

CHARACTER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_


CHAPTER: BLOOD ANGEL SPECIALITY: TECH-PRIEST

CHAPTER Demeanour: RED THIRST, CALCULATING

**HISTORY:** SPEAKING TO THE WAR MACHINES AND QUELLING THE ANGRY MACHINE-SPIRITS THAT INHABIT THEM IS THIS MARINES CALLING, PER THE BINARY CANT OF THE OMNISSIAH THAT IS. THE LOSS OF A LEG HAS NOT SLOWED HIM DOWN, ONLY MADE HIM MORE RESOLVED IN HIS DUTIES. AS FOR THE ELДАР THAT TOOK IT, THIS BLOOD ANGEL IS STILL LOOKING FOR THE LEG'S RETURN...

41 43 <sup>10</sup>62 <sup>8</sup>43 37 49 47 45 38

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (Str)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
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**BLOOD FRENZY:** BLOOD ANGELS POSSESS A SAVAGERY IN COMBAT THAT HAS ITS ROOTS DEEP IN THE HISTORY OF THEIR CHAPTER. IT CAN SERVE THEM WELL IN CLOSE QUARTERS COMBAT WHERE STRENGTH IS VITAL. ONCE PER COMBAT, HE MAY BLOOD FRENZY. DURING THIS, HE MAY RE-ROLL DMG DICE WITH MELEE WEAPONS. FOR MELEE WEAPONS THAT INFLICT MULTIPLE DICE OF DMG, ALL DICE OR NONE MUST BE RE-ROLLED. PLUS, SUCH IS THE BRUTALITY OF HIS ATTACKS THAT HE SCORES RIGHTEOUS FURY ON A 9 OR 10 RATHER THAN JUST 10. THIS ABILITY LASTS FOR ONE ROUND. 

### GEAR

**"DESTROYER" FLAME PISTOL:** 15M, S/-/-, 1d10+5 DMG, PEN 2, CLIP 5, RELOAD: 2FULL, FLAME

**BOLO KNIFE:** 2d5+STR(10), PEN 2

**MANIPULATOR MECHADENDRITE:** 1d5+2, PEN 0, PRIMITIVE

**LUMINEN BLAST:** 10M, S/-/-, 1d10+WP(4), FATIGUE

**SHIELD:** 1d5+STR(10), PRIMITIVE, DEFENSIVE (-10 TO ATTACK, +15 TO PARRY), COVER AP 6 (LEFT/TORSO)

**BIONIC LEG:** +20 ATHLETICS TO JUMP. SPRINT. IF YOU USE 2 ROUNDS IN A ROW GAIN FATIGUE.

### SPECIAL INFORMATION

SEE SHEET FOR TECH ITEMS

**"BY THE BLOOD SANGUINIUS!"**



### SKILLS

	SK	+10%	+20%
AWARENESS (PER)	X	X	-
COMMON LORE (INT)	X	-	-
(ADEPTUS ASTARTES, TECH)			
DODGE (AG)	X	-	-
LOGIC (INT)	X	X	X
SECRET TONGUE (INT)	X	X	-
TECH-USE (INT)	X	X	X
SEARCH (PER)	X	-	-

### TALENTS



CLEANSE AND PURIFY  
GUN BLESSING  
LUMINEN BLAST  
LUMINEN CHARGE  
DEATHWATCH TRAINING

### WOUNDS

TOTAL: 19 CURRENT: \_\_\_\_\_

FATIGUE: \_\_\_\_\_

### ARMOR

MARK VI "MARS PATTERN" POWER ARMOR

ARMOR POINTS: 8 ALL LOCATIONS

### MOVEMENT (SPRINT)

HALF ACT: 3M FULL ACT: 6M (9M)

CHARGE: 9M RUN: 18M (36M)

### FATE POINTS

TOTAL: 4 CURRENT: \_\_\_\_\_

DEATHWATCH