CHARACTER NAME																	
CHAPTER				Past Event Personal Demeanour													
Chapter Demeanour Speciality					ADMOUD HIST	RSONA	l D	EME	ANOUR				_				
DESCRIPTION							ARMOUR IIISI	ORI _									
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WEAPON SKILL	BALLISTIC SKILL			ENG	TH	Toughness	AGILITY	In			ENCE	PERCEPTION (Drn)	WILL PO		FELLO TE		ΗIP
(WS)	(BS)			(S)		(T)	(AG)		(1	(NT)		(Per)	(WP)	,	(1	EL)	
		Basic	Trained	+10%	+20%		SKILLS	Basic	Trained	+10%	+20%			Basic	Trained	+10%	+20%
Acrobatics (Ag)				_		Evaluate		<u>m</u>		+ 		Scrutiny (Per)		<u>m</u>		<u>+</u>	
Awareness (Per)						Forbidden Lore (Int)†					Search (Per)					
Barter (Fel)						Xenos	intj					Secret Tongue (Int)†	_			
Blather (Fel)						Actios						Secret Tongue (1111)				
Carouse (T)																	
Charm (Fel)						Gamble (Int)					Security (Ag)						
Chem-Use (Int)						Inquiry (Fel)						Shadowing (Ag)				
Ciphers (Int)†						Interrogation (W	P)					Silent Move (Ag	,				
Chapter Rune	es .					Intimidate (S)	/					Sleight of Hand	,				
1						Invocation (WP)						Speak Language	,				
Climb (S)						Lip Reading (Per)					High Gothic					
Command (Fel)					☐ Literacy (Int)						Low Gothic						
` '						- , ,								□			
Adeptus Astartes										Survival (Int)							
Deathwatch □ ■ □					, ,						Swim (S)						
Imperium						Surface						Tactics (Int) [†]					
War								_ 🗆						🗆			
						Performer (Fel) [†]						Tech-Use (Int)					
Concealment (Ag	g)							_ 🗆				Tracking (Int)					
Contortionist (A	g)					Pilot (Ag) [†]						Trade (Int) [†]					
Deceive (Fel)								_ 🗆						□			
Demolition (Int)								_ 🗆				Wrangling (Int)					
Disguise (Fel)						Psyniscience (Per	·)							🗆			
Dodge (Ag)						Scholasic Lore (In	nt) [†]					†denotes Skill Group		Т		,	
Drive (Ag) [†]						Codex Astarte	S					WOUNDS:		Total Curren	- 1	ו	
Ground Vehic	eles							_ 🗆				WOUNDS:		FATIGUE		j	
								_ 🗆				CRITICAL DAMA	GE				
	(SP.	ACE	M	ARI	NE	ABILITIES						INSANITY:	Curre	ENT POINT	s ()	
Secondary Heart/Os Haemastamen: You g	ssmodula/Biscopea	/			Sı	us-an Membrane: You may nolotic Kidney: You may n						BATTLE FATIGUE					
Toughness Traits. Larraman's Organ: Ye	ou do not suffer from	Blood	l Los		To To	est ro resist poisons and tox exic Quality.	ins, including attac	ks with				Primarch's Cu	RSE				
Catalepsean Node: You suffer no penalties to Perception-based 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.				ta Ti	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						MOVEMENT: Half () Charge () Run () FATE POINTS: Total ()))		
				ca													
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				R_{i}	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.							Curren'	r ()			
Coculube and Lyman's Ear: You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant				P: M	Progenoids: These may be retrieved with a successful Medicac Test. Black Carapace: While wearing Power Armour, enemies					CORRUPT	ION:	Curren'	r ()			
Awareness Tests.	31					o not gain a bonus to hit yo	-		-								

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)				AGILITY (AG)	Intelligen (Int)	nce Percep' (Per		ILL POWER (WP)	FELLOWSHI (FEL)	ΙP
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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)

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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