



# Deathwatch Character Sheet

By Stendor

Version: 1.9.01 Final

This is a Deathwatch Role-Playing Game Character Sheet, brought to you by Stendor. It includes game mechanics from all published sourcebooks of the game so far. Within the pages of this file you'll find *(in order of appearance)*:

- 1) GM and Squad Info: A page where the GM can note down the players included on the troupe, their specialities etc. As well as information about the campaign.
- 2) Character Profile: On this page the basic information of a character can be noted down such as Name, Speciality, Chapter and the like. Also on this page there are the Deeds, Distinctions and Honours the Character might have. Finally on the bottom one can note the Insanity and Corruption stats.
- 3) Characteristics: On this page you can note down the Characteristics of a character, the Wounds (and any damage after that), Fatigue, Movement, Lifting, Fate Points and Talents. I also included the nice Tables from the original Character sheet for reference and convenience.
- 4) Armour and Weapons: This page is the Combat sheet of a character. It includes Armour details, Weapon details and a nice Ammo Tracker.
- 5) Skills: The Skills page is greatly inspired by Spatsa's Character Folio. It has Basic and Advanced Skills separated into two blocks and all skills that have sub-categories on their own blocks. I opted not to make blocks for Trade and Performer, since Space Marines rarely would get such traits (at least on a range that would require a whole table for).
- 6) Wargear: This is the equipment page, with separate entries for Wargear, Tools, Relics and Chapter Trappings. On top I included a quick reference of the Renown and Lifting so you don't have to go back and forth to check them.
- 7) Cybernetics: This is another page inspired by Spatsa's Character Folio, but with a twist, first it includes more boxes for Cybernetics for all you Iron Hands and Techmarines out there that have a Robocop Poster on your locker. On the bottom I added stat blocks for serfs, servitors and companions of any kind.
- 8) Vehicle Data: This page was mildly inspired by Frostfire's Vehicle Armory Sheet, by it includes more Weapon space, more details on armour and a nice Ammo Tracker at the bottom.
- 9) Solo Mode: This page is dedicated on Solo Mode Abilities only, it has much space to note down your solo mode abilities and their improvements.
- 10) Squad Mode: This page is dedicated on Squad Mode, with a nice custom Cohesion Tracker, and much space to note your Chapter Squad Mode abilities. The Codex ones are already in place with brief descriptions of them included in the tables.
- 11) Heroic Legacy: This page is for the Heroic Legacy Packs (included in the Emperor's Chosen sourcebook). It is fully customizable with space for all manoeuvres and roles.
- 12) Librarium: This page is for all those crazy psyker Space Marines out there. It includes space to note your Psy Rating, Librarian Rank, Power Levels for Fettered, Unfettered and Push rolls, as well as, tables with all the codex, divination and telepathy powers with description included and space for Chapter powers.
- 13) Personal Details: This page is the Role players bread and butter. Personal stuff for the character, homeworld, birth name, personality, description, social info and background. I chose not to include a character sketch box, mostly for space.

Special Thanks to Spatsa and Frostfire for the inspiration. To my troupe, Thorin and Kostas, for bearing me in the process of making it.

I hope you enjoy this character sheet as much as I did making it.

For any suggestions, corrections, ideas contact me at [lord.stendor@gmail.com](mailto:lord.stendor@gmail.com)

Suffer not the Xenos to live! For the Emperor!

**Lord Stendor**



## Campaign Details

Game Master: \_\_\_\_\_  
Campaign Name: \_\_\_\_\_  
Starting Date: \_\_\_\_\_ M End Date: \_\_\_\_\_ M  
Segmentum: \_\_\_\_\_ Sector: \_\_\_\_\_ Sub-Sector: \_\_\_\_\_  
Basic Plot: \_\_\_\_\_

## Kill Team Details

### SQUAD DESIGNATION:



Kill Team Leader: \_\_\_\_\_ Player: \_\_\_\_\_  
Specialization: \_\_\_\_\_ Rank: \_\_\_\_\_  
Notable Skills/Talents: \_\_\_\_\_

### Kill Team Members

Kill Team Member: \_\_\_\_\_ Player: \_\_\_\_\_  
Specialization: \_\_\_\_\_ Rank: \_\_\_\_\_  
Notable Skills/Talents: \_\_\_\_\_

