

CHARACTER NAME: _____

PLAYER NAME: _____

CHAPTER: BLACK TEMPLAR

SPECIALITY: TACTICAL MARINE

CHAPTER Demeanour: ASPIRE TO GLORY, AMBITIOUS

HISTORY: HAVING BEEN PULLED FORM A CRUSADE SOME 17 YEARS PRIOR BY THE INQUISITION, THIS BLACK TEMPLAR SEES NO END TO HIS SERVICE IN SIGHT. EVEN THOUGH THIS HAS MADE HIM BITTER AT TIMES, QUESTIONING ONE'S DUTIES IS THE EQUIVALENT TO HERESY IN SOME CIRCLES...

42

45

¹⁰61

⁸42

37

41

53

38

53

Weapon Skill
(WS)

Ballistic Skill
(BS)

Strength
(Str)

Toughness
(T)


Agility
(Ag)

Intelligence
(Int)

Perception
(Per)

Will Power
(WP)

Fellowship
(Fel)

THUNDER'S CALL: BLACK TEMPLAR OFTEN PROVE THEIR BRAVERY BY FACING FOES IN SINGLE COMBAT AND DUELLING TO THE DEATH. ONCE PER COMBAT AS A FREE ACTION, HE MAY ISSUE A THUNDER'S CALL AGAINST ANY SINGLE ENEMY WHICH CAN BOTH SEE AND HEAR HIM. AS LONG AS HE TAKES NO ACTIONS OTHER THAN MELEE ATTACKS AGAINST THE TARGET OR MOVING INTO MELEE WITH THE TARGET, AND NONE OF HIS ALLIES ATTACK THE TARGET, HE GAINS +10 TO WS TESTS AGAINST IT. PLUS, AS LONG AS HE IS ENGAGED IN MELEE COMBAT WITH THE TARGET, IT SUFFERS -10 TO ATTACKS AGAINST ANYONE BUT THE BLACK TEMPLAR AND MUST PASS A CHALLENGING (+0) AGILITY TEST TO MOVE AWAY. THIS LASTS UNTIL THE TARGET IS DEAD OR RETREATS) OR THE BATTLE- BROTHER WITHDRAWS FROM COMBAT. 

GEAR

PLASMA PISTOL: 30M, S/-/-, 1d10+6E DMG, PEN 6 CLIP 10, RELOAD: 4FULL, RECHARGE (REQUIRES 1 RND BETWEEN SHOTS), OVERHEAT (91% HIGHER SEE OVERHEAT RULES)

ULTIMA-PATTERN POWER MAUL: 1d10+5+STR(10), PEN 5, POWER FIELD (75% CHANCE TO SHATTER NON-POWER WEAPON YOU PARRY.) OR SHOCKING MODE: 1d10+STR(10), PEN 0, WOUNDS CAUSE Tg TEST: +10 PER AP BONUS OR STUNNED FOR RNDs = 1/2 WOUNDS TAKEN.

AUSPEX: +20 TO AWARENESS TESTS, TECH USE (INT 1/2) TO DETECT INVISIBLE THINGS. 50M RANGE.

SPECIAL INFORMATION

AS A FULL ACTION, CAN MAKE TWO ATTACKS A TURN AND MAY RE-ROLL ONE ATTACK WITH A MAUL PER TURN.


"No PITY! No REMORSE! No FEAR!"



SKILLS

	SK	+10%	+20%
AWARENESS (PER)	X	-	-
COMMON LORE (INT) (ADEPTUS ASTARTES, IMPERIUM, WAR)	X	X	-
DODGE (AG)	X	-	-
INTIMIDATE (STR)	X	X	-
LORE (CODEX ASTARTES) (INT)	X	X	-
SEARCH (PER)	X	-	-

TALENTS


CLUBMASTER
DEADEYE SHOT
FEARLESS
SWIFT ATTACK
DEATHWATCH TRAINING

WOUNDS

TOTAL: 20 CURRENT: _____

FATIGUE: _____

ARMOR

MARK VII POWER ARMOR

ARMOR POINTS: 8 ALL LOCATIONS

MOVEMENT

HALF ACT: 3M

FULL ACT: 6M

CHARGE: 9M

RUN: 18M

FATE POINTS

TOTAL: 4

CURRENT: _____

DEATHWATCH

TALENTS

CLUB MASTER: YOUR MASTER OF CLUBS AND MACES IS UNSURPASSED AND YOUR MACE ALWAYS STRIKES TRUE. WHEN ATTACKING WITH A CLUB OR MACE OF ANY TYPE, INCLUDING POWER MACES OR SHOCK MAULS, YOU MAY RE-ROLL A MISSED ATTACK ONCE PER ROUND.

DEADEYE SHOT: YOU ALWAYS HIT AN OPPONENT RIGHT BETWEEN THE EYES...OR WHEREVER ELSE YOU INTENDED TO HIT HIM. WHEN MAKING A CALLED SHOT, YOU TAKE ONLY A -10 PENALTY INSTEAD OF THE NORMAL -20.

FEARLESS: WHETHER THROUGH FERVENT LOYALTY OR A DERANGEDMENT OF THE MIND, YOU ARE IMPOSSIBLE TO FRIGHTEN OR UNNERVE. YOU ARE IMMUNE TO THE EFFECTS OF FEAR AND PINNING, BUT TO DISENGAGE FROM COMBAT OR BACK DOWN FROM A FIGHT YOU MUST FIRST SUCCEED ON A WILLPOWER TEST.

SWIFT ATTACK: AS A FULL ACTION, YOU MAY MAKE TWO MELEE ATTACKS ON YOUR TURN.

DEATHWATCH TRAINING: AUTOMATICALLY CONFIRMS RIGHTEOUS FURY AGAINST ALIENS.



MARK VII "AQUILA" POWER ARMOR

CERAMITE PLATING: PROVIDES AP 8 TO ALL LOCATIONS.

ENHANCED STRENGTH: INCREASE THE BATTLE-BROTHER'S STRENGTH BY +20. THE EFFECT ON SB IS CALCULATED AFTER THE UNNATURAL STRENGTH MULTIPLIER. (FACTORED IN ON SHEET ALREADY)

AUTO-SENSES: THE SPACE MARINE GAINS +10 TO AWARENESS TESTS FOR SIGHT AND SOUND, AND CAN SEE IN TOTAL DARKNESS.

