CHARACTER NAME _____ PLAYER NAME _____

ARCHETYPE _____ RANK _____ WARBAND NAME _____

PRIDE _____ DISGRACE _____

MOTIVATION _____ DESCRIPTION _____

_____

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CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)	INFAMY (INF)

SKILLS

	Trained	+10	+20	+30
Acrobatics (Ag)	☐	☐	☐	☐
Athletics (S)	☐	☐	☐	☐
Awareness (Per)	☐	☐	☐	☐
Charm (Fel)	☐	☐	☐	☐
Command (Fel)	☐	☐	☐	☐
Commerce (Int)	☐	☐	☐	☐
Common Lore	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Deceive (Fel)	☐	☐	☐	☐
Dodge (Ag)	☐	☐	☐	☐
Forbidden Lore (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Inquiry (Fel)	☐	☐	☐	☐
Intimidate (WP)	☐	☐	☐	☐
Linguistics (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Logic (Int)	☐	☐	☐	☐

	Trained	+10	+20	+30
Medicae (Int)	☐	☐	☐	☐
Navigation (Surface) (Int)	☐	☐	☐	☐
Navigation (Stellar) (Int)	☐	☐	☐	☐
Navigation (Warp) (Int)	☐	☐	☐	☐
Operate (Aeronautica) (Ag)	☐	☐	☐	☐
Operate (Surface) (Ag)	☐	☐	☐	☐
Operate (Voidship) (Ag)	☐	☐	☐	☐
Parry (WS)	☐	☐	☐	☐
Psyniscience (Per)	☐	☐	☐	☐
Scholastic Lore (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Scrutiny (Per)	☐	☐	☐	☐
Security (Int)	☐	☐	☐	☐
Sleight of Hand (Ag)	☐	☐	☐	☐
Stealth (Ag)	☐	☐	☐	☐
Tech-Use (Int)	☐	☐	☐	☐
Tracking (Int)	☐	☐	☐	☐
Trade (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐

†denotes Skill Group

TALENTS & TRAITS

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〖 SPACE MARINE ABILITIES 〗

Secondary Heart/Ossmodula/Biscopea/Haemastamen: You gain the Unnatural Strength and Toughness (+4) Traits.

Larraman's Organ: Only 5% chance of dying from Blood Loss.

Catalepsean 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.

Occulube 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 ro 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.

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CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)	Infamy (Inf)

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			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

ARMOUR

HEAD (1-10) Type:

RIGHT ARM (11-20) Type:

BODY (31-70) Type:

LEFT ARM (21-30) Type:

RIGHT LEG (71-85) Type:

LEFT LEG (86-00) Type:

GEAR

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

WOUNDS:

Total
Current
Fatigue

Critical Damage: _____
_____

Mental Disorders: _____
_____
_____

MOVEMENT: Half ( ) Charge ( )
Full ( ) Run ( )

PSYCHIC POWERS

Psy Rating: (_____) _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____

INFAMY POINTS: Total ( )
Current ( )

CORRUPTION POINTS: Total ( )

GIFTS OF THE GODS

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

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ADVANCEMENTS AND ALIGNMENT

EXPERIENCE:

	Total XP Earned	Total XP Spent	Unspent XP
	〔_____〕	〔_____〕	〔_____〕

*The combined values of Total XP Spent and Unspent
XP should equal the value of Total XP Earned.*

ADVANCEMENT	COST	ALIGNMENT	ADVANCEMENT	COST	ALIGNMENT

TOTAL ALIGNMENT ADVANCES

KHORNE: 〔   〕   **SLAANESH:** 〔   〕

UNALIGNED: 〔   〕

NURGLE: 〔   〕   **TZEENTCH:** 〔   〕

CURRENT ALIGNMENT:

_____

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