

Brother Vorn

DISTINCTIONS

8 or 4 +1 PP

THE ETERNAL CRUSADE

For ten thousand years the Black Templars have brought the light of the Master of Mankind to the stars, and destruction to all who refuse His truth.

FANATICAL

Your single-minded faith in the God-Emperor, your chapter's Primarch, and your cause is unshakable.

COWER NOT BEFORE THE ENEMY

Your armor has been meticulously maintained, its machine spirit strong and proud, almost actively sabotaging any attempts at stealth and secrecy.

ASTARTES WARGEAR

ASTARTES Mk VIII POWERED ARMOR

Type: Armor

SFX: Ablative. When you take stress from a physical attack, step back **Mk VIII Powered Armor** to step back that stress. Take an action against the doom pool plus the rating to be restored to recover.

ASTARTES COMBAT KNIFE

Type: Melee

ASTARTES FRAG GRENADE (x3)

Type: Grenade

SFX: Area Attack. Add a D6 to your dice pool and keep an additional effect die for each target.

ASTARTES KRAK GRENADE (x3)

Type: Grenade

SFX: Armor Piercing I. Target must step back any armor die included in their reaction dice pool.

ATTRIBUTES

AGILITY 8 AWARENESS 6

INTELLIGENCE 6 STRENGTH 8

VITALITY 8 WILLPOWER 8

COHESION

starts at 6

SFX: Squad. Step up Cohesion when you give an asset to or step back a complication on a kill-team member.

Limit: Infighting. Step back Cohesion to gain 1 PP.

Black Templars Assault Marine

STUNTS

SUFFER NOT THE WITCH

Spend a plot point to step up **Strength**, **Vitality**, or **Willpower** when attacking a daemonic or psychic opponent in melee combat, or when reacting to an attack from a daemonic or psychic opponent.

TRUE GRIT

When you include **Vitality** in a reaction against a physical attack, you may also add **Willpower** to your dice pool. If you do, add your highest rolling die to the doom pool.

HERO DICE



STRESS



Brother Raelyn

DISTINCTIONS

8 or 4 +1 PP

PERFECTION IN ALL ENDEAVORS

Recruited exclusively from the irradiated hellworld of Baal and transformed into angelic warriors, the Blood Angels have a near mystical belief that all things can be made better.

AMBITIOUS

Your gaze is ever-lifted towards greater goals.

NONE ESCAPE THE EMPEROR'S WRATH

The machine spirit of your armor constantly scans for targets, making small adjustments to your aim, but has a palpable distaste for close combat.

ASTARTES WARGEAR

ASTARTES Mk VIII POWERED ARMOR

Type: Armor

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ASTARTES COMBAT KNIFE

Type: Melee

ASTARTES FRAG GRENADE (x3)

Type: Grenade

SFX: Area Attack. Add a D6 to your dice pool and keep an additional effect die for each target.

ASTARTES KRAK GRENADE (x3)

Type: Grenade

SFX: Armor Piercing I. Target must step back any armor die included in their reaction dice pool.

ATTRIBUTES

AGILITY	8	AWARENESS	6
INTELLIGENCE	6	STRENGTH	8
VITALITY	8	WILLPOWER	8

COHESION

starts at 6

SFX: Squad. Step up Cohesion when you give an asset to or step back a complication on a kill-team member.
Limit: Infighting. Step back Cohesion to gain 1 PP.

Blood Angels Devastator Marine

STUNTS

BLOOD FRENZY

Spend a plot point to triple your Strength when attacking in melee combat. If the roll fails, gain a **Red Thirst D8** complication, or step up that complication if you already have it.

SUPPRESSIVE FIRE

Add a D6 to your dice pool and step up your effect die when you take an action with a ranged weapon to create a **Pinned Down** complication on a target.

HERO DICE



STRESS



ASTARTES BOLT PISTOL

Type: Pistol

SFX: Rapid Fire. Double Bolt Pistol. If you do, both 1s and 2s count as spoilers.
Limit: Reload! Shut down Bolt Pistol to gain 1 PP. Take an action against the doom pool to recover.

ASTARTES HEAVY BOLTER

Type: Heavy

SFX: Hail of Fire. Triple Heavy Bolter. If you do, both 1s and 2s count as spoilers, and you gain a **Jammed! D8** complication if the roll fails.
Limit: Bulky. Convert Heavy Bolter into a complication while in melee combat on when moving to gain 1 PP. Recover by eliminating the complication or when no longer affected.
Limit: Reload! Shut down Heavy Bolter to gain 1 PP. Take an action against the doom pool to recover.

Blessed is the mind too small for doubt.



