

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)
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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)

CHAINWORD: 1D10+13, 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