

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

DARK HERESY™

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

CHARACTERISTICS

WEAPON SKILL (WS)				INTELLIGENCE (INT)
BALLISTIC SKILL (BS)				PERCEPTION (PER)
STRENGTH (S)				WILLPOWER (WP)
TOUGHNESS (T)				FELLOWSHIP (FEL)
AGILITY (AG)				INFLUENCE (IFL)

EXPERIENCE

XP TO SPEND

TOTAL XP SPENT

FATE POINTS:

THRESHOLD

CURRENT

INSANITY (IS)

MENTAL DISORDERS

CORRUPTION (C)

MALIGNANCES

MUTATIONS

WS BS S T AG INT PER WP FEL IFL

APTITUDES

SKILLS

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

TALENTS & TRAITS

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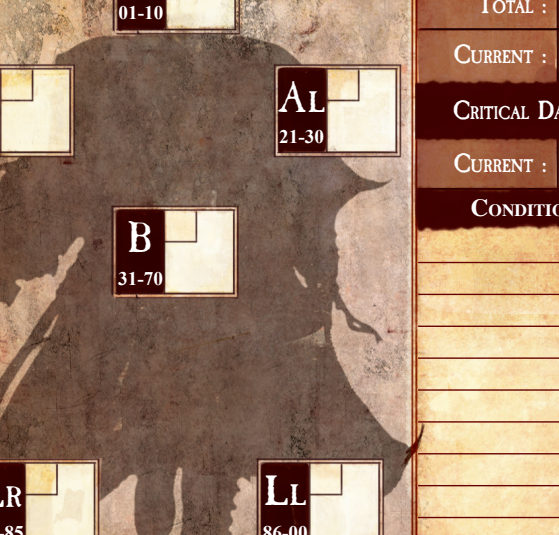
WEAPONS

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:					
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

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

ARMOUR AND DEFENCE



H 01-10	AR 11-20	AL 21-30	B 31-70	LR 71-85	LL 86-00
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WOUNDS	
TOTAL :	
CURRENT :	
CRITICAL DAMAGE	
CURRENT :	
CONDITIONS	

MOVEMENT			
HALF		CHARGE	
FULL		RUN	

FATIGUE (THRESHOLD: (TB+WPB) (CURRENT:

PSYCHIC POWERS



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SPECIAL ABILITIES: