

DARK HERESY™

BACKGROUND & NOTES

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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

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WEALTH
Throne Gelt
Monthly Income

Walk (1/2 Action)	<input type="text"/>	Charge	<input type="text"/>
Walk (Full Action)	<input type="text"/>	Run	<input type="text"/>

WOUNDS
Total
Current

CRITICAL DAMAGE
FATIGUE
Max FATIGUE = TB

FATE POINTS
Total
Current

INSANITY POINTS	
Insanity Points	
Degree of Madness	
Disorder: <input type="text"/>	Severity: <input type="text"/>
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CORRUPTION POINTS
Corruption Points
Degree of Corruption
Malignancies:
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