

Age

Career Path Rank

Home World Gender Build Height

Skin Colour Hair Colour Eye Colour Weight

BASIC SKILLS

Fellowship (Fel)

○○○○ Adv. taken

TALENTS & TRAITS

ADVANCED SKILLS

+10	+20	Bonus
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[illegible]

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[illegible]

EXPERIENCE POINTS

PSYCHIC DISCIPLINE

Total XP spent

Total XP spent	
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DARK HERESY

MOVEMENT

Half Move

(AB x 1)

Full Move

(AB x 2)

Charge

(AB x 3)

Run

(AB x 6)

Base Leap

(SB x 1 m)

Base Jump

(SB x 20 cm)

LIFTING

Carry

Lift

Push

CHARACTERISTICS

Weapon Skill (WS)

○○○○ Adv. taken

Ballistic Skill (BS)

○○○○ Adv. taken

Strength (S)

○○○○ Adv. taken

Toughness (T)

○○○○ Adv. taken

Agility (Ag)

○○○○ Adv. taken

Intelligence (Int)

○○○○ Adv. taken

Perception (Per)

○○○○ Adv. taken

Will Power (WP)

○○○○ Adv. taken

Fellowship (Fel)

○○○○ Adv. taken

MISSILE WEAPONS

Name		Class	
Damage	Type	Pen	Reload
ROF		1 / /	
Range	PB	/S	/M
/L		/E	
Clip			
Special Rules			

Name		Class	
Damage	Type	Pen	Reload
ROF		1 / /	
Range	PB	/S	/M
/L		/E	
Clip			
Special Rules			

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Damage	Type	Pen	Reload
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Special Rules			

Name		Class	
Damage	Type	Pen	Reload
ROF		1 / /	
Range	PB	/S	/M
/L		/E	
Clip			
Special Rules			

GEAR

weight

MEELE 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:

INSANITY

Insanity points	
Degree of Madness	Severity
Disorder	
.....	
.....	
.....	

HIT LOCATION & ARMOUR

HEAD (1-10)	
RIGHT ARM (11-20)	LEFT ARM (21-30)
Type	Type
Upper Body 31-50	
BODY (31-70)	
Type	Type
Lower Body 51-70	
RIGHT LEG (71-85)	LEFT LEG (86-100)
Type	Type

WOUNDS

Total Wounds
Current Wounds
Critical Damage
Fatigue
Max. Fatigue = TB

CORRUPTION

Corruption points	
Degree of Corruption	Malignancies
.....	
.....	
.....	

MUTATIONS

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

FATE POINTS

Total	Current

SOUND CONSTITUTION

☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐

See page 199 in the Inquisitors Handbook for information on faith

Ministorum effect on your life