CHARACTER NAME														
CHAPTER CHAPTER DEMEANOUR SPECIALITY				PAST EVENT PERSONAL DEMEANOUR										
												-		
Description														
		_			CHARACTERIS	TIC	·c							
		)								_		_		
WEAPON SKILL BALLISTIC (WS) (RS)	SKILL	ST	RENO (C)	GTH	Toughness Agility (T) (Ag)	I		LLIG Int)	ENCE	Perception (Per)	WILL POW	√ER F	ELLO Fi	WSHIP
$(WS) \qquad \qquad (BS) \qquad \qquad (S)$					(T) (AG)		(	INI		(PER)	(WP)		(1.1	EL)
		p	٠,٥	٠,٥	SKILLS		p						- P	
	Basic	Trained	+10%	+20%	SIXILLS	Basic	Trained	+10%	+20%			Basic	Trained	+10%
Acrobatics (Ag)					Evaluate					Scrutiny (Per)				
Awareness (Per)					Forbidden Lore (Int) <sup>†</sup>					Search (Per)				
Barter (Fel)					Xenos					Secret Tongue (1	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 (WP)					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 (Int) <sup>†</sup>					Logic (Int)							□		
Adeptus Astartes					Medicae (Int)					Survival (Int)				
Deathwatch					Navigation (Int) <sup>†</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)					†denotes Skill Group		⊔	Ш	
Dodge (Ag)					Scholasic Lore (Int) <sup>†</sup>					,		Total	ſ	1
Drive (Ag) <sup>†</sup>					Codex Astartes					<b>WOUNDS:</b>		CURRENT	-	j
Ground Vehicles											C.F.	FATIGUE	l	)
	L		Ш	Ш		_ ⊔	Ц		Ш	CRITICAL DAMA	GE			
	( SPAC	ЕМ	AR	INE	ABILITIES					<b>INSANITY:</b>	Curren	NT POINTS	ſ	)
Secondary Heart/Ossmodula/Bis	conea/				us-an Membrane: You may enter suspended a	nimati	on			BATTLE FATIGUE	:			
Haemastamen: You gain the Unnatu	-	h and		(	<b>Dolotic Kidney:</b> You may re-roll any failed To	ughnes	s							
Toughness Traits.	ur from Dlo	od I o	00		est ro resist poisons and toxins, including attack	s with	the			Primarch's Cui	RSE			
Larraman's Organ: You do not suffer from Blood Loss.  Catalepsean Node: You suffer no penalties to Perception-based Tests when awake for long periods of time.					oxic Quality. Neuroglottis: You may detect any poison or to:									
					aste with a successful Awareness Test. You gain	MOVEMEN	HALF	( ) CH.	ARGE	· ( )				
<b>Preomnor:</b> You gain +20 to Toughness Tests against ingested poisons.					Tracking Tests against a target you have tasted.  Mucranoid: You may re-roll any failed Toughness Tests					MOVEMEN	FULL I		Run	
Omophagea: You may gain a Skill or Skill Group by				C	caused by temperature extremes.							<b></b>		,
devouring a portion of an enemy.	ed Toughn	occ Ta	ct		Betcher's Gland: You may spit acid as a ranged weapon with the following profile:					<b>FATE POIN</b>	TS:	TOTAL CURRENT		J
<b>Multi-Lung:</b> You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30					with the following profile: Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3							CURRENT		J
to Toughness Tests made to resist gases, and may re-roll				C	or more degrees of success, you have blinded him for 1d5 Rounds.					CODDIDE	ON:	Cupper	r	1
failed results.  Occulube and Lyman's Ear: You gain the Heightened					Progenoids: These may be retrieved with a successful Medicae Test.					CORRUPTI	UN:	CURRENT	ı	J
Senses (Sight and Hearing) Talents, +10 to relevant				I	Black Carapace: While wearing Power Armour, enemies									
Awareness Tests.					o 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
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  WEAPON  NAME CLASS DAMAGE TYPE PEN RANGE ROF CLIP RLD SPECIAL RULES  WEAPON  NAME CLASS DAMAGE TYPE PEN RIGHT ARM (11-20) RIGHT LEG (71-85) Type:  IEFT LEG (86-00) Type:  IPOWER ARMOUR ABILITIES  SPACE MARINE TALENTS & TRAITS  Ambidextrous Ambidextrous Ambidextrous Astartes Weapon Training Bulging Biceps  SPACE MARINE TALENTS & TRAITS  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) Bulli-in Vox Link		WE.	APON				W	EAPON			
RANGE ROF CLIP RLD  SPECIAL RULES  WEAPON  NAME  CLASS DAMAGE TYPE PEN RANGE ROF CLIP RLD  SPECIAL RULES  RAMOUR HEAD (1-10)  Type:  WEAPON  NAME  CLASS DAMAGE TYPE PEN RANGE ROF CLIP RLD  SPECIAL RULES  WEAPON  NAME  CLASS DAMAGE TYPE PEN RANGE ROF CLIP RLD  SPECIAL RULES  SPACE MARINE TALENTS & TRAITS  Ambidextrous Astartes Weapon Training Bulging Biceps  SINCE ROF CLIP RLD  RANGE ROF CLIP RLD  RANGE ROF CLIP RLD  SETVO-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 Tental of +20 bonus with Heightened Senses)  Bull-in Vox Link  BULLIP RLD  RANGE ROF CLIP RLD  RAMOUR ARMOUR ADDITI  ARMOUR APOINT (1-10)  ARMOUR ARMOUR ADDITI  ARMOUR APOINT (1-10)  Type:  SETVO-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 Tental of +20 bonus with Heightened Senses)  Built-in Vox Link	NAME				NAM	Œ					
