Character **CLEITUS PIUS BISHOPUS** **Dark Heresy** Player

Career Path *Cleric / Zealot* Rank 7 XP to Spend XP Spent 8000

Money		Fate Points		Wounds				Insanity Points		Corruption Points	
Income	Wealth	Maximum	Used	Total	Damage	Critical	Fatigue	Current	Degree	Current	Degree
		2		12				0	Stable		

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
4 8	3 0	3 8	3 5	3 5	3 7	3 7	4 6	4 5
Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.

WEAPONS

Name	Flamer						
Class	Basic	**Damage**	1d10+4	**Type**	E	**Pen**	3
Range	20	**ROF**	S/-/-	**Clip**	3	**Reload**	2 Full
Special	Flame						

Name	Stub Auto						
Class	Pistol	**Damage**	1d10+3	**Type**	I	**Pen**	0
Range	30	**ROF**	S/3/-	**Clip**	9	**Reload**	Full
Special	Red-Dot Laser						

Name	Eviscerator*						
Class	Melee	**Damage**	1d10+13	**Type**	R	**Pen**	5
Range		**ROF**		**Clip**		**Reload**	
Special	Special, Tearing, Unwieldy, on 96-00 WS test ag or take dmg as if struck, include S						

Name							
Class		**Damage**		**Type**		**Pen**	
Range		**ROF**		**Clip**		**Reload**	
Special							

Name							
Class		**Damage**		**Type**		**Pen**	
Range		**ROF**		**Clip**		**Reload**	
Special							

Name							
Class		**Damage**		**Type**		**Pen**	
Range		**ROF**		**Clip**		**Reload**	
Special							

Mesh Combat Cloak

(Toughness)

Head 1-10 — 4 (3)

Right Arm 11-20 — 4 (3)

Initiative 3

Left Arm 21-30 — 4 (3)

Handedness

Body 31-70 — 4 (3)

Weight Carried 25kg

Right Leg 71-85 — 4 (3)

Left Leg 86-100 — 4 (3)

	Primitive	Flame	Las	Launcher	Melta	Plasma	SP	Bolt
Basic								
Pistol								
Heavy								

	Primitive	Flame	Chain	Shock	Power
Thrown					
Melee					

Movement

Half Move	Full Move	Charge	Run	Base Leap	Base Jump
3m	6m	9m	18m	3m	60cm

Lifting

Carry	Lift	Push
36kg	72kg	144kg

Talents and Traits

Blademaster	**Re-roll missed bladed attack once per round**

Skills

	Trained	+10%	+20%	Total
Awareness (Per)	✓	✓		47
Barter (Fel)	✓			45
Blather (Fel)	✓			45
Carouse (T)				17
Charm (Fel)	✓	✓		55
Climb (S)				19
Command (Fel)	✓	✓		55
Common Lore (Int)				
- Ecclesiarchy	✓	✓	✓	57
- Imperial Creed	✓	✓	✓	57
- Imperium	✓	✓		47
- War				18
Concealment (Ag)				17
Contortionist (Ag)				17
Deceive (Fel)	✓	✓		55
Disguise (Fel)				22
Dodge (Ag)	✓	✓		45
Evaluate (Int)				18
Forbidden Lore (Int)				
- Daemonology	✓			32
- Heresy	✓	✓		42
- Mutants	✓			32
- Cults	✓			32
- Psykers	✓			32
- the Warp	✓			32
Gamble (Int)				18
Inquiry (Fel)	✓	✓	✓	65

Home World

Imperial World

Description

Thought begets Heresy; Heresy begets Retribution.

Skills

	Trained	+10%	+20%	Total
Interrogation (WP)	✓	✓		56
Intimidate (S)	✓			38
Literacy (Int)	✓			37
Logic (Int)				18
Performer (Fel)				
- Singer	✓			45
- Storyteller	✓			45
Scholastic Lore (Int)				
- Imperial Creed	✓	✓		47
- Legend	✓			37
- Occult	✓			37
Scrutiny (Per)	✓			37
Search (Per)				18
Secret Tongue (Int)				
- Ecclesiarchy	✓			37
Silent Move (Ag)				17
Speak Language (Int)				
- High Gothic	✓			37
- Low Gothic	✓			37
Swim (S)				19
Trade				
- Valet (Fel)	✓			45

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
48	30	3 8	3 5	3 5	3 7	3 7	4 6	4 5
Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.

Gear

Backpack, Charm, Chrono, Clothing, Photo-Visors/Contacts, Respirator/Gas-Mask, Excruciator Kit,
Micro-bead, Chaplet Eccleisasticus, Mesh Combat Cloak, Stub Auto, Flamer, Red-Dot Laser,
Eviscerator*

Custom Gear