

DARK HERESY™

CHARACTER FOLIO

I

CONCERNING THE CHARACTERISTICS, ACQUAINTANCES & PERSONAL HISTORY OF

WARHAMMER
40,000
ROLEPLAY

CONTENTS

Campaign

Campaign Information	2
----------------------------	---

Inquisitor

Data	3
Retinue	4

The Acolyte

Profile	5
History	7
Career Path	9
Ascension	11
Combat Profile	14
Cybernetics	16
Gear	17
Retinue	19
Mounts and Vehicles	19
Psykers	20
Minor Psychic Powers	20
Psychic Disciplines	21
Ascended Psychic Powers	24
Sorcery	25
Faith	26
Skills	27
Skill Groups	29
Talents	31
Insanity & Corruption	33

Actions

Actions	34
---------------	----

Notes & Journal

Journal	36
Notes	37

Death

Death	38
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CAMPAIGN

Game Master: _____

Campaign Name: _____

Year Start: _____ Year End: _____

Sector: _____ Sub-Sector: _____

Notable Endeavours: _____

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INQUISITION DATA



Inquisitor: _____

Inquisitor's Titles: _____

Known Psuedonyms: _____

Suspected Ordos: _____

Conclave/Cabal Membership: _____

Description: _____

Suspected Ethos/Faction: _____

First meeting with Inquisitor: _____

Information gathered/Insights into your Inquisitor: _____



INQUISITOR'S RETINUE

Name/Cell: _____

Bases of Operation: > _____

> _____

> _____

Current Location: _____

RETINUE MEMBERS

Name: _____ Career Path: _____

Rank: _____ Notable Skills/Talents: _____

Description: _____

Name: _____ Career Path: _____

Rank: _____ Notable Skills/Talents: _____

Description: _____

Name: _____ Career Path: _____

Rank: _____ Notable Skills/Talents: _____

Description: _____

Name: _____ Career Path: _____

Rank: _____ Notable Skills/Talents: _____

Description: _____

Name: _____ Career Path: _____

Rank: _____ Notable Skills/Talents: _____

Description: _____

ACOLYTE PROFILE

Name: _____ Alias: _____

Player: _____

Career Path: _____

Rank: _____

Divination: _____

PERSONAL DETAILS

Birthplace: _____

Homeworld: _____

Age: _____ Sex: _____ Birth Date: _____ Height: _____ Weight: _____

Build: _____ Size: _____ Eyes: _____ Hair: _____


Skin Tone: _____

Distinguishing Marks: _____

Quirks: _____

Description: _____





PERSONALITY

Appearance: _____

Demeanor: _____

Likes: _____

Dislikes: _____

HOME WORLD

Name: _____

Tithe Grade: _____

Government Type: _____

Main Industry: _____


Home City/Hive: _____

Key Features/Information: _____




Homeworld Sketch

Home World Traits: _____



ACOLYTE HISTORY



Family: _____

Friends: _____

Contacts: _____

Enemies: _____

Hatreds: _____

Personal History: _____



This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

CAREER PATH

Career Path: _____

Current Rank: _____

Current XP:

Total XP Spent:

Next Rank: _____ Total XP Required: _____

RANK ADVANCES

Rank: _____

Advancement Taken:

Cost:

Advancement Taken:

Cost:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Rank: _____

Advancement Taken:

Cost:

Advancement Taken:

Cost:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Rank: _____

Advancement Taken:

Cost:

Advancement Taken:

Cost:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____






ASCENSION

Ascended Path: _____

Transition: _____

Effects: _____

Description: _____

	_____

Ascended Portrait

RANK ADVANCES

Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Rank: _____

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



Rosette



COMBAT PROFILE

Characteristics

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (P) Will Power (WP) Fellowship (FS)

○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken

Total	Wounds	Current
Lightly Wounded: <input type="checkbox"/>		
Heavily Wounded: <input type="checkbox"/>		
Blood Loss: <input type="checkbox"/>		
Fatigued: <input type="checkbox"/>		

