

| | | | 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, Canniablised Mk7 Chest | | | |
| Description: | Blood Angels Geneseed, pale blue eyes, pale complection, 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) | | | Xenos | | Trained | | | |
| Carouse (T) | | Basic | | | | | | |
| 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) | | | | | |
| Adpetus Astartes | | Trained | Navigation (Int) * | | | Survival (Int) | | |
| Deathwatch | | Trained | Surface | | Trained | Swim (S) | | Basic |
| Imperium | | Trained | | | | Tactics (Int) * | | |
| War | | Trained | | | | | | Trained |
| | | | Performer (Fel) * | | | | | |
| | | | | | | Tech Use (Int) | | |
| Concealment (Ag) | | Trained | | | | 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 * | | | | | |
| | | | Codex Astartes | | Trained | | | |
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| 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: | | 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: | |

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 | |
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Power Armour Abilities

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| 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 enviromentally sealed. |

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| | | | Space Marine Abilites | | |
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| Secondary Heart/Ossmodula/Biscop ea/Haemastamen: | You gain 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 periodsof 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 | |

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| Heightened Senses | | Pilot Skill Advance +20 | 500xp |
| Killing Strike | | Acrobatics Skill | 200xp |
| Nerves of Steel | | Double Team | 200xp |
| Quick Draw | | Two-weapon W | 500xp |
| Resistance | (Psychic Powers) | Hunter of All | 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 Strenhth Advance | 200xp | | |
| Simple Agility Advance | 200xp | | |
| Simple Perception Advance | 200xp | | |
| Intermediate WS Advance | 500xp | | |
| Intermediate Strength Advance | 500xp | | |

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

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