

Character sheet guide

This will guide you to which pages to print to get the sheet that you need.

First of all the only difference between the sheets on page 2 - 7 and the sheets on page 8 – 12 is that the sheets on 8 – 13 have a watermarked background.

I Requirement that you at least use the Flof Sheet (Page 2/8), Combat Sheet (3/9) and Role playing or Skill Sheet (4/10)

Needed Sheets

Page 2 & 8:

This is the sheet for writing down all the character informations, for example hair color and hight.

Flof Sheet, here you will find:

- Advancements Taken
- Corruption and Insanity
- Wealth
- Character information
- Notes
- Reputation*

Page 3 & 9:

This is the sheet for writing down all combat related informations, for example Weapons stats and backpack content.

Combat Sheet, here you will find:

- Weapons
- Backpack
- Armour
- Character Stats
- Walk, Charge and Run speed
- Initiative
- Fate points
- Wounds

Page 4 & 10

This is the sheet for writing down all the characters skills and talents, all you need to have to make non combat related actions.

Role playing or Skill Sheet, here you will find:

- Basic and Advanced skills
- Talents & Traits
- Character Stats
- Mutations and Cybernetics

Special Sheets

Page 5 & 11

This is the sheet for people playing psykers, it contains all the basic things a psyker needs to keep track of the warp.

Psyker Sheet, Here you will find:

- Psychic Phenomena
- Psychic Gear
- Psychic Powers
- Psychic Talents & Traits
- Will power and Psychic Bonus

Page 6 & 12

This is the sheet for people which has characters with advanced weapons and lots of combat talents like the Gun slinger.

Weapon Specialist Sheet, Here you will find:

- Advanced Weapons
- BS and WS bonuses
- Combat Talents & Traits
- Ammunition
- Combat Gear

Page 7 & 13

The Ability Sheet, this a sheet for people how has a hard time remembering the effects of they Talents/Traits & Psychic Powers.

*Reputation is not a official part of DH put a set of house roles that my GM will upload if you should be interested, if not then just ignore this part of the sheet.

Character Name.....
Home World.....
Devination.....
.....
Gender..... Build.....

Player Name.....
 Career Path.....Rank.....
 Quirk.....Height.....
 Weight.....Eye Colour.....Age.....
 Skin Color.....Hair Color.....

Notes

[illegible]

<h2 style="margin: 0;">Reputation</h2> <p>Current: _____</p> <p>Total: _____</p>	
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Insanity Points

Insanity Points.....

Degree of Madness.....

Disorder:	Severity
.....	(.....)
.....	(.....)
.....	(.....)
.....	(.....)
.....	(.....)

Corruption Points	
Corruption Points.....	
Degree of Corruption.....	
Malignancies:	
.....	
.....	
.....	
.....	
.....	

Wealth

Throne Gelt:

Monthly Income:

Advancements Taken

[illegible][illegible][illegible][illegible]

XP Spend

DARK HERESY

Character Name:

Player Name:

Melee Weapons - To hit bonus.....

Name.....Class.....
Damage.....Type.....PEN.....
Special Rules.....

Name.....Class.....
Damage.....Type.....PEN.....
Special Rules.....

Name.....Class.....
Damage.....Type.....PEN.....
Special Rules.....

Utility gear

Qty. Weight

Combat gear

Total Weight.....

Walk (½ Action).....Charge.....

Walk (Full Action).....Run.....

Initiative.....

Weapon Skill (WS)

Ballistic Skill (BS)

Strength (Str)

Toughness (T)

Agility (Ag)

Intelligence (Int)

Perception (Per)

Will Power (WP)

Fellowship (Fel)

Missile Weapons - To hit bonus.....

Name.....Ammo left.....
Damage.....Type.....PEN.....Class.....
Range.....ROF.....Clip.....RLD.....
Special Rules.....

Name.....Ammo left.....
Damage.....Type.....PEN.....Class.....
Range.....ROF.....Clip.....RLD.....
Special Rules.....

Name.....Ammo left.....
Damage.....Type.....PEN.....Class.....
Range.....ROF.....Clip.....RLD.....
Special Rules.....

Name.....Ammo left.....
Damage.....Type.....PEN.....Class.....
Range.....ROF.....Clip.....RLD.....
Special Rules.....

Armour

Toughness Bonus:

Handedness:

Head
(1-10)
Type.....
AP.....

Body
(31-70)
Type.....
AP.....

Right Arm
(11-20)
Type.....
AP.....

Left Arm
(21-30)
Type.....
AP.....

Right Leg
(71-85)
Type.....
AP.....

Left Leg
(86-00)
Type.....
AP.....

Fate Points

Total.....

Current.....

Wounds

Total.....

Current.....

Crit. Damage.....

Fatigue.....

[illegible]

Player Name:

Advanced Skills

[illegible]

Talents & Traits

.Weapon Training
.Weapon Training
.Weapon Training
.Weapon Training
.Weapon Training
.Weapon Training

Mutations & Cybernetics

Psychic Talents & Traits

Player Name:

Name.....	Damage.....	PEN.....
Range.....	ROF.....	Clip.....
Class.....	Type.....	RLD.....
Ammo.....	Special Rules.....	Total to hit bonus.....
.....left.....
.....left.....
.....left.....
Clips left.....
.....
.....
.....

