

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)

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SKILLS

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

[†]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.

Premenor: You gain +20 to Toughness Tests against ingested poisons.

mophagea: 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 { }



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

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