OSMOTIC GILL LIFE SUSTAINER: WITH THE HELMET ON, THE ARMOUR IS ENVIRONMENTALLY SEALED AND CAN MAINTAIN AN ADEQUATE OXYGEN SUPPLY AS LONG AS THE UNIT IS POWERED.

BIO-MONITOR AND INJECTORS: IF THE INTERNAL COGITATOR DETECTS A PROBLEM WITH THE WEARER'S BIO-SIGNS, IT CAN ADMINISTER PAIN SUPPRESSORS, COMBAT STIMMS, AND ANTI-TOXINS.

VOX LINK: SERVES AS A STANDARD VOX AND A CHANNEL FOR ANY MORE SOPHISTICATED DATA TRANSMISSIONS THE SUIT OR ITS WEARER CAN ACCESS. THE BIO-MONITOR FEED ALSO TRANSMITS THROUGH THIS LINK, PERMITTING A SQUAD TO VIEW EACH OTHERS' VITALS.

MAGNETIZED BOOT SOLES: CAN BE ACTIVATED TO SECURE THE SPACE MARINE TO A METALLIC SURFACE (SUCH AS THE HULL OF A SPACESHIP).

NUTRIENT RECYCLING: FILTERS IN THE ARMOUR CAPTURE AND PURIFY BODY WASTE, RE-CONSTITUTING IT INTO A NUTRIENT SOLUTION THAT IS INTRAVENOUSLY RETURNED TO THE BODY. THIS CAN SUSTAIN A BATTLE-BROTHER FOR LONG PERIODS OF TIME, BUT NOT INDEFINITELY.

POOR MANUAL DEXTERITY: WHILE PROTECTIVE, ARMoured GLOVES ARE NOT IDEAL FOR FINE MANIPULATION. DELICATE TASKS SUFFER A -10 PENALTY UNLESS USING EQUIPMENT DESIGNED FOR SPACE MARINES.

CHARACTER NAME: _____ PLAYER NAME: _____

CHAPTER: EXORSISTS


SPECIALITY: DEMOLITIONS MARINE

CHAPTER Demeanour: VIGILANT, WATCHFUL, DEAMON HUNTERS

HISTORY: FULL OF SECRETS AND UNWILLING TO SHARE, THIS EXORCIST HAS FOUND AN ACCEPTING LOT IN THE KILL TEAM. THEY DON'T ASK ABOUT HIS CHAPTER AND HE DOESN'T TELL, NOT THAT HE WOULD. INVISIBLE TO THE WARP BEASTS THAT SEEK THE MINDS OF VICTIMS, HE IS THE SURPRISE THAT TURNS THE TIDE OF MANY BATTLES. HAVING SAVED HIS BATTLE-BROTHER FROM A WIRE-WOLF, THE BLOOD CLAW, HE IS NEVER FAR FROM THE MARINE, CONSTANTLY NEEDING TO REIGN HIM IN...

47 48 ¹⁰61 ⁸43 42 50 43 48 38

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (Str)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
----------------------	-------------------------	-------------------	------------------	-----------------	-----------------------	---------------------	--------------------	---------------------

STOIC DEFENSE: EXORCISTS ARE STUBBORN IN ATTACK AND INTRACTABLE IN DEFENSE, HOLDING THEIR GROUND AGAINST EVEN THE MOST FURIOUS OF ASSAULTS. ONCE PER COMBAT, HE MAY ENACT A STOIC DEFENSE. HE GAINS 6 TEMPORARY WOUNDS AND HIS MAXIMUM MOVEMENT RATE IS REDUCED TO ½ HIS AGILITY BONUS, ROUNDING UP (MOST SPACE MARINES WITH THIS ABILITY HOLD THEIR CHOSEN POSITION AND DO NOT ADVANCE OR RETREAT!). UNLIKE NORMAL WOUNDS, THESE BONUS WOUNDS ARE REMOVED WHEN AFFECTED BY THE DAMAGE OF ANY SUCCESSFUL ATTACK, AND ARE ALWAYS REMOVED FIRST BEFORE APPLYING DAMAGE TO NORMAL WOUNDS. THESE BONUS WOUNDS ARE ALSO LOST IF THE BATTLE-BROTHER LEAVES HIS CHOSEN LOCATION EITHER INVOLUNTARILY OR BY HIS OWN CHOICE. 

GEAR

BOLT PISTOL: 30M, S/2/-, 2d10+5 DMG, PEN 5
CLIP 14, RELOAD: FULL, TEARING (+1kO DMG)

COMBAT KNIFE: 1d10+2+STR(10), PEN 2

MISSILE LAUNCHER: 250M, S/-/-, *, CLIP 1,
RELOAD HALF (DAMAGE, PEN, ETC IS BASED ON
MISSILE.)

FRAG MISSILE: 2d10+4 DMG, PEN 4, BLAST 6M
KRAK MISSILE: 4d10+10 DMG, PEN 10, BLAST 1M
MELTA BOMB: EMPEROR PROTECT YOUR SOUL!

STIMM: IGNORE EFFECTS FROM ABILITY OR CRITICAL
DMG & CAN'T BE STUNNED. 3d10 ROUNDS, AND WHEN
IT ENDS -20 TO STR, T, AND AG TESTS FOR 1 HR.

SPECIAL INFORMATION

TOTAL INITIATIVE: 1d10+6


(A SLOW CHILLING CHANT OF THE LITANIES)



SKILLS

	SK	+10%	+20%
AWARENESS (PER)	X	-	-
COMMON LORE (INT)	X	-	-
(ADEPTUS ASTARTES, IMPERIUM, TECH)			
DEMOLITION (INT)	X	X	-
DODGE (AG)	X	-	-
INTIMIDATE (STR)	X	X	-
LORE (XENOS) (INT)	X	X	X

TALENTS


PARANOIA
RAPID RELOAD
STEP ASIDE
UNSHAKABLE FAITH
DEATHWATCH TRAINING

WOUNDS

TOTAL: 21 CURRENT: _____

FATIGUE: _____

ARMOR

MARK VII POWER ARMOR

ARMOR POINTS: 8 ALL LOCATIONS

MOVEMENT

HALF ACT: 4M	FULL ACT: 8M
CHARGE: 12M	RUN: 24M

FATE POINTS

TOTAL: 4 CURRENT: _____

DEATHWATCH

TALENTS

PARANOIA: YOU ARE ALWAYS ON THE LOOK OUT FOR DANGER AND SECRETLY KNOW THAT THE GALAXY IS OUT TO GET YOU. YOU FAIN A +2 BONUS TO INITIATIVE ROLLS. IN ADDITION, THE GM MAY SECRETLY TEST YOUR PERCEPTION TO SEE IF YOU NOTICE HIDDEN THREATS. OTHERS, MAY FIND YOUR CONSTANT MUTTERING AND TWITCHY LOOKS UNNERVING.

