

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 psycker 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

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: _____

DEATHWATCH

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) |
|---|---|---|---|---|---|---|---|---|
| <div style="border: 1px solid black; width: 20px; height: 20px;"></div> | <div style="border: 1px solid black; width: 20px; height: 20px;"></div> | <div style="border: 1px solid black; width: 20px; height: 20px;"></div> | <div style="border: 1px solid black; width: 20px; height: 20px;"></div> | <div style="border: 1px solid black; width: 20px; height: 20px;"></div> | <div style="border: 1px solid black; width: 20px; height: 20px;"></div> | <div style="border: 1px solid black; width: 20px; height: 20px;"></div> | <div style="border: 1px solid black; width: 20px; height: 20px;"></div> | <div style="border: 1px solid black; width: 20px; height: 20px;"></div> |

Health

Wounds

Total: _____

- ☐ Lightly Wounded
- ☐ Heavily Wounded
- ☐ Blood Loss
- ☐ Fatigued

Sustained

Treated

Critical Damage

Fatigue Level

| | | | | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| I | II | III | IV | V | VI | VII | VIII | IX | X |

(Note: Max Fatigue=Toughness Bonus)

Secondary Information

Movement

Half Move
Full Move
Charge
Run

Basic Jump

Basic Leap

Lifting

Lift
Carry
Push

Fate Points

Total

Current

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/Biscopea/Haemastamen: You gain the Unnatural Strength and Toughness Traits.

Larraman's Organ: You do not suffer from Blood Loss.

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

Preamnor: 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.

Occulube 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

DEATHWATCH

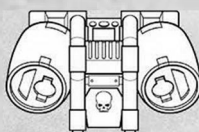
Armor and Weapons

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (Ag) INTELLIGENCE (INT)

| | | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|--|
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|--|--|--|--|--|--|--|--|--|--|--|--|

Armor Addons

(tick if Equipped)


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Armor Details

Name: _____

Type: _____

Weight: _____ kg

Special Rules: _____

Armor History: _____

Weapon: _____
 Class: _____ Damage: d + _____
 Type: _____ Pen: _____ Range: _____ m
 RoF: ____ / ____ / ____ Clip: _____ Reload: _____
 Special Rules: _____

Weapon: _____
 Class: _____ Damage: d + _____
 Type: _____ Pen: _____ Range: _____ m
 RoF: ____ / ____ / ____ Clip: _____ Reload: _____
 Special Rules: _____

Weapon: _____
 Class: _____ Damage: d + _____
 Type: _____ Pen: _____ Range: _____ m
 RoF: ____ / ____ / ____ Clip: _____ Reload: _____
 Special Rules: _____

Weapon: _____
 Class: _____ Damage: d + _____
 Type: _____ Pen: _____ Range: _____ m
 RoF: ____ / ____ / ____ Clip: _____ Reload: _____
 Special Rules: _____

Weapon: _____
 Class: _____ Damage: d + _____
 Type: _____ Pen: _____ Range: _____ m
 RoF: ____ / ____ / ____ Clip: _____ Reload: _____
 Special Rules: _____

Weapon: _____
 Class: _____ Damage: d + _____
 Type: _____ Pen: _____ Range: _____ m
 RoF: ____ / ____ / ____ Clip: _____ Reload: _____
 Special Rules: _____

Weapon: _____
 Class: _____ Damage: d + _____
 Type: _____ Pen: _____ Range: _____ m
 RoF: ____ / ____ / ____ Clip: _____ Reload: _____
 Special Rules: _____

Ammunition

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Skills

Basic Skills

| Skill Name | Trained | +10% | +20% | Bonus | 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

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Advanced Skills

| Skill Name | Trained | +10% | +20% | Bonus | Characteristic |
|-----------------|---------|------|------|-------|----------------|
| Acrobatics | □ | □ | □ | | Agility |
| Chem-Use | □ | □ | □ | | Intelligence |
| Demolition | □ | □ | □ | | Intelligence |
| Interogation | □ | □ | □ | | 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 | +10% | +20% | Bonus |
|---------------|---------|------|------|-------|
| Chapter Runes | ■ | □ | □ | |
| Deathwatch | □ | □ | □ | |
| Imp. Codes | □ | □ | □ | |
| | □ | □ | □ | |

Drive (Agility)

| | Trained | +10% | +20% | Bonus |
|----------------|---------|------|------|-------|
| Ground Vehicle | ■ | □ | □ | |
| Hover Vehicle | □ | □ | □ | |
| Walker | □ | □ | □ | |
| | □ | □ | □ | |

