Dark Heresy

Date of Creation: 4,24,2013 | Age: 39

Character Name: Jonatan Wake | Player Name: Connor

Career Path: Arbitrator | Rank: Judge

Divination: Die if you must, but not with you spirit broken (+3 wil) | Quirk: Make-Up

Home World: Schola Progenium | Gender: Male | Build: Fit | Height: 1.90m

Skin Colour: Ruddy | Hair Colour: Grey | Eye Colour: Blue | Weight: 100kg

Characteristics

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
34	51	3 0	5 3	4 2	6 3	5 0	4 6	5 1
●○○○ 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)	■	■	■	+20
Barter	(Fel)	□	□	□	
Carouse	(T)	■	□	□	
Charm	(Fel)	■	■	■	+30
Climb	(S)	■	■	□	+10
Command	(Fel)	■	□	□	+10
Concealment	(Ag)	□	□	□	
Contortionist	(Ag)	□	□	□	
Deceive	(Fel)	■	□	□	
Disguise	(Fel)	■	□	□	
Dodge	(Ag)	■	■	□	+10
Evaluate	(Int)	□	□	□	
Gamble	(Int)	□	□	□	
Inquiry	(Fel)	■	■	■	+30
Intimidate	(S)	■	□	□	
Logic	(Int)	■	□	□	
Scrutiny	(Per)	■	■	■	+20
Search	(Per)	■	■	■	+30
Silent Move	(Ag)	□	□	□	
Swim	(S)	□	□	□	
Comlore (administra)	(Int)	■	□	□	
Comlore (ecclesiarch	(Int)	□	□	□	
Comlore (imp creed)	(Int)	□	□	□	
Comlore (war)	(Int)	□	□	□	
Scholore (philosophy	(Int)	□	□	□	

Talents & Traits

- Schola Education
- Sheltered Upbringing
- Tempered Will
- Basic Training (SP) (Las)
- Melee Training (Primitive)
- Pistol Training (SP) (Las)
- Inquisitorial Acolyte
- Quick Draw
- Talented (Inqury)
- Rapid Reload
- Melee Training (Shock) (Power)
- Light Sleeper
- Leap Up
- Double Team
- Peer (Adeptus Arbites)
- Indomitable Fortitude
- Basic Training (Launcher)
- Decadence
- Pistol Training (las)
- Sterilization Drug
- Nerves of Steel
- Hightened Senses (Hearing)
- Hightened Senses (Sight)
- Deadeye Shot
- Resistance (Psychic Powers)

Advanced Skills

			+10	+20	Bonus
Speak Low Gothic	(Int)	■	□	□	
Speak High Gothic	(Int)	■	□	□	
Literacy	(Int)	■	■	■	+20
ComLore (Arbites)	(Int)	■	■	■	+20
ComLore (Imperium)	(Int)	■	□	□	
SchoLore(cryptology	(Int)	■	■	□	+10
Tracking	(Int)	■	■	■	+20
Comlore (underwold)	(Int)	■	■	□	+10
Tech Use	(Int)	■	□	□	
Interrogation	(Wp)	■	■	■	+30
Ciphers (Arbites)	(Int)	■	□	□	
Ciphers (underworld)	(Int)	■	□	□	
Forbid Lore (Heresy)	(Int)	■	□	□	
Scholore (judgement)	(Int)	■	■	□	+10
Navigation (surface)	(Int)	■	□	□	
Drive ground vehicle	(Ag)	■	■	□	+10
Shadowing	(Ag)	■	□	□	
Forblore(Inquisition)	(Int)	■	■	□	
Ciphers (Inquisition)	(Int)	■	■	□	
SecretTong (Acolyte)	(Int)	■	□	□	
SecTong(Inquisition)	(Int)	■	□	□	
Forbid Lore (Cults)	(Int)	■	□	□	
ScholLore (Bureauc.)	(Int)	■	□	□	
	( )	□	□	□	
	( )	□	□	□	

Psychic Powers

Power	Threshold	Focus time	Sustain	Range	Overbleed
Strong Minded					
Total Recall					
Resistance (Fear)					
Talented (Charm)					
Talented (Search)					
Talented (Interrogation)					
Arms Master					
Air of Authority					
Iron Dicipline					

Power	Threshold	Focus time	Sustain	Range	Overbleed
Lightning Reflexes					
Talented (Command)					
Basic Training (Bolt)					
Independant Targeting					
Hip Shooting					
Step Aside					
Imperial Authority					
Hammer of Heretics					
Insanely faithful					

Wealth

Monthly Income: 126

Throne Gelt: 36

Experience points

XP to spend	Total XP spent
25	20050

Psychic Discipline

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Dark Heresy

Movement

Half Move	Full Move	Charge	Run	Base Leap	Base Jump
3	6(+3)	9	18	3	60
(AB x 1)	(AB x2)	(AB x 3)	(AB x 6)	(SB x 1 m)	(SB x 20 cm)

Lifting

Carry	Lift	Push
56	112	225

Characteristics

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
34	51	3 / 0	5 / 3	4 / 2	6 / 3	5 / 0	4 / 6	5 / 1
●○○○ Adv. taken	●●●● Adv. taken	○○○○ Adv. taken	●●●● Adv. taken	●●○○ Adv. taken	●●●● Adv. taken	●●○○ Adv. taken	●●○○ Adv. taken	●●●○ Adv. taken