WEAPON  NAME  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  WEAPON  NAME  CLASS DAMAGE TYPE PEN  RIGHT ARM (11-20) BODY (21-30) (31-70) Type:  Type:  WEAPON  NAME  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  SPACE MARINE TALENTS & TRAITS  Ambidextrous  Astartes Weapon Training  Bulging Biceps  SPECIAL RULES  ARMOUR HEAD (1-10)  ARMOUR ADDITI  ARMOUR ADDITI  (21-30) (31-70)  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 Teres (total of +20 bonus with Heightened Senses)  Bullit-in Vox Link  Bullit-in Vox Link	CLASS	DAMAGE	ТҮРЕ	PEN	CLAS	SS	DAMAGE	TYPE		PEN	
WEAPON  NAME  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  WEAPON  NAME  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  CPOWER ARMOUR ABILITIES  SPACE MARINE TALENTS & TRAITS  Ambidextrous  Astartes Weapon Training  Bulging Biceps  ARMOUR ADDITI  Type:  SPACE MARINE TALENTS & TRAITS  CARROUR 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 Tenes the space of the spac	RANGE	ROF	CLIP	RLD	RAN	GE :	ROF	CLIP		RLD	
NAME  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  WEAPON  NAME  CLASS DAMAGE TYPE PEN  RIGHT ARM (11-20) BODY (31-70) Type:  Type:  Type:  FIGHT LEG (86-00) Type:  Type:  POWER ARMOUR ABILITIES  SPACE MARINE TALENTS & TRAITS  Ambidextrous  Astartes Weapon Training Bulging Biceps  SPACE MARINE TALENTS & TRAITS  Auto-senses: Dark Sight, immune to Photon Flash and Stun Grenades; (Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tenders) Bulging Biceps  SPACE MARINE TALENTS & TRAITS  Auto-senses: Dark Sight, immune to Photon Flash and Stun Grenades; (Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tenders) Bulging Biceps  Built-in Vox Link	SPECIAL RULES				SPEC	IAL RULES					
NAME  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  WEAPON  NAME  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  I POWER ARMOUR ABILITIES  SPACE MARINE TALENTS & TRAITS  Ambidextrous  Ambidextrous  Astartes Weapon Training  Bulging Biceps  RIGHT ARM (11-20)  RIGHT LEG (21-30) (21-30) (71-85)  Type:  I 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 Tec (total of +20 bonus with Heightened Senses)  Built-in Vox Link		WE	APON			ARMOUR			ARMOUR	ADDITIO	N
CLASS DAMAGE TYPE PEN RANGE ROF CLIP RLD  SPECIAL RULES  WEAPON  NAME  CLASS DAMAGE TYPE PEN RANGE ROF CLIP RLD  SPECIAL RULES  FROM CLIP RLD  SPECIAL RULES  POWER ARMOUR ABILITIES  SPACE MARINE TALENTS & TRAITS  Ambidextrous Astartes Weapon Training BODY (31-70) Type:  (71-85)  FOWER 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 Terms (total of +20 bonus with Heightened Senses) Bulging Biceps  Built-in Vox Link	NAME							Wisse.	F		
RANGE ROF CLIP RLD  SPECIAL RULES  WEAPON  NAME  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  RANGE ROF CLIP RLD  SPECIAL RULES  POWER ARMOUR ABILITIES  SPACE MARINE TALENTS & TRAITS  Ambidextrous  Astartes Weapon Training  Bulging Biceps  CLIP RLD  SPECIAL RULES  (11-20) BODY (31-70) Type:  Type:  RIGHT LEG (86-00) Type:  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 Teres (total of +20 bonus with Heightened Senses) Built-in Vox Link	CLASS	DAMAGE	TYPE	PEN		DIGUET ADM	Type:	LEETAD	(B)		(
WEAPON  NAME  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  I POWER ARMOUR ABILITIES  SPACE MARINE TALENTS & TRAITS  Ambidextrous  Astartes Weapon Training Bulging Biceps  WEAPON  Type:  I Type:  I 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 Tenders, total of +20 bonus with Heightened Senses)  Bullt-in Vox Link	RANGE	ROF CLIP RLD				4	BODY	DEL.			
NAME  CLASS DAMAGE TYPE PEN  RANGE ROF CLIP RLD  SPECIAL RULES  I POWER ARMOUR ABILITIES  SPACE MARINE TALENTS & TRAITS  Ambidextrous  Astartes Weapon Training  Bulging Biceps  SPACE MARINE TALENTS & TRAITS  (171-85)  (186-00)  Type:  Type:  I 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 Tenders, total of +20 bonus with Heightened Senses)  Built-in Vox Link	SPECIAL RULES					Туре:	(31-70)	Туре:		AG	
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:	<b>U</b>			(
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						oy v		70	11/2	
RANGE ROF CLIP RLD  SPECIAL RULES  I Type:	CLASS	DAMAGE	TYPE	PEN		RIGHT L	EG	LEFT LEG	100		
SPACE MARINE TALENTS & TRAITS  SPACE MARINE TALENTS & TRAITS  Ambidextrous Astartes Weapon Training Bulging Biceps  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 (total of +20 bonus with Heightened Senses)  Built-in Vox Link	RANGE	ROF	CLIP	RLD		(71-85)		(86-00)	1	المحتشة	, (
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 )

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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:

<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