Kill Team Member: \_\_\_\_\_ Player: \_\_\_\_\_  
Specialization: \_\_\_\_\_ Rank: \_\_\_\_\_  
Notable Skills/Talents: \_\_\_\_\_

Kill Team Member: \_\_\_\_\_ Player: \_\_\_\_\_  
Specialization: \_\_\_\_\_ Rank: \_\_\_\_\_  
Notable Skills/Talents: \_\_\_\_\_

Kill Team Member: \_\_\_\_\_ Player: \_\_\_\_\_  
Specialization: \_\_\_\_\_ Rank: \_\_\_\_\_  
Notable Skills/Talents: \_\_\_\_\_

Kill Team Member: \_\_\_\_\_ Player: \_\_\_\_\_  
Specialization: \_\_\_\_\_ Rank: \_\_\_\_\_  
Notable Skills/Talents: \_\_\_\_\_

Kill Team Member: \_\_\_\_\_ Player: \_\_\_\_\_  
Specialization: \_\_\_\_\_ Rank: \_\_\_\_\_  
Notable Skills/Talents: \_\_\_\_\_

Kill Team Member: \_\_\_\_\_ Player: \_\_\_\_\_  
Specialization: \_\_\_\_\_ Rank: \_\_\_\_\_  
Notable Skills/Talents: \_\_\_\_\_

Kill Team Member: \_\_\_\_\_ Player: \_\_\_\_\_  
Specialization: \_\_\_\_\_ Rank: \_\_\_\_\_  
Notable Skills/Talents: \_\_\_\_\_



## Character Profile

Character Name:	Player:	
Chapter:	Specialization:	
Chapter Demeanour:	Personal Demeanour:	
Past Event:		
Title(s):		
Rank:	Renown Rating:	Renown Rank:

Deeds			
Deed	Type	Cost	Effect

Distinctions			
Title	Mark Type	Cost	Effect

Honours		
Title	Description	Effect

### Insanity & Corruption

#### Insanity

Current Insanity Points:

#### Primarch's Curse

Level I:

Level II:

Level III:

#### Battle Traumas

Trauma

Gained From

#### Corruption

Purity Threshold:

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## Characteristics

Character Name: \_\_\_\_\_

Speciality: \_\_\_\_\_

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILL POWER (WP)	FELLOWSHIP (FEL)
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<input type="checkbox"/>								
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## Health

### Wounds

Total: \_\_\_\_\_

Sustained

- Lightly Wounded
- Heavily Wounded
- Blood Loss
- Fatigued

Treated \_\_\_\_\_

### Critical Damage

<input type="checkbox"/>									
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### Fatigue Level

<input type="checkbox"/> I	<input type="checkbox"/> II	<input type="checkbox"/> III	<input type="checkbox"/> IV	<input type="checkbox"/> V	<input type="checkbox"/> VI	<input type="checkbox"/> VII	<input type="checkbox"/> VIII	<input type="checkbox"/> IX	<input type="checkbox"/> X
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{Note: Max Fatigue=Strength Bonus}

## Secondary Information

### Movement

Half Move

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Full Move

Charge

Run

Basic Jump

<input type="checkbox"/>
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Basic Leap

<input type="checkbox"/>
--------------------------

### Lifting

Lift

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Carry

Push

### Fate Points

Total

<input type="checkbox"/>
--------------------------

Current

<input type="checkbox"/>
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## Talents and Traits

- Ambidextrous
- Astartes Weapon Training
- Bulging Biceps
- Deathwatch Training
- Heightened Sense (Hearing)
- Heightened Sense (Sight)
- Killing Strike
- Nerves of Steel
- Quick Draw
- Resistance (Psychic Powers)
- True Grit
- Unarmed Master

- Unarmed Warrior
- Unnatural Strength (x2)
- Unnatural Toughness (x2)

## Other Information

### ( SPACE MARINE ABILITIES )

Secondary Heart/Ossmodula/Biscopae/  
Haemastamen: You gain the Unnatural Strength and  
Toughness Traits.  
Larraman's Organ: You do not suffer from Blood Loss.  
Cataplesean Node: You suffer no penalties to Perception  
based Tests when awake for long periods of time.  
Preomnor: You gain +20 to Toughness Tests against  
ingested poisons.  
Omophagea: You may gain a Skill or Skill Group by  
devouring a portion of an enemy.  
Multi-Lung: You may re-roll any failed Toughness Test  
for drowning or asphyxiation. In addition, you gain a +30  
to Toughness Tests made to resist gases, and may re-roll  
failed results.  
Oculuble and Lyman's Ear: You gain the Heightened  
Senses (Sight and Hearing) Talents, +10 to relevant  
Awareness Tests.

