

Name:Farah (Ferrus Manus)

WS	BS	S	T	AG	PER	INT	WP	FEL
(25)	(18)	(18)	(22)	(16)	(16)	(26)	(16)	(16)
100	80	80	90	80	80	110	80	80

WOUNDS 110

Skills

Commerce

Tech use

Logic

Dodge

Acrobatics

Charm

Intimidate +20

Forbidden lore +30

Common Lore +10

Scholastic Lore +20

Command +10

Psynisence

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master

All Tech aptitude Talents

All Crafting talents

Traits

Unnatural Weapon Skill (15), Unnatural Ballistic Skill (10), Unnatural Strength (10), Unnatural Toughness (13), Unnatural Agility (8), Unnatural Perception (8), Unnatural Intelligence (15), Unnatural Willpower (8), Unnatural Fellowship (8), Touched by Fate (4), Regeneration (20), Sturdy, Space marine implants

POWERS

Any Item forged By Farah is considered master crafted

ARMOR Medusa Carapace Armor 16

WEAPONS

Forge Breaker (3d10+36 I Pen 10 Concussive (5), Felling (4), Proven (3), Blast (8)
(does not affect wielder) or Plasma cannon or heavy flamer,

GEAR

Grenade harness, extra clips for all weapons

Name: Lyra (Lion el Johnson)

WS	BS	S	T	AG	PER	INT	WP	FEL
(25)	(16)	(18)	(27)	(14)	(19)	(15)	(10)	(10)
100	80	80	120	80	110	90	90	80

WOUNDS 150

Skills

Parry +30
Dodge +30
Common Lore +20
Scholastic Lore +20
Awareness +20
Athletics +20
Acrobatics +30
Command +30
Stealth +30
Psyniscience +20
Tech use
Medicae

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
All Weapon skill aptitude talents
All Command aptitude talents
All Perception aptitude talents
All Offense aptitude talents

Traits

Unnatural Weapon Skill (15), Unnatural Ballistic Skill (8), Unnatural Strength (10), Unnatural Toughness (15), Unnatural Agility (6), Unnatural Perception (8), Unnatural Intelligence (6), Unnatural Willpower (10), Unnatural Fellowship (10), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

Invisible to demons

Perfect sense of all within WP bonus x10 KM

WEAPONS Archeotech Plasma Gun

3d10+10 Pen 12 Blast (1-3), Proven (4), Felling (4)

ARMOR Mastercrafted Power armor 15

GEAR

Frag grenades and stasis grenades

Name: Cora (Corvus Corax)

WS	BS	S	T	AG	PER	INT	WP	FEL
(20)	(20)	(16)	(13)	(26)	(19)	(19)	(18)	(16)
100	100	80	70	110	90	90	80	80

WOUNDS 100

Skills

Operate (personal) +30

Forbidden lore +30

Common Lore

Scholastic Lore +10

Medicae +20

Tech use

Logic

Psyniscence +10

Athletics +30
Acrobatics +10
Security
Command +20
Intimidate +30
Interrogation
Stealth +30
Awareness +20

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
All Agility aptitude talents
All Fieldcraft aptitude talents
All Offense aptitude talents

Traits

Unnatural Weapon Skill (10), Unnatural Ballistic Skill (10), Unnatural Strength (8), Unnatural Toughness (6), Unnatural Agility (15), Unnatural Perception (10), Unnatural Intelligence (10), Unnatural Willpower (10), Unnatural Fellowship (8), Touched by Fate (4), Regeneration 25, Sturdy, Space marine implants

POWERS

Psychic invisibility
Deny teleportation

WEAPONS 2 archeotech pistols
Infernus Pistols

Panoply of the Raven Lord: Lightning Claws (Pair) 2d10+8 Pen 10 Power Field Proven (6)

ARMOR Mastercraft power armor 14

GEAR

Frag grenades and shroud bombs

Name: Remilia (Rogal Dorn)

WS	BS	S	T	AG	PER	INT	WP	FEL
(20)	(20)	(20)	(20)	(13)	(14)	(26)	(18)	(15)
100	100	100	100	70	80	110	80	70

WOUNDS 100

Skills

Tech use +30
 Trade
 Common Lore
 Scholastic Lore +20
 Forbidden Lore +30
 Operate (all)
 Security +30
 Navigate Steller
 Logic
 Medicae +20
 Dodge +20
 Parry +10
 Athletics
 Command
 Intimidate +20
 Interrogation
 Awareness

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
 All Tech Aptitude
 All Fieldcraft Aptitude
 All Defense aptitude
 Mastery Security

