

BLACK CRUSADE CHARACTER SHEET

CHARACTER NAME: _____ PLAYER NAME _____ ARCHETYPE: _____
 PSI RATING _____ WARBAND: _____ DISGRACE: _____ MOTIVATION _____ PRIDE: _____

HELD WEAPON: _____ CURRENT-MAX _____ STATUS EFFECTS _____
 CORRUPTION DMG: _____ ROF: _____ PEN: _____ RNG: _____ CLIP: _____ TYPE: _____ WOUNDS: _____ / _____
 TOTAL QUALITIES: _____

CHARACTERISTICS

Infamy Points: _____ / _____

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (AG) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL) INFAMY (INF)

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SKILLS

TALENTS & TRAITS

	Trained	+10	+20	+30
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	Trained	+10	+20	+30
Medicae (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Surface) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Stellar) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Warp) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Aeronautica) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Surface) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Voidship) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Parry (WS)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Psyniscience (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Security (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sleight of Hand (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech-Use (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tracking (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trade (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

†denotes Skill Group

{ SPACE MARINE ABILITIES }

Secondary Heart/Ossmodula/Biscopea/

Haemastamen: You gain the Unnatural Strength and Toughness (+4) Traits.

Larraman's Organ: Only 5% chance of dying from Blood Loss.

Cataleptan Node: You suffer no penalties to Perception-based Tests when awake for long periods of time.

Premnor: 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.

Occlube and Lyman's Ear: You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.

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 following profile:

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.

CHARACTERISTICS

WEAPON SKILL (WS) **BALLISTIC SKILL (BS)** **STRENGTH (S)** **TOUGHNESS (T)** **AGILITY (AG)** **INTELLIGENCE (INT)** **PERCEPTION (PER)** **WILLPOWER (WP)** **FELLOWSHIP (FEL)** **INEAMY (INF)**

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WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

MOVEMENT: HALF { } CHARGE { }
 FULL { } RUN { }

PSYCHIC POWERS

Psy Rating: { } _____

ARMOUR

HEAD (1-10)
 Value: _____

RIGHT ARM (11-20)
 Value: _____

LEFT ARM (21-30)
 Value: _____

BODY (31-70)
 Value: _____

RIGHT LEG (71-85)
 Value: _____

LEFT LEG (86-00)
 Value: _____

Weapon Modifications

Armour Modifications

GEAR

WOUNDS:

TOTAL
CURRENT
FATIGUE

CRITICAL DAMAGE: _____

MENTAL DISORDERS: _____

Minions

Statistics

Name: _____ Wounds: / [ws] [bs] [agi] [tou] [agi] [int] [per] [wp] [fel] [inf]
 Armor/Toughness: /
 Weapon: _____ Abilities/Traits: _____

Name: _____ Wounds: / [ws] [bs] [agi] [tou] [agi] [int] [per] [wp] [fel] [inf]
 Armor/Toughness: /
 Weapon: _____ Abilities/Traits: _____

GIFTS OF THE GODS

ADVANCEMENTS AND ALIGNMENT

EXPERIENCE: **TOTAL XP EARNED** **TOTAL XP SPENT** **UNSPENT XP**
 (_____) (_____) (_____)

The combined values of Total XP Spent and Unspent XP should equal the value of Total XP Earned.

ADVANCEMENT	COST	ALIGNMENT	ADVANCEMENT	COST	ALIGNMENT

ALIGNED CORRUPTION

KHORNE: { }
 SCORN: { }

TOTAL
 CORRUPTION

SLAANESH: { }
 SCORN: { }

NURGLE: { }
 SCORN: { }

TZEENTCH: { }
 SCORN: { }

Marks & Alignment

Type:

Effect:

FAVOUR

CURRENT ALIGNMENT:

