

CHARACTER NAME: _____

PLAYER NAME: _____

RANK: _____

CHAPTER: _____

SPECIALTY: _____

POWER ARMOR HISTORY: _____

PAST EVENT: _____

CHAPTER Demeanour: _____

PERSONAL Demeanour: _____

CHARACTERISTICS

WEAPON SKILL

BALLISTIC SKILL

STRENGTH

TOUGHNESS

AGILITY

INTELLIGENCE

PERCEPTION

WILL POWER

FELLOWSHIP

SKILLS

	Basic	Trained	+10	+20	Misc. Mod.		Basic	Trained	+10	+20	Misc. Mod.		Basic	Trained	+10	+20	Misc. Mod.
Acrobatics (Ag)	☐	☐	☐	☐		Evaluate (Int)	☒	☐	☐	☐		Scholastic Lore (Int)	☐	☐	☐	☐	
Awareness (Per)	☒	☒	☐	☐		Forbidden Lore (Int)	☐	☐	☐	☐		Codex Astartes	☐	☒	☐	☐	
Carouse (T)	☒	☐	☐	☐		Xenos	☐	☒	☐	☐			☐	☐	☐	☐	
Charm (Fel)	☒	☐	☐	☐			☐	☐	☐	☐			☐	☐	☐	☐	
Chem-Use (Int)	☐	☐	☐	☐			☐	☐	☐	☐			☐	☐	☐	☐	
Ciphers (Int)	☐	☐	☐	☐			☐	☐	☐	☐			☐	☐	☐	☐	
Chapter Runes	☐	☒	☐	☐			☐	☐	☐	☐		Scrutiny (Per)	☒	☐	☐	☐	
	☐	☐	☐	☐			☐	☐	☐	☐		Search (Per)	☒	☐	☐	☐	
	☐	☐	☐	☐			☐	☐	☐	☐		Security (Ag)	☐	☐	☐	☐	
Climb (S)	☒	☒	☐	☐		Gamble (Int)	☒	☐	☐	☐		Shadowing (Ag)	☐	☐	☐	☐	
Command (Fel)	☒	☐	☐	☐		Inquiry (Fel)	☒	☐	☐	☐		Silent Move (Ag)	☒	☒	☐	☐	
Common Lore (Int)	☐	☐	☐	☐		Interrogation (WP)	☐	☐	☐	☐		Sleight of Hand (Ag)	☐	☐	☐	☐	
Adeptus Astartes	☐	☒	☐	☐		Intimidate (S)	☐	☒	☐	☐		Speak Language (Int)	☐	☐	☐	☐	
Deathwatch	☐	☒	☐	☐		Invocation (WP)	☐	☐	☐	☐		High Gothic	☐	☒	☐	☐	
Imperium	☐	☒	☐	☐		Lip Reading (Per)	☐	☐	☐	☐		Low Gothic	☐	☒	☐	☐	
War	☐	☒	☐	☐		Literacy (Int)	☐	☒	☐	☐		Survival (Int)	☐	☐	☐	☐	
	☐	☐	☐	☐		Logic (Int)	☒	☐	☐	☐		Swim (S)	☒	☐	☐	☐	
	☐	☐	☐	☐		Medicae (Int)	☐	☐	☐	☐		Tactics (Int)	☐	☐	☐	☐	
	☐	☐	☐	☐		Navigation (Int)	☐	☐	☐	☐			☐	☒	☐	☐	
Concealment (Ag)	☒	☒	☐	☐		Surface	☐	☒	☐	☐			☐	☐	☐	☐	
Contortionist (Ag)	☒	☐	☐	☐			☐	☐	☐	☐			☐	☐	☐	☐	
Deceive (Fel)	☒	☐	☐	☐			☐	☐	☐	☐			☐	☐	☐	☐	
Demolition (Int)	☐	☐	☐	☐		Performer (Fel)	☐	☐	☐	☐			☐	☐	☐	☐	
Dodge (Ag)	☒	☒	☐	☐		Pilot (Ag)	☐	☐	☐	☐		Tech-Use (Int)	☐	☐	☐	☐	
Drive (Ag)	☐	☐	☐	☐			☐	☐	☐	☐		Tracking (Int)	☐	☒	☐	☐	
Ground Vehicles	☐	☒	☐	☐			☐	☐	☐	☐		Trade (Int)	☐	☐	☐	☐	
	☐	☐	☐	☐		Psyniscience (Per)	☐	☐	☐	☐		Wrangling (Int)	☐	☐	☐	☐	

