

CHARACTER NAME _____ PLAYER NAME _____
 CHAPTER _____ PAST EVENT _____
 CHAPTER DEMEANOUR _____ PERSONAL DEMEANOUR _____
 SPECIALITY _____ RANK _____ POWER ARMOUR HISTORY _____
 DESCRIPTION _____

CHARACTERISTICS

| WEAPON SKILL (WS) | BALLISTIC SKILL (BS) | STRENGTH (S) | TOUGHNESS (T) | AGILITY (AG) | INTELLIGENCE (INT) | PERCEPTION (PER) | WILL POWER (WP) | FELLOWSHIP (FEL) |
|----------------------|-------------------------|-----------------|------------------|-----------------|-----------------------|---------------------|--------------------|---------------------|
| | | | | | | | | |

SKILLS

| | Basic | Trained | +10% | +20% | | Basic | Trained | +10% | +20% | | Basic | Trained | +10% | +20% |
|--------------------------------|-------------------------------------|-------------------------------------|--------------------------|--------------------------|------------------------------------|-------------------------------------|-------------------------------------|--------------------------|--------------------------|-----------------------------------|-------------------------------------|-------------------------------------|--------------------------|--------------------------|
| Acrobatics (Ag) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Evaluate | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Scrutiny (Per) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Awareness (Per) | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Forbidden Lore (Int) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Search (Per) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Barter (Fel) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Xenos | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Secret Tongue (Int) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Blather (Fel) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Carouse (T) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Charm (Fel) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Gamble (Int) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Security (Ag) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Chem-Use (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Inquiry (Fel) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Shadowing (Ag) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Ciphers (Int) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Interrogation (WP) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Silent Move (Ag) | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Chapter Runes | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Intimidate (S) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Sleight of Hand (Ag) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Invocation (WP) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Speak Language (Int) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Climb (S) | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Lip Reading (Per) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | High Gothic | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Command (Fel) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Literacy (Int) | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Low Gothic | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Common Lore (Int) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Logic (Int) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Adeptus Astartes | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Medicae (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Survival (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Deathwatch | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Navigation (Int) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Swim (S) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Imperium | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Surface | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Tactics (Int) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| War | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Performer (Fel) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Tech-Use (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Concealment (Ag) | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Tracking (Int) | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Contortionist (Ag) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Pilot (Ag) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Trade (Int) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Deceive (Fel) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Demolition (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Wrangling (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Disguise (Fel) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Psyniscience (Per) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Dodge (Ag) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Scholastic Lore (Int) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Drive (Ag) [†] | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | Codex Astartes | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Ground Vehicles | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

[†]denotes Skill Group

TOTAL { }
 WOUNDS: CURRENT { }
 CRITICAL DAMAGE FATIGUE { }

[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.

Catalepsysean 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.

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.

Oculube 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 to 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.

INSANITY: CURRENT POINTS { }

BATTLE FATIGUE _____

PRIMARCH'S CURSE _____

MOVEMENT: HALF { } CHARGE { }
 FULL { } RUN { }

FATE POINTS: TOTAL { }
 CURRENT { }

CORRUPTION: CURRENT { }

DEATHWATCH™

CHARACTERISTICS

| | | | | | | | | |
|----------------------|-------------------------|-----------------|------------------|-----------------|-----------------------|---------------------|--------------------|---------------------|
| WEAPON SKILL (WS) | BALLISTIC SKILL (BS) | STRENGTH (S) | TOUGHNESS (T) | AGILITY (AG) | INTELLIGENCE (INT) | PERCEPTION (PER) | WILL POWER (WP) | FELLOWSHIP (FEL) |
|----------------------|-------------------------|-----------------|------------------|-----------------|-----------------------|---------------------|--------------------|---------------------|

| | | | | | | | | |
|--|--|---|---|--|--|--|--|--|
| | | <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> | <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> | | | | | |
|--|--|---|---|--|--|--|--|--|

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 | | | |

SPACE MARINE TALENTS & TRAITS

| | |
|------------------------------------|-------|
| Ambidextrous | _____ |
| Astartes Weapon Training | _____ |
| Bulging Biceps | _____ |
| Heightened Senses (Hearing, Sight) | _____ |
| Killing Strike | _____ |
| Nerves of Steel | _____ |
| Quick Draw | _____ |
| Resistance (Psychic Powers) | _____ |
| True Grit | _____ |
| Unarmed Master | _____ |
| Unnatural Strength (x2) | _____ |
| Unnatural Toughness (x2) | _____ |

PSYCHIC POWERS

Psy Rating: { ____ } _____

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

WEAPON

| | | | |
|---------------|--------|------|-----|
| NAME | | | |
| CLASS | DAMAGE | TYPE | PEN |
| RANGE | ROF | CLIP | RLD |
| SPECIAL RULES | | | |

ARMOUR

HEAD
(1-10)

Type:

RIGHT ARM
(11-20)

Type:

LEFT ARM
(21-30)

Type:

BODY
(31-70)

Type:

RIGHT LEG
(71-85)

Type:

LEFT LEG
(86-00)

Type:

ARMOUR ADDITIONS

{ ____ }

{ ____ }

{ ____ }

[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: CURRENT { _____ }

EXPERIENCE: XP TO SPEND { _____ }
TOTAL XP SPENT { _____ }

GEAR

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

DEATHWATCH™