Character **ROMANUS LATERRA** Dark Heresy Player

Career Path *Arbitrator / Marshal* 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 | | 22 | | | | 0 | Stable | | |

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

## WEAPONS

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Name** | Boltgun | | | | | | |
| **Class** | Basic | **Damage** | 1d10+5 | **Type** | X | **Pen** | 4 |
| **Range** | 90 | **ROF** | S/2/- | **Clip** | 24 | **Reload** | Full |
| **Special** | Tearing, Red-Dot Laser | | | | | | |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Name** | Bolt Pistol | | | | | | |
| **Class** | Pistol | **Damage** | 1d10+5 | **Type** | X | **Pen** | 4 |
| **Range** | 30 | **ROF** | S/2/- | **Clip** | 8 | **Reload** | Full |
| **Special** | Tearing, Red-Dot Laser | | | | | | |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Name** | Blind | | | | | | |
| **Class** | Thrown | **Damage** | | **Type** | | **Pen** | 0 |
| **Range** | 9 | **ROF** | | **Clip** | | **Reload** | |
| **Special** | Smoke | | | | | | |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Name** | Chainsword | | | | | | |
| **Class** | Melee | **Damage** | 1d10+5 | **Type** | R | **Pen** | 2 |
| **Range** | | **ROF** | | **Clip** | | **Reload** | |
| **Special** | Balanced, Tearing | | | | | | |

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

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

## Enforcer Light Carapace

(Toughness)

**Head** 1-10 5 (3)

**Right Arm** 11-20 5 (3)

Initiative 4

**Left Arm** 21-30 5 (3)

Handedness

**Body** 31-70 5 (3)

Weight Carried 39kg

**Right Leg** 71-85 5 (3)

**Left Leg** 86-100 5 (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

| | |
|---|---|
| Accustomed to crowds | Crowds are not difficult terrain |
| Hivebound | -10 survival and -5 int when away from hive |
| Nerves of Steel | Re-roll failed tests to avoid pinning |
| Peer (Underworld, Adeptus Arbites) | +10 interaction bonus with chosen groups |
| Quick Draw | Ready as free action |
| Rapid reload | Reduce reload time |
| Sound Constitution x 9 | Gain 9 wounds |
| Wary | +1 to initiative checks |

## Skills

| | Trained | +10% | +20% | Total |
|---|---|---|---|---|
| Awareness (Per) | ✓ | ✓ | ✓ | 55 |
| Barter (Fel) | | | | 20 |
| Carouse (T) | | | | 17 |
| Charm (Fel) | ✓ | ✓ | | 50 |
| Climb (S) | | | | 17 |
| Command (Fel) | | | | 20 |
| Common Lore (Int) | | | | |
| - Adeptus Arbites | ✓ | ✓ | ✓ | 60 |
| - Administratum | ✓ | | | 40 |
| - Imperium | ✓ | | | 40 |
| - Underworld | ✓ | | | 40 |
| Concealment (Ag) | | | | 15 |
| Contortionist (Ag) | | | | 15 |
| Deceive (Fel) | ✓ | | | 40 |
| Disguise (Fel) | | | | 20 |
| Dodge (Ag) | ✓ | | | 30 |
| Drive (Ag) | | | | |
| - Ground Vehicle | ✓ | | | 30 |
| Evaluate (Int) | | | | 20 |
| Gamble (Int) | | | | 20 |
| Inquiry (Fel) | ✓ | ✓ | ✓ | 60 |
| Interrogation (WP) | ✓ | ✓ | | 45 |
| Intimidate (S) | ✓ | ✓ | | 45 |
| Literacy (Int) | ✓ | | | 40 |
| Logic (Int) | ✓ | | | 40 |
| Scholastic Lore (Int) | | | | |
| - Judgement | ✓ | | | 40 |

## Home World

Hive World

## Description

*The only true fear is of dying with your duty not done.*

## Skills

| | Trained | +10% | +20% | Total |
|---|---|---|---|---|
| Scrutiny (Per) | ✓ | | | 35 |
| Search (Per) | ✓ | | | 35 |
| Security (Ag) | ✓ | ✓ | | 40 |
| Silent Move (Ag) | | | | 15 |
| Speak Language (Int) | | | | |
| - Low Gothic | ✓ | | | 40 |
| - Hive Dialect | | | | 20 |
| 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 | 55 | 3 5 | 3 5 | 3 0 | 4 0 | 3 5 | 3 5 | 4 0 |
| Adv. | Adv. | Adv. | Adv. | Adv. | Adv. | Adv. | Adv. | Adv. |

## Gear

Backpack, Chrono, Clothing, Photo-Visors/Contacts, Respirator/Gas-Mask, Micro-bead, Multikey, Vox-caster, Carapace Helm, Enforcer Light Carapace, Bolt Pistol, Boltgun, Blind (2), Red-Dot Laser (2), Chainsword, Shock Maul

## Custom Gear