Advanced Skills

Skill Name	( )	Trnd	+10	+20
Speak Language (Low Gothic)	(Int)			

Gear / Inventory

Item	Weight

Attack Actions

Charge	Full
Standard Attack	Half
Multiple Attacks	Full
All-out Attack	Full
Guarded Attack	Full
Defensive Stance	Full
Feint	Half
Grapple	Full
Knock-down	Half
Stun	Full

Ballistic Actions

Semi-Auto Burst	Full
Full-Auto Burst	Full
Overwatch	Vary
Suppressing Fire	Full

Move Actions

Move	H / F
Maneuver	Half
Disengage	Full
Run	Full
Tactical Advance	Full
Stand / Mount	Half

Other Actions

Aim	H / F
Dodge or Parry	React
Delay	Half
Focus Power	Vary
Jump / Leap	Full
Ready	Half
Reload	Vary
Use a Skill	Vary
Use a Fate Point	Free

Combat Modifiers

Aim (H / F)	+10/20
Semi/Full Auto	+10/20 BS
Called Shot	-20 WS/BS
Surprise Attack	+30 BS/WS
Shoot into Melee	-20 BS
Darkness	-20WS/-30BS
Ganging Up	+10/20 WS
High Ground	+10 WS
Fatigued/Shock	-10 ALL
Difficult Terrain	-10/30 WS*

Use a Fate Point to...

- Add a degree of success to a test
- Reroll any one test
- Roll 10 for initiative
- Recover 1d5 non-critical wounds
- Recover from being stunned.

Ammunition

Type	Type	Type	Type
Total	Total	Total	Total
Clip	Clip	Clip	Clip
Current	Current	Current	Current

Wealth

Monthly Income	Current

Fate Points

Total	Current

Wounds

Total	Fatigue
Current	Critical

Sound Constitution

This sheet is freely available @ http://cbpye.net

Dark Heresy

Character Record Sheet

File Photo

Player

Character Name

Homeworld

Homeworld (More)

Career

Rank

Divination

Gender	Age	Quirk
Height	Weight	Build
Skin	Hair	Eyes

WS

BS

S

T

Ag

Int

Per

Wil

Fel

Experience

Available	Spent

It matters not where you came from, nor why you were selected. It matters only that you serve.

- Inquisitor Serephus XII

Basic Skills

Skill Name	*( )*	*Trnd*	*+10*	*+20*
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)	⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕
		⊕	⊕	⊕

Movement, Lifting & Carrying

Pages 212-15

Half	Full	Charge	Run
Base Leap (SB x 1m)		Base Jump (SB x 20cm)	
Carry	Lift	Push	

Dark Heresy is an amazing product from Fantasy Flight Games.
http://fantasyflightgames.com

This character sheet is a freely-available labor of love from Christopher Brian Pye.
http://cbpye.net

Thanks to my friends for testing and feedback, and thanks to those who download.

Ranged Weapons

up to 3m	3m to 0.5x	0.5x to 2x	2x to 3x	3x to 4x	over 4x
PB (+30 BS)	S (+10 BS)	Normal	L (-10 BS)	E (-30 BS)	Hell No

Name			Range		
Damage	Pen	RoF	Clip	Reload	Class
Special					Weight

Name			Range		
Damage	Pen	RoF	Clip	Reload	Class
Special					Weight

Name			Range		
Damage	Pen	RoF	Clip	Reload	Class
Special					Weight

Name			Range		
Damage	Pen	RoF	Clip	Reload	Class
Special					Weight

Melee Weapons

Name			Class
Damage	Pen	Special	Weight

Name			Class
Damage	Pen	Special	Weight

Name			Class
Damage	Pen	Special	Weight

Name			Class
Damage	Pen	Special	Weight

Armor

Type					Weight
Head	RArm	LArm	Body	RLeg	LLeg
1--10	11--20	21--30	31--70	71--85	86--100

Talents, Traits & Powers

Insanity

Pages 232-37

Insanity Points	Degree
Disorders	Severity

Corruption

Pages 238-39

Corruption Points	Degree
Malignancies	

Mutations

Pages 239; 334-35