

CHARACTER NAME Lucius Aurelian PLAYER NAME Phantom38  
CHAPTER Ultramarines PAST EVENT Tyrannic War Veteran  
CHAPTER Demeanour \_\_\_\_\_ PERSONAL Demeanour Studious  
SPECIALITY Librarian RANK 3 POWER ARMOUR HISTORY Thine arm be the scourge of the impure  
DESCRIPTION \_\_\_\_\_

## CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH 5 (S)	TOUGHNESS 4 (T)	AGILITY 4 (AG)	INTELLIGENCE 4 (INT)	PERCEPTION 4 (PER)	WILL POWER 5 (WP)	FELLOWSHIP 4 (FEL)
68	36	52	41	40	49	40	63	40

## SKILLS

	Basic	Trained	+10%	+20%		Basic	Trained	+10%	+20%		Basic	Trained	+10%	+20%
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Evaluate	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scrutiny (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Forbidden Lore (Int) <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Search (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Barter (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Xenos	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Secret Tongue (Int) <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Blather (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Carouse (T)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gamble (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Security (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Inquiry (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shadowing (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chem-Use (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Interrogation (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Silent Move (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ciphers (Int) <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intimidate (S)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sleight of Hand (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chapter Runes	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Invocation (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Speak Language (Int) <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Lip Reading (Per)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	High Gothic	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Climb (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Literacy (Int)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Low Gothic	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Logic (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Medicae (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Survival (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adeptus Astartes	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Navigation (Int) <sup>†</sup>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Swim (S)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deathwatch	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Surface	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tactics (Int) <sup>†</sup>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperium	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
War	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Performer (Fel) <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tech-Use (Int)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tracking (Int)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Concealment (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pilot (Ag) <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trade (Int) <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Contortionist (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wrangling (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demolition (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Psyniscience (Per)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Disguise (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scholastic Lore (Int) <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Codex Astartes	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Drive (Ag) <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ground Vehicles	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<sup>†</sup>denotes Skill Group

TOTAL {26}

WOUNDS:

CURRENT { }

FATIGUE { }

CRITICAL DAMAGE \_\_\_\_\_

## { 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.

**Cataleptean Node:** You suffer no penalties to Perception-based Tests when awake for long periods of time.

**Premnor:** 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.

**Occlube 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 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.

INSANITY: CURRENT POINTS { }

BATTLE FATIGUE \_\_\_\_\_

PRIMARCH'S CURSE \_\_\_\_\_

MOVEMENT: HALF { 4 } CHARGE { 12 }  
FULL { 8 } RUN { 24 }

FATE POINTS: TOTAL { 4 }  
CURRENT { }

CORRUPTION: CURRENT { }

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### WEAPON

NAME	Astartes Force Sword							
CLASS	Melee	DAMAGE	1d10+7	TYPE	Rending	PEN	7	
RANGE		ROF		CLIP		RLD		
SPECIAL RULES	Balanced, Special, Psy Rating 10							

### WEAPON

NAME	Astartes Bolt Pistol							
CLASS	Pistol	DAMAGE	2d10+5	TYPE	Explosive	PEN	4	
RANGE	30m	ROF	S/3	CLIP	14	RLD	Full	
SPECIAL RULES								

### WEAPON

NAME	Astartes Frag Grenade							
CLASS	Thrown	DAMAGE	2d10	TYPE	Explosive	PEN	0	
RANGE	SBx3	ROF	S	CLIP		RLD		
SPECIAL RULES	Blast(5)							

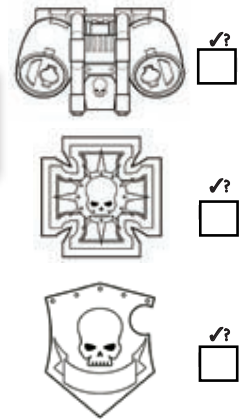
### WEAPON

NAME	Astartes Krak Grenade							
CLASS	Thrown	DAMAGE	3d10+4	TYPE	Explosive	PEN	6	
RANGE	SBx3	ROF	S	CLIP		RLD		
SPECIAL RULES								

### ARMOUR

HEAD (1-10) Type: 8		
RIGHT ARM (11-20) Type: 8	BODY (31-70) Type: 10	LEFT ARM (21-30) Type: 8
RIGHT LEG (71-85) Type: 8		LEFT LEG (86-00) Type: 8

### ARMOUR ADDITIONS



### 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

## SPACE MARINE TALENTS & TRAITS

Ambidextrous	<u>Trained Willpower Advancement</u>
Astartes Weapon Training	<u>Trained Weapon Skill Advancement</u>
Bulging Biceps	<u>Intermediate Strength Advancement</u>
Heightened Senses (Hearing, Sight)	<u>Simple Intelligence Advancement</u>
Killing Strike	<u>Psy Rating 5</u>
Nerves of Steel	<u>Rite of Sanctioning</u>
Quick Draw	
Resistance (Psychic Powers)	
True Grit	
Unarmed Master	
Unnatural Strength (x2)	
Unnatural Toughness (x2)	
Favored Son	

## PSYCHIC POWERS

Psy Rating: [ 5 ]	
Smite	
Avenger	
Iron Arm	
Short Range Telepathy	
Long Range Telepathy	
Fury of the Ancients	

**RENOWN:** CURRENT [ Respected(35) ]

**EXPERIENCE:** XP TO SPEND [ ]  
TOTAL XP SPENT [ 22,500 ]

## GEAR

Mark VIII 'Errant' Power Armor	Cingulum(Adamantine Inlays)
Astartes Force Sword	
Astartes Bolt Pistol	
Astartes Combat Knife	
3 Astartes Frag Grenades	
3 Astartes Krak Grenades	