Dark Heresy

Character Name: ..... Player Name: .....
Home World: ..... Career: .....
Home World Memento: ..... Career Memento: .....
Divination: ..... Quirk: .....
Gender: ..... Build: ..... Height: ..... Weight: .....
Skin Colour: ..... Hair Colour: ..... Eye Colour: ..... Age: .....

Basic Skills (p98)

Awareness (Per)	☐	☐	☐	%
Barter (Fel)	☐	☐	☐	%
Carouse (T)	☐	☐	☐	%
Charm (Fel)	☐	☐	☐	%
Climb (S)	☐	☐	☐	%
Concealment (Ag)	☐	☐	☐	%
Contortionist (Ag)	☐	☐	☐	%
Deceive (Fel)	☐	☐	☐	%
Disguise (Fel)	☐	☐	☐	%
Dodge (Ag)	☐	☐	☐	%
Evaluate (Int)	☐	☐	☐	%
Gamble (Int)	☐	☐	☐	%
Inquiry (Fel)	☐	☐	☐	%
Intimidate (S)	☐	☐	☐	%
Logic (Int)	☐	☐	☐	%
Scrutiny (Per)	☐	☐	☐	%
Search (Per)	☐	☐	☐	%
Silent Move (Ag)	☐	☐	☐	%
Swim (S)	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%

Characteristics

Weapon Skill (WS)

Ballistic Skill (BS)

Strength (S)

Toughness (T)

Agility (Ag)

Intelligence (Int)

Perception (Per)

Willpower (WP)

Fellowship (Fel)

Advanced Skills (p98)

Speak Language (Low Gothic) ...	☐	☐	☐	%
Speak Language (.....)	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%
.....	☐	☐	☐	%

Talents & Traits (p110)

.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....

Background & Notes

.....
.....
.....
.....
.....

Career Path: .....
.....

Character Sheet © 2009 Lee Barklam
Dark Heresy © Games Workshop

Dark Heresy

Movement (p212)

Walk (½ Action): .....
Walk (Full Action): .....
Charge: .....
Run: .....

Insanity (p234)

Disorder	Severity
.....	.....
.....	.....
.....	.....
.....	.....

Corruption (p238)

Malignancies
.....
.....
.....
.....

Mutations (p334)

.....
.....
.....
.....
.....
.....

Melee Weapons (p139)

Name:		Class:	
Damage:	Type:	Pen:	Weight:
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	Weight:
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	Weight:
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	Weight:
Special Rules:			

Handedness: .....

Ammo (p142)

Weapon:
Ammo Type:
Shots per Clip:
Clips:
Current Clip: shots remaining

Weapon:
Ammo Type:
Shots per Clip:
Clips:
Current Clip: shots remaining

Weapon:
Ammo Type:
Shots per Clip:
Clips:
Current Clip: shots remaining

Weapon:
Ammo Type:
Shots per Clip:
Clips:
Current Clip: shots remaining

Weapon:
Ammo Type:
Shots per Clip:
Clips:
Current Clip: shots remaining

Weapon:
Ammo Type:
Shots per Clip:
Clips:
Current Clip: shots remaining

Weapon:
Ammo Type:
Shots per Clip:
Clips:
Current Clip: shots remaining

Missile Weapons (p130)

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

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

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

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

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

Armour (p145) & Injury (p200)

Wounds

Fate Points

Head (1-10) Type:

Right Arm (11-20) Type:

Body (31-70) Type:

Left Arm (21-30) Type:

Right Leg (71-85) Type:

Left Leg (86-00) Type:

Critical Dam

Fatigue

Max Fatigue = TB

Weapons Training

Basic Training (.....)
Basic Training (.....)
Basic Training (.....)
Basic Training (.....)
Melee\Thrown Training (.....)
Melee\Thrown Training (.....)
Melee\Thrown Training (.....)
Melee\Thrown Training (.....)
Pistol Training (.....)
Pistol Training (.....)
Pistol Training (.....)
Pistol Training (.....)
Exotic Training (.....)
Exotic Training (.....)
Heavy Training (.....)
Heavy Training (.....)

Noteworthy NPCs

.....
.....
.....
.....
.....
.....
.....

