Weapon Skill	Ballistic Skill	Strength	Toughness	Agility	Intelligence	Perception	Will Power	Fellowship
(WS)	(BS)	(S)	(T)	(Ag)	(Int)	(Per)	(W)	(Fel)
1	1	1	1	1	1	1	1	1

Player Name: \_\_\_\_\_

Personal Demeanor:

Past Event: \_\_\_

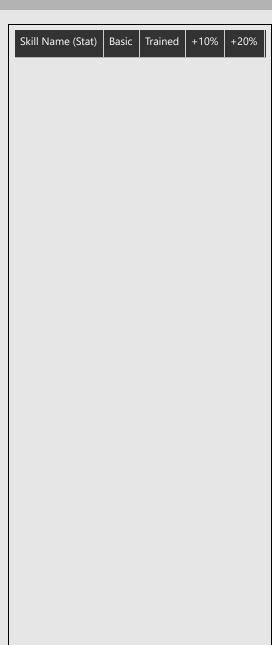
Skill Name (Stat)	Basic	Trained	+10%	+209/
Acrobatics (Ag)	N	N	N	N
Awareness (Per)	Υ	Υ	N	N
Barter (Fel)	Υ	N	N	N
Blather (Fel)	N	N	N	N
Carouse (T)	Υ	N	N	N
Charm (Fel)	Υ	N	N	N
Chem-Use (Int)	N	N	N	N
Ciphers (Int)	N	N	N	N
Chapter Runes	N	Υ	N	N
	N	N	N	N
Climb (S)	Υ	Υ	N	N
Command (Fel)	Υ	N	N	N
Common Lore (Int)	N	N	N	N
Adeptus Astartes	N	Υ	N	N
Deathwatch	N	Υ	N	N
Imperium	N	Υ	N	N
War	N	Υ	N	N
	N	N	N	N
Concealment (Ag)	Υ	Υ	N	N
Contortionist (Ag)	Υ	N	N	N
Deceive (Fel)	Υ	N	N	N
Demolition (Int)	N	N	N	N
Disguise (Fel)	Υ	N	N	N
Dodge (Ag)	Υ	N	N	N
Drive (Ag)	N	N	N	N
Ground Vehicles	N	Υ	N	N
<				>

Character Name: \_\_\_\_\_

Chapter Demeanor: \_\_\_\_\_

Chapter: \_\_\_

Skill Name (Stat)	Basic	Trained	+10%	+20%
Evaluate	Υ	N	N	N
Forbidden Lore (Int)	N	N	N	N
Xenos	N	Υ	N	N
	N	N	N	N
	N	N	N	N
Gamble (Int)	Υ	N	N	N
Inquiry (Fel)	Υ	N	N	N
Interrogation (WP)	N	N	N	N
Intimidate (S)	Υ	N	N	N
Invocation (WP)	N	N	N	N
Lip Reading (Pet)	N	N	N	N
Literacy (Int)	N	Υ	N	N
Logic (Int)	Υ	N	N	N
Medicae (Int)	N	N	N	N
Navigation (Int)	N	N	N	N
Surface	N	Υ	N	N
	N	N	N	N
Performer (Fel)	N	N	N	N
	N	N	N	N
Pilot (Ag)	N	N	N	N
	N	N	N	N
	N	N	N	N
Psyniscience (Per)	N	N	N	N
Scholasic Lore (Int)	N	N	N	N
Codex Astartes	N	Υ	N	N
	N	N	N	N
<	N	N	N	N >



Specialty:

Personal Demeanor:

Rank: \_\_\_\_\_Power Armour History: \_\_\_

## [SPACE MARINE ABILITIES]

Secondary Heart / Ossmodula / Biscopea / Haemastamen:

You gain the Unnatural Strength and Toughness Traits.

Larraman's Organ: You do not suffer 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.

Sus-an Membrane: You may enter suspended animation.

**Oolotic Kidney:** You may re-roll any failed Toughness Test to 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

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.