RAPID RELOAD: YOU HAVE SPENT SO LONG PRACTISING WEAPON DRILLS THAT YOU CAN RELOAD A GUN IN AN INSTANT. ALL RELOAD TIMES ARE REDUCED BY HALF (ROUND DOWN) SO A HALF ACTION RELOAD BECOMES A FREE ACTION, A FULL ACTION RELOAD BECOMES A HALF ACTION AND SO ON.

STEP ASIDE: YOU ARE QUICK AT GETTING OUT OF THE WAY OF ATTACKS. YOU MAY MAKE AN ADDITIONAL DODGE ONCE PER ROUND. NOTE THEY MAY STILL ONLY ATTEMPT A SINGLE DODGE AGAINST ANY ONE ATTACK.

UNSHAKABLE FAITH: YOUR FAITH THAT THE EMPEROR WILL PRESERVE YOU IS SO STRONG THAT YOU ARE UNAFRAID OF STEPPING INTO DANGER. YOU MAY RE-ROLL ANY FAILED WILLPOWER TEST TO AVOID THE EFFECTS OF FEAR.

DEATHWATCH TRAINING: AUTOMATICALLY CONFIRMS RIGHTEOUS FURY AGAINST ALIENS.

MARK VII "AQUILA" POWER ARMOR

CERAMITE PLATING: PROVIDES AP 8 TO ALL LOCATIONS.

ENHANCED STRENGTH: INCREASE THE BATTLE-BROTHER'S STRENGTH BY +20. THE EFFECT ON SB IS CALCULATED AFTER THE UNNATURAL STRENGTH MULTIPLIER. (FACTORED IN ON SHEET ALREADY)

AUTO-SENSES: THE SPACE MARINE GAINS +10 TO AWARENESS TESTS FOR SIGHT AND SOUND, AND CAN SEE IN TOTAL DARKNESS.

OSMOTIC GILL LIFE SUSTAINER: WITH THE HELMET ON, THE ARMOUR IS ENVIRONMENTALLY SEALED AND CAN MAINTAIN AN ADEQUATE OXYGEN SUPPLY AS LONG AS THE UNIT IS POWERED.

BIO-MONITOR AND INJECTORS: IF THE INTERNAL COGITATOR DETECTS A PROBLEM WITH THE WEARER'S BIO-SIGNS, IT CAN ADMINISTER PAIN SUPPRESSORS, COMBAT STIMMS, AND ANTI-TOXINS.

VOX LINK: SERVES AS A STANDARD VOX AND A CHANNEL FOR ANY MORE SOPHISTICATED DATA TRANSMISSIONS THE SUIT OR ITS WEARER CAN ACCESS. THE BIO-MONITOR FEED ALSO TRANSMITS THROUGH THIS LINK, PERMITTING A SQUAD TO VIEW EACH OTHERS' VITALS.

MAGNETIZED BOOT SOLES: CAN BE ACTIVATED TO SECURE THE SPACE MARINE TO A METALLIC SURFACE (SUCH AS THE HULL OF A SPACESHIP).

NUTRIENT RECYCLING: FILTERS IN THE ARMOUR CAPTURE AND PURIFY BODY WASTE, RE-CONSTITUTING IT INTO A NUTRIENT SOLUTION THAT IS INTRAVENOUSLY RETURNED TO THE BODY. THIS CAN SUSTAIN A BATTLE-BROTHER FOR LONG PERIODS OF TIME, BUT NOT INDEFINITELY.

POOR MANUAL DEXTERITY: WHILE PROTECTIVE, ARMoured GLOVES ARE NOT IDEAL FOR FINE MANIPULATION. DELICATE TASKS SUFFER A -10 PENALTY UNLESS USING EQUIPMENT DESIGNED FOR SPACE MARINES.

CHARACTER NAME: _____ PLAYER NAME: _____


CHAPTER: SISTERS OF BATTLE SPECIALITY: INQUISITOR

CHAPTER Demeanour: PURE OF FAITH, ZEALOUS IN DEVOTION

HISTORY: A FULL FLEDGED ADEPTA SORORITAS OF THE ABBEY OF THE DAWN ON Iocanthos, SHE HAS PROVEN HERSELF TIME AND AGAIN IN BATTLE. AS A TRUSTED SERVANT OF THE IMPERIUM AND THE INQUISITION, SHE WAS PLACED WITH THE KILL TEAM TO BE THE EYES AND EARS OF THE ORDO. WE MUST EVEN WATCH OUR OWN...

39 45 58 37 49 45 46 50 41

Weapon Skill (WS) Ballistic Skill (BS) Strength (Str) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Will Power (WP) Fellowship (Fel)

PURE FAITH: YOUR FAITH IN THE GOD-EMPEROR OF MANKIND IS TOTAL AND COMPLETE. THIS FAITH WRAPS AROUND YOU LIKE ARMOR. YOU ARE ALWAYS IMMUNE TO HE EFFECTS OF DAEMONIC PRESENSE. YOU MAY AVOID TAKING A FEAR TEST, AVOID AQUIRING INSANITY POINTS AND AVOID GAINING CORRUPTION POITNS BY SPENDING FATE POINTS FOR THE DURATION OF AN ENCOUNTER. YOU MAY BURN A FATE POINT RO RESIST THE EFFECTS OF ANY SINGLE DAEMONIC OR PSYCHIC ATTACK, ALLOWING YOU TO EMERGY UNSCATED AS IF BY A MIRACLE. 

GEAR

HEAVY BOLTER: 150M, -/-/10, 2D10+2 DMG, PEN 5
CLIP 60, RELOAD: 2 FULL, TEARING (+1kO DMG)

INFERNO PISTOL: 10M, S/-/-, 2D10+6, PEN 12,
CLIP 3, RELOAD: FULL

COMBAT KNIFE: 1d10+3+STR(5), PEN 2

PHOTON FLASH GRENADE: 15M BLAST, MUST TEST
TOUGHNESS OR BLIND 1d5 ROUNDS.

RE-BREATHER: CANISTERS (3)

SPECIAL INFORMATION

TOTAL INITIATIVE: 1d10+8

MIGHTY SHOT FACTORED IN ABOVE

“WITH FAITH AND FIRE!”