Fatigue									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I	II	III	IV	V	VI	VII	VIII	IX	X
Max Fatigue = Toughness Bonus									

Critical Damage

Movement	
Half Move (Half Action) AB x 1	
Full Move (Full Action) AB x 2	
Charge (Full Action) AB x 3	
Run (Full Action) AB x 6	
Base Jump (Full Action) SB x 1m	
Base Leap (Full Action) SB x 20cm	

Lifting	
Lift:	
Carry:	
Push:	

Fate Points	
Start:	
Current:	
Total:	

COMBAT PROFILE

Armour

Head
(01-10)

Type: _____

Right Arm
(11-20)

Type: _____

Left Arm
(21-30)

Type: _____

Body
(31-70)

Type: _____

Right Leg
(71-85)

Type: _____

Left Leg
(86-00)

Type: _____

Name: _____
AP: _____ Kg.: _____
Special Rules: _____

Melee Weapons

Name: _____
Class: _____ Damage: _____
Type: _____ Pen: _____ Range: _____
Special Rules: _____

Name: _____
Class: _____ Damage: _____
Type: _____ Pen: _____ Range: _____
Special Rules: _____

Name: _____
Class: _____ Damage: _____
Type: _____ Pen: _____ Range: _____
Special Rules: _____

Name: _____
Class: _____ Damage: _____
Type: _____ Pen: _____ Range: _____
Special Rules: _____

Ranged Weapons

Name: _____
Class: _____ Damage: _____
Type: _____ Pen: _____ Range: _____
RoF: _____ Clip: _____ Reload: _____
Special Rules: _____

Name: _____
Class: _____ Damage: _____
Type: _____ Pen: _____ Range: _____
RoF: _____ Clip: _____ Reload: _____
Special Rules: _____

Name: _____
Class: _____ Damage: _____
Type: _____ Pen: _____ Range: _____
RoF: _____ Clip: _____ Reload: _____
Special Rules: _____

Name: _____
Class: _____ Damage: _____
Type: _____ Pen: _____ Range: _____
RoF: _____ Clip: _____ Reload: _____
Special Rules: _____

