Dark Heresy

Date of Creation: 2017/11/10 | Age: 23

Character Name: titus tybolt | Player Name: Eric

Career Path: Arbitor | Rank:

Divination: | Quirk: 5' flowing beard/hair

Home World: Void | Gender: M | Build: stunted | Height: 1.5 meters

Skin Colour: greyish | Hair Colour: black | Eye Colour: green | Weight: 55 kg

Characteristics

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
32	34	30	31	28	24	28	37	25
○○○○ 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)	☐	☐	☐
Barter	(Fel)	☐	☐	☐
Carouse	(T)	☐	☐	☐
Charm	(Fel)	☐	☐	☐
Climb	(S)	☐	☐	☐
Command	(Fel)	☐	☐	☐
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)	☐	☐	☐
literate	(int)	■	☐	☐
Adeptus Arbitas CL	(int)	■	☐	☐
Imperium CL	(Int)	■	☐	☐
	( )	☐	☐	☐
	( )	☐	☐	☐

Talents & Traits

Charmed - every time you spend fate point, 1d10, on nat 9 keep fate point

Ill Omened - -5 on fellowship tests on non-void-born

Void Accostumed - immune to space travel sickness .

0 grav or low grav is not difficult terr

BWT in solid projectile (regular guns)

MWT in primitive (bricks and swords

Quick draw

Advanced Skills

		+10	+20	Bonus
Speak Low Gothic	(Int)	■	☐	☐
Ship Dialect	(Int)	■	☐	☐
Navigation (stellar)	(Int)	■	☐	☐
Pilot Spacecraft	(Ag)	■	☐	☐
	( )	☐	☐	☐
	( )	☐	☐	☐
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	( )	☐	☐	☐

Psychic Powers

Power	Threshold	Focus time	Sustain	Range	Overbleed	Power	Threshold	Focus time	Sustain	Range	Overbleed

Wealth

Monthly Income:

Throne Gelt: 67

Experience points

XP to spend	Total XP spent
600	

Psychic Discipline

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Dark Heresy

Movement

Half Move	Full Move	Charge	Run	Base Leap	Base Jump
2	4	6	12		
(AB x 1)	(AB x2)	(AB x 3)	(AB x 6)	(SB x 1 m)	(SB x 20 cm)

Lifting

Carry	Lift	Push

Characteristics

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
32	34	3 / 0	3 / 1	2 / 8	2 / 4	2 / 8	3 / 7	2 / 5
○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken

Missile Weapons

Name	Class
Shotgun	shotgun

Damage	Type	Pen	Reload	ROF
1d10 + 4	sp	0	2 full	1 / 0 / 0

Range					Clip
PB /S	15 /M	30 /L	30 /E	60	2

Special Rules: impact, scatter, reliable, 5 shells

Name	Class

Damage	Type	Pen	Reload	ROF	Clip
				1 / /	

Range: PB /S /M /L /E

Special Rules:

Name	Class

Damage	Type	Pen	Reload	ROF	Clip
				1 / /	

Range: PB /S /M /L /E

Special Rules:

Name	Class

Damage	Type	Pen	Reload	ROF	Clip
				1 / /	

Range: PB /S /M /L /E

Special Rules:

Gear

	weight
Chain coat	
Uniform	
3X STIM	
Arbitrator ID	
Time Piece	
Pack of lho sticks	
Bad Street clothes	

Melee Weapons

Name	Class	Damage	Type	Pen
Club		1d10 imp	pri	

Special Rules:

Name	Class	Damage	Type	Pen
Brass Knuckles		1d5	pri	

Special Rules: 1-impact

Name	Class	Damage	Type	Pen
kenife		1d5r	Pri	

Special Rules:

Name	Class	Damage	Type	Pen

Special Rules:

Handedness: .....

Insanity

Insanity points 2

Degree of Madness

Disorder	Severity

Corruption

Corruption points

Degree of Corruption

Malignancies

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Mutations

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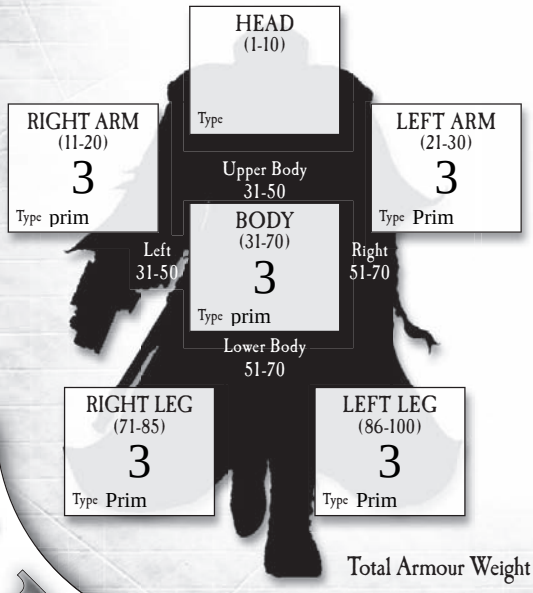
Hit Location & Armour



Total Armour Weight .....

Wounds

Total Wounds	Current Wounds	Critical Damage	Fatigue
8	3		1

Max. Fatigue = TB

Fate Points

Total	Current
3	2

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
.....	.....	.....	.....
.....	.....	.....	.....
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.....	.....	.....	.....
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Contacts

Contact	Location	Notes	XP cost
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XP Advancements

Advancements Taken	XP Cost	Advancements Taken	XP Cost
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History / Notes

Alter Egos

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