Sus-an Membrane: You may enter suspended animation.  
Oolotic Kidney: You may re-roll any failed Toughness  
Test to resist poisons and toxins, including attacks with the  
Toxic Quality.  
Neuroglottis: You may detect any poison or toxin by  
taste with a successful Awareness Test. You gain a +10 to  
Tracking Tests against a target you have tasted.  
Mucranoid: You may re-roll any failed Toughness Tests  
caused by temperature extremes.  
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, enemies  
do not gain a bonus to hit you due to your size.

### ( POWER ARMOUR ABILITIES )

Servo-Augmented Musculature: +20 Strength  
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

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## Skills

Basic Skills		Characteristic	
Awareness	■	Perception	■
Carouse	■	Toughness	■
Charm	■	Fellowship	■
Climb	■	Strength	■
Command	■	Fellowship	■
Concealment	■	Agility	■
Contortionist	■	Agility	■
Deceive	■	Fellowship	■
Dodge	■	Agility	■
Evaluate	■	Intelligence	■
Gamble	■	Perception	■
Inquiry	■	Fellowship	■
Intimidate	■	Strength	■
Logic	■	Intelligence	■
Scrutiny	■	Perception	■
Search	■	Perception	■
Silent Move	■	Agility	■
Swim	■	Strength	■

Special Bonuses		Characteristic	
		Perception	■
		Toughness	■
		Fellowship	■
		Strength	■
		Fellowship	■
		Agility	■
		Agility	■
		Fellowship	■
		Agility	■
		Intelligence	■
		Perception	■
		Fellowship	■
		Strength	■
		Intelligence	■
		Perception	■
		Perception	■
		Agility	■
		Strength	■

Advanced Skills		Characteristic	
Acrobatics	■	Agility	■
Chem-Use	■	Intelligence	■
Demolition	■	Intelligence	■
Interrogation	■	Willpower	■
Invocation	■	Willpower	■
Lip Reading	■	Perception	■
Literacy	■	Intelligence	■
Medicac	■	Intelligence	■
Performer ( )	■	Fellowship	■
Psyniscience	■	Perception	■
Security	■	Agility	■
Shadowing	■	Agility	■
Sleight of Hand	■	Agility	■
Survival	■	Intelligence	■
Tech-Use	■	Intelligence	■
Tracking	■	Intelligence	■
Trade ( )	■	Intelligence	■
Wrangling	■	Intelligence	■

Ciphers (Intelligence)		Trained	
Chapter Runes	■	■	+10%
Deathwatch	■	■	+10%
Imp. Codes	■	■	+20%

Drive (Agility)		Trained	
Ground Vehicle	■	■	+10%
Hover Vehicle	■	■	+10%
Walker	■	■	+20%

Navigation (Intelligence)		Trained	
Surface	■	■	+10%
Stellar	■	■	+20%

Speak Language (Intelligence)		Trained	
High Gothic	■	■	+10%
Low Gothic	■	■	+10%
Techa-Lingua	■	■	+20%

Pilot (Agility)		Trained	
Personal	■	■	+10%
Flyers	■	■	+10%
Spacecraft	■	■	+20%

Tactics (Intelligence)		Trained	
Ass. Doctrine	■	■	+10%
Def. Doctrine	■	■	+10%
Orbital Drop	■	■	+20%
Recon & Stealth	■	■	+20%

Lore: Common (Intelligence)		Trained	
Adeptus Astartes	■	■	+10%
Deathwatch	■	■	+10%
Imperium	■	■	+20%
War	■	■	+20%

Lore: Forbidden (Intelligence)		Trained	
Adeptus Astartes	■	■	+10%
Ad. Mechanicus	■	■	+10%
Xenos	■	■	+20%

Lore: Scholastic (Intelligence)		Trained	
Chymistry	■	■	+10%
Codex Astartes	■	■	+10%
Tactica Imperialis	■	■	+20%



