

# DEATHWATCH™

## CHARACTER FOLIO



*The Primary Deeds, Character, and Allies of*

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Key Events: \_\_\_\_\_

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# KILL TEAM DATA

## SQUAD DESIGNATION:



Squad Leader: \_\_\_\_\_

### Kill Team Members

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

Rank: \_\_\_\_\_ Notable Skills/Talents: \_\_\_\_\_

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

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

Rank: \_\_\_\_\_ Notable Skills/Talents: \_\_\_\_\_

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

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

Rank: \_\_\_\_\_ Notable Skills/Talents: \_\_\_\_\_

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

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

Rank: \_\_\_\_\_ Notable Skills/Talents: \_\_\_\_\_

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

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

Rank: \_\_\_\_\_ Notable Skills/Talents: \_\_\_\_\_

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

# SOLO & SQUAD MODE

## Solo Mode

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**OATH:**

## Squad Mode

Attack Patterns	Actions	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	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 Stances	Actions	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.

COHESION:

1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12  
13  
14  
15  
16

# HEROIC LEGACY

**NAME**

**XP COST**

## OFFENSIVE ROLES

Squad Leader

Automatic Role

Automatic Role

Locked Role ( )xp

Locked Role ( )xp

Locked Role ( )xp

## OFFENSIVE MANOEUVRES

Automatic Manoeuvre

Locked Manoeuvre ( )xp

## TACTICAL MANOEUVRES

Automatic Manoeuvre

Locked Manoeuvre ( )xp

## DEFENSIVE MANOEUVRES

Automatic Manoeuvre

Locked Manoeuvre ( )xp

## DEFENSIVE ROLES

Automatic Role

Automatic Role

Automatic Role

Locked Role ( )xp

Locked Role ( )xp

Locked Role ( )xp

## 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		

# ASTARTES PROFILE

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

Player: \_\_\_\_\_

Chapter: \_\_\_\_\_ Specialization: \_\_\_\_\_

Chapter Demeanour: \_\_\_\_\_

Personal Demeanour: \_\_\_\_\_

Past Experiences: \_\_\_\_\_

Power Armour History: \_\_\_\_\_

Rank: \_\_\_\_\_ / \_\_\_\_\_

## Personal Details

Birthplace: \_\_\_\_\_

Age: \_\_\_\_\_ Birth Date: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Build: \_\_\_\_\_ Size: \_\_\_\_\_ Eyes: \_\_\_\_\_ Hair: \_\_\_\_\_

Skin Tone: \_\_\_\_\_

Distinguishing Marks: \_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# ASTARTES PORTRAIT



# Personality

Appearance: \_\_\_\_\_

\_\_\_\_\_

Demeanor: \_\_\_\_\_

\_\_\_\_\_

Likes: \_\_\_\_\_

\_\_\_\_\_

Dislikes: \_\_\_\_\_

\_\_\_\_\_

## Home World

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

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

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

Main Export: \_\_\_\_\_

Home City/Hive: \_\_\_\_\_

Key Features/Information: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



Homeworld Sketch

Home World Traits: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



100



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# Chapter & Specialization

Chapter: \_\_\_\_\_ Specialization: \_\_\_\_\_

Current Rank: \_\_\_\_\_

Current XP:

Total XP Spent:

Next Rank: \_\_\_\_\_ Total XP Required: \_\_\_\_\_

## Rank Advances

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

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



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

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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

Advancement Taken:	Cost:	Advancement Taken:	Cost:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

# COMBAT PROFILE

## Characteristics

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (P) Will Power (WP) Fellowship (FP)

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Total	Wounds	Current
<div></div>	<div></div>	
Lightly Wounded: <input type="checkbox"/>		
Heavily Wounded: <input type="checkbox"/>		
Blood Loss: <input type="checkbox"/>		
Fatigued: <input type="checkbox"/>		

Fatigue										
<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"/>	<input type="checkbox"/>
I	II	III	IV	V	VI	VII	VIII	IX	X	
Max Fatigue = Toughness Bonus										