SKILLS

	SK	+10%	+20%
ACROBATICS (AG)	X	-	-
AWARENESS (PER)	X	X	-
COMMON LORE (INT)	X	-	-
(IMPERIAL CREED, IMPERIUM, ADEPTA SORORITAS)			
DODGE (AG)	X	X	-
PERFORMER (SINGER)	X	X	-
SCRUTINY (PER)	X	X	X

TALENTS



BULGING BICEPS
COMBAT MASTER
LIGHTNING REFLEXES
MIGHTY SHOT
WRATH OF RIGHTEOUSNESS

WOUNDS

TOTAL: 18 CURRENT: _____

FATIGUE: _____

ARMOR

MARK II LIGHT “SERAPHIM” ARMOR

ARMOR POINTS: 7 ALL LOCATIONS

MOVEMENT

HALF ACT: 4M FULL ACT: 8M
CHARGE: 12M RUN: 24M

FATE POINTS

TOTAL: 4 CURRENT: _____

DEATHWATCH

TALENTS

BULGING BICEPS: WHEREAS A WEAKER WOMAN WOULD BE SENT FLYING WHEN USING POWERFUL WEAPONS, YOUR STRONG PHYSIQUE ALLOWS YOU TO REMAIN STANDING. YOU CAN FIRE A HEAVY WEAPON ON SEMI- OR AUTOFIRE MODES WITHOUT FIRST BRACING.

COMBAT MASTER: THROUGH A COMBINATION OF REFLEX AND PERCEPTION YOU ARE ABLE TO KEEP MANY MORE OPPONENTS AT BAY IN MELEE THAN A LESSER SKILLED WOMAN MIGHT. OPPONENTS FIGHTING YOU IN HAND-TO-HAND GAIN NO BONUSES FOR OUTNUMBERING YOU.

LIGHTNING REFLEXES: YOU REACT LIKE A FLASH OF LIGHTNING. WHEN ROLLING FOR INITIATIVE, YOU ADD TWICE YOUR AGILITY BONUS TO THE ROLL OF 1d10.

MIGHTY SHOT: YOU KNOW HOW TO BLAST AWAY WITH A GUN TO CAUSE THE MOST DAMAGE TO A TARGET. YOU ADD +2 TO DAMAGE YOU INFLICT WITH A RANGED WEAPON.

WRATH OF RIGHTEOUSNESS: YOU ARE A KILLING ANGEL AND YOU VISIT THE EMPEROR'S RIGHTEOUS FURY ON THOSE WHO DENY HIS DOMINION OVER THE STARS OR THOSE WHO PROFANE THAT WHICH IS SACRED.

✠ WHEN MAKING AN ATTACK, YOU MAY SPEND A FATE POINT TO DEAL AN ADDITIONAL 1d5 POINTS OF DAMAGE.

✠ AT ANY TIME WHILE YOU ARE ATTACKING, YOU MAY BURN A FATE POINT TO TRIGGER RIGHTEOUS FURY ON A SINGLE SUCCESSFUL ATTACK. THE ATTACK AUTOMATICALLY DEALS THE MAXIMUM DAMAGE FOR THE WEAPON PLUS 1d10 POINTS OF DAMAGE. IF THE SECOND ROLL RESULTS IN 10, FURTHER DAMAGE IS POSSIBLE.



MARK II LIGHT "SERAPHIM" ARMOR

CERAMITE PLATING: PROVIDES AP 7 TO ALL LOCATIONS.

ENHANCED STRENGTH: INCREASE THE BATTLE-SISTER'S STRENGTH BY +20. THE EFFECT ON SB IS CALCULATED AFTER OTHER STRENGTH MULTIPLIER. (FACTORED IN ON SHEET ALREADY)

VOX LINK: SERVES AS A STANDARD VOX AND A CHANNEL FOR ANY MORE SOPHISTICATED DATA TRANSMISSIONS THE SUIT OR ITS WEARER CAN ACCESS. THE BIO-MONITOR FEED ALSO TRANSMITS THROUGH THIS LINK, PERMITTING A SQUAD TO VIEW EACH OTHERS' VITALS.

MAGNETIZED BOOT SOLES: CAN BE ACTIVATED TO SECURE THE SPACE MARINE TO A METALLIC SURFACE (SUCH AS THE HULL OF A SPACESHIP).

RE-BREATHING: CONSISTING A MASK, IT CONTAINS ITS OWN AIR SUPPLY AND CAN PRESERVE THE USER IN EVEN THE MOST TOXIC ATMOSPHERES. SHE IS IMMUNE TO THE EFFECTS OF GASES AND CAN SURVIVE UNDERWATER. ONE CANISTER LASTS FOR 1 HOUR. REPLACING A CANISTER IS A FULL ACTION.



CHARACTER NAME: _____

PLAYER NAME: _____

CHAPTER: SPACE WOLVES


SPECIALITY: ASSAULT MARINE

CHAPTER Demeanour: FURY OF THE WOLF, FIERCE, AND LOYAL

HISTORY: BOLD AND RECKLESS TO A FAULT, THIS SPACE WOLF EMBODIES ALL THE TRAITS OF HIS PRIMARCH, LEMAN RUSS. HIS HOWLING DROWNED OUT BY THE NOISE OF HIS JUMP PACK, THE BLOOD CLAW WILL PLOW INTO ENEMIES, CRUSHING THEM UNDERNEATH. HIS LUCK WILL ONLY HOLD OUT AS LONG AS HE HAS THE EXORCIST TO WATCH HIS BACK...

44 46 ¹⁰67 ⁸44 48 30 41 41 47

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (Str)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
----------------------	-------------------------	-------------------	------------------	-----------------	-----------------------	---------------------	--------------------	---------------------

WOLF SENSES: AS PART OF THE GENETIC GIFTS OF THEIR PRIMARCH LEMAN RUSS, THE SPACE WOLVES HAVE ALMOST PRETERNATURAL SENSES THAT EXCEED EVEN THOSE OF OTHER SPACE MARINES. A BATTLE-BROTHER OF THE SPACE WOLVES CHAPTER MAY RE-ROLL ANY FAILED PERCEPTION BASED TESTS AND COUNTS AS BEING ABLE TO SEE NORMALLY IN TOTAL DARKNESS. HOWEVER, NONE OF THESE BONUSES APPLY IF THE SPACE WOLF IS WEARING A HELMET FOR A SEALED SET OF ARMOUR. 