## Wargear

<u>Lifting</u>	<u>Weight Carried</u>	<u>Renown</u>
Lift	Wargear/Relics	Rating
Carry	Tools/Trappings	Rank
Push	Total	

Chapter Trappings		
Name	Effect	Weight
		kg
		Total



## Cybernetics

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

Cybernetic Type: \_\_\_\_\_  
 Location: \_\_\_\_\_  
**Quality**  
 Common  Exceptional  Master-Crafted  
 Effects: \_\_\_\_\_

## Servitors, Serfs, Familiars

Name: \_\_\_\_\_

Type: \_\_\_\_\_

WS	BS	S	T	Ag	Int	Per	WP	Fel

Movement: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Wounds: \_\_\_\_\_

Skills: \_\_\_\_\_

Talents: \_\_\_\_\_

Traits: \_\_\_\_\_

Weapon(s): \_\_\_\_\_

Armour: \_\_\_\_\_

Gear: \_\_\_\_\_

Name: \_\_\_\_\_

Type: \_\_\_\_\_

WS	BS	S	T	Ag	Int	Per	WP	Fel

Movement: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Wounds: \_\_\_\_\_

Skills: \_\_\_\_\_

Talents: \_\_\_\_\_

Traits: \_\_\_\_\_

Weapon(s): \_\_\_\_\_

Armour: \_\_\_\_\_

Gear: \_\_\_\_\_



## Vehicle Data

Name: \_\_\_\_\_

Classification: \_\_\_\_\_

Type: \_\_\_\_\_

Movement: (Tactical) \_\_\_\_\_ m / (Cruising) \_\_\_\_\_ kph

Manoeuvrability: \_\_\_\_\_ Size: \_\_\_\_\_

Armour: \_\_\_\_\_

Front: \_\_\_\_\_ R.Side: \_\_\_\_\_ L.Side: \_\_\_\_\_ Rear: \_\_\_\_\_

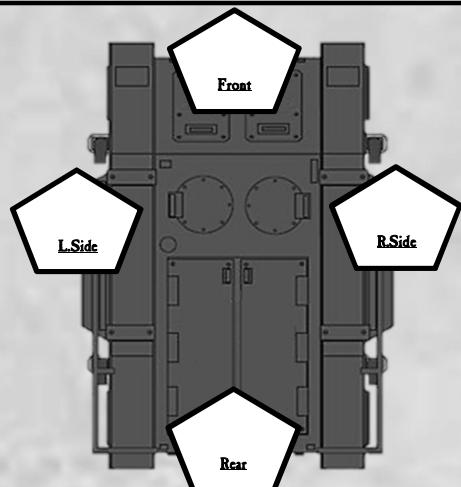
Crew: \_\_\_\_\_

Carrying Capacity: \_\_\_\_\_

Structural Integrity: \_\_\_\_\_

Damage: \_\_\_\_\_

Critical Damage: \_\_\_\_\_



Special Rules: \_\_\_\_\_

Battle Honours: \_\_\_\_\_

Campaigns Participated: \_\_\_\_\_

Quirks: \_\_\_\_\_

Weapon: \_\_\_\_\_

Operator: \_\_\_\_\_

Facing:  Front  Left Side  Right Side  Rear

Class: \_\_\_\_\_ Damage: \_\_\_\_\_ d \_\_\_\_\_ + \_\_\_\_\_

Type: \_\_\_\_\_ Pen: \_\_\_\_\_ Range: \_\_\_\_\_ m

RoF: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Clip: \_\_\_\_\_ Reload: \_\_\_\_\_

Special Rules: \_\_\_\_\_

Weapon: \_\_\_\_\_

Operator: \_\_\_\_\_

Facing:  Front  Left Side  Right Side  Rear

Class: \_\_\_\_\_ Damage: \_\_\_\_\_ d \_\_\_\_\_ + \_\_\_\_\_

Type: \_\_\_\_\_ Pen: \_\_\_\_\_ Range: \_\_\_\_\_ m

RoF: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Clip: \_\_\_\_\_ Reload: \_\_\_\_\_

Special Rules: \_\_\_\_\_

Weapon: \_\_\_\_\_

Operator: \_\_\_\_\_

Facing:  Front  Left Side  Right Side  Rear

Class: \_\_\_\_\_ Damage: \_\_\_\_\_ d \_\_\_\_\_ + \_\_\_\_\_

Type: \_\_\_\_\_ Pen: \_\_\_\_\_ Range: \_\_\_\_\_ m

RoF: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Clip: \_\_\_\_\_ Reload: \_\_\_\_\_

Special Rules: \_\_\_\_\_

Weapon: \_\_\_\_\_

Operator: \_\_\_\_\_

Facing:  Front  Left Side  Right Side  Rear

Class: \_\_\_\_\_ Damage: \_\_\_\_\_ d \_\_\_\_\_ + \_\_\_\_\_

Type: \_\_\_\_\_ Pen: \_\_\_\_\_ Range: \_\_\_\_\_ m

RoF: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Clip: \_\_\_\_\_ Reload: \_\_\_\_\_

Special Rules: \_\_\_\_\_

Weapon: \_\_\_\_\_

Operator: \_\_\_\_\_

Facing:  Front  Left Side  Right Side  Rear

Class: \_\_\_\_\_ Damage: \_\_\_\_\_ d \_\_\_\_\_ + \_\_\_\_\_

Type: \_\_\_\_\_ Pen: \_\_\_\_\_ Range: \_\_\_\_\_ m

RoF: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Clip: \_\_\_\_\_ Reload: \_\_\_\_\_

Special Rules: \_\_\_\_\_

Ammunition

□□□□□□□□	□□□□□□□□	□□□□□□□□
□□□□□□□□	□□□□□□□□	□□□□□□□□
□□□□□□□□	□□□□□□□□	□□□□□□□□
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DEATHWATCH



## Solo Mode

Chapter Ability Name: \_\_\_\_\_

Required Rank: \_\_\_\_\_

Effects: \_\_\_\_\_

Improvements: \_\_\_\_\_

Solo Ability Name: \_\_\_\_\_

Required Rank: \_\_\_\_\_

Effects: \_\_\_\_\_

Improvements: \_\_\_\_\_

Solo Ability Name: \_\_\_\_\_

Required Rank: \_\_\_\_\_

Effects: \_\_\_\_\_

Improvements: \_\_\_\_\_

Solo Ability Name: \_\_\_\_\_

Required Rank: \_\_\_\_\_

Effects: \_\_\_\_\_

Improvements: \_\_\_\_\_

Solo Ability Name: \_\_\_\_\_

Required Rank: \_\_\_\_\_

Effects: \_\_\_\_\_

Improvements: \_\_\_\_\_

Solo Ability Name: \_\_\_\_\_

Required Rank: \_\_\_\_\_

Effects: \_\_\_\_\_

Improvements: \_\_\_\_\_

Solo Ability Name: \_\_\_\_\_

Required Rank: \_\_\_\_\_

Effects: \_\_\_\_\_

Improvements: \_\_\_\_\_

Solo Ability Name: \_\_\_\_\_

Required Rank: \_\_\_\_\_

Effects: \_\_\_\_\_

Improvements: \_\_\_\_\_

## Notes



## Squad Mode

## OATH:

Cohesion: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

## Codex Patterns

Attack Patterns						
Attack Pattern Name	Action	Cost	Sustained	Effect	Improvement	
▀ Bolter Assault	Free	3	No	Make Charge move and Standard Ranged Attack with Bolter (any) or throw a grenade	<b>Rank 4:</b> Standard attack is replaced with semi-auto or full auto attacks.	
▀ Fire for Effect	Half	2	Yes	While in effect, can use Reactions to make standard attacks.	<b>Rank 4:</b> Standard attack is replaced with semi-auto or full auto attacks.	
▀ Fire Support	Half	1	Yes	While in effect, eliminates the -20 penalty for Suppressing Fire and Overwatch actions.	<b>Rank 3:</b> Pattern becomes a Free action instead of half.	
▀ Furious Charge	Free	3	No	Make Charge Move and Standard Melee Attack. Can re-roll damage.	<b>Rank 5:</b> Can make multiple attacks (if applicable) instead of Standard.	
▀ Squad Advance	Half	1	Yes	May use Reaction to make a Tactical Advance.	<b>Rank 3:</b> Pattern becomes a Free action instead of Half.	
▀ Tank Buster	Free	1	No	Designated Tank Buster ally gains either +5 BS or 2m move towards the target for every ally in support range.	<b>Rank 5:</b> Bonuses becomes +10 BS or 5m move.	
▀						