[illegible][illegible]

DARK HERESY

Character Name:

Player Name:

Name.....
Threshold.....
Focus Time.....
Sustained.....
Range.....
Description.....

Reference Page.....

Name.....
Threshold.....
Focus Time.....
Sustained.....
Range.....
Description.....

Reference Page.....

Name.....
Threshold.....
Focus Time.....
Sustained.....
Range.....
Description.....

Reference Page.....

Name.....
Threshold.....
Focus Time.....
Sustained.....
Range.....
Description.....

Reference Page.....

Name.....
Threshold.....
Focus Time.....
Sustained.....
Range.....
Description.....

Reference Page.....

Name.....
Threshold.....
Focus Time.....
Sustained.....
Range.....
Description.....

Reference Page.....

Name.....
Threshold.....
Focus Time.....
Sustained.....
Range.....
Description.....

Reference Page.....

Name.....
Threshold.....
Focus Time.....
Sustained.....
Range.....
Description.....

Reference Page.....

Name.....
Threshold.....
Focus Time.....
Sustained.....
Range.....
Description.....

Reference Page.....

[illegible]

Notes

Reputation

Current: _____

Total: _____

Corruption Points

Corruption Points.....

Degree of Corruption.....

Malignancies:

.....

.....

.....

.....

.....

[illegible]

Advancements Taken

XP To Spend

[illegible]

XP Spend

[illegible]

DARK HERESY

Character Name:

Player Name:

Melee Weapons - To hit bonus.....

Name.....Class.....
Damage.....Type.....PEN.....
Special Rules.....

Name.....Class.....
Damage.....Type.....PEN.....
Special Rules.....

Name.....Class.....
Damage.....Type.....PEN.....
Special Rules.....

Utility gear

Qty. Weight

Combat gear

Total Weight.....

Walk (½ Action).....Charge.....

Walk (Full Action).....Run.....

Initiative.....

Weapon Skill (WS)

Ballistic Skill (BS)

Strength (Str)

Toughness (T)

Agility (Ag)

Intelligence (Int)

Perception (Per)

Will Power (WP)

Fellowship (Fel)

Missile Weapons - To hit bonus.....

Name.....Ammo left.....
Damage.....Type.....PEN.....Class.....
Range.....ROF.....Clip.....RLD.....
Special Rules.....

Name.....Ammo left.....
Damage.....Type.....PEN.....Class.....
Range.....ROF.....Clip.....RLD.....
Special Rules.....

Name.....Ammo left.....
Damage.....Type.....PEN.....Class.....
Range.....ROF.....Clip.....RLD.....
Special Rules.....

Name.....Ammo left.....
Damage.....Type.....PEN.....Class.....
Range.....ROF.....Clip.....RLD.....
Special Rules.....

Armour

Toughness Bonus:

Handedness:

Head
(1-10)
Type.....
AP.....

Body
(31-70)
Type.....
AP.....

Right Arm
(11-20)
Type.....
AP.....

Left Arm
(21-30)
Type.....
AP.....

Right Leg
(71-85)
Type.....
AP.....

Left Leg
(86-00)
Type.....
AP.....

Fate Points

Total.....

Current.....

Wounds

Total.....

Current.....

Crit. Damage.....

Fatigue.....

DARK HERESY

Character Name:

Player Name:

Basic Skills

Awareness.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Per
Barter.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fel
Carouse.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	T
Charm.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fel
Concealment.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Ag
Contortionist.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Ag
Deceive.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fel
Disguise.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fel
Dodge.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Ag
Evaluate.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Gamble.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Inquiry.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fel
Intimidate.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Str
Logic.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Scale Sheer Surfaces. (Climb).....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Str
Scrutiny.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Per
Search.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Per
Silent Move.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Ag
Swim.....	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Str

Advanced Skills

[illegible]

Talents & Traits


[illegible]

Talents & Traits

[illegible]

Mutations & Cybernetics

Psychic Talents & Traits

[illegible]

Clips left.....

Clips left.....

[illegible][illegible][illegible][illegible][illegible][illegible]

Character Name:		Player Name:	
Name.....		Name.....	
Threshold.....		Threshold.....	
Focus Time.....		Focus Time.....	
Sustained.....		Sustained.....	
Range.....		Range.....	
Description.....		Description.....	
Reference Page.....		Reference Page.....	
Name.....		Name.....	
Threshold.....		Threshold.....	
Focus Time.....		Focus Time.....	
Sustained.....		Sustained.....	
Range.....		Range.....	
Description.....		Description.....	
Reference Page.....		Reference Page.....	
Name.....		Name.....	
Threshold.....		Threshold.....	
Focus Time.....		Focus Time.....	
Sustained.....		Sustained.....	
Range.....		Range.....	
Description.....		Description.....	
Reference Page.....		Reference Page.....	