GEAR

BOLT PISTOL: 30M, S/2/-, 2D10+5 DMG, PEN 5
CLIP 14, RELOAD: FULL, TEARING (+1kO DMG)

CHAINSWORD: 1d10+3+STR(10), PEN 4, TEARING
(+1kO DMG), BALANCED (+10 WS TO PARRY)

FRAG GRENADE (2): 30M, 2D10 DMG, BLAST (5M)

JUMP PACK: PILOT SKILL USE FOR SLOW FALLS OR
BURSTS FOR JUMPS (12M), SKILL USE FOR LONG FLIGHT

STIMM: IGNORE EFFECTS FROM ABILITY OR CRITICAL
DMG & CAN'T BE STUNNED. 3D10 ROUNDS, AND WHEN
IT ENDS -20 TO STR, T, AND AG TESTS FOR 1 HR.

SPECIAL INFORMATION

TWO WEAPON FIGHTING: FULL ROUND ACTION,
ATTACKS BOTH RECIEVE -10 PENALTIES.

"FOR RUSS AND THE ALL FATHER!"



SKILLS

	SK	+10%	+20%
AWARENESS (PER)	X	X	-
COMMON LORE (INT)	X	-	-
(ADEPTUS ASTARTES, IMPERIUM, WAR)			
DODGE (AG)	X	X	-
INTIMIDATE (STR)	X	-	-
PILOT (AG) (JUMP PK)	X	X	-
SEARCH (PER)	X	X	X

TALENTS



WINGS OF AN ANGEL
AMBIDEXTROUS
TWO WEAPON WIELDER (COMBO)
RAPID REACTION
DEATHWATCH TRAINING

WOUNDS

TOTAL: 20 CURRENT: _____

FATIGUE: _____

ARMOR

MARK VII POWER ARMOR

ARMOR POINTS: 8 ALL LOCATIONS

MOVEMENT

HALF ACT: 4M	FULL ACT: 8M
CHARGE: 12M	RUN: 24M

FATE POINTS

TOTAL: 4 CURRENT: _____

DEATHWATCH

TALENTS

WINGS OF ANGELS: WHEN MAKING A CHARGE WHILST USING HIS JUMP PACK, THE ASSAULT MARINE ADDS AN ADDITIONAL 1d5 DAMAGE TO ANY MELEE ATTACK.

AMBIDEXTROUS: YOU CAN USE EITHER HAND EQUALLY WELL. YOU DO NOT TAKE THE NORMAL -20 PENALTY FOR MAKING ATTACKS WITH YOUR SECONDARY HAND. IF YOU HAVE THE TWO WEAPON WIELDER TALENT, THE PENALTY FOR MAKING ATTACKS WITH BOTH WEAPONS IN THE SAME TURN DROPS TO -10.

TWO WEAPON WIELDER (COMBO): WHEN ARMED WITH TWO WEAPONS YOU MAY MAKE A FULL ACTION TO ATTACK WITH BOTH WEAPONS. THIS TALENT ONLY ALLOWS FOR USE WITH PISTOLS AND MELEE AT THE SAME TIME, NOT TWO MELEE AND NOT TWO PISTOLS.

RAPID REACTION: YOU HAVE A HAIR TRIGGER AND REACT TO A CHANGE IN ANY SITUATION IN AN INSTANT. WHEN SURPRISED OR AMBUSHED, YOU MAY MAKE AN AGILITY TEST TO ACT NORMALLY INSTEAD.

DEATHWATCH TRAINING: AUTOMATICALLY CONFIRMS RIGHTEOUS FURY AGAINST ALIENS.



MARK VII "AQUILA" POWER ARMOR

CERAMITE PLATING: PROVIDES AP 8 TO ALL LOCATIONS.

ENHANCED STRENGTH: INCREASE THE BATTLE-BROTHER'S STRENGTH BY +20. THE EFFECT ON SB IS CALCULATED AFTER THE UNNATURAL STRENGTH MULTIPLIER. (FACTORED IN ON SHEET ALREADY)

AUTO-SENSES: THE SPACE MARINE GAINS +10 TO AWARENESS TESTS FOR SIGHT AND SOUND, AND CAN SEE IN TOTAL DARKNESS.

OSMOTIC GILL LIFE SUSTAINER: WITH THE HELMET ON, THE ARMOUR IS ENVIRONMENTALLY SEALED AND CAN MAINTAIN AN ADEQUATE OXYGEN SUPPLY AS LONG AS THE UNIT IS POWERED.

BIO-MONITOR AND INJECTORS: IF THE INTERNAL COGITATOR DETECTS A PROBLEM WITH THE WEARER'S BIO-SIGNS, IT CAN ADMINISTER PAIN SUPPRESSORS, COMBAT STIMMS, AND ANTI-TOXINS.

VOX LINK: SERVES AS A STANDARD VOX AND A CHANNEL FOR ANY MORE SOPHISTICATED DATA TRANSMISSIONS THE SUIT OR ITS WEARER CAN ACCESS. THE BIO-MONITOR FEED ALSO TRANSMITS THROUGH THIS LINK, PERMITTING A SQUAD TO VIEW EACH OTHERS' VITALS.

MAGNETIZED BOOT SOLES: CAN BE ACTIVATED TO SECURE THE SPACE MARINE TO A METALLIC SURFACE (SUCH AS THE HULL OF A SPACESHIP).

NUTRIENT RECYCLING: FILTERS IN THE ARMOUR CAPTURE AND PURIFY BODY WASTE, RE-CONSTITUTING IT INTO A NUTRIENT SOLUTION THAT IS INTRAVENOUSLY RETURNED TO THE BODY. THIS CAN SUSTAIN A BATTLE-BROTHER FOR LONG PERIODS OF TIME, BUT NOT INDEFINITELY.

POOR MANUAL DEXTERITY: WHILE PROTECTIVE, ARMoured GLOVES ARE NOT IDEAL FOR FINE MANIPULATION. DELICATE TASKS SUFFER A -10 PENALTY UNLESS USING EQUIPMENT DESIGNED FOR SPACE MARINES.

CHARACTER NAME: _____ PLAYER NAME: _____

CHAPTER: ULTRAMARINE SPECIALITY: APOTHECARY

CHAPTER Demeanour: Honour the Codex, Studios

HISTORY: HAVING ONCE SERVED ON ULTRAMAR IN THE TYRANID WARS, THE APOTHECARY IS NO STRANGER TO MENDING THE BODIES OF THE GOD-EMPEROR'S SERVANTS. SO DEDICATED IS HE TO A FAULT, THAT NOTHING MATTERS MORE THAN THE RECOVERY OF ADEPTUS ASTARTES GENESEED WHEN A MARINE FALLS. BUT, TUNNEL VISION WILL EVENTUALLY CATCH UP TO YOU...

