Dark Heresy

Date of Creation ..... Age ..22..

Character Name ..**Wolfe Litilus**.. Player Name ..**Tim**..

Career Path ..**Scum**.. Rank ..**Outlaw**..

Divination ..... Quirk ..**Piercings (aquila shaped)**..

Home World ..**Necromundo**.. Gender ..**male**.. Build ..**scrawny**.. Height ..**1.70m**..

Skin Colour ..**dark/tanned**.. Hair Colour ..**Grey**.. Eye Colour ..**Green**.. Weight ..**55kg**..

Characteristics

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
40	40	3 3	2 8	4 1	3 3	3 5	3 3	3 4
○○○○ 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)	■	☐	☐	.....
Tech Use	(Int)	☐	☐	☐	.....
Pilot (hover)	(Ag)	■	■	☐	.....
.....	(ag)	☐	☐	☐	.....
.....	( )	☐	☐	☐	.....
.....	( )	☐	☐	☐	.....

Talents & Traits

Melee training- primitive

Pistol training- SP, Las

Basic training- SP

Accustomed to crowds

Caves of steel

Hive bound

Wary(+1 Initive)

Ambidextrous

Quick Draw (freeaction to draw wep.)

Hardy Target

Peer (underworld)

Advanced Skills

		+10	+20	Bonus
Speak Low Gothic . . .	(Int)	■	☐	☐	.....
speak language (hive	(int)	■	☐	☐	.....
Blather	(Fel)	■	☐	☐	.....
Commonlore (IMP)	(Int)	■	☐	☐	.....
Security	(AG)	■	☐	☐	.....
Slight Of Hand	(AG)	■	☐	☐	.....
.....	( )	☐	☐	☐	.....
.....	( )	☐	☐	☐	.....
.....	( )	☐	☐	☐	.....
.....	( )	☐	☐	☐	.....
.....	( )	☐	☐	☐	.....
.....	( )	☐	☐	☐	.....
.....	( )	☐	☐	☐	.....
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.....	( )	☐	☐	☐	.....
.....	( )	☐	☐	☐	.....
.....	( )	☐	☐	☐	.....

Psychic Powers

Power	Threshold	Focus time	Sustain	Range	Overbleed	Power	Threshold	Focus time	Sustain	Range	Overbleed
.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....	.....
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Wealth

Monthly Income ..Special..

Throne Gelt ..10..

Experience points

XP to spend	Total XP spent
0	1650

Psychic Discipline

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Dark Heresy

Movement

Half Move	Full Move	Charge	Run	Base Leap	Base Jump
3	6	9	18	3	60cm
(AB x 1)	(AB x2)	(AB x 3)	(AB x 6)	(SB x 1 m)	(SB x 20 cm)

Lifting

Carry	Lift	Push
27kg	54kg	108

Characteristics

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
40	40	3 / 3	2 / 8	4 / 1	3 / 3	3 / 5	3 / 3	3 / 4
○○○○ Adv. taken	●○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	●●○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	○○○○ Adv. taken	●○○○ Adv. taken

Missile Weapons

Name	Class	Damage	Type	Pen	Reload	ROF	Range	Clip	Special Rules
Autogun	basic	1d10+3	i	0	full	1 / 3 / 10	PB 3 / S 45 / M 90m / L 180 / E 360	30	Silenced, reddot (+10bs)
autopistol	pistol	1d10+2	i	0	full	1 / - / 6	PB 3 / S 15 / M 30 / L 60 / E 120	18	
Combat Shotgun	basic	1d10+4	I	0	full	1 / 3 /	PB 3 / S 15 / M 30 / L 60 / E 120	18	scatter, reddot sight (+10bs)
						1 / /	PB / S / M / L / E		

Gear

	weight
autogun,	4.5
2 mag manstoppers (autogun)	
5 standard autogun mags	
Autopistol	2.5
4 mags, 2 spare bullets	
Brass knuckles	5
Knife	5
microbead	-
Quilted vest	2
dirty coveralls	-
Guard flak armor	11
Combat shotgun	7
50 shells	
Breach charges x 2	
5 hallucinogen grenades	2.5
gasmask	1
silencer (on autogun)	n/a
lhostick pack	-
reddots x2	n/a
(own but at shuttle/base/ship)	
Hallucinogen grenade x40ish	
grain alchahol,2 beer	
lascarbine- 6packs	3

Melee Weapons

Name	Class	Damage	Type	Pen	Special Rules
Knife	melee	1d5	r	0	primitive, may be thrown
Brass Knuckles	melee	1d5-1	i	0	primitive

Handedness: ambidextrous

Insanity

Insanity points

Degree of Madness

Disorder	Severity

Corruption

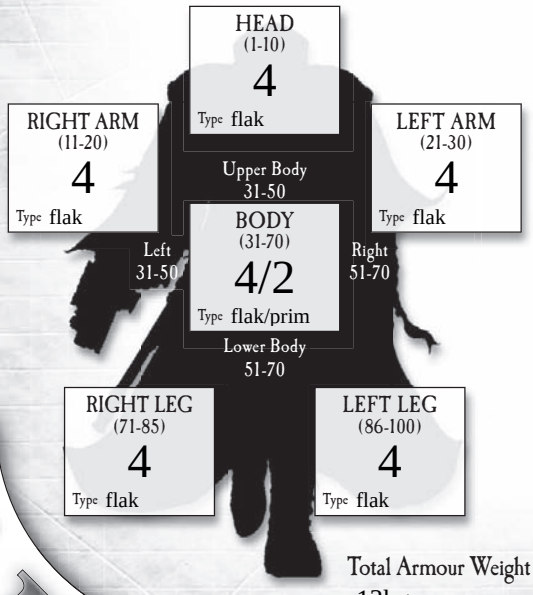
Corruption points

Degree of Corruption

Malignancies

Mutations

Hit Location & Armour



Total Armour Weight: 13kg

Wounds

Total Wounds	Current Wounds	Critical Damage	Fatigue
13	13		Max. Fatigue = TB

Fate Points

Total	Current
1	1

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 **quietly, in the dark places**

Ministorum effect on your life **a bother, mostly ignored**

Portrait

Other Players

Player Name	Character Name	Career	Notes

Contacts

Contact	Location	Notes	XP cost
			(.....)
			(.....)
			(.....)
			(.....)
			(.....)
			(.....)
			(.....)
			(.....)
			(.....)

XP Advancements

Advancements Taken	XP Cost	Advancements Taken	XP Cost
pistol (las)	(100)	.....	(.....)
Swim	(100)	.....	(.....)
BS advance	(100)	.....	(.....)
AG advance	(100)	.....	(.....)
Ag advance	(250)	.....	(.....)
security	(100)	.....	(.....)
quickdraw	(100)	.....	(.....)
awareness+10	(100)	.....	(.....)
fel advance	(100)	.....	(.....)
sound cont.	(100)	.....	(.....)
hard target	(100)	.....	(.....)
gamble	(100)	.....	(.....)
barter	(100)	.....	(.....)
Peer	(100)	.....	(.....)
slightofhand	(100)	.....	(.....)
.....	(.....)	.....	(.....)
.....	(.....)	.....	(.....)
.....	(.....)	.....	(.....)
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.....	(.....)	.....	(.....)
.....	(.....)	.....	(.....)

History / Notes

Alter Egos

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