Character **EPSZILON 3** Dark Heresy Player

Career Path *Guardsman / Shock Trooper* Rank 7 XP to Spend XP Spent 7700

Money		Fate Points		Wounds				Insanity Points		Corruption Points	
Income	Wealth	Maximum	Used	Total	Damage	Critical	Fatigue	Current	Degree	Current	Degree
		3		16				8	Stable	4	Tainted

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
3 5	5 8	3 5	4 0	4 5	4 0	3 5	5 5	2 2
Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.

WEAPONS

Name	Integrated Lathe-Lasrifle						
Class	Basic	**Damage**	1d10+5	**Type**	E	**Pen**	2
Range	100	**ROF**	S/2/-	**Clip**		**Reload**	
Special	Tearing						

Name	Frag						
Class	Thrown	**Damage**	2d10	**Type**	X	**Pen**	0
Range	9	**ROF**		**Clip**		**Reload**	
Special	Blast (4)						

Name	Venator Blade						
Class	Melee	**Damage**	1d5+6	**Type**	R	**Pen**	4
Range	3	**ROF**		**Clip**		**Reload**	
Special	Razor Sharp, Best (+15 WS)						

Name							
Class	0	**Damage**		**Type**	0	**Pen**	
Range		**ROF**	0	**Clip**		**Reload**	0
Special	0						

Name							
Class	0	**Damage**		**Type**	0	**Pen**	
Range		**ROF**	0	**Clip**		**Reload**	0
Special	0						

Name							
Class	0	**Damage**		**Type**	0	**Pen**	
Range		**ROF**	0	**Clip**		**Reload**	0
Special	0						

Crimson Armour

(Toughness)

	Head 1-10 8 (4)	
Right Arm 11-20 8 (4)	Initiative 4	**Left Arm** 21-30 8 (4)
Handedness	**Body** 31-70 8 (4)	Weight Carried 8kg
Right Leg 71-85 8 (4)		**Left Leg** 86-100 8 (4)

	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
4m	8m	12m	24m	3m	60cm

Lifting

Carry	Lift	Push
45kg	90kg	180kg

Talents and Traits

Blademaster	**Re-roll missed bladed attack once per round**
Quick Draw	**Ready as free action**
Resistance (Fear, Psychic)	**Gain +10 to resist effects**
Sound Constitution x 5	**Gain 5 wounds**
Stranger to the cult	**-5 Fel vs Ecclesiarchy**
Step aside	**Extra Dodge each round**
Technical Knock	**Un-jam a gun as half action**

Skills

	Trained	+10%	+20%	Total
Awareness (Per)	✓			35
Barter (Fel)				11
Carouse (T)				20
Charm (Fel)				11
Ciphers (Int)				
- Acolyte	✓			40
Climb (S)				17
Command (Fel)				11
Common Lore (Int)				
- Imperial Guard	✓			40
- Imperium	✓			40
- Machine Cult				20
- Tech				20
- War	✓			40
Concealment (Ag)				22
Contortionist (Ag)				22
Deceive (Fel)				11
Demolition (Int)	✓	✓	✓	60
Disguise (Fel)				11
Dodge (Ag)	✓	✓	✓	65
Drive (Ag)				
- Ground Vehicle	✓			45
Evaluate (Int)				20
Forbidden Lore (Int)				
- Adeptus Mechanicus	✓			40
Gamble (Int)				20
Inquiry (Fel)				11

Home World

Forge World

Description

To war is human.

Skills

	Trained	+10%	+20%	Total
Intimidate (S)	✓			35
Logic (Int)				20
Navigation (Int)				
- Surface	✓			40
Pilot (Ag)				
- Military	✓			45
Scrutiny (Per)				17
Search (Per)	✓			35
Secret Tongue (Int)				
- Military	✓			40
- Acolyte	✓			40
Silent Move (Ag)				22
Speak Language (Int)				
- Low Gothic	✓			40
Swim (S)				17
Tech-Use (Int)	✓			40

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
35	58	3 5	4 0	4 5	4 0	3 5	5 5	2 2
Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.	Adv.

Gear

Backpack, Charm (2), Clip/Drop Harness, Photo-Visors/Contacts, Re-Breather, Auspex/Scanner, Combi-tool, Manacles (2), Micro-bead, Multikey, Cognomen, Frag (2)

Custom Gear

-1900 trón