

CHARACTERISTICS

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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WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

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SPACE MARINE TALENTS & TRAITS

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

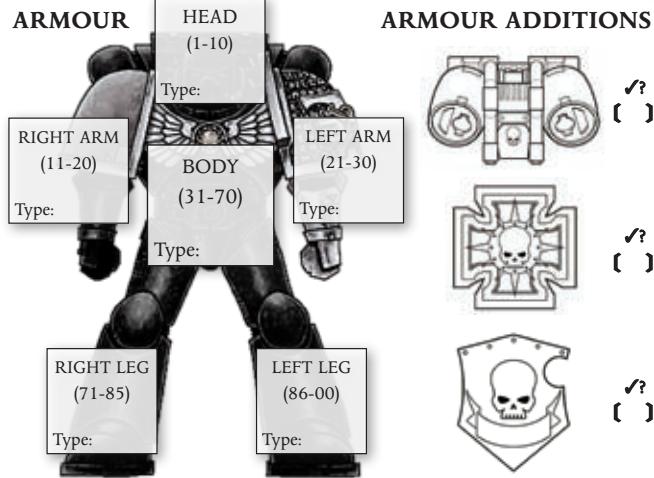
PSYCHIC POWERS

Psy Rating: (_____)	_____

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ARMOUR



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

RENONW:

CURRENT (_____)

EXPERIENCE:

XP TO SPEND (_____)

TOTAL XP SPENT (_____)

GEAR

