CHARACTER NAME					PAST	r Eve	NT _									
CHAPTER DEMEANOUR							PERS	SONAI	L DE	MEAN	NOUR	L			-	
Description							ARMOUR HISTO	RY								
									~							
			~				RACTERIS					_		_	_	
Weapon Skill (WS)	BALLISTIC SKILL (BS)			(S)		Toughness (T)	AGILITY (AG)	IN		igen nt)	CE	Perception (Per)	WILL POV (WP)	ver F		owshie <sup>7</sup> el)
			p				SKILLS		p						q	
		Basic	Trained	+10%	+20%		SKILLS	Basic	Trained	+10%	+20%			Basic	Trained	+10%
Acrobatics (Ag)						Evaluate						Scrutiny (Per)				
Awareness (Per)						Forbidden Lore (I	nt)†					Search (Per)				
Barter (Fel)						Xenos						Secret Tongue (Int) <sup>†</sup>				
Blather (Fel)														🛛		
Carouse (T)														🛛		
Charm (Fel)						Gamble (Int)						Security (Ag)				
Chem-Use (Int)						Inquiry (Fel)						Shadowing (Ag)				
Ciphers (Int) <sup>†</sup>						Interrogation (WF	?)					Silent Move (Ag)				
Chapter Runes						Intimidate (S)						Sleight of Hand (Ag)				
						Invocation (WP)						Speak Language (Int) <sup>†</sup>				
Climb (S)						Lip Reading (Per)						High Gothic				
Command (Fel)						Literacy (Int)						Low Gothic				
Common Lore (Ir	nt)†					Logic (Int)								🛛		
Adeptus Astart	es					Medicae (Int)						Survival (Int)				
Deathwatch						Navigation (Int) <sup><math>\dagger</math></sup>						Swim (S)				
Imperium						Surface						Tactics (Int) <sup>†</sup>				
War														□		
						Performer (Fel) <sup>†</sup>						Tech-Use (Int)				
Concealment (Ag	)											Tracking (Int)				
Contortionist (Ag	;)					Pilot (Ag) <sup>†</sup>						Trade (Int) <sup>†</sup>				
Deceive (Fel)						·										
Demolition (Int)												Wrangling (Int)				
Disguise (Fel)						Psyniscience (Per)										
Dodge (Ag)						Scholasic Lore (In	t)†					†denotes Skill Group		<b>T</b>	•	,
Drive (Ag) <sup>†</sup>						Codex Astartes						WOINDS		TOTAL CURRENT		)
Ground Vehicle	es											WOUNDS:		FATIGUE		j
												CRITICAL DAMA	AGE	2	<u> </u>	-

#### **(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 Perceptionbased 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.

CURRENT POINTS [ ] **INSANITY:** BATTLE FATIGUE

PRIMARCH'S CURSE

MOVEMENT: Half ( ) Charge ( Full ( ) Run ( 1 ) RUN ( ) TOTAL [ ) FATE POINTS: CURRENT [ ) **CORRUPTION:** CURRENT [ ]

#### **CHARACTERISTICS**

WEAPON SKILL	BALLISTIC SKILL	STRENGTH	TOUGHNESS	AGILITY	INTELLIGENCE	PERCEPTION	WILL POWER	Fellowship
(WS)	(BS)	(S)	(T)	(AG)	(INT)	(Per)	(WP)	(Fel)

#### WEAPON

NAME			
CLASS	DAMAGE	ТҮРЕ	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

#### WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RUL	ES		

#### WEAPON

NAME						
CLASS	DAMAGE	TYPE	PEN			
RANGE	ROF	CLIP	RLD			
SPECIAL RULES						

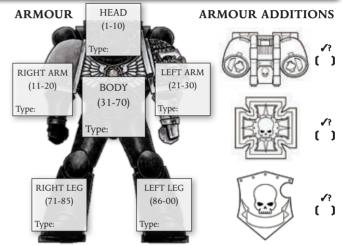
#### SPACE MARINE TALENTS & TRAITS

#### **PSYCHIC POWERS**

Psy Rating: [\_\_\_\_]

## NAME CLASS DAMAGE TYPE PEN RANGE ROF CLIP RLD SPECIAL RULES

WEAPON



#### **( 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:		(	_)
EXPERIENCE:	XP TO SPEND TOTAL XP SPENT	*	_) _)
	GE	EAR	

# SOLO MODE

Character Name:		Ra	ink:	Player Name:
Chapter:				
Chapter Ability Nan	ne:			Solo Ability Name: Burst of Speed
Required Rank: 1				Required Rank: 1
Effects:				Effects:
Solo Ability Name:	Feat of Strength	1		Solo Ability Name: Renewed Vigour
Required Rank: 1	C			Required Rank: 3
Effects:				Effects:
Solo Ability Name:	Extreme Endura	ince		Solo Ability Name: Mental Fortress
Required Rank: 5				Required Rank: 5
Effects:				Effects:
Solo Ability Name: Required Rank: 7 Effects:	Emperor's Grac	e		
0	ATH:			
			SQUAD M	ODE
Squad Mode Abilitie	es (pg 219)			
Attack Patterns	Action	Cost	Sustained	Effect
Fire Support	Half / Free	1	Yes	The Kill-team concentrates suppressing fire.
m	XX 1C / F	1	37	and verte d d d d

CONESION: - 2 3

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:

<b>Defensive Stances</b>	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:

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