

Character Information									
Character Name:	Albrecht Steinhelm					Player Name:	BadGoblin#5746		
Chapter:	Angels Dominus (Counts as Blood Angels)					Past Event:	Fought the Tyranids during the Devastation of Baal.		
Chapter Demeanor:	The Red Thirst					Personal Demeanor:	Proud		
Speciality:	Assault Marine					Armour History:	Mk6 "Corvus": Lone Survivor, Cannibalised Mk7 Chest		
Description:	Blood Angels Geneseed, pale blue eyes, pale complexion, fangs, two service studs					Rank:	3		
Characteristics									
Weapon Skill	Balistic Skill	Strength	Toughness	Agility	Intelligence	Perception	Will Power	Fellowship	
6	3	7	4	7	3	4	4	4	
63	38	73	42	70	38	46	42	40	
Wounds			Insanity			Movement			
Total:	20		Current:				Half:	7	
Current:	20		Battle Fatigue:				Full:	14	
Fatigue:			Primarch's Curse:				Charge:	21	
Critical Damage:							Run:	42	
Fate Points			Corruption			Renown			
Total:	5		Current:				Current:	35	
Current:	5						Experience		
							XP to Spend:	3,400	
							Total XP:	20,000	

		Characteristics									
Weapon Skill	Balistic Skill	Strength	Toughness	Agility	Intelligence	Perception	Will Power	Fellowship			
6	3	7	4	7	3	4	4	4			
63	38	73	42	70	38	46	42	40			
Skills											
Acrobatics (Ag)	Trained	Dodge (Ag)		Basic	Scrutiny (Per)		Basic				
Awareness (Per)	Trained	Evaluate		Basic	Search (Per)		Basic				
Barter (Fel)	Basic	Forbidden Lore (Int) *		Secret Tongue (Int) *							
Blather (Fel)	Basic	Xenos		Trained							
Carouse (T)											
Charm (Fel)	Basic										
Chem_Use (Int)					Security (Ag)						
Ciphers (Int)*			Gamble (Int)		Basic	Shadowing (Ag)					
Chapter Runes	Trained	Inquiry (Fel)		Basic	Silent Move (Ag)		Trained				
		Interrogation (Wp)				Sleight of Hand (Ag)					
		Intimidate (S)		Basic	Speak Language (Int) *						
		Invocation (Wp)				High Gothic		Trained			
		Lip Reading (Per)				Low Gothic		Trained			
Climb (S)		Trained	Literacy (Int)		Trained						
Command (Fel)	Basic	Logic (Int)		Basic							
Common Lore (Int) *			Medicae (Int)								
Adeptus Astartes	Trained	Navigation (Int) *				Survival (Int)					
Deathwatch		Trained	Surface		Trained	Swim (S)		Basic			
Imperium		Trained					Tactics (Int) *				
War		Trained							Trained		
				Performer (Fel) *							
Concealment (Ag)		Trained					Tech Use (Int)				
							Tracking (Int)		Trained		

		Characteristics							
Weapon Skill	Balistic Skill	Strength	Toughness	Agility	Intelligence	Perception	Will Power	Fellowship	
6	3	7	4	7	3	4	4	4	
63	38	73	42	70	38	46	42	40	
Contortionist (Ag)	Basic	Pilot (Ag) Personal		Plus 20%	Trade (Int) *				
Deceive (Fel)	Basic								
Demolition (Int)									
Disguise (Fel)	Basic								
Drive (Ag) *		Psyniscience (Per)				Wrangling (Int)			
Ground Vehicles		Trained	Scholastic Lore *		Trained				
			Codex Astartes						

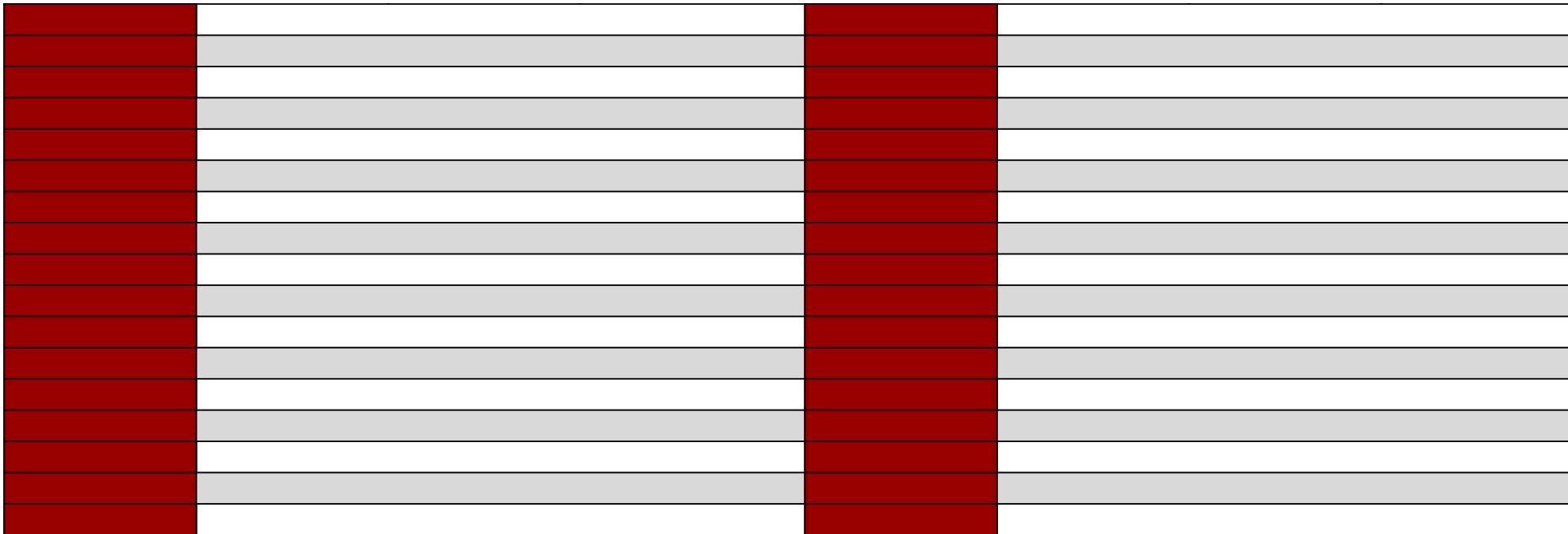
Weapon				Weapon			
Name:	Astartes Bolt Pistol	Class:	Pistol	Name:	Astartes Chainsword	Class:	Melee
Astartes Bolt Pistol is a Pistol class weapon that deals $2d10+5$ X damage with a penetration of 5. It has a clip capacity of 14 and can be fired as 5/3-. Max range is 30m and it takes 1 Full action to reload. Special rules, Tearing.				Astartes Chainsword is a Melee class weapon that deals 1D10+3 R damage with a penetration of 4. It has a clip capacity of N/A and can be fired as N/A. Max range is Melee and it takes 1 N/A action to reload. Special rules, Balanced, Tearing.			
Damage:	2d10+5 X	Type:		Damage:	1D10+3 R	Type:	
Range:	30m	Pen:	5	Range:	Melee	Pen:	4
ROF:	5/3-	Clip:	14	ROF:	N/A	Clip:	N/A
RLD:	Full	Special Rules:	Tearing	RLD:	N/A	Special Rules:	Balanced, Tearing
Weapon				Weapon			
Name:		Class:		Name:		Class:	
is a class weapon that deals damage with a penetration of . It has a clip capacity of and can be fired as . Max range is and it takes 1 action to reload. Special rules, .				is a class weapon that deals damage with a penetration of . It has a clip capacity of and can be fired as . Max range is and it takes 1 action to reload. Special rules, .			
Damage:		Type:		Damage:		Type:	
Range:		Pen:		Range:		Pen:	
ROF:		Clip:		ROF:		Clip:	
RLD:		Special Rules:		RLD:		Special Rules:	
Weapon				Weapon			
Name:		Class:	<th>Name:</th> <td><th>Class:</th><td></td></td>	Name:	<th>Class:</th> <td></td>	Class:	
is a class weapon that deals damage with a penetration of . It has a clip capacity of and can be fired as . Max range is and it takes 1 action to reload. Special rules, .				is a class weapon that deals damage with a penetration of . It has a clip capacity of and can be fired as . Max range is and it takes 1 action to reload. Special rules, .			
Damage:		Type:		Damage:		Type:	
Range:		Pen:		Range:		Pen:	
ROF:		Clip:		ROF:		Clip:	
RLD:		Special Rules:		RLD:		Special Rules:	

Armour

ARMOUR	DEFENSE	TYPE	DESCRIPTION
Head	8	Mk6	
Chest	10	Mk7	
R Arm	8	Mk6	
L Arm	8	Mk6	
R Leg	8	Mk6	
L Leg	8	Mk6	

Power Armour Abilities

Servo-Augmented Musculature	Plus 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 with Heightened Senses.)
Built-in Vox Link	
Built-in Mag boots	
Nutrient Recycling	Can operate for 2 weeks without resupply.
Recoil Supression	May fire basic weapons one-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.



Space Marine Abilities				
Secondary Heart/Ossmodula/Bisopae/Haemastamen:	You gain 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 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 +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.			
Space Marine Talents and Traits				
Ambidextrous			Wall of Steel	700xp
Astartes Weapon Training			Lightning Reflexes	600xp
Bulging Biceps			Pilot Skill Advan	500xp

Heightened Senses		Pilot Skill Advance +20	500xp
Killing Strike		Acrobatics Skill	200xp
Nerves of Steel		Double Team	200xp
Quick Draw		Two-weapon Weapon	500xp
Resistance	(Psychic Powers)	Hunter of Alien	1000xp
True Grit			
Unarmed Master			
Unnatural Strength (x2)			
Unnatural Toughness (x2)			
Swift Attack			
Blood Frenzy			
Frenzy	400xp		
Battle Rage	400xp		
Mk6 Armor Buy	500xp		
Simple WS Advance	200xp		
Simple Strength Advance	200xp		
Simple Agility Advance	200xp		
Simple Perception Advance	200xp		
Intermediate WS Advance	500xp		
Intermediate Strength Advance	500xp		

Intermediate Agility Advance	500xp		
Two-weapon Wielder (Melee)	500xp		
Flesh Render	500xp		
Berserk Charge	600xp		
Lightning Attack	600xp		

Psychic Powers