

DARK HERESY™

CHARACTER FOLIO

I

CONCERNING THE CHARACTERISTICS, ACQUAINTANCES &
PERSONAL HISTORY OF:

WARHAMMER
40,000
ROLEPLAY

CAMPAIGN

The Game Master:

Campaign Name:

Campaign Year: (Start) (Current)

Campaign Sector/Sub-sector:

Key Events:

CHARACTER

Name:

Aliases:

Career Path:

Rank:

Divination:

PERSONAL DETAILS

Home World Type:

Birthplace:

Age:

Build:

Height:

Weight:

Eye Colour:

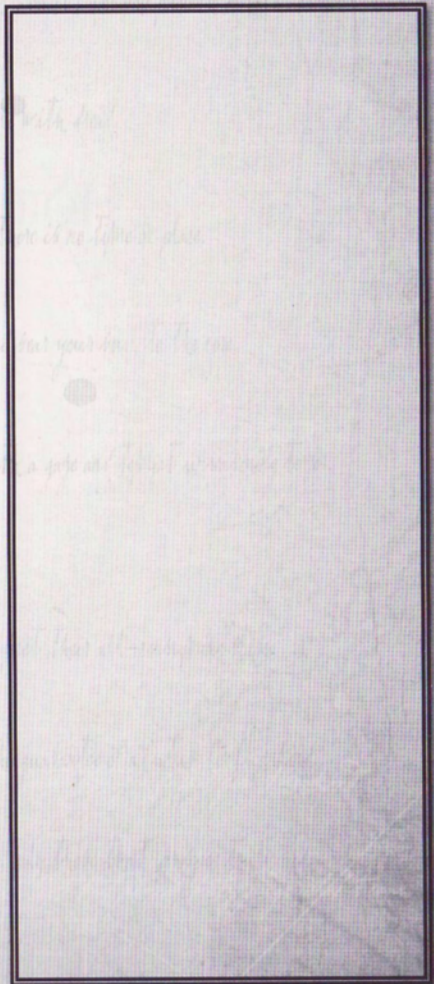
Hair Colour:

Skin Tone:

Distinguishing Marks:

Quirks:

Description:



CHARACTER PORTRAIT

The ends always justify the means

PERSONALITY

Appearance:

Demeanour:

Likes:

Dislikes:

HOME WORLD

Name:

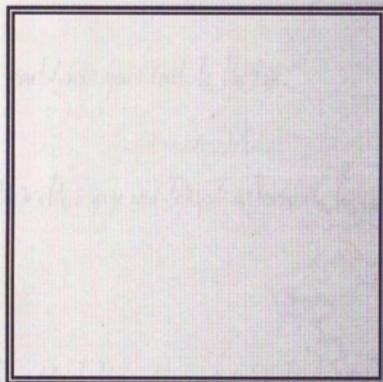
Tithe Grade:

Government Type:

Main Industry:

Home City / Hive;

Key Features / Information:



HOME WORLD IMAGE

Home World Traits:

CHARACTER HISTORY

Family:

Friends:

Enemies:

Contacts:

Personal History:

Personal History (continued)

INQUISITION DATA

Inquisitor's Name:

Inquisitor's Titles:

Known Pseudonyms:

Suspected Ordos:

Conclave / Cabal Membership:

Description:

Suspected Ethos/Faction:

How did you meet your Inquisitor?:

Information Gathered / Insights into your Inquisitor:

INQUISITORS RETINUE

Name / Cell:

Base of Operations:

Current Location:

RETINUE MEMBERS

Name:

Career Path:

Rank:

Notable Skills / Talents:

Description:

Name:

Career Path:

Rank:

Notable Skills / Talents:

Description:

Name:

Career Path:

Rank:

Notable Skills / Talents:

Description:

Name:

Career Path:

Rank:

Notable Skills / Talents:

Description:

Name:

Career Path:

Rank:

Notable Skills / Talents:

Description:

Name:

Career Path:

Rank:

Notable Skills / Talents:

Description:

CAREER PATH

*The Emperor knows the
Emperor is watching*

Career Path:

Current Rank:

Current XP:

Total XP Spent:

Next Rank:

XP Total Required:

RANK ADVANCEMENTS

Rank:

ADVANCEMENT TAKEN

COST ADVANCEMENT TAKEN

COST

Rank:

ADVANCEMENT TAKEN

COST ADVANCEMENT TAKEN

COST

Rank:

ADVANCEMENT TAKEN

COST ADVANCEMENT TAKEN

COST

RANK ADVANCEMENTS

Rank:

ADVANCEMENT TAKEN

COST ADVANCEMENT TAKEN

COST

Rank:

ADVANCEMENT TAKEN

COST ADVANCEMENT TAKEN

COST

Rank:

ADVANCEMENT TAKEN

COST ADVANCEMENT TAKEN

COST

RANK ADVANCEMENTS

Rank:

ADVANCEMENT TAKEN

COST ADVANCEMENT TAKEN

COST

Rank:

ADVANCEMENT TAKEN

COST ADVANCEMENT TAKEN

COST

Rank:

ADVANCEMENT TAKEN

COST ADVANCEMENT TAKEN

COST

Reason begets doubt,
doubt begets heresy.

ACTIONS

ATTACK ACTIONS

ACTION	TYPE	DESCRIPTION
All Out Attack	Full	+20 to WS, cannot Dodge or Parry.
Charge	Full	Must move 4 metres, +10 to WS.
Defensive Stance	Full	Enemies -20 WS, you cannot attack.
Feint	Half	Opposed WS Test, if you win, your next attack cannot be Dodged or Parried.
Full Auto Burst	Full	+20 to BS, additional hit for every degree of success.
Grapple	Full	Make a Grapple attack (see page 197).
Guarded Attack	Full	-10 WS, +10 to Parry and Dodge.
Knock-Down	Half	Try and knock an opponent to the ground
Multiple Attacks	Full	Use Swift Attack or Lightning Attack talents to make multiple attacks.
Overwatch	Varies	Shoot targets coming into a set kill zone, -20 to BS.
Semi-Auto Burst	Full	+10 to BS, additional hit for every two degrees of success.
Standard Attack	Half	Make one melee or ranged attack.
Stun	Full	Try to Stun an opponent.
Suppressing Fire	Full	Force opponents to take cover, -20 to BS.

MOVE ACTIONS

ACTION	TYPE	DESCRIPTION
Disengage	Full	Break off from melee and move.
Jump/Leap	Full	Leap or Jump (see page 214).
Manoeuvre	Half	Opposed WS Test, if you win move enemy 1 metre.
Move	Half/Full	Move up to your movement as a Half Action or twice your movement as a Full Action.
Run	Full	Move triple, enemies -20 BS and +20 WS.
Stand/Mount	Half	Stand up or mount a riding animal.
Tactical Advance	Full	Move from cover to cover.

MISCELLANEOUS ACTIONS

ACTION	TYPE	DESCRIPTION
Aim	Half/Full	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack.
Delay	Half	Before your next Turn take any Half Action.
Dodge	Reaction	Test Dodge to negate a hit.
Focus Power	Varies	Use a Psychic Power.
Parry	Reaction	Test Weapon Skill to negate a hit.
Ready	Half	Ready a weapon or item.
Reload	Varies	Reload a ranged weapon.
Use Skill	Varies	You may use a Skill.

*Burn the heretic.
kill the mutants
purge the unclean!*

CYBERNETICS

BIONIC:
BENEFIT:
PENALTY:

BIONIC:
BENEFIT:
PENALTY:

BIONIC:
BENEFIT:
PENALTY:

BIONIC:
BENEFIT:
PENALTY:

BIONIC:
BENEFIT:
PENALTY:

BIONIC:
BENEFIT:
PENALTY:

Notes:

COMBAT PROFILE

CHARACTERISTICS

WEAPON SKILL (WS)

BALLISTIC SKILL (BS)

STRENGTH (STR)

TOUGHNESS (T)

AGILITY (AG)

INTELLIGENCE (INT)

PERCEPTION (PER)

