

Character Name: Brother Octavius

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

Chapter: Ultramarines

Speciality: Deathwatch Tactical Marine

Rank: 1

**History:** You were once chosen to carry a standard, possibly a back banner for your squad or even the prestigious company banner. This selection was a great honour, and one not easily relinquished until you joined the Deathwatch.

You have great faith in your Primarch and the Emperor, and your zeal against the enemies of Man is legendary. You are keen to lend your efforts to the ongoing Crusade within the Jericho Reach.

Chapter Demeanour: Favoured Son

Personal Demeanour: Pious

45

45

10  
4 9

8  
4 9

3 2

4 5

4 6

4 5

4 8

Weapon Skill  
(WS)

Ballistic Skill  
(BS)

Strength  
(Str)

Toughness  
(T)

Agility  
(Ag)

Intelligence  
(Int)

Perception  
(Per)

Will Power  
(WP)

Fellowship  
(Fel)

### FAVOURSED SON

The Ultramarines consider themselves a pure expression of the Codex 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. A Battle-Brother of the Ultramarines Chapter 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.).

### SKILLS

	Basic	Skilled	+10%	+20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) <sup>†</sup> (Adeptus Astartes, Imperium, War)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (Str)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int) <sup>†</sup> (Codex Astartes)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### GEAR

Mark VII power armour, bolter with kraken rounds, bolt pistol, 3 frag and 3 krak grenades, combat knife.

### TALENTS AND SPECIAL RULES

**Bolter Mastery:** When firing a Bolt weapon, the Tactical Marine gains a +10 bonus to all Ballistic Skill Tests and +2 to Damage.

**Deathwatch Training:** The Space Marine automatically confirms Righteous Fury against aliens.

### ARMOUR

Mark VII Power Armour  
Armour Points: 8

### WOUNDS

Total: 20  
Current \_\_\_\_\_  
Fatigue \_\_\_\_\_

### MOVEMENT

Half Action: 4m Full Action: 8m  
Charge: 12m Run: 24m

### FATE POINTS

Total: 4  
Current \_\_\_\_\_



### HONOUR THE CODEx

In all of their duties, from battle to study, the Ultramarines are thorough, analytical, and attentive to every detail. They are slow to anger and rarely make a rash decision. By constant recourse to the articles of faith enshrined within the Codex Astartes, the Ultramarines are able to face any eventuality with well-practised battle drills and established doctrine.

**Character Name:** Brother Gregor

**Player Name** \_\_\_\_\_

**Chapter:** Storm Wardens

**Speciality:** Deathwatch Tactical Marine

**Rank:** 1

**History:** Before you were seconded to the Deathwatch, you aided a fellow Battle-Brother of your chapter in preserving his honour. You are well known within your chapter as a brother who respects his own honour as well as that of others.

You have your gaze firmly fixed upon a single goal; to someday be promoted to Watch Captain and lead a Deathwatch Kill-team against the Emperor's enemies.

**Chapter Demeanour:** Aspire to Glory

**Personal Demeanour:** Ambitious

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42

10  
4 2

8  
4 2

4 1

4 0

4 6

4 2

4 3

Weapon Skill  
(WS)

Ballistic Skill  
(BS)

Strength  
(Str)

Toughness  
(T)

Agility  
(Ag)

Intelligence  
(Int)

Perception  
(Per)

Will Power  
(WP)

Fellowship  
(Fel)

## THUNDER'S CALL

Storm Wardens often choose to prove their honour and bravery by facing foes in single combat and duelling to the death. Once per combat as a Free Action, a Battle-Brother of the Storm Wardens Chapter may issue a Thunder's Call against any single enemy which can both see and hear him (though it need not be able to understand his language). As long as the Battle-Brother takes no Actions other than melee attacks against the target or moving him into melee with the target, and none of his allies attack the target, he gains +10 to Weapon Skill Tests against it. In addition, as long as the Battle-Brother is engaged in melee combat with the target, it suffers -10 to make attacks against anyone but the Storm Warden and must pass a **Challenging (+0) Agility Test** to move away.

This ability lasts until either the target is dead or withdraws from combat (i.e. it retreats and combat ends) or the Battle-Brother withdraws from combat.

## SKILLS

	Basic	Skilled	+10%	+20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) <sup>†</sup> (Adeptus Astartes, Imperium, War)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (Str)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int) <sup>†</sup> (Codex Astartes)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Search (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## GEAR

Mark VII power armour, bolter with kraken rounds, bolt pistol, 3 frag and 3 krak grenades, Sacris Claymore (counts as a two-handed combat knife that does +4 damage).

## TALENTS AND SPECIAL RULES

**Bolter Mastery:** When firing a Bolt weapon, the Tactical Marine gains a +10 bonus to all Ballistic Skill Tests and +2 to Damage.

**Deathwatch Training:** The Space Marine automatically confirms Righteous Fury against aliens.

## ARMOUR

Mark VII Power Armour  
**Armour Points:** 8

## WOUNDS

**Total:** 24  
**Current** \_\_\_\_\_  
**Fatigue** \_\_\_\_\_

## MOVEMENT

**Half Action:** 5m **Full Action:** 10m  
**Charge:** 15m **Run:** 30m

## FATE POINTS

**Total:** 2  
**Current** \_\_\_\_\_



## ASPIRE TO GLORY

While fierce upon the field of battle, Storm Wardens are no less committed to the tenets of personal honour and obligation. Amongst the Storm Wardens, one's word is his bond, and honour is paramount. A Storm Warden is slow to make friends, but esteems and protects those who persevere to become companions. Most Storm Wardens enjoy debate and crafting points to support their arguments, although some outsiders see these tendencies as quarrelsome or insubordinate. However, once a course of action has been agreed upon, a Storm Warden will set aside any dispute and carry it out.