

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) <sup>†</sup>	<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) <sup>†</sup>	<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) <sup>†</sup>	<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) <sup>†</sup>	<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) <sup>†</sup>	<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) <sup>†</sup>	<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) <sup>†</sup>	<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) <sup>†</sup>	<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) <sup>†</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trade (Int) <sup>†</sup>	<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) <sup>†</sup>	<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) <sup>†</sup>	<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"/>

<sup>†</sup>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.

**Cataleptean Node:** You suffer no penalties to Perception-based Tests when awake for long periods of time.

**Premnorr:** 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)
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### 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

<b>RIGHT ARM</b> (11-20) Type: _____	<b>HEAD</b> (1-10) Type: _____	<b>LEFT ARM</b> (21-30) Type: _____	<b>BODY</b> (31-70) Type: _____
<b>RIGHT LEG</b> (71-85) Type: _____			<b>LEFT LEG</b> (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™