS S T AG INT PER WP FEL IFL

APTITUDES

SKILLS

	Known	+10	+20	+30		Known	+10	+20	+30	
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Medicac (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Navigate (Surface) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Navigate (Stellar) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Navigate (Warp) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Operate (Aeronautica) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Operate (Surface) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Operate (Voidship) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Parry (WS)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Psyniscience (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Scholastic Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Scrutiny (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Security (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Sleight of Hand (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Stealth (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Survival (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interrogation (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Tech-Use (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Trade (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TALENTS & TRAITS

	PAGE #

WEAPONS

NAME:					CLS:	
RNG:	RoF:	DMG:				
PEN:	CLIP:	RLD:	WT:	AVL:		
SPECIAL:						
NAME:					CLS:	
RNG:	RoF:	DMG:				
PEN:	CLIP:	RLD:	WT:	AVL:		
SPECIAL:						
NAME:					CLS:	
RNG:	RoF:	DMG:				
PEN:	CLIP:	RLD:	WT:	AVL:		
SPECIAL:						
NAME:					CLS:	
RNG:	RoF:	DMG:				
PEN:	CLIP:	RLD:	WT:	AVL:		
SPECIAL:						
NAME:					CLS:	
RNG:	RoF:	DMG:				
PEN:	CLIP:	RLD:	WT:	AVL:		
SPECIAL:						

GEAR

	WT	PAGE #

MAX CARRY WT (SB+TB): _____
 CURRENT CARRY WT: _____

ARMOUR AND DEFENCE

			H				
			01-10				
AR				AL			
11-20				21-30			
			B				
			31-70				
LR				LL			
71-85				86-00			

WOUNDS	
TOTAL :	
CURRENT :	
CRITICAL DAMAGE	
CURRENT :	
CONDITIONS	

MOVEMENT

HALF		CHARGE	
FULL		RUN	
FATIGUE		THRESHOLD: (TB+WPB)	CURRENT: _____

PSYCHIC POWERS

PSY RATING:

PAGE #

SPECIAL ABILITIES:
