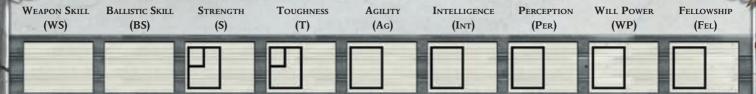
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WEAPON SKILL BALLISTIC SKILL	STI	RENC	TH	Toughness	AGILITY		LLIGEN	ICE	PERCEPTION	WILL POWER		LLOWS	HIP
(WS) (BS)		(S)		(T)	(AG)	(Int)		(Per)	(WP)		(FEL)	100
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	Basic Trained	%(%6		SKILLS	peu	%(%(v	%(mail:	%(
	Basic	+10%	+20%			Basic	+10%	+20%			Basic	+10%	+20%
Acrobatics (Ag)				Evaluate					Scrutiny (Per)		- [
Awareness (Per)				Forbidden Lore (In	t) [†]				Search (Per)				
Barter (Fel)				Xenos	TO CALL				Secret Tongue (I	nt)†			
Blather (Fel)				100							_ 0 [
Carouse (T)]	L				
Charm (Fel)				Gamble (Int)					Security (Ag)				
Chem-Use (Int)				Inquiry (Fel)					Shadowing (Ag)				
Ciphers (Int) [†]				Interrogation (WP)					Silent Move (Ag)			
Chapter Runes				Intimidate (S)					Sleight of Hand	(Ag)			
				Invocation (WP)					Speak Language	(Int) [†]			
Climb (S)				Lip Reading (Per)					High Gothic				
Command (Fel)				Literacy (Int)					Low Gothic				
Common Lore (Int) [†]				Logic (Int)					<u> </u>		_ 🗆 [
Adeptus Astartes				Medicae (Int)				3 M	Survival (Int)				
Deathwatch				Navigation (Int)†					Swim (S)				
Imperium				Surface				3 🛭	Tactics (Int)†				
War									<u> </u>		_ 🗆 ।		
				Performer (Fel) [†]				- [8]	Tech-Use (Int)	9505			
Concealment (Ag)				- July H.	AL MIS				Tracking (Int)				
Contortionist (Ag)				Pilot (Ag) [†]				J 🖁	Trade (Int)†				
Deceive (Fel)					-32-16						_ 🗆 [
Demolition (Int)									Wrangling (Int)				
Disguise (Fel)				Psyniscience (Per)							_ 🗆 [
Dodge (Ag)				Scholasic Lore (Int	†			3	†denotes Skill Group		5731		9
Drive (Ag) [†]				Codex Astartes					WOUNDS	C	TOTAL		
Ground Vehicles									WOUNDS:		RRENT		
									CRITICAL DAMAG		ATIGUE		
									1000000	-			
		16	-	The state of the s		-	20				211 E		
[SPA	CE M	ARI	NE A	BILITIES)	の場所		88		INSANITY:	CURRENT	POINTS		391
Secondary Heart/Ossmodula/Biscopea/				s-an Membrane: You may			88		BATTLE FATIGUE				NO
Haemastamen: You gain the Unnatural Strengton, Toughness Traits.	gth and			slotic Kidney: You may re- t ro resist poisons and toxins			88					-	-
Larraman's Organ: You do not suffer from B	Blood Lo	SS.		ric Quality.	, including attach	3 Willi life	81		PRIMARCH'S CUE	RSE			
Catalepsean Node: You suffer no penalties to	Percept	ion-	Ne	uroglottis: You may detect	any poison or to	din by	88		V				-
				taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.				MOVEMEN	T: HALF () Сна			
ingested poisons.			Μι	Mucranoid: You may re-roll any failed Toughness Tests				WO VENIEN	FULL () F	LUN ()	
Omophagea: You may gain a Skill or Skill Gr devouring a portion of an enemy.	oup by		cau	sed by temperature extremes tcher's Gland: You may spi	t acid as a rance	Lyvennon					TOTAL	. 1	
Multi-Lung: You may re-roll any failed Tougl	hness Te	st		h the following profile:	acid as a failged	-weapon	10		FATE POIN	TS:	JRRENT		
for drowning or asphyxiation. In addition, you	ı gain a -	+30	Ran	nge: 3m; Damage: 1d5; Pen 4; T									5 19
to Toughness Tests made to resist gases, and m failed results.	ay re-rol	1	or n	nore degrees of success, you have ogenoids: These may be ret	blinded him for 1d. rieved with a suc	Rounds. Sessful	204		CORRUPTI	ON: CI	JRRENT		70
Occulube and Lyman's Ear: You gain the H		ed	Me	dicae Test.			181		COMMON II	J			
Senses (Sight and Hearing) Talents, +10 to relevant Black				nck Carapace: While wearing to hit you		r, enemies		1	WID TO ALL	DI I W/A	Paul	-	



CHARACTERISTICS



WEAPON

NAME			
CLASS	DAMAGE	ТҮРЕ	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RUL	ES		

WEAPON

NAME					
CLASS	DAMAGE	TYPE	PEN		
RANGE	ROF	CLIP	RLD		
SPECIAL RULES					

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULE	S		

SPACE MARINE TALENTS & TRAITS

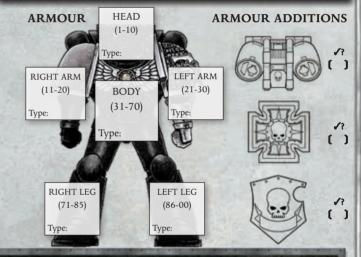
Ambidextrous	
Astartes Weapon Training	
Bulging Biceps	
Heightened Senses (Hearing, Sight)	
Killing Strike	
Nerves of Steel	The second of the late of the
Quick Draw	
Resistance (Psychic Powers)	
True Grit	
Unarmed Master	
Unnatural Strength (x2)	
Unnatural Toughness (x2)	
8 ()	

PSYCHIC POWERS

		2

WEAPON

NAME			
CLASS	DAMAGE	ТҮРЕ	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			



(POWER ARMOUR 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 bonus 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

RENOWN:	Current	
EXPERIENCE:	XP TO SPEND TOTAL XP SPENT	

GEAR

