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 ⁷ 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) [†]				
Blather (Fel)														🛛		
Carouse (T)														🛛		
Charm (Fel)						Gamble (Int)						Security (Ag)				
Chem-Use (Int)						Inquiry (Fel)						Shadowing (Ag)				
Ciphers (Int) [†]						Interrogation (WF	?)					Silent Move (Ag)				
Chapter Runes						Intimidate (S)						Sleight of Hand (Ag)				
						Invocation (WP)						Speak Language (Int) [†]				
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) ^{\dagger}						Swim (S)				
Imperium						Surface						Tactics (Int) [†]				
War														□		
						Performer (Fel) [†]						Tech-Use (Int)				
Concealment (Ag)											Tracking (Int)				
Contortionist (Ag	;)					Pilot (Ag) [†]						Trade (Int) [†]				
Deceive (Fel)						·										
Demolition (Int)												Wrangling (Int)				
Disguise (Fel)						Psyniscience (Per)										
Dodge (Ag)						Scholasic Lore (In	t)†					†denotes Skill Group		T	•	,
Drive (Ag) [†]						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						

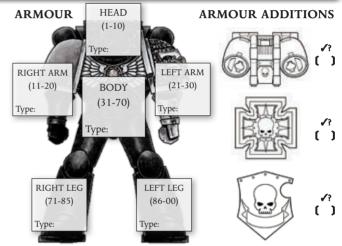
SPACE MARINE TALENTS & TRAITS

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:

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:

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