

BACKGROUND & NOTES

NAME			
CLASS	DAMAGE	TYPE	PEN
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
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NAME			
CLASS	DAMAGE	TYPE	PEN
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HANDEDNESS:

The diagram shows a black silhouette of a horse facing left, set against a light beige background. The horse is equipped with a bridle and a saddle. The body is divided into several numbered regions, each enclosed in a light beige box with a drop shadow. The regions are: HEAD (1-10) at the top; BODY (31-70) in the center; RIGHT ARM (11-20) on the right side of the neck; LEFT ARM (21-30) on the left side of the neck; RIGHT LEG (71-85) on the right side of the lower body; and LEFT LEG (86-00) on the left side of the lower body. Each box contains the name of the region and a range of numbers. The word 'Type' is written in a serif font below each numbered box. The background features a faint, stylized illustration of a horse's head and neck in the upper right corner.

Diagram illustrating the anatomical regions of a horse, numbered for reference:

- HEAD (1-10)**
- BODY (31-70)**
- RIGHT ARM (11-20)**
- LEFT ARM (21-30)**
- RIGHT LEG (71-85)**
- LEFT LEG (86-00)**

WEAPON SKILL (WS)


100

BALLISTIC SKILL (BS)

Th. Th. Th.

STRENGTH (Str)**TOUGHNESS (T)****AGILITY (Ag)**

INTELLIGENCE (Int)

**PERCEPTION (Per)****WILL POWER (WP)****FELLOWSHIP (Fel)**

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD

SPECIAL RULES			
NAME			
CLASS	DAMAGE	TYPE	PEN

RANGE	ROF	CLIP	RLD
SPECIAL RULES			
NAME			

CLASS	DAMAGE	TYPE	TEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

GEAR

WALK		CHARGE	
Walk (1/2 Action)		Charge	
Walk (Full Action)		Run	

WOUNDS

Total	
Current	

CRITICAL DAMAGE

FATIGUE

Max FATIGUE = TB

FATE POINTS

Total
Current

INSANITY POINTS

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

CORRUPTION POINTS

Corruption Points
Degree of Corruption
Malignancies:

DARK HERESY

Character Name Player Name

Home World..... Career Path Rank

Divination..... Quirk.....

Gender Build Height Weight

Skin Colour..... Hair Colour..... Eye Colour..... Age.....

BASIC SKILLS

[illegible]

Any Basic Skill that your Character doesn't have may be tested against, but at half the Characteristic value for that skill.

TALENTS & TRAITS

Melee Weapon Training (.....)
 Melee Weapon Training (.....)
 Pistol Weapon Training (.....)
 Pistol Weapon Training (.....)
 Basic Weapon Training (.....)
 Basic Weapon Training (.....)

CHARACTERISTICS


WEAPON SKILL (WS)

on your trip


BALLISTIC SKILL (BS)

Two Treated Slugs

STRENGTH (Str)





TOUGHNESS (T)



AGILITY (Ag)



INTELLIGENCE (Int)

**PERCEPTION (Per)****WILL POWER (WP)****FELLOWSHIP (Fēl)**

ADVANCED SKILLS

[illegible]

PSYCHIC POWERS

Psychic Discipline

Minor Power (.....)

Minor Power ()

Minor Power (.....)

Minor Power (.....)

Discipline Power (.....)

Discipline Power (.....)

Discipline Power (.....)

Discipline Power (.....)

MUTATIONS

.....

.....

.....

XP to spend

Advancements Taken

EXPERIENCE POINTS (XP)

Total XP
spent

	(.....)	(.....)	(.....)
	(.....)	(.....)	(.....)
	(.....)	(.....)	(.....)
	(.....)	(.....)	(.....)
	(.....)	(.....)	(.....)