Traits (10) (10) (10) (10) (6) (6) (15) (10) (8)
 Unnatural Weapon Skill (10), Unnatural Ballistic Skill (10), Unnatural Strength (10), Unnatural Toughness (10), Unnatural Agility (6), Unnatural Perception (6), Unnatural Intelligence (15), Unnatural Willpower (10), Unnatural Fellowship (8), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

All structures built are effectively indestructible, multiply AR and Structure integrity by 3

WEAPONS

Storm's Teeth: 3d10+10 Pen 12 Tearing, Concussive, Power Field, Razor Sharp

Voice of Terra: Basic 100m S/2/4 2d10+9x Pen 6, Tearing, Heliothermic Detonation, Reliable

Heliothermic Detonation (If Single Wound is Done, enemy rolls +0 Toughness Check or dies. Characters with Touched by the Fates or Eternal Warrior are immune. Against Vehicles add two to the roll when scoring crits.

ARMOR Mastercraft power armor 18

GEAR

Frag grenades

Name: Hana (Jagathai Khan)

WS	BS	S	T	AG	PER	INT	WP	FEL
(21)	(13)	(19)	(19)	(28)	(16)	(16)	(14)	(19)
110	70	90	90	130	80	80	80	90

WOUNDS 100

Skills

Athletics +30

Dodge +30

Operate (land) +20

Psyniscence +10

Common Lore

Scholastic Lore

Forbidden Lore +20

Tech use +10

Trade

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
All agility, Finesse, Command, Willpower aptitude talents

Traits

Unnatural Weapon Skill (10), Unnatural Ballistic Skill (6), Unnatural Strength (10), Unnatural Toughness (10), Unnatural Agility (15), Unnatural Perception (8), Unnatural Intelligence (8), Unnatural Willpower (6), Unnatural Fellowship (10), Touched by Fate (4), Regeneration 25, Sturdy, Space marine implants

POWERS

Free re roll on all dodge tests
X3 movement speed of self and anything piloted

WEAPONS Archeotech Las Pistol:
Inferno Pistol

White Tiger Dao: Melee 2d10+10 Pen 8 Power Field, Razor Sharp, Proven 5

ARMOR Master craft power armor 15

GEAR

Frag grenades

Name: Freya (Leamen Russ)

WS	BS	S	T	AG	PER	INT	WP	FEL
(26)	(17)	(25)	(25)	(25)	(25)	(13)	(15)	(15)
110	70	100	100	100	100	70	70	70

WOUNDS 100

Skills

Awareness +30
Intimidate +30
Command+20
Athletics +20
Acrobatics+30
Scrutiny
Sleight of hand +10
Survival +20
Parry +30
Dodge +30
Stealth+20

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
All Offense, Strength, Fieldcraft, leadership aptitude talents

Traits

Unnatural Weapon Skill (15), Unnatural Ballistic Skill (10), Unnatural Strength (15), Unnatural Toughness (15), Unnatural Agility (15), Unnatural Perception (15), Unnatural Intelligence (6), Unnatural Willpower (8), Unnatural Fellowship (8), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

WEAPONS

Mjalnar, The Sword of Balenight: 3d10+10 Pen 8 Power Field, Razor Sharp, Proven (6)

Axe of Helwinter 2d10+12 Pen 8 Power Field, Tearing, Proven (4)

Scornspitter: Pistol 100m 1d10+12X Pen 5 Tearing, Proven (4)

ARMOR Artificer Armor 18

GEAR

Frag grenades

Name: Roberta (robute Guilliman)

WS	BS	S	T	AG	PER	INT	WP	FEL
(20)	(20)	(19)	(19)	(20)	(16)	(18)	(20)	(26)
100	100	90	90	100	80	100	100	110

WOUNDS 100

Skills

Command +30

Charm +20

Athletics

Acrobatics

Awareness +20

Psyniscience

Commerce +20

Operate Ground

Parry +10

Dodge +10

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master

All Social, Finesse, leadership aptitude talents including Peer (Imperium)

Traits

Unnatural Weapon Skill (10), Unnatural Ballistic Skill (10), Unnatural Strength 10(), Unnatural Toughness (10), Unnatural Agility (10), Unnatural Perception (8), Unnatural Intelligence (8), Unnatural Willpower (10), Unnatural Fellowship (15), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

Grant +20 to all under his command, double efficiency of any organization personally overseen

WEAPONS Custom Combi bolter

ARMOR

GEAR

Frag grenades

Name: Petra (Peterabo)