46 40 ¹⁰61 ⁸45 43 40 41 42 43

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (Str)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
----------------------	-------------------------	-------------------	------------------	-----------------	-----------------------	---------------------	--------------------	---------------------

FAVORED SON: THE ULTRAMARINES

CONSIDER THEMSELVES A PURE EXPRESSION OF THE CODIX ASTARTES AND AMONG THE TRUEST OF THE EMPEROR'S SONS. THIS PRIDE AND UNSHAKABLE PERSONAL BELIEF OFTEN MANIFESTS ITSELF IN THEIR LEADERSHIP ABILITIES AND THE EXAMPLE THEY SET TO OTHER MEMBERS OF THE ADEPTUS ASTARTES. AN ULTRAMARINES MAY RE-ROLL ANY FELLOWSHIP TESTS WHEN DEALING WITH EITHER SPACE MARINES OR MEMBERS OF THE IMPERIAL ARMED FORCES (I.E. IMPERIAL GUARD, IMPERIAL NAVY, ETC.).

GEAR

GALVIAN NEEDLER: 30M, S/3/-, 1d10-1 DMG, PEN 0, CLIP 7, RELOAD: FULL, TOXIC: WOUNDS CAUSE TOUGHNESS TEST WITH -5 PER DMG TAKEN OR SUFFER 1d10 ADDITIONAL WOUNDS IGNORING AP AND T.

CHAIN KNIFE: 1d5+4+STR(10), PEN 2, TEARING (+1KO DMG), WRIST MOUNT, BEST QUALITY +10 WS TO ATTACK.

MEDIKIT: +20 MEDICAE SKILL (PLUS STIMMS)

STIMM: IGNORE EFFECTS FROM ABILITY OR CRITICAL DMG & CAN'T BE STUNNED. 3d10 ROUNDS, AND WHEN IT ENDS -20 TO STR, T, AND AG TESTS FOR 1 HR.

CHOKE GAS: RANGE 30M, BLAST 1d10+3, EACH ROUND TEST T OR GAIN FATIGUE LEVEL. LASTS WHILE IN GAS AND 1d10 RDS AFTER. GAS LINGERS 1d5x3 MINS. FAIL T BY MORE THAN 4 REDUCE T BY 1 FOR 1d5-1 HRS.

"COURAGE AND HONOUR!"



SKILLS

	SK	+10%	+20%
AWARENESS (PER)	X	-	-
COMMON LORE (INT) (ASTARTES, IMPERIUM)	X	-	-
DODGE (AG)	X	X	-
INTIMIDATE (STR)	X	-	-
MEDICAE	X	X	X
SCH. LORE (INT) (CODIX ASTARTES, LEGEND)	X	-	-

TALENTS

DISARM
ENCHANCE HEALING
MASTER CHIRURGEON
TOTAL RECALL
DEATHWATCH TRAINING

WOUNDS

TOTAL: 19 CURRENT: _____

FATIGUE: _____

ARMOR

MARK VII POWER ARMOR

ARMOR POINTS: 8 ALL LOCATIONS

MOVEMENT

HALF ACT: 4M FULL ACT: 8M
CHARGE: 12M RUN: 24M

FATE POINTS

TOTAL: 4 CURRENT: _____

DEATHWATCH

TALENTS

DISARM: YOU ARE ABLE TO KNOCK YOUR OPPONENT'S WEAPONS FROM THEIR HANDS. WHEN ENGAGED WITH AN ENEMY WIELDING A MELEE WEAPON, YOU MAY USE A FULL ACTION TO DISARM YOUR FOE BY MAKING AN OPPOSED WEAPON SKILL TEST. IF YOU WIN, HE DROPS HIS WEAPON TO HIS FEET. SHOULD YOU GET 3 OR MORE DEGREES OF SUCCESS, YOU NOT ONLY DISARM HIM BUT ALSO TAKE HIS WEAPON.

ENCHANCE HEALING: WHEN MAKING A SUCCESSFUL MEDICAE TEST, THE APOTHECARY MAY RESTORE 1d5 ADDITIONAL WOUNDS.

MASTER CHIRURGEON: YOU ARE TRAINED IN THE MOST ADVANACED MEDICAL TECHNIQUES KNOWN TO MAN. YOU GAIN +10 BONUS ON ALL MEDICAE TESTS. IF YOU ARE TREATING A HEAVILY OR CRITICALLY WOUNDED PATIENT, A SUCCESSFULL TEST HEALS 2 WOUNDS INSTEAD OF THE NORMAL 1. IF HE IS IN DANGER OF LOSING A LIMB FROM A CRITICAL HIT YOU ALSO PROVIDE HIM A +20 BONUS TO THE TOUGHENSSS TEST TO RSIST THE LIMB LOSS.

TOTAL RECALL: YOU CAN AUTOMATICALLY REMEMBER ANY TRIVIAL FACT OR PIECE OF INFORMATION THAT YOU MIGHT FEASIBLY HAVE PICKED UP IN THE PAST. WHEN TRYING TO RECALL MORE DETAILED OR OBSCURE FACTS THE GM MAY REQUIRE YOU TO MAKE AN INT TEST.

DEATHWATCH TRAINING: AUTOMATICALLY CONFIRMS RIGHTEOUS FURY AGAINST ALIENS.

MARK VII "AQUILA" POWER ARMOR

CERAMITE PLATING: PROVIDES AP 8 TO ALL LOCATIONS.

ENHANCED STRENGTH: INCREASE THE BATTLE-BROTHER'S STRENGTH BY +20. THE EFFECT ON SB IS CALCULATED AFTER THE UNNATURAL STRENGTH MULTIPLIER. (FACTORED IN ON SHEET ALREADY)

AUTO-SENSES: THE SPACE MARINE GAINS +10 TO AWARENESS TESTS FOR SIGHT AND SOUND, AND CAN SEE IN TOTAL DARKNESS.

OSMOTIC GILL LIFE SUSTAINER: WITH THE HELMET ON, THE ARMOUR IS ENVIRONMENTALLY SEALED AND CAN MAINTAIN AN ADEQUATE OXYGEN SUPPLY AS LONG AS THE UNIT IS POWERED.