WILLPOWER (WP)

FELLOWSHIP (FEL)

WOUNDS

TOTAL

CURRENT

LIGHTLY WOUNDED:

HEAVILY WOUNDED:

BLOOD LOSS:

FATIGUED:

FATIGUE

LEVEL OF FATIGUE: 1 2 3 4 5 6 7 8 9

MAX. FATIGUE = TOUGHNESS BONUS

CRITICAL DAMAGE

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MOVEMENT

WALK

(1/2 ACTION):

WALK

(FULL ACTION):

CHARGE:

RUN:

FATE POINTS

TOTAL:

CURRENT:

COMBAT PROFILE

*Knowledge is power
hide it well*

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			

ARMOUR

HEAD (01-10)	
TYPE:	
RIGHT ARM (11-20)	LEFT ARM (21-30)
TYPE:	TYPE:
BODY (31-70)	
TYPE:	
RIGHT LEG (71-85)	LEFT ARM (86-00)
TYPE:	TYPE:

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			

CRITICAL TABLES

Energy (page 202 to 203)

Explosive (page 206 to 207)

Impact (page 204 to 205)

Rending (page 208 to 209)

BASIC SKILLS

SKILL NAME	TAKEN	+10%	+20%	RELATED CHARACTERISTIC	DESCRIPTOR
Awareness	☐	☐	☐	Perception	—
Barter	☐	☐	☐	Fellowship	—
Carouse	☐	☐	☐	Toughness	—
Charm	☐	☐	☐	Fellowship	Interaction
Climb	☐	☐	☐	Strength	Movement
Command	☐	☐	☐	Fellowship	Interaction
Concealment	☐	☐	☐	Agility	—
Contortionist	☐	☐	☐	Agility	Movement
Deceive	☐	☐	☐	Fellowship	Interaction
Disguise	☐	☐	☐	Fellowship	—
Dodge	☐	☐	☐	Agility	—
Evaluate	☐	☐	☐	Intelligence	Investigation
Gamble	☐	☐	☐	Perception	—
Inquiry	☐	☐	☐	Fellowship	Investigation
Intimidate	☐	☐	☐	Strength	Interaction
Logic	☐	☐	☐	Intelligence	Investigation
Scrutiny	☐	☐	☐	Perception	—
Search	☐	☐	☐	Perception	—
Silent Move	☐	☐	☐	Agility	—
Swim	☐	☐	☐	Strength	Movement

ADVANCED SKILLS

SKILL NAME	TAKEN	+10%	+20%	RELATED CHARACTERISTIC	DESCRIPTOR
Acrobatics	☐	☐	☐	Agility	Movement
Blather	☐	☐	☐	Fellowship	Interaction
Chem-Use	☐	☐	☐	Intelligence	Crafting
Ciphers (	) ☐	☐	☐	Investigation	—
Ciphers (	) ☐	☐	☐	Intelligence	—
Ciphers (	) ☐	☐	☐	Intelligence	—
Common Lore (	) ☐	☐	☐	Intelligence	Investigation
Common Lore (	) ☐	☐	☐	Intelligence	Investigation
Common Lore (	) ☐	☐	☐	Intelligence	Investigation
Demolition	☐	☐	☐	Intelligence	Crafting
Drive (	) ☐	☐	☐	Agility	Operator
Drive (	) ☐	☐	☐	Agility	Operator
Drive (	) ☐	☐	☐	Agility	Operator

ADVANCED SKILLS

[illegible]

TALENTS

TALENT NAME

PREREQUISITE	BENEFIT
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TALENTS

TALENT NAME

PREREQUISITE

BENEFIT

SPECIAL ABILITIES

GEAR

CLOTHING

Clothing Worn:

PERSONAL WEALTH

Thrones Carried:

Thrones Saved:

Monthly Income:

ITEMS CARRIED

ITEMS OWNED

HENCHMEN, MOUNTS & VEHICLES

HENCHMEN

Name:

Location:

Career:

Rank:

Description:

WS	BS	S	T	Ag	Int	Per	WP	Fel

Skills:

Talents:

Gear:

Name:

Location:

Career:

Rank:

Description:

WS	BS	S	T	Ag	Int	Per	WP	Fel

Skills:

Talents:

Gear:

Name:

Location:

Career:

Rank:

Description:

WS	BS	S	T	Ag	Int	Per	WP	Fel

Skills:

Talents:

Gear:

MOUNT

Name:

Type:

Location:

WS	BS	S	T	Ag	Int	Per	WP	Fel

Movement:

Wounds:

Skills:

Talents:

Traits:

Weapons:

Gear:

VEHICLE

Name:

Type:

Location:

Description:

Weapons:

Gear:

PSYCHIC POWERS

Psi Rating:

Psi Rank:

Psychic Disciplines:

MINOR PSYCHIC POWERS

PSYCHIC POWER:	THRESHOLD:	FOCUS TIME:	SUSTAIN:
☐ Call Creatures	9	Full Action	No
☐ Call Item	5	Half Action	No
☐ Chameleon	7	Half Action	Yes
☐ Déjà vu	8	Half Action	No
☐ Distort Vision	8	Free Action	No
☐ Dull Pain	8	Half Action	No
☐ Fearful Aura	7	Full Action	Yes
☐ Flash Bang	6	Half Action	No
☐ Float	8	Half Action	Yes
☐ Forget Me	6	Half Action	No
☐ Healer	7	Full Action	No
☐ Inflict Pain	8	Half Action	Yes
☐ Inspiring Aura	6	Full Action	Yes
☐ Knock	7	Half Action	No
☐ Lucky	6	Half Action	No
☐ Precognition	6	Half Action	Yes
☐ Psychic Stench	5	Half Action	No
☐ Resist Possession	6	Reaction	No
☐ Sense Presence	7	Half Action	Yes
☐ Spasm	7	Half Action	No
☐ Spectral Hands	10	Full Action	No
☐ Staunch Bleeding	8	Half Action	No
☐ Time Skip	10	Full Action	No
☐ Touch of Madness	11	Full Action	No
☐ Trick	5	Half Action	Yes
☐ Unnatural Aim	8	Half Action	No
☐ Wall Walk	8	Half Action	Yes
☐ Warp Howl	8	Full Action	No
☐ Weaken Veil	9	Full Action	Yes
☐ Weapon Jinx	8	Full Action	No
☐ White Noise	8	Full Action	Yes
☐ Wither	6	Full Action	No

PSYCHIC DISCIPLINES

Psychic Discipline:

DISCIPLINE POWER

THRESHOLD

FOCUS TIME

SUSTAIN

DESCRIPTION

Psychic Discipline:

DISCIPLINE POWER

THRESHOLD

FOCUS TIME

SUSTAIN

DESCRIPTION

Psychic Discipline:

DISCIPLINE POWER

THRESHOLD

FOCUS TIME

SUSTAIN

DESCRIPTION

INSANITY

Current Insanity Points:

Degree of Madness:

Trauma Modifier:

MENTAL DISORDERS

DISORDER

SEVERITY

GAINED FROM

CORRUPTION

Current Corruption Points:

Degree of Corruption:

Malignancy Test Modifier:

MALIGNANCIES

MALIGNANCY

GAINED FROM

MUTATIONS

MUTATION

GAINED FROM

DARK PACT

PACT

GAINED FROM

JOURNAL

KEY CONTACTS

NAME

LOCATION

ASSOCIATION

NOTES

Key Missions / Information Gathered:

NOTES

DEATH

1st Fate Point Burnt On:

2nd Fate Point Burnt On:

3rd Fate Point Burnt On:

4th Fate Point Burnt On:

5th Fate Point Burnt On:

Character Died On:

Location:

Details:

Will Be Remembered For:

A Black Industries Publication

First published in 2008 by Black Industries, an imprint of BL Publishing



Black Industries

BL Publishing
Games Workshop Ltd,
Willow Road
Nottingham
NG7 2WS
UK

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ISBN 978-1-84416-436-3

Product Code 60040193005

Printed in EEC

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ISBN 978-1-84416-436-3



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