## Defensive Patterns

Defensive Pattern Name	Action	Cost	Sustained	Effect	Improvement
Dig in	Full	3	Yes	While in effect, all cover AP are doubled as long as members remain stationary.	<b>Rank 5:</b> Can move freely between covers and retain the effect.
Go to ground	Reaction	1	No	Make a free move to find cover equal to Agility Bonus in meters. In case of full/semi auto only first hit applies before cover.	<b>Rank 4:</b> Move improves to double the Agility Bonus in meters.
Regroup	Full	2	No	Team may move up to double Agility Bonus meters in any direction. Does not trigger Overwatch or Sup. Fire	<b>Rank 4:</b> May also reload any weapons that need half or free action to do so.
Soak Fire	Reaction	2	No	While a member takes a full/semi auto hit, divide hits between members. Target must take at least one hit. Cannot dodge the hits.	<b>Rank 4:</b> Can soak a standard attack dividing damage evenly between members within support range
Strongpoint	Full	3	Yes	Member designated as Center calls Targets. Each member gains +20 BS/WS, may re-roll damage, and use reaction to make standard attacks against it. Center can't move.	N/A
Tactical Spacing	Full	1	Yes	All members within range share reactions. Extra Reactions from talents can also be shared.	<b>Rank 5:</b> All members gain an additional reaction.

## Chapter Patterns



# DEATHWATCH



## Heroic Legacy



Name: \_\_\_\_\_



XP Cost: \_\_\_\_\_

Offensive Roles

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Offensive Manoeuvres

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Tactical Manoeuvres

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Defensive Manoeuvres

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Defensive Roles

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### Legacy Details

Manoeuvres					
Name	Type	Cohesion Threshold	Execution Test	Requirements	Effects
Off					
Off					
Tact					
Tact					
Def					
Def					

Roles			
Name	Type	Activation Test	Effects
Off			
Def			





## Librarium

Psy Rating: \_\_\_\_\_

**Librarian Rank:** \_\_\_\_\_

**Power Levels: Fettered (1/2 Psy Rating, Rounded Up):** \_\_\_\_\_ **Unfettered (Psy Rating):** \_\_\_\_\_ **Push (Psy Rating+3):** \_\_\_\_\_

### Unfettered (Psy Rating):

### Push (Psy Rating+3):

## Psychic Powers

## Telepathy

Name	Action	Opposed	Range	Sustained	Effect
<input type="checkbox"/> <b>Astrotelepathy</b>	Full	No	Special	No	Send a message or picture to another system or sector. 1 Full round per 10 words or 1 image. Range is based on PR. See page 190
<input type="checkbox"/> <b>Compel</b>	Full	Yes	5m x PR	No	Affects a number of targets equal to PR. Give a simple command to follow. If command is suicidal target gets +20 to WP test.
<input type="checkbox"/> <b>Dominate</b>	Full	Yes	10m x PR	Yes	Target Wounds<PRx3 to be affected. Caster divides actions between self and target (-10). If actions are suicidal targets gets opposed WP test to resist.
<input type="checkbox"/> <b>Inspire</b>	Half	No	5m Radius x PR	Yes	Number of Targets=PR; Remove Pinning; +10 vs. Fear; Targets must be in range.
<input type="checkbox"/> <b>Long-Range Telepathy</b>	Free	No	50km x PR	Yes	Same as Short Range; No chance for Psychic Phenomena; Sustain is a Free Action.
<input type="checkbox"/> <b>Mind Probe</b>	Ext. (5)	Yes	1m x PR	Yes	Allows caster to read surface thoughts of a target's mind. Can conceal with -20 on FP, cannot Push; Can use PR to reduce Casting Time. See table p.191.
<input type="checkbox"/> <b>Mind Scan</b>	Half	No	200m x PR	No	Scan for sentient minds within range. Info gained based on PR. See table p.191
<input type="checkbox"/> <b>Short-Range Telepathy</b>	Free	No	50m x PR	Yes	Send thoughts to targets (equal to PR). Target can resist with opposed WP test. Sustain is a Free action.