WS	BS	S	T	AG	PER	INT	WP	FEL
(20)	(17)	(19)	(19)	(14)	(17)	(26)	(23)	(23)
100	90	90	90	80	90	110	80	80

WOUNDS 100

Skills

Command

Tech use

Common Lore

Scholastic Lore

Trade

Awareness

Athletics

Operate Ground

Security

Parry

Dodge

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master

All Craft, lore or resilience based talents

All offense aptitude talents

Traits

Unnatural Weapon Skill (10), Unnatural Ballistic Skill (8), Unnatural Strength (10), Unnatural Toughness (10), Unnatural Agility (6), Unnatural Perception (8), Unnatural Intelligence (15), Unnatural Willpower (15), Unnatural Fellowship (15), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

Can know the construction of a object by touching it

Treats objects as 2 rarities easier for the purposes of materials and construction

WEAPONS 2 4 barreled wrist cannons

ARMOR

GEAR

Frag grenades

Name: Morticia (Mortarion)

WS	BS	S	T	AG	PER	INT	WP	FEL
(19)	(19)	(19)	(33)	(16)	(18)	(18)	(20)	(11)
90	90	90	130	80	80	80	100	60

WOUNDS 200

Skills

Command +20

Medicae +10

Navigate

Operate Ground

Awareness

Athletics +30

Acrobatics

Parry +20

Dodge +10

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
All toughness, Offense aptitude talents

Traits

Unnatural Weapon Skill (10), Unnatural Ballistic Skill (10), Unnatural Strength (10), Unnatural Toughness (20), Unnatural Agility (8), Unnatural Perception (10), Unnatural

Intelligence (10), Unnatural Willpower (10), Unnatural Fellowship (5), Touched by Fate (4), Regeneration 40, Sturdy, Space marine implants

POWERS

Adaptive Mutation

WEAPONS Alien Energy Pistol

ARMOR

GEAR

Frag grenades and Phosphex Bombs

Name: Victoria (Fulgrim)

WS	BS	S	T	AG	PER	INT	WP	FEL
(27)	(13)	(18)	(18)	(25)	(16)	(19)	(18)	(25)
120	70	80	80	100	80	90	80	100

WOUNDS 90

Skills

Parry +30

Command +30

Acrobatics +30

Athletics

Awareness

Psyniscience

Dodge +30

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
All Weapon skill, Finesse talents

Traits

Unnatural Weapon Skill (15), Unnatural Ballistic Skill (6), Unnatural Strength (10), Unnatural Toughness (10), Unnatural Agility (15), Unnatural Perception (8), Unnatural Intelligence (10), Unnatural Willpower (10), Unnatural Fellowship (15), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

Add 3 degrees of success to any action taken

WEAPONS Vulkit Charger

ARMOR

GEAR

Krak and frag grenades

Name: Kelly (Konrad Kruz)

WS	BS	S	T	AG	PER	INT	WP	FEL
(18)	(18)	(14)	(14)	(18)	(27)	(26)	(21)	(16)
80	80	80	80	100	120	110	110	80

WOUNDS 100

Skills

Stealth +30

Athletics

Awareness +30

Acrobatics +30

Interrogation +30

Inquiry +30

Security +30

Tech Use

Sleight of hand +10

Parry +20

Dodge +20

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
All Investigation, stealth, mobility, and weapon skill based talents

Traits

Unnatural Weapon Skill (10), Unnatural Ballistic Skill (10), Unnatural Strength (6), Unnatural Toughness (6), Unnatural Agility (8), Unnatural Perception (15), Unnatural Intelligence (15), Unnatural Willpower (10), Unnatural Fellowship (8), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

Immune to psychonic senses
Gains a protection rating of half perception (60)
Immune to lies
Supernal precognition

WEAPONS The widowmakers (Nostraman throwing knives)

ARMOR

GEAR

Frag grenades

Name: Furia (Angron)

WS	BS	S	T	AG	PER	INT	WP	FEL
(25)	(17)	(27)	(26)	(18)	(17)	(13)	(15)	(16)
100	70	120	110	80	70	70	70	80

WOUNDS 130

Skills

Command +30
Athletics +30
Awareness +30
Acrobatics

Parry +30
Dodge +10

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
All weapon skill, offense, toughness, strength aptitude talents
Increase Damage and penetration of melee attacks by WS bonus
May apply deflect projectile to all ranged attacks

Traits

Unnatural Weapon Skill (15), Unnatural Ballistic Skill (10), Unnatural Strength (15), Unnatural Toughness (15), Unnatural Agility (10), Unnatural Perception (10), Unnatural Intelligence (6), Unnatural Willpower (8), Unnatural Fellowship (8), Touched by Fate (4), Regeneration 25, Sturdy, Space marine implants