Critical Damage

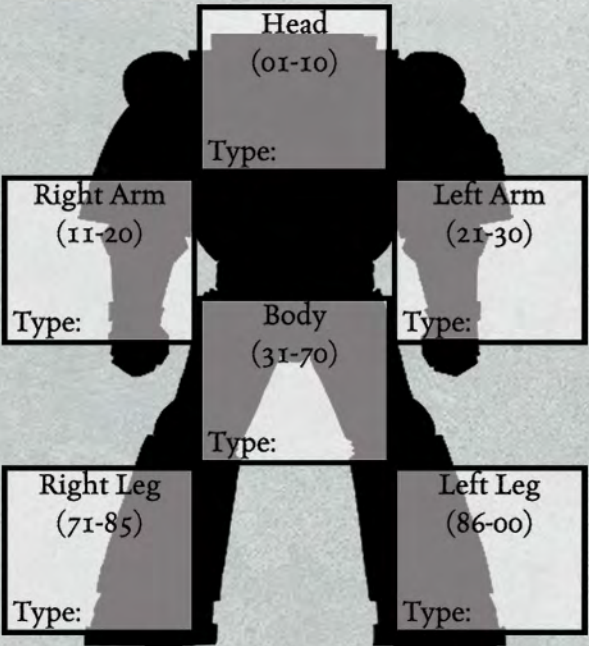
Movement	
<b>Half Move</b> (Half Action) AB x 1	<div></div>
<b>Full Move</b> (Full Action) AB x 2	<div></div>
<b>Charge</b> (Full Action) AB x 3	<div></div>
<b>Run</b> (Full Action) AB x 6	<div></div>
<b>Base Jump</b> (Full Action) SB x 1m	<div></div>
<b>Base Leap</b> (Full Action) SB x 20cm	<div></div>

Lifting	
Lift:	<div></div>
Carry:	<div></div>
Push:	<div></div>

Fate Points	
Start:	<div></div>
Current:	<div></div>
Total:	<div></div>

# COMBAT PROFILE

## Armour



Head  
(01-10)  
Type: \_\_\_\_\_

Right Arm  
(11-20)  
Type: \_\_\_\_\_

Left Arm  
(21-30)  
Type: \_\_\_\_\_

Body  
(31-70)  
Type: \_\_\_\_\_

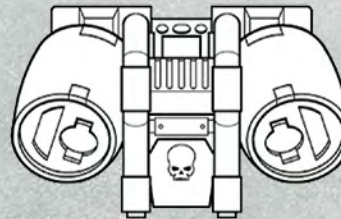
Right Leg  
(71-85)  
Type: \_\_\_\_\_

Left Leg  
(86-00)  
Type: \_\_\_\_\_

### Armour Details

Name: \_\_\_\_\_  
 Type: \_\_\_\_\_  
 AP: \_\_\_\_\_ Kg.: \_\_\_\_\_

### Armour Additions



Jump Pack  
Equipped?  
( )



Storm Shield  
Equipped?  
( )



Combat Shield  
Equipped?  
( )

## Weapons


Name: \_\_\_\_\_  
 Class: \_\_\_\_\_ Damage: \_\_\_\_\_  
 Type: \_\_\_\_\_ Pen: \_\_\_\_\_ Range: \_\_\_\_\_  
 RoF: \_\_\_\_\_ Clip: \_\_\_\_\_ Reload: \_\_\_\_\_  
 Special Rules: \_\_\_\_\_

Name: \_\_\_\_\_  
 Class: \_\_\_\_\_ Damage: \_\_\_\_\_  
 Type: \_\_\_\_\_ Pen: \_\_\_\_\_  
 Special Rules: \_\_\_\_\_

Name: \_\_\_\_\_  
 Class: \_\_\_\_\_ Damage: \_\_\_\_\_  
 Type: \_\_\_\_\_ Pen: \_\_\_\_\_ Range: \_\_\_\_\_  
 RoF: \_\_\_\_\_ Clip: \_\_\_\_\_ Reload: \_\_\_\_\_  
 Special Rules: \_\_\_\_\_

Name: \_\_\_\_\_  
 Class: \_\_\_\_\_ Damage: \_\_\_\_\_  
 Type: \_\_\_\_\_ Pen: \_\_\_\_\_  
 Special Rules: \_\_\_\_\_

# CYBERNETICS



Bionic: \_\_\_\_\_  
Benefit: \_\_\_\_\_  
Penalty: \_\_\_\_\_

Bionic: \_\_\_\_\_  
Benefit: \_\_\_\_\_  
Penalty: \_\_\_\_\_

Bionic: \_\_\_\_\_  
Benefit: \_\_\_\_\_  
Penalty: \_\_\_\_\_

Bionic: \_\_\_\_\_  
Benefit: \_\_\_\_\_  
Penalty: \_\_\_\_\_

Bionic: \_\_\_\_\_  
Benefit: \_\_\_\_\_  
Penalty: \_\_\_\_\_

Bionic: \_\_\_\_\_  
Benefit: \_\_\_\_\_  
Penalty: \_\_\_\_\_

Bionic: \_\_\_\_\_  
Benefit: \_\_\_\_\_  
Penalty: \_\_\_\_\_

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# WARGEAR

## RELICS

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## WARGEAR

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## TOOLS

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## CHAPTER TRAPPINGS

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## RENOWN

RATING: \_\_\_\_\_ RANK: \_\_\_\_\_

# VEHICLES

## PRIMARY VEHICLE

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

Tactical Speed: \_\_\_\_\_ Cruising Speed: \_\_\_\_\_

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

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

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

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

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

### WEAPONS

### SPECIAL RULES

## SECONDARY VEHICLE

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

Tactical Speed: \_\_\_\_\_ Cruising Speed: \_\_\_\_\_

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

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

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

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

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

### WEAPONS

### SPECIAL RULES

# LIBRARIANS

PSY RATING: \_\_\_\_\_ PSY RANK: \_\_\_\_\_

## Telepathy

### Telepathic Control

Name	Action	Opposed	Range	Sustained
Astrotelepathy	Full	No	Based on PR	No
<input type="checkbox"/> Compel	Full	Yes	5m x PR	No
<input type="checkbox"/> Dominate	Full	Yes	10m x PR	Yes
<input type="checkbox"/> Inspire	Half	No	5m radius x PR	Yes
<input type="checkbox"/> Long-range Telepathy	Free	No	50km x PR	Yes
<input type="checkbox"/> Mind Probe	Extended (5)	Yes	1m x PR	Yes
<input type="checkbox"/> Mind Scan	Half	No	200m x PR	No
<input type="checkbox"/> Short-range Telepathy	Free	No	50m x PR	Yes

## Divination

### Emperor's Tarot

Name	Action	Opposed	Range	Sustained
<input type="checkbox"/> Augury	Extended (10)	No	Special	No
<input type="checkbox"/> Divination	Extended (3)	No	Special	No
<input type="checkbox"/> Lifting the Veil	Extended (5)	No	10m x PR	No
<input type="checkbox"/> Possibility Shield	Half	No	5m radius x PR	Yes
<input type="checkbox"/> Psychometry	Extended (10)	No	Touch	No
<input type="checkbox"/> Reading	Full	No	5m x PR	Yes

## Codex Powers

### Astartes Librarian

Name	Action	Opposed	Range	Sustained
<input type="checkbox"/> Avenger	Full	No	30m	No
<input type="checkbox"/> Force Dome	Full	No	5m x PR radius	Yes
<input type="checkbox"/> The Gate of Infinity	Extended (3)	No	Self	No
<input type="checkbox"/> Iron Arm	Half or Reaction	No	Self	Yes
<input type="checkbox"/> Machine Curse	Full	No	10m x PR	No
<input type="checkbox"/> Might of the Ancients	Half	No	Self	Yes
<input type="checkbox"/> Smite	Half	No	10m x PR	No
<input type="checkbox"/> Veil of Time	Half	No	5m radius x PR	Yes
<input type="checkbox"/> Vortex of Doom	Full	No	10m x PR	No

# LIBRARIANS

PSY RATING: \_\_\_\_\_ PSY RANK: \_\_\_\_\_

Chapter's Discipline

	Name	Action	Opposed	Range	Sustained
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

	Name	Action	Opposed	Range	Sustained
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

	Name	Action	Opposed	Range	Sustained
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____

# SKILLS

## Basic Skills

Skill Name	Trained	+10%	+20%	Bonus	Characteristic	Descriptor
Awareness	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perception	-----
Carouse	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Toughness	-----
Charm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fellowship	Interaction
Climb	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strength	Movement
Command	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fellowship	Interaction
Concealment	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Agility	-----
Contortionist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Agility	Movement
Deceive	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fellowship	Interaction
Dodge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Agility	-----
Evaluate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	Investigation
Gamble	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perception	-----
Inquiry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fellowship	Investigation
Intimidate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strength	Interaction
Logic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	Investigation
Scrutiny	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perception	-----
Search	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perception	-----
Silent Move	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Agility	Movement
Swim	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strength	Movement
_____	<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"/>	<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"/>	_____	_____

## Advanced Skills

Skill Name	Trained	+10%	+20%	Bonus	Characteristic	Descriptor
Acrobatics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Agility	Movement
Chem-Use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	Crafting, Investigation
Ciphers <sup>†</sup>					Intelligence	-----
Common Lore <sup>†</sup>					Intelligence	Investigation
Demolition	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	Crafting
Drive <sup>†</sup>					Agility	Operator
Forbidden Lore <sup>†</sup>					Intelligence	Investigation
Interrogation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Willpower	Investigation
Invocation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Willpower	-----
Lip Reading	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perception	-----
Literacy	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	-----

<sup>†</sup> denotes a skill group.





# OTHER SKILLS

## CIPHERS

	Basic	Trained	+10%	+20%	Bonus
Chapter Runes	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deathwatch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperial Codes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquisition	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Underworld	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Xenos Markings	<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"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## PERFORMER

	Basic	Trained	+10%	+20%	Bonus
Dancer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Musician	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Singer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Storyteller	<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"/>
_____	<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"/>
_____	<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"/>

## SPEAK LANGUAGE

	Basic	Trained	+10%	+20%	Bonus
Eldar	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
High Gothic	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kroot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Low Gothic	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ork	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Techna-Lingua	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tau	<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"/>
_____	<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"/>
_____	<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"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## DRIVE

	Basic	Trained	+10%	+20%	Bonus
Ground Vehicle	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hover Vehicle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Walker	<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"/>
_____	<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"/>

## PILOT

	Basic	Trained	+10%	+20%	Bonus
Personal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Flyers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spacecraft	<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"/>
_____	<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"/>
_____	<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"/>

## TACTICS

	Basic	Trained	+10%	+20%	Bonus
Air Combat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armoured Tactics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Assault Doctrine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Defensive Doctrine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Orbital Drop Procedures	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Recon & Stealth	<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"/>
_____	<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"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## NAVIGATION

	Basic	Trained	+10%	+20%	Bonus
Surface	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stellar	<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"/>
_____	<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"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## SECRET TONGUE

	Basic	Trained	+10%	+20%	Bonus
Administratum	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chapter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deathwatch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ecclesiarchy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Machine Cant	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Military	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech	<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"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## TRADE

	Basic	Trained	+10%	+20%	Bonus
Archaeologist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armourer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Astrographer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chymist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cryptographer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Explorator	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Remembrancer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shipwright	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Soothsayer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Technomat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trader	<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"/>

A decorative corner element featuring a metallic, wing-like structure with a circular seal and a ribbon. The wing is made of many small, overlapping plates, giving it a scale-like appearance. A circular seal with a red wax-like texture is attached to the wing. A ribbon with a gold and brown pattern is tied around the seal. The entire element is set against a light gray background with a subtle grid pattern.



## Prerequisite Benefit

This image shows a full page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## Benefit

### Double your Strength bonus

### Double your Toughness bonus

[illegible]

# SPACE MARINE ORGAN ABILITIES

Organ Name	Benefit
Secondary Heart/Ossmodula/ Biscopea/Haemastamen	You gain the Unnatural Strength and Toughness Traits.
Larraman's Organ	You do not suffer from blood loss.
Catalepsean 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.
Occulobe and Lyman's Ear	You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness tests.
Sus-an Membrane	You may entered suspended animation.
Oolotic Kidney	You may re-roll and 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 temperatures extreme.
Betcher's Gland	You may spit acid as a ranged weapon with the following profile: <i>Range: 3m; Damage: 1d5; Pen 4; Toxic.</i> If you hit your target by three 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.

# INSANITY & CORRUPTION

## INSANITY

Current Insanity Points:

Primarch's Curse

Level I: \_\_\_\_\_

Level II: \_\_\_\_\_

Level III: \_\_\_\_\_

Battle Traumas

Trauma

Gained From

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## CORRUPTION

Current Corruption Points:

Astartes fell to Chaos: \_\_\_\_\_

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

# ACTIONS

## COMBAT ACTIONS

Action	Type	Subtype	Description
Aim	Half/Full	Concentration	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on the next attack.
All Out Attack	Full	Attack, Melee	+20 to WS, cannot Dodge or Parry.
Brace Heavy Weapon	Half	Miscellaneous	Prepare to fire a heavy weapon.
Called Shot	Full	Attack, Concentration Melee or Ranged	Attack a specific location on the target with a -20 to WS or BS.
Charge	Full	Attack, Melee, Movement	Must move at least 4 metres, +10 to WS.
Defensive Stance	Full	Concentration, Melee	Gain an additional Reaction, opponents suffer -20 to WS.
Delay	Half	Miscellaneous	Before your next Turn take any Half Action.
Disengage	Full	Movement	Break off from melee and move.
Dodge	Reaction	Miscellaneous	Test Dodge to negate a hit.
Feint	Half	Melee	Opposed WS Test, if you win, your next attack cannot be Dodged or Parried.
Focus Power	Varies	Varies	Use a psychic power.
Full Auto Burst	Half	Attack, Ranged	+20 to BS, additional hit for every Degree of Success.
Grapple	Half/Full	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.
Guarded Attack	Full	Attack, Concentration, Melee	-10 WS, +10 to Parry and Dodge.
Jump or Leap	Full	Movement	Jump vertically or leap horizontally.
Knock-Down	Half	Attack, Melee	Try to knock an opponent to the ground.
Manoeuvre	Half	Attack, Melee, Movement	Opposed WS Test, if you win move enemy 1 metre.
Move	Half/Full	Movement	Move up to movement as Half Action or double as Full Action.
Multiple Attacks	Full	Attack, Melee or Ranged	Attack more than once in the same round—requires two weapons or a talent.
Overwatch	Full	Attack, Concentration, Ranged	Shoot targets coming into a set kill zone, -20 to BS.
Parry	Reaction	Melee	Test Weapon Skill to negate a hit.
Ready	Half	Miscellaneous	Ready a weapon or item.
Reload	Varies	Miscellaneous	Reload a ranged weapon.
Run	Full	Movement	Move triple, enemies get -20 BS and +20 WS.
Semi-Auto Burst	Half	Attack, Ranged	+10 to BS, additional hit for every two additional Degrees of Success.
Stand/Mount	Half	Movement	Stand up or mount a riding animal or vehicle.
Standard Attack	Half	Attack, Melee or Ranged	Make one melee or ranged attack
Stun	Full	Attack, Melee	Try to Stun an opponent.
Suppressing Fire	Full	Attack, Ranged	Force opponents to take cover, -20 to BS.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use A Skill	Varies	Miscellaneous	You may use a Skill.

† Apply (-) size modifier for test.



## NOTES

# COMBAT MODIFIERS

<u>Difficulty</u>	<u>Skill Modifier</u>	<u>Example</u>
Easy	+30	<p>Attacking a surprised or unaware target.</p> <p>Shooting a massive target.</p> <p>Shooting a target at point-blank range.</p>
Routine	+20	<p>Melee attacks against a foe who is outnumbered three to one or more.</p> <p>Attacking a Stunned opponent.</p> <p>Shooting an Enormous target.</p>
Ordinary	+10	<p>Melee attacks against a foe who is outnumbered two to one.</p> <p>Attacking a Prone opponent with a melee weapon.</p> <p>Attacking from higher ground.</p> <p>Shooting a Hulking target.</p> <p>Shooting a target at Short Range.</p>
Challenging	+0	<p>A Standard Attack.</p> <p>Any test whilst Fatigued.</p>
Difficult	-10	<p>Attacking or Dodging whilst in the mud or heavy rain.</p> <p>Shooting a target at Long Range.</p> <p>Shooting a Prone target.</p> <p>Shooting a Scrawny target.</p> <p>Shooting into melee combat.</p> <p>Dodging whilst Prone.</p>
Hard	-20	<p>Making an unarmed attack against an armed opponent.</p> <p>Melee attacks in darkness.</p> <p>Shooting at a target in fog, mist, shadow or smoke.</p> <p>Shooting a Puny target.</p> <p>Using a weapon without the correct Talent.</p>
Very Hard	-30	<p>Attacking or Dodging in deep snow.</p> <p>Firing a heavy weapon that has not been Braced.</p> <p>Shooting a target at Extreme range.</p> <p>Shooting at a completely concealed target.</p> <p>Shooting at a target in darkness.</p>



# NOTES

32



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I

II

III





# DEATH

1st Fate Point: \_\_\_\_\_

2nd Fate Point: \_\_\_\_\_

3rd Fate Point: \_\_\_\_\_

4th Fate Point: \_\_\_\_\_

5th Fate Point: \_\_\_\_\_

Character Died On: \_\_\_\_\_

Location: \_\_\_\_\_

Details: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Will Be Remembered For: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Legacy: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## GENE-SEED

Recovered ☐ Missing ☐ Destroyed ☐



# DEATHWATCH™

## CHARACTER FOLIO

A LEAFLET FOR ALL YOUR ADVENTURES

WRITE DOWN EVERY GLORY AND  
BATTLE YOU'VE PARTICIPATED IN

STOCKED WITH EVERYTHING A  
BATTLE-BROTHER WILL NEED TO  
SURVIVE IN THE JERICHO REACH

NO REMEMBRANCER REQUIRED!

THIS IS A NON-PROFIT FANMADE  
WORK, FOR PLAYERS, BY A  
PLAYER.

THIS FILE IS AVAILABLE FREELY  
ONLINE, DO NOT PAY FOR IT.