CYBERNETICS

Bionic: _____

Benefit: _____

Penalty: _____

Bionic: _____

Benefit: _____

Penalty: _____

Bionic: _____

Benefit: _____

Penalty: _____

Bionic: _____

Benefit: _____

Penalty: _____

Bionic: _____

Benefit: _____

Penalty: _____

Bionic: _____

Benefit: _____

Penalty: _____

Bionic: _____

Benefit: _____

Penalty: _____

Bionic: _____

Benefit: _____

Penalty: _____

Notes: _____



GEAR



ITEMS ON-HAND

ITEMS OWNED

CLOTHING

PERSONAL WEALTH

Thrones Carried: _____

Thrones Saved: _____

Monthly Income: _____

RETINUE

Henchmen

Name: _____ Location: _____
 Career: _____ Rank: _____
 Description: _____

WS	BS	S	T	Ag	Int	Per	WP	Fel

Skills: _____

Gear: _____ Talents: _____

Notes: _____

Name: _____ Location: _____
 Career: _____ Rank: _____
 Description: _____

WS	BS	S	T	Ag	Int	Per	WP	Fel

Skills: _____

Gear: _____ Talents: _____

Notes: _____

Name: _____ Location: _____
 Career: _____ Rank: _____
 Description: _____

WS	BS	S	T	Ag	Int	Per	WP	Fel

Skills: _____

Gear: _____ Talents: _____

Notes: _____

MOUNTS AND VEHICLES

Mounts

Primary Mount

Name: _____

Type: _____

Location: _____

WS	BS	S	T	Ag	Int	Per	WP	Fel

Movement: _____ Wounds: _____

Skills: _____

Talents: _____

Traits: _____

Weapons: _____

Gear: _____

Secondary Mount

Name: _____

Type: _____

Location: _____

WS	BS	S	T	Ag	Int	Per	WP	Fel

Movement: _____ Wounds: _____

Skills: _____

Talents: _____

Traits: _____

Weapons: _____

Gear: _____

Vehicles

Primary Vehicle

Name: _____

Type: _____

Location: _____

Speed: _____ / _____

Armour: _____

Structural Integrity: _____

Weapons: _____

Manoeuvrability: _____

Size: _____

Carrying Capacity: _____

Carrying: _____

Secondary Vehicle

Name: _____

Type: _____

Location: _____

Speed: _____ / _____

Armour: _____

Structural Integrity: _____

Weapons: _____

Manoeuvrability: _____

Size: _____

Carrying Capacity: _____

Carrying: _____

PSYCHIC POWERS

Psy Rating: _____ Psy Rank: _____

MINOR PSYCHIC POWERS

Psychic Power	Threshold	Focus Time	Sustain
<input type="checkbox"/> Call Creatures	9	Full	No
<input type="checkbox"/> Call Item	5	Half	No
<input type="checkbox"/> Chameleon	7	Half	Yes
<input type="checkbox"/> Cipher Seed	9	Full	No
<input type="checkbox"/> Deja Vu	8	Half	No
<input type="checkbox"/> Disintegrating Directive	6	Full	No
<input type="checkbox"/> Distort Vision	8	Free	No
<input type="checkbox"/> Distortion	6	Full	Yes
<input type="checkbox"/> Dull Pain	8	Half	No
<input type="checkbox"/> Endure Flames	8	Half	Yes
<input type="checkbox"/> Familiar Bonds	10	Full	No
<input type="checkbox"/> Fearful Aura	7	Full	Yes
<input type="checkbox"/> Flash Bang	6	Half	No
<input type="checkbox"/> Float	8	Half	Yes
<input type="checkbox"/> Forget Me	6	Half	No
<input type="checkbox"/> Healer	7	Full	No
<input type="checkbox"/> Haywire	10	Full	No
<input type="checkbox"/> Inflict Pain	8	Half	Yes
<input type="checkbox"/> Inspiring Aura	6	Half	Yes
<input type="checkbox"/> Knack	7	Half	No
<input type="checkbox"/> Lucky	6	Half	No
<input type="checkbox"/> Mutable Features	8	Full	Yes
<input type="checkbox"/> Open Wounds	9	Half	No
<input type="checkbox"/> Precognition	6	Half	Yes
<input type="checkbox"/> Psychic Stench	5	Half	No
<input type="checkbox"/> Resist Possession	6	Reaction	No
<input type="checkbox"/> Sense Mechanism	7	Half	Yes
<input type="checkbox"/> Sense Presence	7	Half	Yes
<input type="checkbox"/> Space Slip	11	Half	No
<input type="checkbox"/> Spasm	7	Half	No
<input type="checkbox"/> Spectral Hands	10	Full	No
<input type="checkbox"/> Staunch Bleeding	8	Half	No
<input type="checkbox"/> Suggestion	9	Half	No
<input type="checkbox"/> Time Fade	13	Full	No

Psychic Power	Threshold	Focus Time	Sustain
<input type="checkbox"/> Time Skip	10	Full	No
<input type="checkbox"/> Torch	5	Half	Yes
<input type="checkbox"/> Touch of Madness	11	Full	No
<input type="checkbox"/> Trick	5	Half	Yes
<input type="checkbox"/> Trusting Aura	7	Full	Yes
<input type="checkbox"/> Truth Seeker	6	Full	Yes
<input type="checkbox"/> Twitch	5	Half	No
<input type="checkbox"/> Unnatural Aim	8	Half	No
<input type="checkbox"/> Verminspeaking	10	Full	Yes
<input type="checkbox"/> Wall Walk	8	Half	Yes
<input type="checkbox"/> Warp Howl	8	Full	No
<input type="checkbox"/> Weaken Veil	9	Full	Yes
<input type="checkbox"/> Weapon Jinx	8	Full	No
<input type="checkbox"/> White Noise	8	Full	Yes
<input type="checkbox"/> Without a Trace	6	Half	Yes
<input type="checkbox"/> Wither	6	Full	No
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____

