

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)
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BASIC SKILLS

+10 +20 Bonus

Awareness (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Barter (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Carouse (T)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Climb (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Concealment (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Contortionist (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Disguise (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Evaluate (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gamble (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Search (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Silent Move (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Swim (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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TALENTS & TRAITS

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ADVANCED SKILLS

+10 +20 Bonus

Speak Low Gothic . . . (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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PSYCHIC POWERS

Power	Threshold	Focus time	Sustain	Range	Overbleed	Power	Threshold	Focus time	Sustain	Range	Overbleed
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WEALTH

Monthly Income
Throne Gelt

EXPERIENCE POINTS

XP to spend

Total XP spent

PSYCHIC DISCIPLINE

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Push

 $(SB \times 20 \text{ cm})$

Fellowship (Fel)



○○○○ Adv. taken

MELEE WEAPONS

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

Year	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100																																																																																																																																																																																																																																																																																	
Population	7.5	7.6	7.7	7.8	7.9	8.0	8.1	8.2	8.3	8.4	8.5	8.6	8.7	8.8	8.9	9.0	9.1	9.2	9.3	9.4	9.5	9.6	9.7	9.8	9.9	10.0	10.1	10.2	10.3	10.4	10.5	10.6	10.7	10.8	10.9	11.0	11.1	11.2	11.3	11.4	11.5	11.6	11.7	11.8	11.9	12.0	12.1	12.2	12.3	12.4	12.5	12.6	12.7	12.8	12.9	13.0	13.1	13.2	13.3	13.4	13.5	13.6	13.7	13.8	13.9	14.0	14.1	14.2	14.3	14.4	14.5	14.6	14.7	14.8	14.9	15.0	15.1	15.2	15.3	15.4	15.5	15.6	15.7	15.8	15.9	16.0	16.1	16.2	16.3	16.4	16.5	16.6	16.7	16.8	16.9	17.0	17.1	17.2	17.3	17.4	17.5	17.6	17.7	17.8	17.9	18.0	18.1	18.2	18.3	18.4	18.5	18.6	18.7	18.8	18.9	19.0	19.1	19.2	19.3	19.4	19.5	19.6	19.7	19.8	19.9	20.0	20.1	20.2	20.3	20.4	20.5	20.6	20.7	20.8	20.9	21.0	21.1	21.2	21.3	21.4	21.5	21.6	21.7	21.8	21.9	22.0	22.1	22.2	22.3	22.4	22.5	22.6	22.7	22.8	22.9	23.0	23.1	23.2	23.3	23.4	23.5	23.6	23.7	23.8	23.9	24.0	24.1	24.2	24.3	24.4	24.5	24.6	24.7	24.8	24.9	25.0	25.1	25.2	25.3	25.4	25.5	25.6	25.7	25.8	25.9	26.0	26.1	26.2	26.3	26.4	26.5	26.6	26.7	26.8	26.9	27.0	27.1	27.2	27.3	27.4	27.5	27.6	27.7	27.8	27.9	28.0	28.1	28.2	28.3	28.4	28.5	28.6	28.7	28.8	28.9	29.0	29.1	29.2	29.3	29.4	29.5	29.6	29.7	29.8	29.9	30.0	30.1	30.2	30.3	30.4	30.5	30.6	30.7	30.8	30.9	31.0	31.1	31.2	31.3	31.4	31.5	31.6	31.7	31.8	31.9	32.0	32.1	32.2	32.3	32.4	32.5	32.6	32.7	32.8	32.9	33.0	33.1	33.2	33.3	33.4	33.5	33.6	33.7	33.8	33.9	34.0	34.1	34.2	34.3	34.4	34.5	34.6	34.7	34.8	34.9	35.0	35.1	35.2	35.3	35.4	35.5	35.6	35.7	35.8	35.9	36.0	36.1	36.2	36.3	36.4	36.5	36.6	36.7	36.8	36.9	37.0	37.1	37.2	37.3	37.4	37.5	37.6	37.7	37.8	37.9	38.0	38.1	38.2	38.3	38.4	38.5	38.6	38.7	38.8	38.9	39.0	39.1	39.2	39.3	39.4	39.5	39.6	39.7	39.8	39.9	40.0	40.1	40.2	40.3	40.4	40.5	40.6	40.7	40.8	40.9	41.0	41.1	41.2	41.3	41.4	41.5	41.6	41.7	41.8	41.9	42.0	42.1	42.2	42.3	42.4	42.5	42.6	42.7	42.8	42.9	43.0	43.1	43.2	43.3	43.4	43.5	43.6	43.7	43.8

Name			
Class	Damage	Type	Pen
Special Rules			

HANDEDNESS:

HIT LOCATION & ARMOUR

The diagram shows a silhouette of a horse with various body segments highlighted in light gray boxes. Each box contains a label for the segment, an age range in parentheses, and a 'Type' label. The segments and their details are as follows:

- HEAD (1-10)**: Located at the top of the horse's head.
- RIGHT ARM (11-20)**: Located on the right side of the horse's neck.
- LEFT ARM (21-30)**: Located on the left side of the horse's neck.
- Upper Body 31-50**: Located on the horse's chest.
- BODY (31-70)**: Located on the horse's torso.
- Lower Body 51-70**: Located on the horse's hindquarters.
- RIGHT LEG (71-85)**: Located on the horse's right hind leg.
- LEFT LEG (86-100)**: Located on the horse's left hind leg.

Each segment box also includes a 'Type' label, which is positioned to the left of the box for the head, right arm, left arm, body, and right leg, and to the right of the box for the upper body, lower body, and left leg.

Total Armour Weight

WOUNDS

Total Wounds
Current Wounds
Critical Damage
Fatigue

Max. Fatigue = TB

FATE POINTS

Total	Current

CORRUPTION

Disorder	Severity
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Corruption points
Degree of Corruption
Malignancies

Mutations

SOUND CONSTITUTION

<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"/>
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See page 199 in the Inquisitors Handbook for information on faith

Ministorum effect on your life

Date	Time	Location	Observations

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This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

[illegible]