

NAME

Player Name

Past Event

Chapter

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)Willpower  
(WP)Fellowship  
(Fel)

## SKILLS

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

## SPACE MARINE ABILITIES

Secondary Heart / Osmodula / Biscopea /

**Haemastamen:** You gain the Unnatural Strength and Toughness Traits.**Larraman's Organ:** You do not suffer from Blood Loss.**Catalepean 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.

## DIFFICULTY

Trivial +60

Elementary +50

Simple +40

Easy +30

Routine +20

Ordinary +10

Challenging +0

Difficult -10

Hard -20

Very Hard -30

Arduous -40

Punishing -50

Hellish -60

## MOVEMENT

Fatigue

Half

Full

Critical Damage

Charge

Run

Battle Fatigue

Primarch's Curse

## FATE

Max

## WOUNDS

Max

DEATHWATCH



NAME

## CHARACTERISTICS

Weapon Skill  
(WS)

Ballistic Skill  
(BS)

Strength  
(S)

Toughness  
(T)

Agility  
(Ag)

Intelligence  
(Int)

Perception  
(Per)

Willpower  
(WP)

Fellowship  
(Fel)

## WEAPONS

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

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)

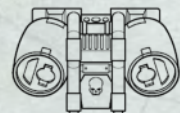
## PSYCHIC ABILITIES

Psy Rating \_\_\_\_\_

## ARMOUR

Diagram of a Space Marine in full armor. Labels include: HEAD (1-10), R. ARM (11-20), L. ARM (21-30), BODY (31-70), R. LEG (71-85), and L. LEG (86-00). Each label has a 'Type' field.

## ARMOUR ADDITIONS



## POWER ARMOR 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 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

## INSANITY

\_\_\_\_\_

## CORRUPTION

\_\_\_\_\_

## GEAR

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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## RENOWN

\_\_\_\_\_

## EXPERIENCE

Unspent \_\_\_\_\_

Spent \_\_\_\_\_

DEATHWATCH



NAME



CHARACTERISTICS

Weapon Skill  
(WS)

Ballistic Skill  
(BS)

Strength  
(S)

Toughness  
(T)

Agility  
(Ag)

Intelligence  
(Int)

Perception  
(Per)

Willpower  
(WP)

Fellowship  
(Fel)

Characteristics slot for Weapon Skill (WS)

Characteristics slot for Ballistic Skill (BS)

Characteristics slot for Strength (S)

Characteristics slot for Toughness (T)

Characteristics slot for Agility (Ag)

Characteristics slot for Intelligence (Int)

Characteristics slot for Perception (Per)

Characteristics slot for Willpower (WP)

Characteristics slot for Fellowship (Fel)

ADDITIONAL ABILITIES

NOTES

Additional Abilities section with 20 horizontal lines for text entry.

Notes section with 20 horizontal lines for text entry.