Navigation (Intelligence)

| | Trained | +10% | +20% | Bonus |
|---------|---------|------|------|-------|
| Surface | ■ | □ | □ | |
| Stellar | □ | □ | □ | |
| | □ | □ | □ | |
| | □ | □ | □ | |

Speak Language (Intelligence)

| | Trained | +10% | +20% | Bonus |
|--------------|---------|------|------|-------|
| High Gothic | ■ | □ | □ | |
| Low Gothic | ■ | □ | □ | |
| Techa-Lingua | □ | □ | □ | |
| | □ | □ | □ | |
| | □ | □ | □ | |

Pilot (Agility)

| | Trained | +10% | +20% | Bonus |
|------------|---------|------|------|-------|
| Personal | □ | □ | □ | |
| Flyers | □ | □ | □ | |
| Spacecraft | □ | □ | □ | |
| | □ | □ | □ | |
| | □ | □ | □ | |

Tactics (Intelligence)

| | Trained | +10% | +20% | Bonus |
|-----------------|---------|------|------|-------|
| Ass. Doctrine | □ | □ | □ | |
| Def. Doctrine | □ | □ | □ | |
| Orbital Drop | □ | □ | □ | |
| Recon & Stealth | □ | □ | □ | |
| | □ | □ | □ | |

Lore: Common (Intelligence)

| | Trained | +10% | +20% | Bonus |
|------------------|---------|------|------|-------|
| Adeptus Astartes | ■ | □ | □ | |
| Deathwatch | ■ | □ | □ | |
| Imperium | ■ | □ | □ | |
| War | ■ | □ | □ | |
| | □ | □ | □ | |
| | □ | □ | □ | |

Lore: Forbidden (Intelligence)

| | Trained | +10% | +20% | Bonus |
|------------------|---------|------|------|-------|
| Adeptus Astartes | □ | □ | □ | |
| Ad. Mechanics | □ | □ | □ | |
| Xenos | ■ | □ | □ | |
| | □ | □ | □ | |
| | □ | □ | □ | |
| | □ | □ | □ | |

Lore: Scholastic (Intelligence)

| | Trained | +10% | +20% | Bonus |
|--------------------|---------|------|------|-------|
| Chymistry | □ | □ | □ | |
| Codex Astartes | ■ | □ | □ | |
| Tactica Imperialis | □ | □ | □ | |
| | □ | □ | □ | |
| | □ | □ | □ | |
| | □ | □ | □ | |

Wargear

| Lifting | | Weight Carried | | Renown | |
|---------|---|-----------------|---|--------|--|
| Lift | <input style="width: 60px; height: 20px;" type="text"/> | Wargear/Relics | <input style="width: 60px; height: 20px;" type="text"/> | Rating | <input style="width: 100px; height: 20px;" type="text"/> |
| Carry | <input style="width: 60px; height: 20px;" type="text"/> | Tools/Trappings | <input style="width: 60px; height: 20px;" type="text"/> | | |
| Push | <input style="width: 60px; height: 20px;" type="text"/> | Total | <input style="width: 60px; height: 20px;" type="text"/> | Rank | <input style="width: 100px; height: 20px;" type="text"/> |

| Relics | |
|--------|--------|
| Name | Weight |
| _____ | kg |
| _____ | kg |
| _____ | kg |
| _____ | kg |
| _____ | kg |
| Total | kg |

| Wargear | | | |
|---------|--------|-------|--------|
| Name | Weight | Name | Weight |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| | | Total | kg |

| Tools & Gear | | | |
|--------------|--------|-------|--------|
| Name | Weight | Name | Weight |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| _____ | kg | _____ | kg |
| | | Total | kg |

| Chapter Trappings | | |
|-------------------|--------|--------|
| Name | Effect | Weight |
| _____ | _____ | kg |
| _____ | _____ | kg |
| _____ | _____ | kg |
| | Total | kg |

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 |
|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |

Movement: / / / Wounds: _____

Skills: _____

Talents: _____

Traits: _____

Weapon(s): _____

Armour: _____

Gear: _____

Name: _____
 Type: _____

| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> | <div></div> |

Movement: / / / Wounds: _____

Skills: _____

Talents: _____

Traits: _____

Weapon(s): _____

Armour: _____

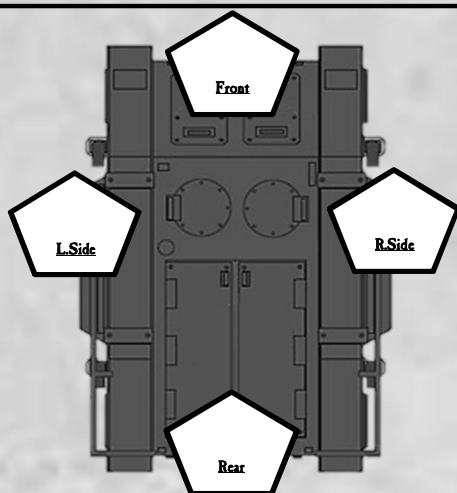
Gear: _____

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: _____ _____ | |

| |
|---|
| <p>Solo Ability Name: _____</p> <p>Required Rank: _____</p> <p>Effects: _____</p> <p>_____</p> <p>_____</p> <p>Improvements: _____</p> <p>_____</p> |
|---|

| |
|---------------------------------|
| Solo Ability Name: _____ |
| Required Rank: _____ |
| Effects: _____ |
| _____ |
| _____ |
| Improvements: _____ |
| _____ |

| | |
|---|--|
| Solo Ability Name: _____ | |
| Required Rank: _____ | |
| Effects: _____ _____ _____ | |
| Improvements: _____ _____ | |

| |
|---------------------------------|
| Solo Ability Name: _____ |
| Required Rank: _____ |
| Effects: _____ |
| _____ |
| _____ |
| Improvements: _____ |
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| | |
|--------------------|-------|
| Solo Ability Name: | _____ |
| Required Rank: | _____ |
| Effects: | _____ |
| | _____ |
| | _____ |
| | _____ |
| Improvements: | _____ |
| | _____ |

| |
|---|
| <p>Solo Ability Name: _____</p> <p>Required Rank: _____</p> <p>Effects: _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>Improvements: _____</p> <p>_____</p> <p>_____</p> |
|---|

Notes

[illegible]

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 |
|--|--------|------|-----------|---|---|
| <input type="checkbox"/> Bolter Assault | Free | 3 | No | Make Charge move and Standard Ranged Attack with Bolter (any) or throw a grenade | Rank 4: Standard attack is replaced with semi-auto or full auto attacks. |
| <input type="checkbox"/> Fire for Effect | Half | 2 | Yes | While in effect, can use Reactions to make standard attacks. | Rank 4: Standard attack is replaced with semi-auto or full auto attacks. |
| <input type="checkbox"/> Fire Support | Half | 1 | Yes | While in effect, eliminates the -20 penalty for Suppressing Fire and Overwatch actions. | Rank 3: Pattern becomes a Free action instead of half. |
| <input type="checkbox"/> Furious Charge | Free | 3 | No | Make Charge Move and Standard Melee Attack. Can re-roll damage. | Rank 5: Can make multiple attacks (if applicable) instead of Standard. |
| <input type="checkbox"/> Squad Advance | Half | 1 | Yes | May use Reaction to make a Tactical Advance. | Rank 3: Pattern becomes a Free action instead of Half. |
| <input type="checkbox"/> 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. | Rank 5: Bonuses becomes +10 BS or 5m move. |
| <input type="checkbox"/> | | | | | |

Defensive Patterns

| Defensive Pattern Name | Action | Cost | Sustained | Effect | Improvement |
|---|----------|------|-----------|--|---|
| <input type="checkbox"/> Dig in | Full | 3 | Yes | While in effect, all cover AP are doubled as long as members remain stationary. | Rank 5: Can move freely between covers and retain the effect. |
| <input type="checkbox"/> 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. | Rank 4: Move improves to double the Agility Bonus in meters. |
| <input type="checkbox"/> Regroup | Full | 2 | No | Team may move up to double Agility Bonus meters in any direction. Does not trigger Overwatch or Sup. Fire | Rank 4: May also reload any weapons that need half or free action to do so. |
| <input type="checkbox"/> 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. | Rank 4: Can soak a standard attack dividing damage evenly between members within support range |
| <input type="checkbox"/> 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 |
| <input type="checkbox"/> Tactical Spacing | Full | 1 | Yes | All members within range share reactions. Extra Reactions from talents can also be shared. | Rank 5: All members gain an additional reaction. |
| <input type="checkbox"/> | | | | | |

Chapter Patterns

| Pattern Name | Action | Cost | Sustained | Effect | Improvement |
|--------------------------|--------|------|-----------|--------|-------------|
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |
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| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |



DEATHWATCH

Heroic Legacy

Name: _____ XP Cost: _____



Offensive Manoeuvres

Tactical Manoeuvres

Defensive Manoeuvres

Offensive Roles

Defensive Roles

Legacy Details

Manoeuvres

| Name | Type | Cohesion Threshold | Execution Test | Requirements | Effects |
|-------|------|--------------------|----------------|--------------|---------|
| _____ | Off | _____ | _____ | _____ | _____ |
| _____ | Off | _____ | _____ | _____ | _____ |
| _____ | Tact | _____ | _____ | _____ | _____ |
| _____ | Tact | _____ | _____ | _____ | _____ |
| _____ | Def | _____ | _____ | _____ | _____ |
| _____ | Def | _____ | _____ | _____ | _____ |

Roles

| Name | Type | Activation Test | Effects |
|-------|------|-----------------|---------|
| _____ | Off | _____ | _____ |
| _____ | Off | _____ | _____ |
| _____ | Off | _____ | _____ |
| _____ | Off | _____ | _____ |
| _____ | Off | _____ | _____ |
| _____ | Off | _____ | _____ |
| _____ | Def | _____ | _____ |
| _____ | Def | _____ | _____ |
| _____ | Def | _____ | _____ |
| _____ | Def | _____ | _____ |
| _____ | Def | _____ | _____ |
| _____ | Def | _____ | _____ |



DEATHWATCH

Librarian

Psy Rating: _____

Librarian Rank: _____

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

Psychic Powers

Telepathy

| Name | Action | Opposed | Range | Sustained | Effect |
|--|----------|---------|----------------|-----------|--|
| <input type="checkbox"/> Astrotelepathy | 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"/> Compel | 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"/> Dominate | 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"/> Inspire | Half | No | 5m Radius x PR | Yes | Number of Targets=PR; Remove Pinning; +10 vs. Fear; Targets must be in range. |
| <input type="checkbox"/> Long-Range Telepathy | Free | No | 50km x PR | Yes | Same as Short Range; No chance for Psychic Phenomena; Sustain is a Free Action. |
| <input type="checkbox"/> Mind Probe | 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"/> Mind Scan | Half | No | 200m x PR | No | Scan for sentient minds within range. Info gained based on PR. See table p.191 |
| <input type="checkbox"/> Short-Range Telepathy | 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 |
|---|-----------|---------|-----------------|-----------|---|
| <input type="checkbox"/> 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 |
| <input type="checkbox"/> 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. |
| <input type="checkbox"/> 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 |
| <input type="checkbox"/> 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 |
| <input type="checkbox"/> Psychometry | Ext. (10) | No | Touch | No | Gain psychic impressions about an item or area. See table p. 193 for details of info gained. |
| <input type="checkbox"/> 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 n. 193 for details. |

Codex Powers

| Name | Action | Opposed | Range | Sustained | Effect |
|--|------------------|---------|----------------|-----------|--|
| <input type="checkbox"/> Avenger | Full | No | 30m | No | Flaming avatar of the chapter, functions as an Astartes Heavy Flamer (2d10+6E or 1d5+8 vs Hordes, Flame quality). Penetration equals to 2xPR. |
| <input type="checkbox"/> Force Dome | Full | No | 5m Radius x PR | Yes | Provides to self and allies within range 2 AP x PR. Extends from all directions. Enemies within the dome are unaffected. |
| <input type="checkbox"/> 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. |
| <input type="checkbox"/> Iron Arm | Half or Reaction | No | Self | Yes | Gain an additional Reaction to Parry with a bonus equal to WS + (3xPR). Power prevents use of arm for other purposes. |
| <input type="checkbox"/> 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. |
| <input type="checkbox"/> Might of the Ancients | Half | No | Self | Yes | Gain Melee Damage and Penetration bonus equal to his PR |
| <input type="checkbox"/> Smite | Half | No | 10m x PR | No | FP test (modified as if it was BS test) 1d10xPR Energy Damage. Pen equals PR. Any creatures within 1m x PR are also affected by smite. |
| <input type="checkbox"/> 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. |
| <input type="checkbox"/> Vortex of Doom | Full | No | 10m x PR | No | Opens a Vortex 2m wide. Each round roll 1d10 (1-4 shrinks it for 1m, 5-8 widens it for 1m, 9-10 widens it for 2m). Travels 2d10m/rd. Those touched by it take 1d10xPR Energy Damage. All within 10m of it WP (-20) test or gain 1d5 Corruption Points. |
| <input type="checkbox"/> | | | | | |

Chapter and other powers

| Name | Action | Opposed | Range | Sustained | Effect |
|--------------------------|--------|---------|-------|-----------|--------|
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |
| <input type="checkbox"/> | | | | | |

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: _____
Hatreds: _____

Background Info