Brother Ezekial

DISTINCTIONS

8 or 4 +1 PP

THE SINS OF THE PAST

Though only the chapter's Inner Circle know the details, all Dark Angels atone for an act of treason during the Horus Heresy, ten millennia ago.

MYSTERIOUS

You rarely speak, and your pronouncements are laced with prophecy and dark insinuation.

TO FORGET IS TO FORGIVE. FORGET NOTHING

The machine spirit of your armor remembers all who have wronged the Emperor and compels you to enact vengeance on those foul offenders.

ASTARTES WARGEAR

ASTARTES Mk VIII POWERED ARMOR

Type: Armor

SFX: Ablative. When you take stress from a physical attack, step back **Mk VIII Powered Armor** to step back that stress. Take an action against the doom pool plus the rating to be restored to recover.

ASTARTES COMBAT KNIFE

Type: Melee

ASTARTES FRAG GRENADE (x3)

Type: Grenade

SFX: Area Attack. Add a D6 to your dice pool and keep an additional effect die for each target.

ASTARTES KRAK GRENADE (x3)

Type: Grenade

SFX: Armor Piercing I. Target must step back any armor die included in their reaction dice pool.

ATTRIBUTES

AGILITY

8

AWARENESS

6

INTELLIGENCE

6

STRENGTH

8

VITALITY

8

WILLPOWER

8

COHESION

starts at 6

SFX: Squad. Step up Cohesion when you give an asset to or step back a complication on a kill-team member.

Limit: Infighting. Step back Cohesion to gain 1 PP.

Dark Angels Tactical Marine

STUNTS

STOIC DEFENSE

Spend a plot point to take up a stoic defense. Until you move from your current location (voluntarily or otherwise), step back stress you suffer from attacks.

STAGGERING SHOT

Before making an attack with a ranged weapon against a single target, you may split your weapon's die into two stepped back dice. If you do, keep an additional effect die as a complication.

HERO DICE



STRESS



ASTARTES BOLT PISTOL

Type: Pistol

SFX: Rapid Fire. Double Bolt Pistol. If you do, both 1s and 2s count as spoilers.

Limit: Reload! Shut down Bolt Pistol to gain 1 PP. Take an action against the doom pool to recover.

ASTARTES PLASMAGUN

Type: Rifle

SFX: Armor Piercing II. Target must step back any armor die included in their reaction dice pool twice.

SFX: Overcharge. Step up Plasmagun. If the roll fails, take stress equal to your highest rolling die.

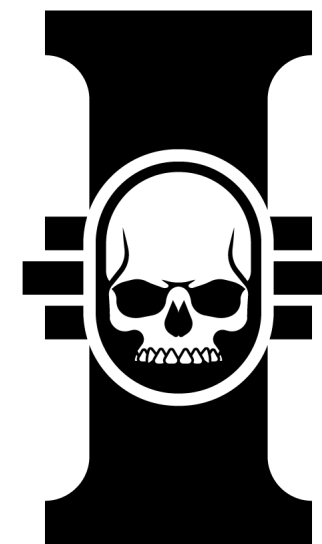
Limit: Reload! Shut down Plasmagun to gain 1 PP. Take an action against the doom pool to recover.

What is your Duty? To serve Emperor's Will.

What is Emperor's Will? That we fight and die.

What is Death? It is our duty.

—Litany of the Adeptus Astartes



Brother Magni

DISTINCTIONS

8 or 4 +1 PP

THE SAVAGE SONS OF FENRIS

Recruited solely from the barbarian from the frozen deathworld Fenris, Space Wolves are renowned for their berserker fury and disregard of tactics.

GREGARIOUS

You are outgoing and talkative, able to put your battle-brothers and even normal humans at ease.

TERROR BE THINE FRIEND

The machine spirit of your armor projects a tangible aura of menace, its power core occasionally emitting growls and shrieks like unto a ravaging beast.

ASTARTES WARGEAR

ASTARTES Mk VIII POWERED ARMOR

Type: Armor

SFX: Ablative. When you take stress from a physical attack, step back **Mk VIII Powered Armor** to step back that stress. Take an action against the doom pool plus the rating to be restored to recover.

ASTARTES COMBAT KNIFE

Type: Melee

ASTARTES FRAG GRENADE (x3)

Type: Grenade

SFX: Area Attack. Add a D6 to your dice pool and keep an additional effect die for each target.

ASTARTES KRAK GRENADE (x3)

Type: Grenade

SFX: Armor Piercing I. Target must step back any armor die included in their reaction dice pool.