Character Sheet © 2009 Lee Barklam
Dark Heresy © Games Workshop

Dark Heresy

Availability	Difficulty	Modifier	Below 1,000	Below 10,000	Below 100,000	Above 100,000
Abundant	Easy	+30	Routine	Easy	Automatic	Automatic
Plentiful	Routine	+20	Ordinary	Routine	Easy	Automatic
Common	Ordinary	+10	Challenging	Ordinary	Routine	Easy
Average	Challenging	±0	Difficult	Challenging	Ordinary	Routine
Scarce	Difficult	-10	Hard	Difficult	Challenging	Ordinary
Rare	Hard	-20	Very Hard	Hard	Difficult	Challenging
Very Rare	Very Hard	-30	GM's discretion	Very Hard	Hard	Difficult

Craftsmanship	Cost Multiplier	Availability
Best	x10	Drop 2 steps
Good	x3	Drop 1 step
Average	x1	As listed
Poor	x½	Increase 1 step

Love for GM (%)

Inquiry Skill (%)

Gear (p146)

Item	Weight	Page

Income Thrones

Characteristics

Weapon Skill (WS)

Ballistic Skill (BS)

Strength (S)

Toughness (T)

Agility (Ag)

Intelligence (Int)

Perception (Per)

Willpower (WP)

Fellowship (Fel)

Combat Actions (p188)

Attack Actions

Action	Type	Notes
All out attack	Full	+20 WS, cannot Dodge or Parry
Charge	Full	Must move 4 metres, +10WS
Defensive Stance	Full	Enemies –20WS. You cannot attack
Feint	Half	Opposed WS. Next attack cannot be dodged or parried
Full Auto Burst	Full	+20BS. Extra hit for each degree of success
Grapple	Full	See page 197
Guarded Attack	Full	-10WS, +10 to Parry and Dodge
Knock-Down	Half	See page 190
Multiple Attacks	Full	Use Swift Attack or Lightning Attack
Overwatch	Varies	Shoot targets coming into kill zone, -20BS
Semi-Auto Burst	Full	+10BS, additional hit for each 2 degrees of sccess
Standard Attack	Half	Make 1 melee or ranged attack
Stun	Full	See page 191
Suppressing Fire	Full	Force an opponent to take cover, -20BS

Move Actions

Action	Type	Notes
Disengage	Full	Break off from melee and move
Jump/Leap	Full	See page 214
Manoeuvre	Half	Opposed WS. Move enemy 1m
Move	Half/Full	Move for half action; double move for full action
Run	Full	Move triple; enemies at –20BS and +20WS
Stand\Mount	Half	Stand up or mount a riding animal
Tactical Advance	Full	Move from cover to cover

Miscellaneous Actions

Action	Type	Notes
Aim	Half/Full	+10 to hit as half action; +20 to hit as full action
Delay	Half	Before next turn, take any half action
Dodge	Reaction	Test Dodge to negate a hit
Focus Power	Varies	Use a psychic power
Parry	Reaction	Test WS to negate a hit
Ready	Half	Ready a weapon or item
Reload	Varies	Reload a ranged weapon
Use skill	Varies	Use a skill

Multiple Hits

Location	Second	Third	Fourth	Fifth	Addit'l
Head	Head	Arm	Body	Arm	Body
Arm	Arm	Body	Head	Body	Arm
Body	Body	Arm	Head	Arm	Body
Leg	Leg	Body	Arm	Head	Body

Augmentations and Cybernetics

Character Sheet © 2009 Lee Barklam
Dark Heresy © Games Workshop

Dark Heresy

Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Expert	Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	(.....)	(.....)	(.....)	(.....)	Intelligence	(.....)	(.....)	(.....)	(.....)
Ballistic Skill	(.....)	(.....)	(.....)	(.....)	Perception	(.....)	(.....)	(.....)	(.....)
Strength	(.....)	(.....)	(.....)	(.....)	Willpower	(.....)	(.....)	(.....)	(.....)
Toughness	(.....)	(.....)	(.....)	(.....)	Fellowship	(.....)	(.....)	(.....)	(.....)
Agility	(.....)	(.....)	(.....)	(.....)					

Experience Points (XP)

..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)
..... (.....) ..... (.....)

XP to Spend

XP Spent

Characteristics

Weapon Skill (WS)

Ballistic Skill (BS)

Strength (S)

Toughness (T)

Agility (Ag)

Intelligence (Int)

Perception (Per)

Willpower (WP)

Fellowship (Fel)

Psychic Powers (p164)

Powerwell

Psi Rating

Power	#	Page
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Minor (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....
Discipline (.....)	.....	.....

Favoured Discipline (.....)

Character Sheet © 2009 Lee Barklam
Dark Heresy © Games Workshop