PSYCHIC DISCIPLINES

Biomancy Flesh Crafting

Name	Threshold	Focus Time	Sustain
<input type="checkbox"/> Agony	13	Full	Yes
<input type="checkbox"/> Bio-lightning	14	Half	No
<input type="checkbox"/> Blood Boil	19	Half	Yes
<input type="checkbox"/> Cellular Control	16	Half	Yes
<input type="checkbox"/> Constrict	13	Half	No
<input type="checkbox"/> Drain Vigor	20	Half	Yes
<input type="checkbox"/> Enhance Senses	10	Half	Yes
<input type="checkbox"/> Flesh Like Iron	18	Half	Yes
<input type="checkbox"/> Hammerhand	15	Full	Yes
<input type="checkbox"/> Regenerate	23	Full	Yes
<input type="checkbox"/> Seal Wounds	10	Half	No
<input type="checkbox"/> Shape Flesh	19	Full	Yes
<input type="checkbox"/> Toxic Siphon	11	Half	No

Divination

Emperor's Tarot

Name	Threshold	Focus Time	Sustain
<input type="checkbox"/> Divine Shot	15	Free	No
<input type="checkbox"/> Dowsing	11	Full	Yes
<input type="checkbox"/> Far Sight	17	Full	Yes
<input type="checkbox"/> Glimpse	18	Half	No
<input type="checkbox"/> Precognitive Dodge	11	Free	No
<input type="checkbox"/> Precognitive Strike	17	Free	No
<input type="checkbox"/> Preternatural Awareness	9	Half	Yes
<input type="checkbox"/> Psychometry	16	Full	Yes
<input type="checkbox"/> Personal Augury	14	Full	No
<input type="checkbox"/> Soul Sight	23	Full	Yes

Pyromancy

Flame Arts

Name	Threshold	Focus Time	Sustain
<input type="checkbox"/> Blinding Flash	11	Half	No
<input type="checkbox"/> Burning Sight	10	Half	Yes
<input type="checkbox"/> Call Flame	8	Half	Yes
<input type="checkbox"/> Douse Flames	16	Half	Yes
<input type="checkbox"/> Fire Bolt	11	Half	No
<input type="checkbox"/> Fire Storm	16	Half	No
<input type="checkbox"/> Holocaust	23	Full	Yes
<input type="checkbox"/> Incinerate	19	Full	Yes
<input type="checkbox"/> Molten Man	27	Full	Yes
<input type="checkbox"/> Sculpt Flame	13	Half	Yes
<input type="checkbox"/> Wall of Fire	17	Full	Yes

Telekinetics

Telekinetic Force

Name	Threshold	Focus Time	Sustain
<input type="checkbox"/> Catch Projectiles	16	Reaction	No
<input type="checkbox"/> Fling	14	Half	No
<input type="checkbox"/> Force Barrage	21	Full	No
<input type="checkbox"/> Force Bolt	13	Half	No
<input type="checkbox"/> Precision Telekinesis	23	Half	Yes
<input type="checkbox"/> Psychic Blade	19	Half	Yes
<input type="checkbox"/> Psychic Crush	17	Half	No
<input type="checkbox"/> Psychokinetic Storm	12	Half	Yes
<input type="checkbox"/> Push	13	Half	No
<input type="checkbox"/> Telekinesis	11	Half	Yes
<input type="checkbox"/> Telekinetic Shield	17	Half	No

