

DARK HERESY

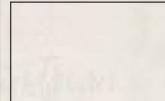
BACKGROUND & NOTES

MELEE WEAPONS

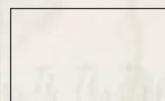
Name:	Class:	
Damage:	Type:	Pen:
Special Rules:		
Name:	Class:	
Damage:	Type:	Pen:
Special Rules:		
Name:	Class:	
Damage:	Type:	Pen:
Special Rules:		
Name:	Class:	
Damage:	Type:	Pen:
Special Rules:		

CHARACTERISTICS

WEAPON SKILL (WS)



BALLISTIC SKILL (BS)



STRENGTH (Str)



TOUGHNESS (T)



AGILITY (Ag)



INTELLIGENCE (Int)



PERCEPTION (Per)



WILL POWER (WP)



FELLOWSHIP (Fel)



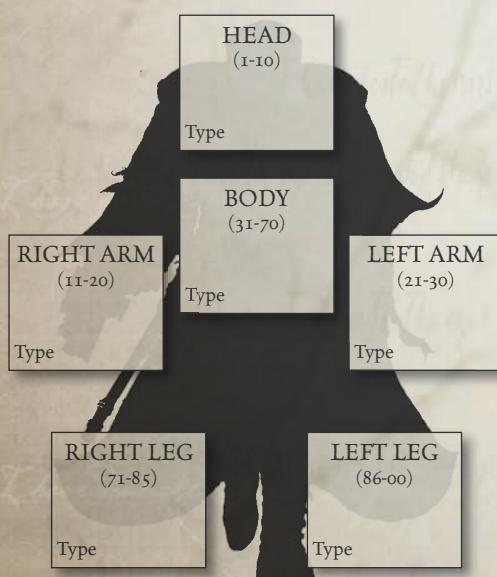
MISSILE WEAPONS

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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ARMOUR



WOUNDS

Total	
Current	

CRITICAL DAMAGE

FATIGUE
Max FATIGUE = TB

FATE POINTS

Total	
Current	

INSANITY POINTS

Insanity Points	
Degree of Madness	
Disorder:	Severity: ()
Current	

CORRUPTION POINTS

Corruption Points	
Degree of Corruption	
Malignancies:	