BIO-MONITOR AND INJECTORS: IF THE INTERNAL COGITATOR DETECTS A PROBLEM WITH THE WEARER'S BIO-SIGNS, IT CAN ADMINISTER PAIN SUPPRESSORS, COMBAT STIMMS, AND ANTI-TOXINS.

VOX LINK: SERVES AS A STANDARD VOX AND A CHANNEL FOR ANY MORE SOPHISTICATED DATA TRANSMISSIONS THE SUIT OR ITS WEARER CAN ACCESS. THE BIO-MONITOR FEED ALSO TRANSMITS THROUGH THIS LINK, PERMITTING A SQUAD TO VIEW EACH OTHERS' VITALS.

MAGNETIZED BOOT SOLES: CAN BE ACTIVATED TO SECURE THE SPACE MARINE TO A METALLIC SURFACE (SUCH AS THE HULL OF A SPACESHIP).

NUTRIENT RECYCLING: FILTERS IN THE ARMOUR CAPTURE AND PURIFY BODY WASTE, RE-CONSTITUTING IT INTO A NUTRIENT SOLUTION THAT IS INTRAVENOUSLY RETURNED TO THE BODY. THIS CAN SUSTAIN A BATTLE-BROTHER FOR LONG PERIODS OF TIME, BUT NOT INDEFINITELY.

POOR MANUAL DEXTERITY: WHILE PROTECTIVE, ARMoured GLOVES ARE NOT IDEAL FOR FINE MANIPULATION. DELICATE TASKS SUFFER A -10 PENALTY UNLESS USING EQUIPMENT DESIGNED FOR SPACE MARINES.

CHARACTER NAME: _____ PLAYER NAME: _____


CHAPTER: BLOOD ANGEL SPECIALITY: TECHMARINE

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 ELDAR THAT TOOK IT, THIS BLOOD ANGEL IS STILL LOOKING FOR THE LEG'S RETURN...

41 43 ¹⁰62 ⁸43 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)
----------------------	-------------------------	-------------------	------------------	-----------------	-----------------------	---------------------	--------------------	---------------------

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 OF 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

TALENTS

CLEANSE AND PURIFY: BURN! BURN! BURN! NONE SHALL ESCAPE YOUR FIERY WRATH! TARGETS EXPOSED TO YOUR FLAMER ATTACKS TAKE A -20 PENALTY TO AVOID BEING HIT.

GUN BLESSING: WITH A WAVE YOU CAN UNJAM A NUMBER OF GUNS EQUAL TO YOUR INT BONUS. YOU MAY BLESS ANY WEAPON IN A 10 METER RADIUS. TO DO SO, MAKE AN INT TEST. A SUCCESS INDICATES THAT YOU HAVE RALLIED THE SPIRITS OF THE WEAPONS. THIS BLESSING IS A FULL ACTION.

LUMINEN BLAST: USING YOUR ELECTOO INDUCTORS, YOU MAY CREATE A BALL OF BIO-ELECTRICAL ENERGY THAT YOU MAY FLING AT YOUR FOES. ON A SUCCESSFUL BS TEST YOU MAY DIRECT THIS ENERGY AT A SINGLE FOE WITHIN 10 METERS. THE TARGET TAKES ENERGY DMG OF $1d10+WP(4)$. EACH TIME YOU USE THIS POWER YOU GAIN A LEVEL OF FATIGUE.

LUMINEN CHARGE: ON A TOUGHNESS TEST YOU CAN USE YOUR BIO-ELECTRICAL FIELD TO RECHARGE MACHINERY. THIS TAKES 1 MINUTE OF MEDITATION AND RITUAL INCANTATION TO ACTIVATE. THE DIFFICULTY VARIES DEPENDING ON THE NATURE OF THE TECHNOLOGY. (PAGE 118)

DEATHWATCH TRAINING: AUTOMATICALLY CONFIRMS RIGHTEOUS FURY AGAINST ALIENS.

MARK VI "MARS PATTERN" POWER ARMOR

CERAMITE PLATING: PROVIDES AP 8 TO ALL LOCATIONS.

ENHANCED STRENGTH: INCREASE THE BATTLE-BROTHER'S STRENGTH BY +20. THE EFFECT ON SB IS CALCULATED AFTER THE UNNATURAL STRENGTH MULTIPLIER. (FACTORED IN ON SHEET ALREADY)

AUTO-SENSES: THE SPACE MARINE GAINS +10 TO AWARENESS TESTS FOR SIGHT AND SOUND, AND CAN SEE IN TOTAL DARKNESS.

OSMOTIC GILL LIFE SUSTAINER: WITH THE HELMET ON, THE ARMOUR IS ENVIRONMENTALLY SEALED AND CAN MAINTAIN AN ADEQUATE OXYGEN SUPPLY AS LONG AS THE UNIT IS POWERED.

BIO-MONITOR AND INJECTORS: IF THE INTERNAL COGITATOR DETECTS A PROBLEM WITH THE WEARER'S BIO-SIGNS, IT CAN ADMINISTER PAIN SUPPRESSORS, COMBAT STIMMS, AND ANTI-TOXINS.

VOX LINK: SERVES AS A STANDARD VOX AND A CHANNEL FOR ANY MORE SOPHISTICATED DATA TRANSMISSIONS THE SUIT OR ITS WEARER CAN ACCESS. THE BIO-MONITOR FEED ALSO TRANSMITS THROUGH THIS LINK, PERMITTING A SQUAD TO VIEW EACH OTHERS' VITALS.

MAGNETIZED BOOT SOLES: CAN BE ACTIVATED TO SECURE THE SPACE MARINE TO A METALLIC SURFACE (SUCH AS THE HULL OF A SPACESHIP).

NUTRIENT RECYCLING: FILTERS IN THE ARMOUR CAPTURE AND PURIFY BODY WASTE, RE-CONSTITUTING IT INTO A NUTRIENT SOLUTION THAT IS INTRAVENOUSLY RETURNED TO THE BODY. THIS CAN SUSTAIN A BATTLE-BROTHER FOR LONG PERIODS OF TIME, BUT NOT INDEFINITELY.

POOR MANUAL DEXTERITY: WHILE PROTECTIVE, ARMoured GLOVES ARE NOT IDEAL FOR FINE MANIPULATION. DELICATE TASKS SUFFER A -10 PENALTY UNLESS USING EQUIPMENT DESIGNED FOR SPACE MARINES.