Telepathy

Telepathic Control

Name	Threshold	Focus Time	Sustain
<input type="checkbox"/> Beastmaster	13	Half	Yes
<input type="checkbox"/> Compel	17	Half	No
<input type="checkbox"/> Dominate	24	Half	Yes
<input type="checkbox"/> Inspire	9	Half	Yes
<input type="checkbox"/> Mind Scan	23	Free	No
<input type="checkbox"/> Projection	21	Free	Yes
<input type="checkbox"/> Psychic Shriek	18	Half	No
<input type="checkbox"/> See Me Not	14	Full	Yes
<input type="checkbox"/> Seed Mind	26	Extended	No
<input type="checkbox"/> Soul Killer	25	Full	No
<input type="checkbox"/> Telepathy	11	Free	Yes
<input type="checkbox"/> Terrify	13	Full	No
<input type="checkbox"/> Zone of Compulsion	19	Half	No

Daemon Hunter

Weapons of the God-Emperor

Name	Threshold	Focus Time	Sustain
<input type="checkbox"/> Might of Titan	18	Half	Yes
<input type="checkbox"/> Mind Blades	19	Half	Yes
<input type="checkbox"/> Quicksilver	18	Half	Yes
<input type="checkbox"/> Nemesis Hammerhand	20	Free	No
<input type="checkbox"/> Sanctuary	17	Full	Yes
<input type="checkbox"/> The Shrouding	15	Full	Yes
<input type="checkbox"/> The Summoning	24	Full	No
<input type="checkbox"/> Warp Quake	15	Half	Yes
<input type="checkbox"/> Warp Rift	26	Half	No

Extra Discipline

Discipline: _____

Name	Threshold	Focus Time	Sustain
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____

ASCENDED PSYCHIC POWERS

Name	Threshold	Focus Time	Sustain
<u>Stormwroth</u>			
<input type="checkbox"/> Lightning Arc	16	Half	Yes
<input type="checkbox"/> Lightning Field	21	Full	No
<input type="checkbox"/> Lightning Storm	30	Full	Yes
<u>Maelstrom of Destruction</u>			
<input type="checkbox"/> Malleus Hammerhand	17	Half	Yes
<input type="checkbox"/> Enrage	19	Free	No
<input type="checkbox"/> Bloodboil	27	Full	No
<u>Will Unleashed</u>			
<input type="checkbox"/> My Will, Known	20	Full	Yes
<input type="checkbox"/> My Will, Obeyed	22	Half	Yes
<input type="checkbox"/> My Will, Manifest	30	2 Full	Yes
<u>Burning Apocalypse</u>			
<input type="checkbox"/> Flameshroud	16	Half	Yes
<input type="checkbox"/> Conflagration	24	Full	No
<input type="checkbox"/> Inferno	32	Full	Yes
<u>Daemonsbane</u>			
<input type="checkbox"/> Banishment	18	Full	No
<input type="checkbox"/> Sanctuary	21	Half	Yes
<input type="checkbox"/> Word of the Emperor	25	Full	No
<u>Witchesbane</u>			
<input type="checkbox"/> His Will Be Done	20	Full	No
<input type="checkbox"/> Hammer of Witches	22	Half	No
<input type="checkbox"/> Purgatus	24	Full	No
<u>Psychokinesis</u>			
<input type="checkbox"/> Lift	14	Half	Yes/No
<input type="checkbox"/> Barrier	22	Full	Yes
<input type="checkbox"/> Tempest	30	Full	Yes
<u>Temporal Manipulation</u>			
<input type="checkbox"/> Precognition	18	Free	No
<input type="checkbox"/> Stasis Shell	24	Free	No
<input type="checkbox"/> Warp Time	36	Free	No

SORCERY

Major Arcana

Name	Threshold	Focus Time	Sustain
<input type="checkbox"/> Create Door	28	Full	No
<input type="checkbox"/> Disease	20	Half	No
<input type="checkbox"/> Ensanguine	18	Half	No
<input type="checkbox"/> Flail of Skulls	14	Half	Yes
<input type="checkbox"/> Flaming World	18	Half	No
<input type="checkbox"/> Immunity	24	Half	No
<input type="checkbox"/> Leech Life	21	Full	No
<input type="checkbox"/> Living Weapon	24	Full	Yes
<input type="checkbox"/> Open	14	Half	No
<input type="checkbox"/> Psy Barrier	19	Half	No
<input type="checkbox"/> Summon Object	24	Full	Yes
<input type="checkbox"/> Transfix	19	Half	No
<input type="checkbox"/> Wall of Souls	24	Full	Yes
<input type="checkbox"/> Warp Corruption	27	Full	No
<input type="checkbox"/> Warp Lightning	21	Half	No
<input type="checkbox"/> Warp Tongue	16	Half	No
<input type="checkbox"/> Warp Vigour	14	Half	No