POWERS

May temporarily double strength and toughness bonuses in return for entering a madness rage treated as int 10

WEAPONS Master crafted plasma pistol

ARMOR

GEAR

Frag grenades

Name:Miranda (Magnus the Red)

WS	BS	S	T	AG	PER	INT	WP	FEL
(18)	(18)	(15)	(15)	(20)	(19)	(25)	(27)	(19)
80	80	70	70	100	90	100	120	90

WOUNDS 80

Skills

Command +10
Logic +20
Common Lore +20
Scholastic Lore +20
Forbidden Lore +10
Pilot Ground
Tech Use +10
Awareness
Athletics
Psyniscience +30
Trade
Acrobatics
Parry +10
Dodge +10

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
All Psyker, Willpower, Knowledge Aptitude Talents
All dual wielding talents

Traits

Unnatural Weapon Skill (10), Unnatural Ballistic Skill (10), Unnatural Strength (8), Unnatural Toughness (8), Unnatural Agility (10), Unnatural Perception (10), Unnatural Intelligence (15), Unnatural Willpower (15), Unnatural Fellowship (10), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants, Psyker (20)

POWERS

All psychic powers
Treats Push as Unfettered and Unfettered as Fettered for the purposes of warp phenomena generation

WEAPONS Plasma pistol

ARMOR

GEAR

Name: Faith (Lorgar)

WS	BS	S	T	AG	PER	INT	WP	FEL
(18)	(18)	(16)	(16)	(19)	(20)	(19)	(25)	(26)
80	80	80	80	90	100	90	100	110

WOUNDS 100

Skills

Command +30

Charm +30

Inquiry

Interrogation +10

Scrutiny

Awareness

Athletics

Acrobatics

Scholastic lore +20

Common Lore

Parry

Dodge

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master

Pure faith + Entry faith Powers,

All Social, leadership, psychic defense talents No limit on number of targets that can be affected by social rolls

Traits

Unnatural Weapon Skill (10), Unnatural Ballistic Skill (10), Unnatural Strength (8), Unnatural Toughness (8), Unnatural Agility (10), Unnatural Perception (10), Unnatural Intelligence (10), Unnatural Willpower (15), Unnatural Fellowship (15), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

Castigation aura

Sway the Masses

WEAPONS Archeotech Pistol

ARMOR

GEAR

Frag grenades

Name: Angela (Sanguinis)

WS	BS	S	T	AG	PER	INT	WP	FEL
(25)	(20)	(18)	(15)	(20)	(20)	(20)	(25)	(25)
100	100	80	70	100	100	100	100	100

WOUNDS 90

Skills

Command +20
Acrobatics +30
Awareness +30
Pilot (Personal) +30
Operate (ground)
Athletics +20
Parry +20
Dodge +30
Charm +20

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
All Finesse, Pilot and social talents
May apply deflect shot against all ranged attacks

Traits

Unnatural Weapon Skill (15), Unnatural Ballistic Skill (10), Unnatural Strength (10), Unnatural Toughness (8), Unnatural Agility (10), Unnatural Perception (10), Unnatural Intelligence (10), Unnatural Willpower (15), Unnatural Fellowship (15), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants, Flier (20)

POWERS

Protection rating equal to half agility (50)

Cleansing Aura

Healing Blood

WEAPONS Melta Pistol

ARMOR

GEAR

Name: Isis (Horus)

WS	BS	S	T	AG	PER	INT	WP	FEL
(20)	(20)	(20)	(20)	(20)	(20)	(20)	(20)	(20)
100	100	100	100	100	100	100	100	100

WOUNDS 110

Skills

Command +30

Athletics +30

Awareness +30

Logic

Psyniscience

Tech Use

Acrobatics +10

Operate Ground

Common Lore +10

Scholastic Lore +10

Parry +20

Dodge +20

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master

All Defense, Toughness, Leadership, based aptitudes
May apply deflect shot against all ranged attacks
Aura of leadership
First among equals

Traits

Unnatural Weapon Skill (10), Unnatural Ballistic Skill (10), Unnatural Strength (10),
Unnatural Toughness (10), Unnatural Agility (10), Unnatural Perception (10), Unnatural
Intelligence (10), Unnatural Willpower (10), Unnatural Fellowship (10), Touched by Fate
(4), Regeneration 25, Sturdy, Space marine implants, Psyker (6)

POWERS

Gain a Protection rating equal to half Agility (50)
Uncontrollable
Aura of Regeneration

WEAPONS Combi Bolter

ARMOR

GEAR

Frag grenades

Name: Venus (Vulcan)

