

# DEATHWATCH™



## CHARACTER FOLIO



*The Primary Deeds, Character, and Allies of*



# CONTENTS

## Campaign

Campaign Information .....	2
----------------------------	---

## Kill Team

Kill Team Data .....	3
Solo & Squad Mode .....	4
Heroic Legacy .....	5

## The Astartes

Profile .....	6
History .....	8
Specialization .....	11
Rank Advances .....	12
Combat Profile .....	13
Cybernetics .....	15
Wargear .....	16
Vehicles .....	17
Librarians .....	18
Psychic Disciplines .....	19
Chapter & Extra Disciplines .....	19
Skills .....	20
Skill Groups .....	21
Talents & Traits .....	23
Space Marine Abilities .....	25
Insanity & Corruption .....	26

## Actions

Actions .....	28
Combat Modifiers .....	30

## Notes & Journal

Journal .....	31
Notes .....	32

## Death

Death .....	33
-------------	----



## CAMPAIGN

Game Master: \_\_\_\_\_

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

Year Start: \_\_\_\_\_ Year End: \_\_\_\_\_

Sector: \_\_\_\_\_ Sub-Sector: \_\_\_\_\_

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



# 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: \_\_\_\_\_

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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 Manouevre	
Locked Manouevre ( ) xp	
TACTICAL MANOEUVRES	
Automatic Manouevre	
Locked Manouevre ( ) xp	
DEFENSIVE MANOEUVRES	
Automatic Manouevre	
Locked Manouevre ( ) xp	

## DEFENSIVE ROLES

Automatic Role
Automatic Role
Automatic Role
Locked Role ( ) xp
Locked Role ( ) xp
Locked Role ( ) xp

## Manouevres

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

## Roles

Name	Type	Activation Test	Effects
Off			
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: \_\_\_\_\_

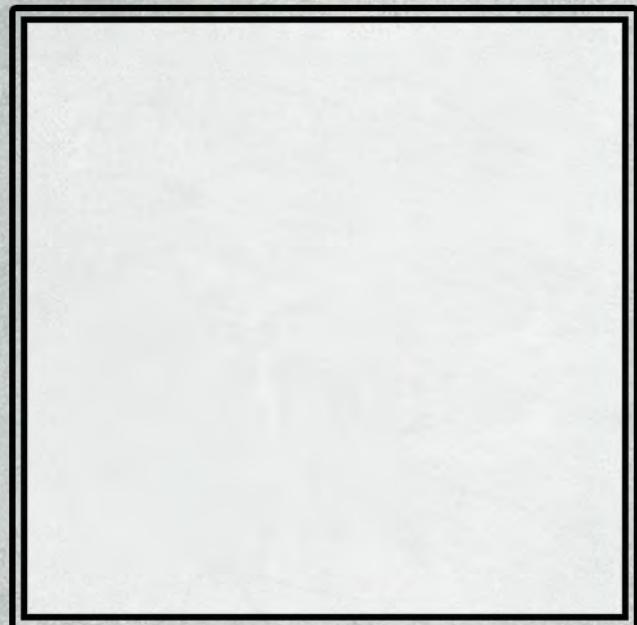
World Type: \_\_\_\_\_

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

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

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

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



Homeworld Sketch

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



# Astartes History

Family: \_\_\_\_\_

Friends: \_\_\_\_\_

Contacts: \_\_\_\_\_

Enemies: \_\_\_\_\_

Hatreds: \_\_\_\_\_

Personal History: \_\_\_\_\_



# Astartes History

Personal History (cont.): \_\_\_\_\_



# 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)

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

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

Critical Damage									
<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"/>									
<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"/>									
<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"/>									
<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="					



# COMBAT PROFILE

## Armour

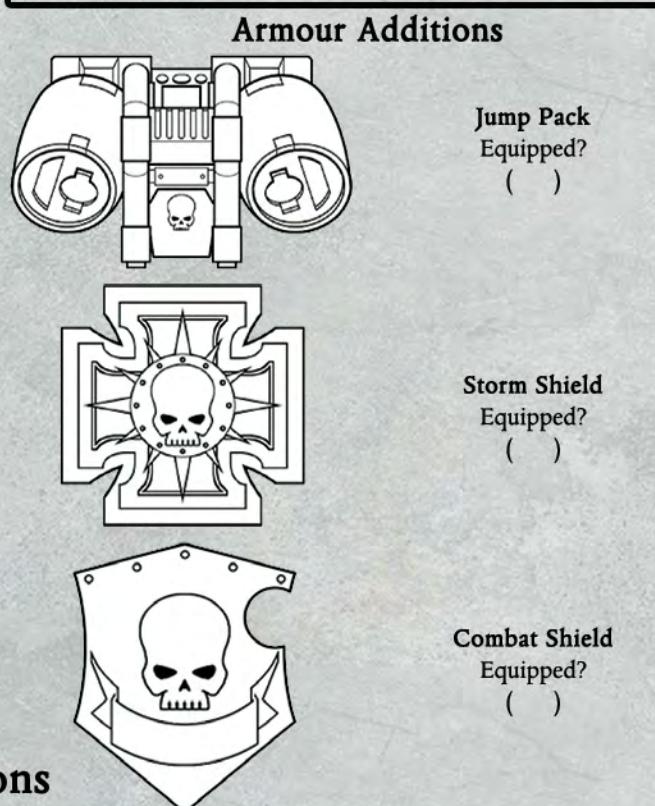
Head (01-10)	Type:
Right Arm (11-20)	Type:
Left Arm (21-30)	Type:
Body (31-70)	Type:
Right Leg (71-85)	Type:
Left Leg (86-00)	Type:

### Armour Details

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

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

AP: \_\_\_\_\_ Kg.: \_\_\_\_\_



## Weapons

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



# CYBERNETICS

Bionic: \_\_\_\_\_

Benefit: \_\_\_\_\_

Penalty: \_\_\_\_\_

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

\_\_\_\_\_



# WARGEAR

## RELICS

---

---

---

---

## WARGEAR

---

---

---

---

## TOOLS

---

---

---

---

## CHAPTER TRAPPINGS

---

---

---

---

## RENNOWN

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



# 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>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	-----
Common Lore <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	Investigation
Demolition	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intelligence	Crafting
Drive <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Agility	Operator
Forbidden Lore <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	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.



## SKILLS

## Advanced Skills

† denotes a skill group.



## LORE



## OTHER SKILLS



# TALENTS

Name	Prerequisite	Benefit
Ambidextrous	Ag 30	Use either hand equally well
Astartes Weapon Training	-----	-----
Bulging Biceps	S 45	Remove bracing requirement
Heightened (Senses Hearing, Sight)	-----	Gain +10 to particular sense
Killing Strike	Adeptus Astartes	Spend a fate point to make a melee attack impossible to dodge or parry
Nerves of Steel	-----	Reroll failed tests to avoid pinning
Quick Draw	-----	Ready as a free action
Resistance (Psychic Powers)	-----	Gain +10 bonus to resistance tests
True Grit	T 40	Reduce critical damage taken
Unarmed Master	WS 45, Ag 40, Unarmed Warrior	Attacks do 1d10+SB Damage and lack the Primitive trait.



Name \_\_\_\_\_

## Prerequisite Benefit

## TRAITS & SPECIAL ABILITIES

Name \_\_\_\_\_

## Benefit

### Unnatural Strength (x2)

### Double your Strength bonus

### Unnatural Toughness (x2)

### Double your Toughness bonus



# 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.
Catalepsian 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 enter 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

Truama

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



## GROUND VEHICLE MOVEMENT

Action	Type	Skill Test	Description
Dodge	Reaction	Drive or Pilot <sup>†</sup>	See a threat and dodge.
Evasive Manoeuvring	Full	(+o) Drive	Make your vehicle weave and dodge, becoming hard to hit.
Floor It!	Full	(-1o) Drive	Move twice your tactical speed, and only turn once.
Ram	Full	(+o) Drive or Pilot	Attempt to ram a person or another vehicle.
Tactical Manoeuvring	Half/Full	-----	Move up to your tactical speed as a half turn, or twice for full.

† Apply (-) size modifier for test.

## AERIAL VEHICLE MOVEMENT

Action	Skill Test	Description
Immelman Turn	(-20) Pilot	Quickly change direction by making an extreme loop-turn and completely reversing direction
Jink	(+0) Pilot	Make movements erratic and unpredictable to avoid incoming fire.
Sideslip	(-10) Pilot	Move one Air Unit of your Tactical Speed directly to the left or right without changing the direction, with an additional AU per success.
Six Position	(+0) Pilot	+20 bonus to shooting an aircraft you're chasing, suffer -10 to incoming fire.
Speed Up/Stall	(+0) Pilot	Modify how fast or slow your flyer moves.
Tight Turn	(+0) Pilot	Move one less AU before turning up to 45 degrees.

## NOTES



# COMBAT MODIFIERS

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



# JOURNAL

Contacts

Location

Association

Notes

Information Acquired

31

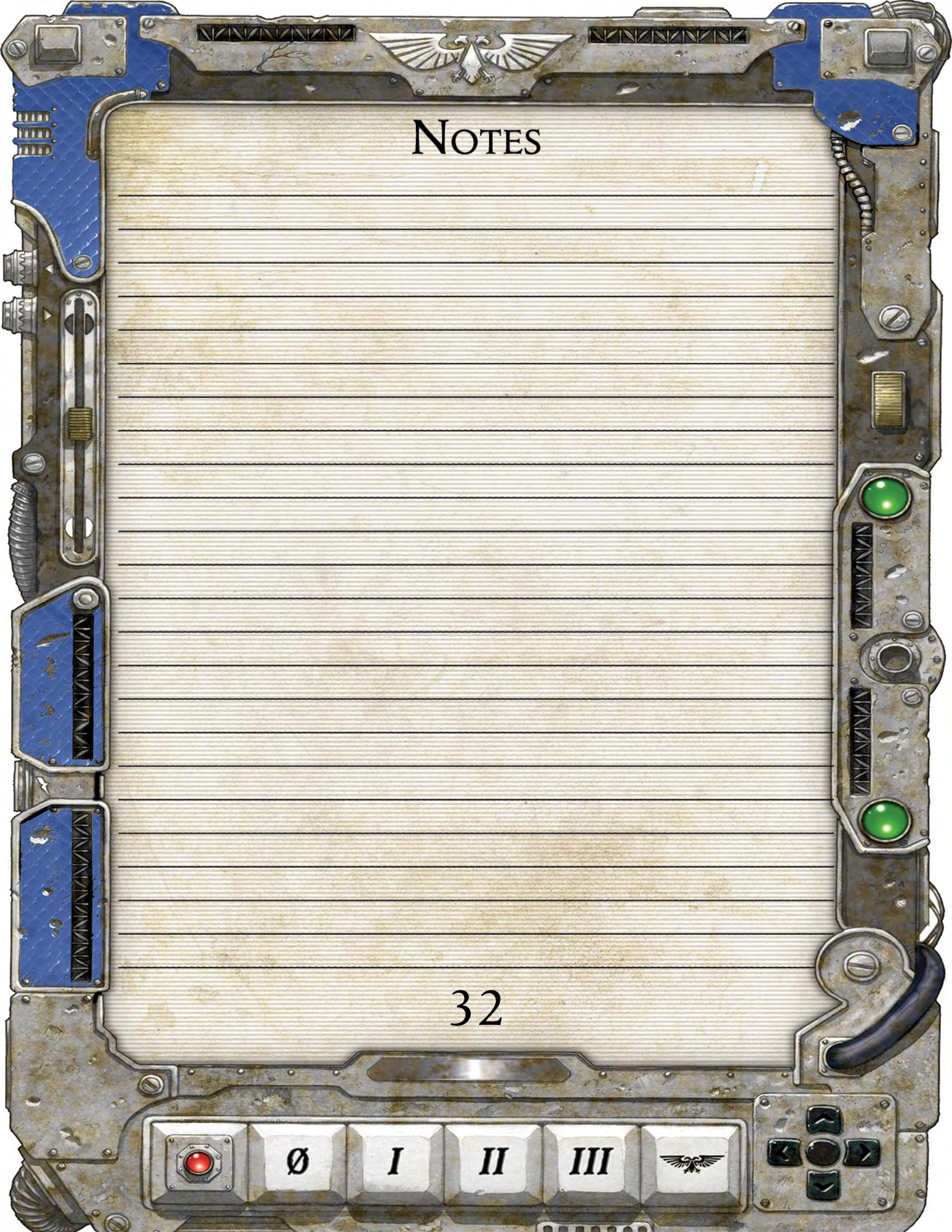
Ø

I

II

III





# NOTES

32

Ø

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 FOUO

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.