[SPACE MARINE ABILITIES]

Secondary Heart/Ossmodula/Biscopea/Haemastamen: You gain the Unnatural Strength and Unnatural Toughness Traits

Multi-Lung/Mucranoid/Oolotic Kidney/Pre-omnor: You may re-roll failed Toughness Tests for drowning, asphyxiation, gases, temperature extremes, poisons, and toxins, including attacks with the Toxic Quality. In addition, you gain a +30 to Toughness Tests made to resist gases, and +20 to Toughness Tests against ingested poisons.

Catalepsean Node: You suffer no penalties to Perception-based Tests when awake for long periods of time.

Omophagea: You may gain a Skill or Skill Group by devouring a portion of an enemy.

Oculube and Lyman's Ear: You gain the Heightened Senses (Sight, Hearing) Talents, +10 to relevant Awareness Tests.

Sus-an Membrane: You may enter suspended animation.

Larraman's Organ: You ignore penalties for blood loss.

Neuroglottis: You may detect any poison or toxin by taste with an Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.

Betcher's Gland: You may spit acid as a ranged weapon with the following profile. Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more degrees of success, you have blinded him for 1d5 Rounds.

Progenoids: These may be retrieved with a successful Medicae Test.

Black Carapace: While wearing Power Armour, foes do not gain a bonus to hit you due to your size.

REPUTATION: _____

EXPERIENCE:

CURRENT: _____

TOTAL SPENT: _____

INSANITY: CURRENT POINTS: []

BATTLE FATIGUE: _____

PRIMARCH'S CURSE: _____

CORRUPTION: CURRENT POINTS: []

DEATHWATCH

WEAPON

NAME:			
CLASS:	DAMAGE:	TYPE:	PEN:
RANGE:	ROF:	CLIP:	RLD:
SPECIAL RULES:			

WEAPON

NAME:			
CLASS:	DAMAGE:	TYPE:	PEN:
RANGE:	ROF:	CLIP:	RLD:
SPECIAL RULES:			

WEAPON

NAME:			
CLASS:	DAMAGE:	TYPE:	PEN:
RANGE:	ROF:	CLIP:	RLD:
SPECIAL RULES:			

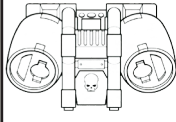
WEAPON

NAME:			
CLASS:	DAMAGE:	TYPE:	PEN:
RANGE:	ROF:	CLIP:	RLD:
SPECIAL RULES:			

SPACE MARINE TALENTS & TRAITS

- Ambidextrous _____
 Astartes Weapon Training _____
 Bulging Biceps _____
 Deathwatch Training _____
 Heightened Senses (Hearing, Sight) _____
 Killing Strike _____
 Nerves of Steel _____
 Quick Draw _____
 Resistance (Psychic Powers) _____
 True Grit _____
 Unarmed Master _____
 Unarmed Warrior _____
 Unnatural Strength (x2) _____
 Unnatural Toughness (x2) _____

FORCE FIELD		HEAD (1-10)	
VALUE:	OVERLOAD:	ARMOUR VALUE:	ARMOUR + TOUGHNESS:
R. ARM (11-20)		BODY (31-70)	
ARMOUR VALUE:	ARMOUR + TOUGHNESS:	ARMOUR VALUE:	ARMOUR + TOUGHNESS:
L. ARM (21-30)			
ARMOUR VALUE:	ARMOUR + TOUGHNESS:		
R. LEG (71-85)		L. LEG (85-100)	
ARMOUR VALUE:	ARMOUR + TOUGHNESS:	ARMOUR VALUE:	ARMOUR + TOUGHNESS:


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[POWER ARMOUR ABILITIES]

Servo-Augmented Musculature: +20 Strength

Mk. 7 Auto-senses: Dark Sight, Immune to Photon Flash and Stun Grenades; Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tests (total of +20 bonus with Heightened Senses).