WS	BS	S	T	AG	PER	INT	WP	FEL
(20)	(17)	(19)	(19)	(18)	(19)	(26)	(19)	(18)
100	90	90	90	80	90	110	90	80

WOUNDS 100

Skills

Acrobatics
Athletics +20
Inquiry +10
Awareness +10
Logic +20

Operate ground +10
Command +30
Charm
Security +30
Tech use +30
Trade +30
Medicae
Psyniscenece
Parry +30
Dodge +10
Common Lore
Scholastic lore

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master
All Toughness, crafting, psychic defense, flame talents
May use deflect shot on all ranged attacks

Traits

Unnatural Weapon Skill (10), Unnatural Ballistic Skill (8), Unnatural Strength (10), Unnatural Toughness (10), Unnatural Agility (10), Unnatural Perception (10), Unnatural Intelligence (15), Unnatural Willpower (10), Unnatural Fellowship (10), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

May see infrared
May apply 3 additional traits to any equipment crafted

WEAPONS Plasma Pistol and flamers

ARMOR Draken Scale Armor 15

GEAR

Name:Daphne and Megan (alpharius and Omegon)

WS BS S T AG PER INT WP FEL

(20)	(20)	(15)	(15)	(26)	(19)	(24)	(19)	(25)
100	100	70	70	110	90	90	90	100

WOUNDS 100

Skills

Acrobatics +30

Athletics

Decieve +30

Inquiry +10

Stealth +30

Awareness +30

Logic +10

Operate ground

Command +20

Charm +30

Security +30

Scrutiny +20

Tech use

Lingustics

Psyniscence

Interrogate

Medicae

Sleight of hand +20

Parry +30

Dodge +30

Common lore

Scholastic lore

Forbidden lore

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master

All dual wielding, mobility, psychic defense and toughness talents

May apply deflect shot to all ranged attacks

May treat all melee attacks as whirlwind of death

Traits

Unnatural Weapon Skill (10), Unnatural Ballistic Skill (10), Unnatural Strength (8),

Unnatural Toughness (8), Unnatural Agility (15), Unnatural Perception (10), Unnatural Intelligence (15), Unnatural Willpower (10), Unnatural Fellowship (15), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

If one dies and the other lives then the one who passed will return injured but alive beside their twin the following day. May swap places with each other at will. May shift to look like any other space marine

WEAPONS master crafted plasma blaster

ARMOR

GEAR

Venom Spheres

Name:

WS	BS	S	T	AG	PER	INT	WP	FEL
()	()	()	()	()	()	()	()	()

WOUNDS

Skills

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master

Traits

Unnatural Weapon Skill (), Unnatural Ballistic Skill (), Unnatural Strength (), Unnatural Toughness (), Unnatural Agility (), Unnatural Perception (), Unnatural Intelligence (), Unnatural Willpower (), Unnatural Fellowship (), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

WEAPONS

ARMOR

GEAR

Name:

WS	BS	S	T	AG	PER	INT	WP	FEL
()	()	()	()	()	()	()	()	()

WOUNDS

Skills

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master

Traits

Unnatural Weapon Skill (), Unnatural Ballistic Skill (), Unnatural Strength (), Unnatural Toughness (), Unnatural Agility (), Unnatural Perception (), Unnatural Intelligence (), Unnatural Willpower (), Unnatural Fellowship (), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

WEAPONS

ARMOR

GEAR

Name:

WS	BS	S	T	AG	PER	INT	WP	FEL
()	()	()	()	()	()	()	()	()

WOUNDS

Skills

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master

Traits

Unnatural Weapon Skill (), Unnatural Ballistic Skill (), Unnatural Strength (), Unnatural Toughness (), Unnatural Agility (), Unnatural Perception (), Unnatural Intelligence (), Unnatural Willpower (), Unnatural Fellowship (), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

WEAPONS

ARMOR

GEAR

Name:

WS	BS	S	T	AG	PER	INT	WP	FEL
()	()	()	()	()	()	()	()	()

WOUNDS

Skills

Talents

Heightened senses (all), Ambidexterity, Astartes Weapons Training, Bulging Biceps, Killing Strike, Nerves of Steel, Quick Draw, Resistance (all), True Grit, Unarmed Master, Blademaster, Step Aside, Strong Minded, Combat Master

Traits

Unnatural Weapon Skill (), Unnatural Ballistic Skill (), Unnatural Strength (), Unnatural Toughness (), Unnatural Agility (), Unnatural Perception (), Unnatural Intelligence (), Unnatural Willpower (), Unnatural Fellowship (), Touched by Fate (4), Regeneration 20, Sturdy, Space marine implants

POWERS

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