Sorcery of Tzeentch

Name	Threshold	Focus Time	Sustain
<input type="checkbox"/> Warp Fire	9	Half	No
<input type="checkbox"/> Boon of Mutation	18	Full	No
<input type="checkbox"/> Bolt of Tzeentch	27	Full	No

Name	Threshold	Focus Time	Sustain
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____

FAITH

EMPEROR'S SIGN

Name	Acquired	Name	Acquired
Blessed Ignorance	<input type="checkbox"/>	Burden of Guilt	<input type="checkbox"/>
Daemon Trap	<input type="checkbox"/>	Divine Symbol	<input type="checkbox"/>
Holy Light	<input type="checkbox"/>	Holy Radiance	<input type="checkbox"/>
Light of the Emperor	<input type="checkbox"/>	Repel Daemon	<input type="checkbox"/>
Seal of Purity	<input type="checkbox"/>	Soul Decay	<input type="checkbox"/>
Spirit of the Martyr	<input type="checkbox"/>	Spiritual Mirror	<input type="checkbox"/>

EMPEROR'S MERCY

Name	Acquired	Name	Acquired
Divine Endurance	<input type="checkbox"/>	Divine Ministration	<input type="checkbox"/>
Grace	<input type="checkbox"/>	Martyr's Gift	<input type="checkbox"/>
Mental Calm	<input type="checkbox"/>	Miraculous Recovery	<input type="checkbox"/>
No Rest for the Faithful	<input type="checkbox"/>	Respite	<input type="checkbox"/>
Resurrection	<input type="checkbox"/>	Revelation	<input type="checkbox"/>
Spiritual Cleansing	<input type="checkbox"/>		

EMPEROR'S WRATH

Name	Acquired	Name	Acquired
Divine Guidance	<input type="checkbox"/>	Divine Touch	<input type="checkbox"/>
Flames of Faith	<input type="checkbox"/>	Hand of the Emperor	<input type="checkbox"/>
Might of the Emperor	<input type="checkbox"/>	The Passion	<input type="checkbox"/>
Religious Hysteria	<input type="checkbox"/>	Righteous Frenzy	<input type="checkbox"/>
Soul Storm	<input type="checkbox"/>	The Unforgiving Blade	<input type="checkbox"/>
Wrath of the Righteous	<input type="checkbox"/>		

Name	Acquired	Name	Acquired
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
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_____	<input type="checkbox"/>	_____	<input type="checkbox"/>

SKILLS

Basic Skills

Skill Name	Trained	+10%	+20%	Bonus	Characteristic	Descriptor
Awareness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perception	-----
Carouse	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Toughness	-----
Charm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fellowship	Interaction
Climb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strength	Movement
Command	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fellowship	Interaction
Concealment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Agility	-----
Contortionist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Agility	Movement
Deceive	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fellowship	Interaction
Dodge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Agility	-----
Evaluate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	Investigation
Gamble	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perception	-----
Inquiry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fellowship	Investigation
Intimidate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strength	Interaction
Logic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	Investigation
Scrutiny	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perception	-----
Search	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perception	-----
Silent Move	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Agility	Movement
Swim	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strength	Movement
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	_____

Advanced Skills

Skill Name	Trained	+10%	+20%	Bonus	Characteristic	Descriptor
Acrobatics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Agility	Movement
Chem-Use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	Crafting, Investigation
Ciphers [†]					Intelligence	-----
Common Lore [†]					Intelligence	Investigation
Demolition	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	Crafting
Drive [†]					Agility	Operator
Forbidden Lore [†]					Intelligence	Investigation
Interrogation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Willpower	Investigation
Invocation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Willpower	-----
Lip Reading	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perception	-----
Literacy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	-----

[†] denotes a skill group.