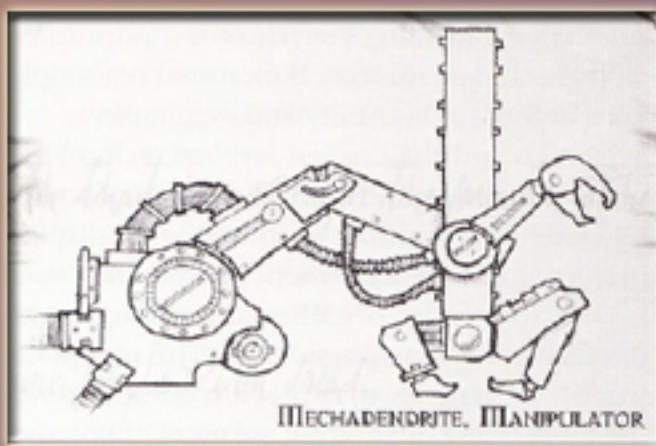
TECH OF THE MACHINE-GOD

FLAME WEAPONS: FLAME WEAPONS PROJECT A CONE OF FLAME OUT TO THE RANGE OF THE WEAPON. UNLIKE OTHER WAPONS, FLAMERS HAVE JUST ONE RANGE, AND WHEN FIRED, CAST FIERY DEATH OUT TO THIS DISTANCE. THE WIELDER DOES NOT NEED TO TEST BS; HE SIMPLY FIRES THE WEAPON. ALL CREATURS IN THE FLAME'S PATH, A CONE-SHAPED AREA EXTENDING IN A 30 DEGREE ARC FROM THE FIRER OUT TO THE WEAPONS RANGE, MUST MAKE AN AGILITY TEST OR BE STRUCK BY THE FLAMES AN TAKE DAMAGE NORMALLY. IF THEY TAKE DAMAGE, THEY MUCH SUCCEED ON A SECOND AGILITY TEST OR BE SET ON FIRE. COVER DOES NOT PROTECT AGAINST FLAME WEAPONS. BECAUSE FLAME WEAPONS MAKE TO ROLL TO HIT, THEY ARE ALWAYS COSNIDERED TO HIT TARGETS IN THE BODY, AND WILL JAM IF THE FIRER ROLLS A 9 ON HIS DAMAGE DICE (BEFORE ADDING ANY BONUSES).

MANIPULATOR MECHADENDRITE: THIS POWERFUL SHOULDER-MOUNTED MECHADENDRITE IS DESIGNED FOR HEAVY LIFTING AND MANIPULATION OF INDUSTRIAL GEAR. BUILT OF FIRE HARDENED CERAMITE AND STEEL, THIS LIMB MAY EXTEND TO A LENGTH OF 1.5M. WHEN USING THE ARM, THE CHARACTER GAINS A +20 BONUS TO STRENGTH TETSTS. THIS LIMB IS TIPPED WITH TWO SETS OF GRIPPING AND CRUSHING PINCERS. THESE MAY BE LOCKED AROUND A SUITABLE ANCHOR POINT AS A FREE ACTION TO SAFELY TETHER THE TECH-PRIEST TO LIFTING GEAR, HIGH GANTRIES AND SO ON. FINALLY, THE CHARACTER MAY USE THE MANIPULATOR AS A CLUB. IT COUNTS AS A PRIMITIVE WEAPON THAT DEALS 1D5+2 IMPACT DMG.

THE MANIPULATOR MAY NOT BE USED FOR ANY TASK REQUIRING FINE MANIPULATION (TYPING ON A KEY PAD, HANDLING DELICATE OBJECTS, DOING UP A ZIPPER AND SO ON).

UTILITY MECHADENDRITE: THIS LONG LIMB HOUSES A VARIETY OF TOOLS AND ATTACHMENTS DEISGNEED TO ASSIT A TECH PRIEST IN THE COURSE OF HIS HOLY DUTIES. THIS MECHADENDRITE COUNTS AS A COMBI-TOOL GRANTING A +10 BONUS TO ALL TECH-USE TESTS.



ASH DRAGON GUN SERVITOR

HISTORY: AN ANCIENT PIECE OF MACHINERY ONCE USED BY THE ASH DRAGONS IN COMBAT. IT HAS BEEN INERT AND RUSTING AWAY WITHIN THE CONFINES OF THE COLD VENGEANCE WAITING FOR SOMEONE TO SAVE IF FROM THE FOUL ORKS AND THE THREAT OF NEVER SEEING COMBAT AGAIN. IT IS EAGER FOR BATTLE ONCE AGAIN...

15 30 50 40 15 10 20 30 05

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (Str)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
15	30	50	40	15	10	20	30	05

GEAR

TARANTULA GUN TURRET: 90M, -/-/10,
2D10+2 DMG, PEN 5, CLIP 60,
RELOAD: 2 FULL, TEARING (+1KO DMG)

RAM/OVERRUN: 1D5+5, PRIMITIVE
(NON-PRIMITIVE ARMOR COUNTS
DOUBLE)

AMMO HOPPER: 10 CLIPS
(UNIQUE AMMO)

SPOT LIGHTS: CREATES AREA OF
ILLUMINATION UP TO 40M RADIUS OR
NARROW BEAM UP TO 120MX2M
(HALF ACTION TO CHANGE)

VOX BEAD: FOR TRANSMITING AND
RECEIVING COMMANDS ONLY.

"AWAKE THE IRON!"



TALENTS

ARMOR PLATING: RAISES AP BY 2.

DARK SIGHT: CAN SEE IN TOTAL DARK-
NESS AND NEVER TAKES PENALTY.

MACHINE (5): IS MACHINE, AP APPLIES
TOWARD FIRE DAMAGE. GRANTS 5 AP.

SPRINT: ADD AG BONUS DURING A
FULL ACT MOVE, OR DOUBLE RUN
(IF USED 2 ROUNDS IN A ROW GAIN FATIGUE)

STURDY: IS HARD TO MOVE, GAINS +20
BONUS TO TESTS MADE TO RESIST
GRAPPLING AND TAKEDOWN.

CHAOS MUST BE DESTROYED.
- ASH DRAGON MOTTO

WOUNDS

TOTAL: 10 CURRENT: _____

FATIGUE: _____

ARMOR

ARMORED PLATING

ARMOR POINTS: 7 ALL LOCATIONS

MOVEMENT (SPRINT)

HALF ACT: 1M	FULL ACT: 2M (3M)
CHARGE: 3M	RUN: 4M (8M)