CHARACTER NAME _____ PLAYER NAME _____
CHAPTER _____ PAST EVENT _____
CHAPTER DEMEANOUR _____ PERSONAL DEMEANOUR _____
SPECIALITY _____ RANK ____ POWER ARMOUR HISTORY _____
DESCRIPTION _____

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILL POWER (WP)	FELLOWSHIP (FEL)

SKILLS

Skill	Basic	Trained	+10%	+20%
Acrobatics (Ag)	□	□	□	□
Awareness (Per)	■	■	□	□
Barter (Fel)	■	□	□	□
Blather (Fel)	□	□	□	□
Carouse (T)	■	□	□	□
Charm (Fel)	■	□	□	□
Chem-Use (Int)	□	□	□	□
Ciphers (Int)†	□	□	□	□
Chapter Runes	□	■	□	□
_____	□	□	□	□
Climb (S)	■	■	□	□
Command (Fel)	■	□	□	□
Common Lore (Int)†	□	□	□	□
Adeptus Astartes	□	■	□	□
Deathwatch	□	■	□	□
Imperium	□	■	□	□
War	□	■	□	□
_____	□	□	□	□
Concealment (Ag)	■	■	□	□
Contortionist (Ag)	■	□	□	□
Deceive (Fel)	■	□	□	□
Demolition (Int)	□	□	□	□
Disguise (Fel)	■	□	□	□
Dodge (Ag)	■	□	□	□
Drive (Ag)†	□	□	□	□
Ground Vehicles	□	■	□	□
_____	□	□	□	□

Skill	Basic	Trained	+10%	+20%
Evaluate	■	□	□	□
Forbidden Lore (Int)†	□	□	□	□
Xenos	□	■	□	□
_____	□	□	□	□
_____	□	□	□	□
Gamble (Int)	■	□	□	□
Inquiry (Fel)	■	□	□	□
Interrogation (WP)	□	□	□	□
Intimidate (S)	■	□	□	□
Invocation (WP)	□	□	□	□
Lip Reading (Per)	□	□	□	□
Literacy (Int)	■	■	□	□
Logic (Int)	■	□	□	□
Medicae (Int)	□	□	□	□
Navigation (Int)†	□	□	□	□
Surface	□	■	□	□
_____	□	□	□	□
Performer (Fel)†	□	□	□	□
_____	□	□	□	□
Pilot (Ag)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□
Psyniscience (Per)	□	□	□	□
Scholasic Lore (Int)†	□	□	□	□
Codex Astartes	□	■	□	□
_____	□	□	□	□
_____	□	□	□	□

Skill	Basic	Trained	+10%	+20%
Scrutiny (Per)	■	□	□	□
Search (Per)	■	□	□	□
Secret Tongue (Int)†	□	□	□	□
_____	□	□	□	□
_____	□	□	□	□
Security (Ag)	□	□	□	□
Shadowing (Ag)	□	□	□	□
Silent Move (Ag)	■	■	□	□
Sleight of Hand (Ag)	□	□	□	□
Speak Language (Int)†	□	□	□	□
High Gothic	□	■	□	□
Low Gothic	□	■	□	□
_____	□	□	□	□
Survival (Int)	□	□	□	□
Swim (S)	■	□	□	□
Tactics (Int)†	□	□	□	□
_____	□	■	□	□
Tech-Use (Int)	□	□	□	□
Tracking (Int)	□	■	□	□
Trade (Int)†	□	□	□	□
_____	□	□	□	□
Wrangling (Int)	□	□	□	□
_____	□	□	□	□

†denotes Skill Group

WOUNDS: TOTAL 〖 〗 CURRENT 〖 〗 FATIGUE 〖 〗
CRITICAL DAMAGE _____
_____

INSANITY: CURRENT POINTS 〖 〗
BATTLE FATIGUE _____
_____
PRIMARCH'S CURSE _____
_____

MOVEMENT: HALF 〖 〗 CHARGE 〖 〗 FULL 〖 〗 RUN 〖 〗

FATE POINTS: TOTAL 〖 〗 CURRENT 〖 〗

CORRUPTION: CURRENT 〖 〗

〖 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.

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.

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 ro 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.

CHARACTERISTICS

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

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

ARMOUR

HEAD (1-10) Type:

RIGHT ARM (11-20) Type:

BODY (31-70) Type:

LEFT ARM (21-30) Type:

RIGHT LEG (71-85) Type:

LEFT LEG (86-00) Type:

ARMOUR ADDITIONS

[ ]

[ ]

[ ]

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) _____
_____ _____

[POWER ARMOUR ABILITIES

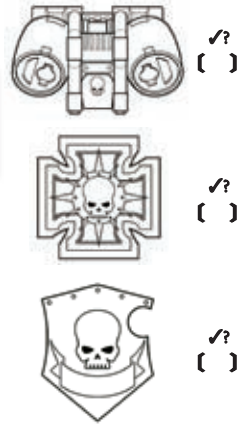**Servo-Augmented Musculature:** +20 Strength
Auto-senses: Dark Sight, immune to Photon Flash and Stun Grenades; Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tests (total of +20 bonus with Heightened Senses)
Built-in Vox Link
Built-in Magboots
Nutrient Recycling: Can operate for 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

RENOWN: Current [_____]

EXPERIENCE: XP to Spend [_____]
Total XP Spent [_____]

PSYCHIC POWERS

Psy Rating: [_____] _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
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_____ _____

GEAR

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