Advanced Skills

† denotes a skill group.

LORE SKILL GROUPS

COMMON						FORBIDDEN						SCHOLASTIC					
	Basic	Trained	+10%	+20%	Bonus		Basic	Trained	+10%	+20%	Bonus		Basic	Trained	+10%	+20%	Bonus
Adeptus Arbites	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Adeptus	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Archaic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Administratum	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Mechanicus	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Astromancy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ecclesiarchy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Archeotech	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Beasts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperial Creed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The Black Library	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bureaucracy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperial Guard	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cults	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Chymistry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperium	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Daemonology	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Crptology	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Machine Cult	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Heresy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Heraldry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Inquisition	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Imperial Creed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Underworld	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Mutants	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Judgement	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
War	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ordos	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Legend	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						

OTHER SKILLS

CIPHERS

	Basic	Trained	+10%	+20%	Bonus
Acolyte	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Occult	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Secret Society	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Underworld	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
War Cant	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

DRIVE

	Basic	Trained	+10%	+20%	Bonus
Ground Vehicle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hover Vehicle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Walker	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NAVIGATION

	Basic	Trained	+10%	+20%	Bonus
Surface	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stellar	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PERFORMER

	Basic	Trained	+10%	+20%	Bonus
Dancer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Musician	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Singer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Storyteller	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PILOT

	Basic	Trained	+10%	+20%	Bonus
Civilian Craft	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Military Craft	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spacecraft	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SECRET TONGUE

	Basic	Trained	+10%	+20%	Bonus
Acolyte	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Administratum	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ecclesiarchy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gutter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Military	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SPEAK LANGUAGE

	Basic	Trained	+10%	+20%	Bonus
High Gothic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hive Dialect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Low Gothic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ship Dialect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tribal Dialect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TRADE

	Basic	Trained	+10%	+20%	Bonus
Agri	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Apothecary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armourer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Artist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cartographer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cook	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Copyist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Embalmer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mason	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Merchant	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TRADE (cont.)

	Basic	Trained	+10%	+20%	Bonus
Miner	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Prospector	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrimshawer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Smith	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Soothsayer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tanner	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Technomat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Valet	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wright	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



TALENTS

[illegible]

INSANITY AND CORRUPTION

INSANITY

Current Insanity Points:

Degree of Madness: _____

Trauma Modifier: _____

Mental Disorders

Disorder	Severity	Gained From
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

CORRUPTION & MUTATION

Current Corruption Points:

Degree of Corruption: _____

Malignancy Test Modifier: _____

Malignancies

Malignancy	Gained From
_____	_____
_____	_____
_____	_____

Mutations

Mutation	Gained From
_____	_____
_____	_____
_____	_____

Dark Pact

Pact	Gained From
_____	_____

Actions

Combat Actions

Action	Type	Subtype(s)	Description
Aim	Half/Full	Concentration	+10 Bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack.
All Out Attack	Full	Attack, Melee	+20 to WS, cannot Dodge or Parry.
Brace Heavy Weapon	Half	Miscellaneous	Prepare to fire a heavy weapon.
Called Shot	Full	Attack, Concentration, Melee, or Ranged	Attack a specific location on your target with a -20 to WS or BS.
Charge	Full	Attack, Melee, Movement	Must move 4 metres, +10 to WS.
Defensive Stance	Full	Concentration, Melee	Gain an additional Reaction, opponents suffer -20 to WS.
Delay	Half	Miscellaneous	Before your next Turn take any Half Action.
Disengage	Full	Movement	Break off from melee and move.
Dodge	Reaction	Movement	Test Dodge to negate a hit.
Feint	Half	Attack, Melee	Opposed WS Test, if you win, your next attack cannot be Dodged or Parried.
Focus Power	Varies	Varies	Use a Psychic Power.
Full Auto Burst	Full	Attack, Ranged	+20 to BS, additional hit for every degree of success.
Grapple	Half/Full	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.
Guarded Attack	Full	Attack, Concentration, Melee	-10 WS, +10 to Parry and Dodge.
Jump or Leap	Full	Movement	Jump vertically or leap horizontally.
Knock-Down	Half	Attack, Melee	Try and knock an opponent to the ground.
Manoeuvre	Half	Attack, Melee, Movement	Opposed WS Test, if you win, move enemy 1 metre.
Move	Half/Full	Movement	Move up to your movement as a Half Action or twice your movement as a Full Action.
Multiple Attacks	Full	Attack, Melee, or Ranged	Attack more than once in the same round—requires two weapons or a talent.
Overwatch	Full	Attack, Concentration, Ranged	Shoot targets coming into a set kill zone, -20 to BS.
Parry	Reaction	Defence, Melee	Test Weapon Skill to negate a hit.
Ready	Half	Miscellaneous	Ready a weapon or item.
Reload	Varies	Miscellaneous	Reload a ranged weapon.
Run	Full	Movement	Move triple, enemies -20 BS and +20 WS.
Semi-Auto Burst	Full	Attack, Ranged	+10 to BS, additional hit for every two degrees of success.
Stand/Mount	Half	Movement	Stand up or mount a riding animal.

ACTIONS

Action	Type	Subtype(s)	Description
Standard Attack	Half	Attack, Melee, or Ranged	Make one melee or ranged attack.
Stun	Full	Attack, Melee	Try to Stun an opponent.
Surpressing Fire	Full	Attack, Ranged	Force opponents to take cover, -20 to BS.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use a Skill	Varies	Concentration, Miscellaneous	You may use a skill.

COMBAT DIFFICULTIES & BONUSES

Difficulty	Skill Modifier	Example
Easy	+30	Attacking a suprised or unaware target. Shooting a massive target. Shooting a target at point-blank range.
Routine	+20	Melee attacks against a foe who is outnumbered three to one or more. Attacking a Stunned opponent. Shooting an Enormous target.
Ordinary	+10	Melee attacks against a foe who is outnumbered two to one. Attacking a Prone opponent with a melee weapon. Attacking from higher ground. Shooting a Hulking target. Shooting a target at Short Range.
Challenging	+0	A Standard Attack. Any test whilst Fatigued. Attacking or Dodging whilst in the mud or heavy rain.
Difficult	-10	Shooting a target at Long Range. Shooting a Prone target. Shooting a Scrawny target. Shooting into melee combat. Dodging whilst Prone. Making an unarmed attack against an armed opponent.
Hard	-20	Melee attacks in darkness. Shooting at a target in fog, mist, shadow or smoke. Shooting a Puny target. Using a weapon without the correct Talent.
Very Hard	-30	Attacking or Dodging in deep snow. Firing a heavy weapon that has not been Braced. Shooting a Minuscule target. Shooting a target at Extreme range. Shooting at a completely concealed target. Shooting at a target in darkness.



JOURNAL

Contacts

Location

Association

Notes

Endeavours/Information Acquired

36

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I

II

III



NOTES

37



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I

II


III







DEATH



1st Fate Point: _____

2nd Fate Point: _____

3rd Fate Point: _____

4th Fate Point: _____

5th Fate Point: _____

Character Died On: _____

Location: _____

Details: _____

Will Be Remembered For: _____

Legacy: _____

DARK HERESY™

CHARACTER FOLIO

A LEAFLET FOR ALL YOUR ADVENTURES

RECORD ALL YOUR ADVENTURES
IN IMPERIAL SPACE WITH THIS
CHARACTER FOLIO.

FILLED WITH EVERYTHING AN
ACOLYTE WILL NEED TO NOT BE
FORGOTTEN IN THE HARSH
GALAXY OF THE 41ST
MILLENNIUM.

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PLAYER.

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