Missile weapons

Name	Class	Damage	Type	Pen	Reload	ROF	Range	Clip	Special Rules
Vox Legi Combat Shot	Basic	1d10+9	I	0	2Full	1 / 2 / -	PB 3 / S 15 / M 60 / L 90 / E 120	14	Reliable, Scatter, Ammo Selector
Ius Automatic	Pistol	1d10+3	I	0	Full	1 / 3 / 5	PB 3 / S 15 / M 60 / L 90 / E 120	11	Reliable
Shotgun	Basic	1d10+3	I	0	2Full	1 / - /	PB 3 / S 8 / M 30 / L 45 / E 60	1	Reliable, Scatter, Compact
Lasgun	Basic	1d10+3	E	0	Full	1 / 3 /	PB 3 / S 50 / M 200 / L 300 / E 400	120	Reliable, Varibile Power

Gear

	weight
Compact Shotgun	2.5
Club	2
Brass Knuckles	.5
Knife	.5
Mesh Vest	1
(Good) Uniform	1
3 doses of stimm + Injector	-
Arbites ID + Badge of Office	-
Chrono	-
Flask of Amasec	-
'Grudge' Extend Shock Baton	1.5
Best Vox Legi C. Shotgun	7
+Ammo Selector + clip Exec.	+.5
Ius Repeater	1.7
Adeptus Arbites Carapace	14
3x Manacles	3
Respirator	.5
Microbead	-
0 Hand Grenade	-
Pictvisors	.5
Lasgun	4
Bolt Pistol	3.5
Power Maul	3
Lockshield	4
Ballistic Cloth Surcoat	1

Melee weapons

Name	Class	Damage	Type	Pen	Special Rules
"Grudge" Extendable Shock Baton	Melee	1d10-1	I	0	Shocking
Mono Knife	mele/throw	1d5	R	2	Balanced
Brass Knuckles	Melee	1d5-1	I	0	Primitive
Power Maul (High Power)	Melee	1d10+5	I	5	Power Field

Handedness: Right

Insanity

Insanity points 2

Degree of Madness None

Disorder	Severity

Corruption

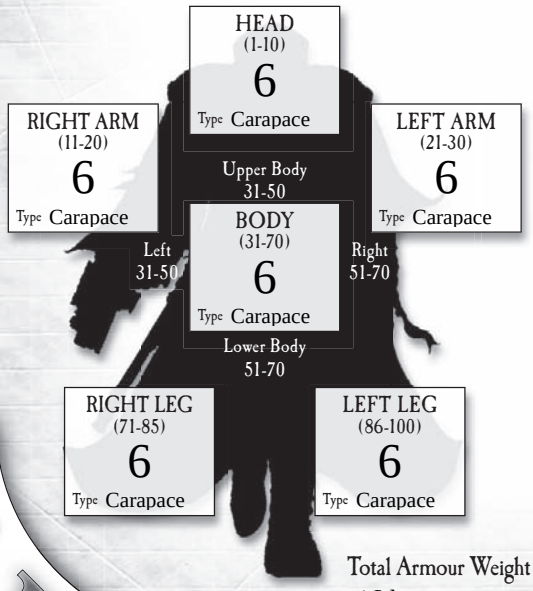
Corruption points 0

Degree of Corruption None

Malignancies

Mutations

Hit Location & Armour



Total Armour Weight 16 kg

Wounds

Total Wounds	Current Wounds	Critical Damage	Fatigue
18	18	0	0

Max. Fatigue = TB

Fate Points

Total	Current
4	4

Sound Constitution

■■■■■ ■■■□□

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Dark Heresy

Faith

See page 199 in the Inquisitors Handbook for information on faith

Emperor worship on home world .....

Home world saint(s) .....

Personal saint(s) ..... After life believe .....

How do you serve the Emperor .....

Ministorum effect on your life .....

Portrait

Other Players

Player Name	Character Name	Career	Notes

Contacts

Contact	Location	Notes	XP cost
			(.....)
			(.....)
			(.....)
			(.....)
			(.....)
			(.....)
			(.....)
			(.....)
			(.....)

XP Advancements

Advancements Taken	XP Cost	Advancements Taken	XP Cost
Pattern Killing	(200)	Interrogate +20	(300)
Intelligence x4	(1600)	Search +20	(300)
Perception x2	(750)	Iron Jaw	(100)
Awareness	(100)	Peer (Arbites)	(100)
Inquiry +20	(200)	Climb	(100)
Scruitny +10	(200)	Basic Launcher	(200)
Rapid Reload	(100)	Carouse	(200)
Fellowship x2	(750)	Decandece	(100)
Toughness x4	(1350)	Disguise	(200)
Cipher Arbites	(100)	Resist (psychic)	(300)
Cipher underwd	(100)	Deadeye shot	(200)
Sense (Hearing)	(100)	Hardy	(100)
Willpower x2	(750)	True Grit	(100)
Ballistic Skill 2	(350)	Nerves of Steel	(100)
Sense (Sight)	(100)	Melee (shock)	(100)
Sound contst x6	(700)	Logic	(200)
Lore Arbites 20	(200)	Strong Minded	(100)
scholore(cryptol	(200)	Total Recall	(100)
Tracking +20	(300)	Decieve	(100)
Lore underwold	(100)	Resist (Fear)	(100)
Light Sleeper	(100)	Arbite Liaison	(1000)
Leap Up	(100)	Drive (ground)	(100)
Double Team	(100)	.....	(.....)
Tech Use	(200)	.....	(.....)
Dodge +10	(200)	.....	(.....)

History / Notes

Parents posted on distant Outpost, never talked to again

Following a serial killer, an obsession through out his entire career

Acts as a liaison between the Arbitators and the Inquistion

Alter Egos

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