| CHARACTER NAME CHAPTER CHAPTER DEMEANOUR | | | | | | | | | | | | | | | | |
|---|--|--|--|----------------------------|---|--|--|-------------------|------|------------------|---|------------------------|---------|-------------|------|------|
| | | | | | PAST EVENT PERSONAL DEMEANOUR | | | | | | | | | | | |
| SPECIALITY | | | | | | | | | | | | | | | | |
| DESCRIPTION | | | | | | | | | | | | | | | | |
| | | | | | | CHARACTERIS | TIC | S | | | | | | | | |
| WEAPON SKILL (WS) | | | | | | | | llig (Int | ENCE | Perception (Per) | er F | er Fellowship (Fel) | | | | |
| | | | Pa | .0 | ۰۵ | SKILLS | | p | | | | | | p: | | |
| | | Basic | Trained | +10% | +20% | SKILLS | Basic | Trained | +10% | +20% | | | Basic | Trained | +10% | +20% |
| Acrobatics (Ag) | | | | | | Evaluate | | | | | Scrutiny (Per) | | | | | |
| Awareness (Per) | | | | | | Forbidden Lore (Int) [†] | | | | | Search (Per) | | _ | | | |
| Barter (Fel) | | | | | | Xenos | | | | | Secret Tongue (In | ıt) [†] | | | | |
| Blather (Fel) | | | | | | | | | | | | | □ | | | |
| Carouse (T) | | | | | | | _ | | | | | | | | | |
| Charm (Fel) | | | | | | Gamble (Int) | | | | | Security (Ag) | | | | | |
| Chem-Use (Int) | | | | | | Inquiry (Fel) | | | | | Shadowing (Ag) | | | | | |
| Ciphers (Int)† | | | | | | Interrogation (WP) | | | | | Silent Move (Ag) | | | | | |
| Chapter Runes | | | | | | Intimidate (S) | | | | | Sleight of Hand (A | | | | | |
| | | | | | | Invocation (WP) | | | | | Speak Language (I | Int) [⊤] | | | | |
| Climb (S) | | | | | | Lip Reading (Per) | | | | | High Gothic | | _ | | | |
| Command (Fel) | \. <u>.</u> | _ | | | | Literacy (Int) | | | | | Low Gothic | | | | | |
| Common Lore (In | , | | | | | Logic (Int) | _ | | | | - 1 (7) | | | | | |
| Adeptus Astart | es | | | | | Medicae (Int) | | | | | Survival (Int) | | | | | |
| Deathwatch | | | | | | Navigation (Int) [†] | | | | | Swim (S) | | | | | |
| Imperium | | | - | | | Surface | | | | | Tactics (Int) [†] | | | | | |
| War | | | | | | D | _ | | | | T1- II (I) | | | | | |
| C1 | Δ | | | | | Performer (Fel) [†] | | | | | Tech-Use (Int) | | | | | |
| Concealment (Ag Contortionist (Ag | , | | | | | Pilot (Ag) [†] | _ | | | | Tracking (Int) Trade (Int) [†] | | | _ | | |
| Deceive (Fel) | 3) | | | | | rnot (Ag) | | | | | Trade (IIII) | | | | | |
| Demolition (Int) | | _ | | | | | | | | | Wrangling (Int) | | | | | |
| Disguise (Fel) | | | | | | Psyniscience (Per) | | | | | wranging (int) | | | | | |
| Dodge (Ag) | | _ | | | | Scholasic Lore (Int) [†] | | | | | †denotes Skill Group | | | _ | _ | _ |
| Drive (Ag) [†] | | _ | | | | Codex Astartes | | | | | | | TOTAL | ſ |) | |
| Ground Vehicl | es | | | | | Codex ristaries | | | | | WOUNDS: | • | Current | - |) | |
| | | | | | | | | | | | Critical Damage | E | FATIGUE | ι — |) | |
| Secondary Heart/Oss Haemastamen: You ga Toughness Traits. Larraman's Organ: Yo Catalepsean Node: Yo based Tests when awake Preomnor: You gain + ingested poisons. Omophagea: You may devouring a portion of a Multi-Lung: You may for drowning or asphyxit to Toughness Tests mad- failed results. | amodula/Biscopea in the Unnatural Stre u do not suffer from u suffer no penalties for long periods of 20 to Toughness Tes gain a Skill or Skill of the enemy. e-roll any failed Tou tation. In addition, yo e to resist gases, and | / Blood to Pertime. Group ghnesou gain | and d Los rcepti inst by ss Tes n a + | sss. ion- sst -30 | Si C C T T T N taa T T N Ca B W W R C O P | ABILITIES us-an Membrane: You may enter suspended a volotic Kidney: You may re-roll any failed Tot est ro resist poisons and toxins, including attack oxic Quality. euroglottis: You may detect any poison or tox steering that successful Awareness Test. You gain a racking Tests against a target you have tasted. lucranoid: You may re-roll any failed Toughner aused by temperature extremes. etcher's Gland: You may spit acid as a ranged ith the following profile: ange: 3m; Danage: 1d5; Pen 4; Toxic. If you hit your more degrees of success, you have blinded him for 1d3 rogenoids: These may be retrieved with a success. | ighness with the sum of the sum o | the to ts on by 3 | | | INSANITY: BATTLE FATIGUE PRIMARCH'S CURS MOVEMENT FATE POINT CORRUPTIO | FULL (|) Сн | IARG Rui | Е (| |
| Occulube and Lyman's Ear: You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests. | | | | В | Medicae Test. Black Carapace: While wearing Power Armour, enemies do not gain a bonus to hit you due to your size. | | | | | | | | | | | |

CHARACTERISTICS

| 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 RAMOUR ADDITI Type: Type: WEAPON NAME CLASS DAMAGE TYPE PEN RANGE ROF CLIP RLD SPECIAL RULES RIGHT LEG (71-85) Type: (86-00) Type: (86-00) Type: (71-85) SPECIAL RULES (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 Te (total of +20 bonus with Heightened Senses) Bulging Biceps Bulging Biceps Bulging Biceps Bulgin Biceps Bulli-in Wa Link Built-in Wagboots | WEAPON SKILL (WS) | BALLISTIC SKILL (BS) | Strength (S) | Toughness (T) | AGILITY (AG) | Intelligen (Int) | nce Percep' (Per | | ILL POWER (WP) | FELLOWSHI (FEL) | ΙP |
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| CLASS DAMAGE TYPE PEN RANGE ROF CLIP RLD SPECIAL RULES FIGHT LEG (86-00) Type: Type: Type: 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 Text (total of +20 bonus with Heightened Senses) Bulging Biceps RIGHT LEG (86-00) Type: Type: Class Called Shots are Half Actions; +10 to Sight and Hearing Awareness Text (total of +20 bonus with Heightened Senses) Built-in Vox Link | | WE | APON | | _ | 3 | Туре: | U | | | (|
| RANGE ROF CLIP RLD SPECIAL RULES SPACE MARINE TALENTS & TRAITS Ambidextrous Astartes Weapon Training Bulging Biceps SPACE MARINE TALENTS & TRAITS ARANGE ROF CLIP RLD (71-85) Type: (86-00) Type: (86-00) Type: 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 Text (total of +20 bonus with Heightened Senses) Built-in Vox Link | NAME | | | | | | ov V | | 70 | 11/2 | |
| RANGE ROF CLIP RLD SPECIAL RULES I Type: | CLASS | DAMAGE | TYPE | PEN | | RIGHT L | EG | LEFT LEG | 100 | | |
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| SPACE MARINE TALENTS & TRAITS 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 Terms Astartes Weapon Training Bulging Biceps (total of +20 bonus with Heightened Senses) Built-in Vox Link | SPECIAL RULES | | | | | Туре: | Т | ype: | 1 | / | |
| Killing Strike Nerves of Steel Quick Draw Resistance (Psychic Powers) True Grit Unarmed Master Unnatural Strength (x2) Unnatural Toughness (x2) PSYCHIC POWERS Psy Rating: 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 us equipment designed for Space Marines Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed RENOWN: Current Curr | Ambidextrous Astartes Weapo Bulging Biceps Heightened Set Killing Strike Nerves of Steel Quick Draw Resistance (Psy True Grit Unarmed Maste Unnatural Strer Unnatural Toug | ron Training sinses (Hearing, Sight) chic Powers) er ngth (x2) ghness (x2) PSYCHIO | C POWERS | | Aute Call (tota Bui Bui Nut Rec Size Poo equi Osn envi | vo-Augmente o-senses: Darl ed Shots are H al of +20 bonu It-in Vox Linl It-in Magboo rrient Recycli- oil Suppression : Hulking (Bla or Manual De- ipment designe- notic Gill Life ronmentally se | d Musculature: k Sight, immune lalf Actions; +10 us with Heighten k ts ng: Can operate on: May fire Bas ck Carapace mea xterity: Delicate ed for Space Mar e Sustainer: Wite caled Curren XP TO SPEN TOTAL XP SPEN | +20 Streng to Photon I to Sight an eld Senses) for two wee sic weapons ans no bonus to tasks suffer ines th the helme | eth Flash and Stur Ind Hearing Av Eks without re 1-handed wit Is for enemies Is a -10 penalt et on, the arme | -supply hout penalty to attack) y, unless using our is | g) |

16

SOLO MODE

Character Name: Rank: Player Name:

Chapter:

Chapter Ability Name: Solo Ability Name: Burst of Speed

Required Rank: 1 Required Rank: 1

Effects: Effects:

Solo Ability Name: Feat of Strength Solo Ability Name: Renewed Vigour

Required Rank: 1 Required Rank: 3

Effects: Effects:

Solo Ability Name: Extreme Endurance Solo Ability Name: Mental Fortress

Required Rank: 5 Required Rank: 5

Effects: Effects:

Solo Ability Name: Emperor's Grace

Required Rank: 7

Effects:

OATH:

SQUAD MODE

Squad Mode Abilities (pg 219)

| Attack Patterns | Action | 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 | A Space Marine 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. |
| • | | | | |

Chapter:

SQUAD DESIGNATION:

| Defensive Stances | Action | 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. |
| | | | | |

Chapter