Built-in Vox Link

Built-in Magboots

Nutrient Recycling: Can operate for two weeks without re-supply

Recoil Suppression: May fire Basic weapons 1-handed without penalty

Size: Hulking (Black Carapace means no bonus for enemies to attack).

Poor Manual Dexterity: Delicate tasks suffer a -10 penalty unless using equipment designed for Space Marines

Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed.

WOUNDS: TOTAL: [] CURRENT: [] FATIGUE: []

CRITICAL DAMAGE: _____

MOVEMENT: HALF: [] CHARGE: []
FULL: [] RUN: []

FATE POINTS: TOTAL: [] CURRENT: []

DEEDS & DISTINCTIONS

GEAR

POWER

NAME:		SUSTAINED:	
RANGE:	DAMAGE:	PEP:	ACTION:
EFFECT:			

POWER

NAME:		SUSTAINED:	
RANGE:	DAMAGE:	PEP:	ACTION:
EFFECT:			

POWER

NAME:		SUSTAINED:	
RANGE:	DAMAGE:	PEP:	ACTION:
EFFECT:			

POWER

NAME:		SUSTAINED:	
RANGE:	DAMAGE:	PEP:	ACTION:
EFFECT:			

POWER

NAME:		SUSTAINED:	
RANGE:	DAMAGE:	PEP:	ACTION:
EFFECT:			

POWER

NAME:		SUSTAINED:	
RANGE:	DAMAGE:	PEP:	ACTION:
EFFECT:			

POWER

NAME:		SUSTAINED:	
RANGE:	DAMAGE:	PEP:	ACTION:
EFFECT:			

POWER

NAME:		SUSTAINED:	
RANGE:	DAMAGE:	PEP:	ACTION:
EFFECT:			

NOTES:

SOLO MODE

ABILITY NAME: _____
 REQUIRED RANK: _____
 EFFECTS: _____
 IMPROVEMENT: _____

ABILITY NAME: _____
 REQUIRED RANK: _____
 EFFECTS: _____
 IMPROVEMENT: _____

ABILITY NAME: _____
 REQUIRED RANK: _____
 EFFECTS: _____
 IMPROVEMENT: _____

ABILITY NAME: _____
 REQUIRED RANK: _____
 EFFECTS: _____
 IMPROVEMENT: _____

ABILITY NAME: _____
 REQUIRED RANK: _____
 EFFECTS: _____
 IMPROVEMENT: _____

ABILITY NAME: _____
 REQUIRED RANK: _____
 EFFECTS: _____
 IMPROVEMENT: _____

SQUAD MODE

ATTACK PATTERNS	ACTION	COST	SUSTAINED	EFFECT
Fire Support	Half/Free	1	Yes	The Kill-team concentrates suppressing fire.
Tactical Advance	Half/Free	1	Yes	The Kill-team crosses dangerous ground in concert.
Tank Buster	Free	1	No	A Space Marine distracts a target to create an opportunity.
Fire For Effect	Half	1	Yes	The Kill-team fires at targets as they appear.
Bolter Assault	Free	3	No	The Kill-team rushes forward firing their bolters.
Furious Charge	Free	3	No	The Kill-team charges an enemy in unison.

DEFENSIVE PATTERNS	ACTION	COST	SUSTAINED	EFFECT
Tactical Spacing	Full	1	Yes	The Kill-team spaces itself to react to danger.
Go to Ground	Reaction	1	No	A Space Marine calls for movement into cover.
Regroup	Full	2	No	A Space Marine calls to move the Kill-team together.
Soak Fire	Reaction	2	No	A Space Marine takes automatic fire with his Kill-team.
Dig In	Full	3	Yes	The Kill-team makes expert use of cover.
Strongpoint	Full	3	Yes	A Space Marine coordinates fire to defend a position.