~						
			PE	rsonal <b>D</b> emean	OUR	
SPECIALITY		_ RANK POWER	Armour Hist	ORY		
DESCRIPTION						
		СНА	RACTERIS	STICS		
Veapon Skill Ballistic (WS) (BS)	Skill Strength (S)	Toughness (T)	Agility (Ag)	Intelligenc (Int)		LL POWER FELLOWSHI (WP) (FEL)
	Basic Trained +10% +20%		SKILLS	Basic Trained + 10%	87	c No
						Basic Trained +10%
Acrobatics (Ag)		Evaluate	(x .)+			
Awareness (Per)		Forbidden Lore	(Int)		( )	
Barter (Fel)		Xenos			8 ( )	
Blather (Fel)						
Carouse (T)						
Charm (Fel)		Gamble (Int)			1 ( 0)	
Chem-Use (Int)		1 / ( /	(D)		0 ( 0/	
Ciphers (Int) <sup>†</sup>		Interrogation (W Intimidate (S)	P)		( 8/	
Chapter Runes		Invocation (WP)			0 (0)	
Climb (S)					1 0 0 ( )	
Command (Fel)		Literacy (Int)	•)		0	
Common Lore (Int) <sup>†</sup>						
Adeptus Astartes		Medicae (Int)				
Deathwatch		. ,				
Imperium		Surface			( )	
War					( )	
		Performer (Fel) <sup>†</sup>				
Concealment (Ag)					( )	
Contortionist (Ag)		Pilot (Ag) <sup>†</sup>			0( )	
Deceive (Fel)					( )	
Demolition (Int)					] Wrangling (Int)	
Disguise (Fel)		Psyniscience (Pe	r)			
Dodge (Ag)		Scholasic Lore (I	,		#downton Shill Consult	
Drive (Ag) <sup>†</sup>					1	TOTAL ()
Ground Vehicles					WOUNDS:	Current [ ] Fatigue [ ]
					CRITICAL DAMAGE	TANGOE ( )
	(SPACE MARINE					CURRENT POINTS ( )
econdary Heart/Ossmodula/Bis laemastamen: You gain the Unnatu		Sus-an Membrane: You m Oolotic Kidney: You may				
oughness Traits.	,	Test ro resist poisons and to				
arraman's Organ: You do not suffe Catalepsean Node: You suffer no pe		Foxic Quality. <b>Neuroglottis:</b> You may dete	oct any poison or to	vin hv		
acadepsean Node: fou suffer no per ased Tests when awake for long peri reomnor: You gain +20 to Toughr igested poisons.	ods of time.	aste with a successful Aware Fracking Tests against a targ	eness Test. You gain et you have tasted.	a +10 to	MOVEMENT	Half ( ) Charge ( Full ( ) Run (

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 +30to 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.

)

)

Total **(** 

CURRENT [ ]

CURRENT [

FATE POINTS:

**CORRUPTION:** 

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.

## 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	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RUL	ES		

#### WEAPON

NAME			
CLASS	DAMAGE	ТҮРЕ	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULI	ES		

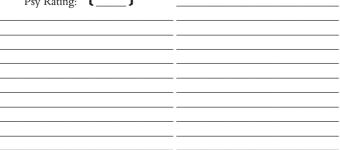
#### **WEAPON**

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

### SPACE MARINE TALENTS & TRAITS

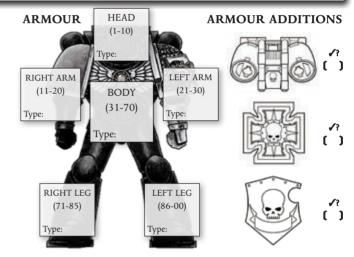
## **PSYCHIC POWERS**

Psy Rating: [\_\_\_]



#### **WEAPON**

CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD



## ( 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

<b>RENOWN:</b>	Current [	)
EXPERIENCE:	XP to Spend [	)

ENCE:	XP TO SPEND	L	
LINCE:	TOTAL XP SPENT	(	
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### GEAR

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