Dark Heresy

Date of Creation ..... Age .....

Character Name ..... Player Name .....

Career Path ..... Rank .....

Divination ..... Quirk .....

Home World ..... Gender ..... Build ..... Height .....

Skin Colour ..... Hair Colour ..... Eye Colour ..... Weight .....

Characteristics

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken

Basic Skills

		+10	+20	Bonus
Awareness	(Per)	☐	☐	.....
Barter	(Fel)	☐	☐	.....
Carouse	(T)	☐	☐	.....
Charm	(Fel)	☐	☐	.....
Climb	(S)	☐	☐	.....
Command	(Fel)	☐	☐	.....
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)	☐	☐	.....
.....	( )	☐	☐	.....
.....	( )	☐	☐	.....
.....	( )	☐	☐	.....
.....	( )	☐	☐	.....
.....	( )	☐	☐	.....

Talents & Traits

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Dark Heresy

Movement

Half Move	Full Move	Charge	Run	Base Leap	Base Jump
(AB x 1)	(AB x2)	(AB x 3)	(AB x 6)	(SB x 1 m)	(SB x 20 cm)

Lifting

Carry	Lift	Push

Characteristics

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Missile weapons

Name			Class	
Damage	Type	Pen	Reload	ROF 1 / /
Range PB /S	/M	/L	/E	Clip
Special Rules				

Name			Class	
Damage	Type	Pen	Reload	ROF 1 / /
Range PB /S	/M	/L	/E	Clip
Special Rules				

Name			Class	
Damage	Type	Pen	Reload	ROF 1 / /
Range PB /S	/M	/L	/E	Clip
Special Rules				

Name			Class	
Damage	Type	Pen	Reload	ROF 1 / /
Range PB /S	/M	/L	/E	Clip
Special Rules				

Gear

	weight

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: .....

Insanity

Insanity points

Degree of Madness

Disorder	Severity

Corruption

Corruption points

Degree of Corruption

Malignancies

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Mutations

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.....

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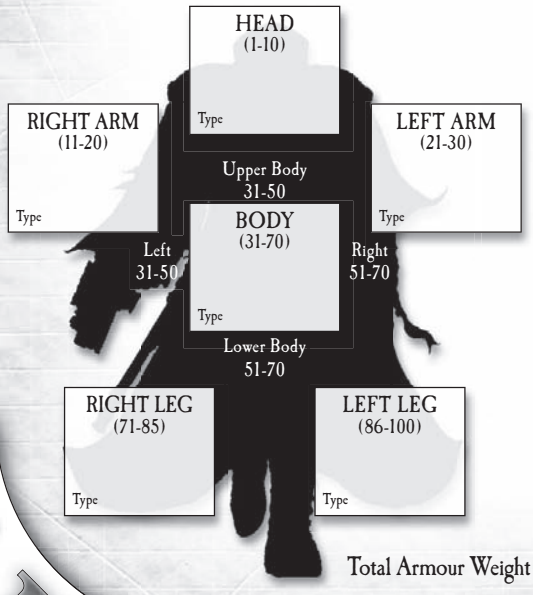
Hit Location & Armour



Total Armour Weight

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Wounds

Total Wounds

Current Wounds

Critical Damage

Fatigue
Max. Fatigue = TB

Fate Points

Total	Current

Sound Constitution

☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐

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