

DARK HERESY™

BACKGROUND & NOTES

.....

.....

.....

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:

ARMOUR

HEAD
(1-10)
Type

BODY
(31-70)
Type

RIGHT ARM
(11-20)
Type

LEFT ARM
(21-30)
Type

RIGHT LEG
(71-85)
Type

LEFT LEG
(86-00)
Type

CHARACTERISTICS

WEAPON SKILL (WS)

BALLISTIC SKILL (BS)

STRENGTH (Str)

TOUGHNESS (T)

AGILITY (Ag)

INTELLIGENCE (Int)

PERCEPTION (Per)

WILL POWER (WP)

FELLOWSHIP (Fel)

MISSILE WEAPONS

Name:		Class:	
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
Special Rules:			

GEAR

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

WEALTH

Throne Gelt

Monthly Income

Walk (1/2 Action) Charge

Walk (Full Action) Run

WOUNDS

Total

Current

CRITICAL DAMAGE

FATIGUE

Max FATIGUE = TB

FATE POINTS

Total

Current

INSANITY POINTS

Insanity Points

Degree of Madness

Disorder: Severity:

..... ()

..... ()

..... ()

CORRUPTION POINTS

Corruption Points

Degree of Corruption

Malignancies:

.....

.....

.....