## Divination

Name	Action	Opposed	Range	Sustained	Effects
Augury	Ext. (10)	No	Special	No	Read the Emperor's Tarot to get an answer on a question about an individual. Results depend on PR. See table p. 192
Divination	Ext. (3)	No	Special	No	Use the power to locate or track an individual or object. Must have familiarity with the target. Modifiers apply. see page 192.
Lifting the Veil	Ext. (5)	No	10m Radius x PR	No	Improved Psychometry. Relive the past of an item or place. Level of info based on PR. See table p.193
Possibility Shield	Half	No	5m Radius xPR	Yes	Caster + number of allies equal to PR. gain +10 to a roll per round. Caster gains 5xPR to Dodge and Parry Tests
Psychometry	Ext. (10)	No	Touch	No	Gain psychic impressions about an item or area. See table p. 193 for details of info gained.
Reading	Full	No	5m x PR	Yes	Read a person's aura, the unconscious projection of his being in the warp. The level of information gained depends on PR. See table p. 193 for details.

## Codex Powers

Name	Action	Opposed	Range	Sustained	Effect
Avenger	Full	No	30m	No	Flaming avatar of the chapter, functions as an Astartes Heavy Flamer (2d10+6E or ld5+8 vs Hordes, Flame quality). Penetration equals to 2xPR. Provides to self and allies within range 2 AP x PR. Extends from all directions. Enemies within the dome are unaffected.
Force Dome	Full	No	5m Radius x PR	Yes	
The Gate of Infinity	Ext. (3)	No	Self	No	Opens a portal with an exit up to 10km x PR away. Size equals to 2m x PR. Remains open for 1 rd x PR or until caster passes. Anyone can pass. 12h Cd. Gain an additional Reaction to Parry with a bonus equal to WS + (3xPR). Power prevents use of arm for other purposes.
Iron Arm	Half or Reaction	No	Self	Yes	
Machine Curse	Full	No	20m x PR	No	Target a single Vehicle or several devices (equal to PR). Vehicles cannot move or attack for PR rounds. Devices are useless for a round. Gain Melee Damage and Penetration bonus equal to his PR
Might of the Ancients	Half	No	Self	Yes	
Smite	Half	No	10m x PR	No	FP test (modified as if it was BS test) ld10xPR Energy Damage. Pen equals PR. Any creatures within 1m x PR are also affected by smite.
Veil of Time	Half	No	5m Radius X PR	Yes	Each round gain a number of rerolls equal to 1/2 PR used to activate the power (Rounded up). Only caster can use the rerolls. Cannot reroll a reroll. Opens a Vortex 2m wide. Each round roll ld10 (1-4 shrinks it for 1m, 5-8 widens it for 1m, 9-0 widens it for 2m). Travels 2d10m/rd. Those touched by it take ld10xPR Energy Damage. All within 10m of it WP (20) test or gain ld5 Corruption Points.
Vortex of Doom	Full	No	10m x PR	No	

## Chapter and other powers



## Personal Details

Birth Name: \_\_\_\_\_  
Age: \_\_\_\_\_ Birthdate: \_\_\_\_\_ M Height: \_\_\_\_\_ m Weight: \_\_\_\_\_ kg Build: \_\_\_\_\_  
Size: \_\_\_\_\_ Eyes: \_\_\_\_\_ Hair: \_\_\_\_\_ Skin Tone: \_\_\_\_\_  
Distinguishing Marks: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Homeworld Details

Homeworld Name: \_\_\_\_\_  
World Type: \_\_\_\_\_ Government Type: \_\_\_\_\_  
Main Export(s): \_\_\_\_\_ Other Export(s): \_\_\_\_\_  
Home City/Village/Hive: \_\_\_\_\_  
Key Features/Homeworld Traits: \_\_\_\_\_  
\_\_\_\_\_

## Character Personality

Nature: \_\_\_\_\_  
Drives: \_\_\_\_\_  
Demeanour: \_\_\_\_\_  
Likes: \_\_\_\_\_  
Dislikes: \_\_\_\_\_  
Desires: \_\_\_\_\_  
Hates: \_\_\_\_\_

## Character Social Info

Family: \_\_\_\_\_  
Friends: \_\_\_\_\_  
Contacts: \_\_\_\_\_  
Enemies: \_\_\_\_\_  
Hateds: \_\_\_\_\_

## Background Info

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