ATTRIBUTES

AGILITY 8 AWARENESS 6

INTELLIGENCE 6 STRENGTH 8

VITALITY 8 WILLPOWER 8

COHESION

starts at 6

SFX: Squad. Step up Cohesion when you give an asset to or step back a complication on a kill-team member.

Limit: Infighting. Step back Cohesion to gain 1 PP.

Space Wolves Tactical Marine

STUNTS

WOLF SENSES

Spend a plot point to step up or double Awareness. You may not use this ability when wearing a helmet for a fully sealed suit of powered armor.

BOLTER DRILL

Step up or double Bolt Pistol or Bolter when taking an action to create a Covering Fire asset.

HERO DICE

4 6 8 10 12

STRESS

4 6 8 10 12

ASTARTES BOLT PISTOL

Type: Pistol

SFX: Rapid Fire. Double Bolt Pistol. If you do, both 1s and 2s count as spoilers.

Limit: Reload! Shut down Bolt Pistol to gain 1 PP. Take an action against the doom pool to recover.

ASTARTES BOLTER

Type: Rifle

SFX: Rapid Fire. Double Bolter. If you do, both 1s and 2s count as spoilers.

Limit: Reload! Shut down Bolter to gain 1 PP. Take an action against the doom pool to recover.

ASTARTES CHAINWORD

Type: Melee

SFX: Counterattack. On a successful reaction against a melee attack, use your effect die to inflict stress.

Limit: Gear. Shut down Chainsword to gain 1 PP. Take an action against the doom pool to recover.



Brother Alistayr

DISTINCTIONS

8 or 4 +1 PP

ASPIRE TO GLORY

Strength-at-arms and personal honor are valued above all by the Storm Wardens, for they are the qualities by which the Emperor judge's mens souls.

CALCULATING

You are highly analytical, constantly aware of the pros and cons of any decisions you face.

A FURY LIKE LIGHTNING

Your armor's machine spirit goes to great lengths to optimize and enhance your already impressive reaction speed and superhuman reflexes.

ASTARTES WARGEAR

ASTARTES Mk VIII POWERED ARMOR

Type: Armor

SFX: Ablative. When you take stress from a physical attack, step back **Mk VIII Powered Armor** to step back that stress. Take an action against the doom pool plus the rating to be restored to recover.

ASTARTES SACRIS CLAYMORE

Type: Melee

ASTARTES FRAG GRENADE (x3)

Type: Grenade

SFX: Area Attack. Add a D6 to your dice pool and keep an additional effect die for each target.

ASTARTES KRAK GRENADE (x3)

Type: Grenade

SFX: Armor Piercing I. Target must step back any armor die included in their reaction dice pool.

ATTRIBUTES

AGILITY

8

AWARENESS

6

INTELLIGENCE

6

STRENGTH

8

VITALITY

8

WILLPOWER

8

COHESION

starts at 6

SFX: Squad. Step up **Cohesion** when you give an asset to or step back a complication on a kill-team member.

Limit: Infighting. Step back **Cohesion** to gain 1 PP.

Storm Wardens Techmarine

STUNTS

THUNDER'S CALL

Spend a plot point to create a **Thunder's Call** D8 complication on a single target that can see and hear you. The complication remains until you take action against another target or one of your battle-brothers takes action against the affected target.

BLESSING OF THE OMNISSIAH

Add a D6 to your dice pool and step up your effect die when you take an action to remove a complication representing damage to a mechanical system or to repair damaged powered armor.

HERO DICE

4 6 8 10 12

STRESS

4 6 8 10 12



Brother Octavius

DISTINCTIONS

8 or 4 +1 PP

HONOR THE CODEX

Of all the chapters, the Ultramarines personify all that it is to be a Space Marine, rigidly adhering to the articles of faith enshrined within the Codex Astartes.

STUDIOUS

You value lore and learning, preferring to think your way through a problem.

LEAD FROM THE FRONT

All men need leaders, and such warriors have had the honor of bearing this armor into battle over the centuries.

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ATTRIBUTES

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INTELLIGENCE 6 STRENGTH 8

VITALITY 8 WILLPOWER 8

COHESION

starts at 6

SFX: Squad. Step up **Cohesion** when you give an asset to or step back a complication on a kill-team member.

Limit: Infighting. Step back **Cohesion** to gain 1 PP.

Ultramarines Apothecary

STUNTS

FAVORED SONS

Spend a plot point to reroll your dice pool in social interactions with fellow Adeptus Astartes or other members of the Imperial armed forces.

MEDICAE TRAINING

Step up or double **Intelligence** when helping another member of your kill-team recover stress or step back a complication representing injury or exhaustion.

HERO DICE



STRESS

