

# Deathwatch Core Rulebook Character Creation Summary

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**NOTE: Includes updates from *Deathwatch Living Errata v1.1 (May 9, 2011)*.**

## Characteristics

### Random

Roll 2D10+30 (in order) for each of the nine Characteristics and re-roll one of your choice:

- Weapon Skill
- Ballistic Skill
- Strength
- Toughness
- Agility
- Intelligence
- Perception
- Willpower
- Fellowship

### Point Buy

Characteristics start at 30; allocate 100 points between them (cannot exceed 50 total).

### Bonuses from Unnatural Traits

Multiply tens digit of Strength and Toughness and include result in box above tens digit for each Characteristic (you may need to readjust after Chapter selection and XP allocation).

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## Abilities

All Deathwatch Space Marines commence at Rank 1 with:

## Skills

- Awareness
- Ciphers (Chapter Runes)
- Climb
- Common Lore (Adeptus Astartes)
- Common Lore (Deathwatch)
- Common Lore (Imperium)
- Common Lore (War)
- Concelament
- Dodge
- Drive (Ground Vehicles)
- Forbidden Lore (Xenos)
- Intimidate
- Literacy
- Navigation (Surface)
- Scholastic Lore (Codex Astartes)
- Silent Move
- Speak Language (High Gothic)
- Speak Language (Low Gothic)
- Tactics (choose one)
- Tracking

## Talents

- Ambidextrous
- Astartes Weapons Training
- Bulging Biceps\*
- Deathwatch Training
- Heightened Senses (Hearing, Sight)
- Killing Strike
- Nerves of Steel
- Quick Draw
- Resistance (Psychic Powers)
- True Grit
- Unarmed Master
- Unarmed Warrior

\* Prerequisite: Strength 45

## Traits

- Unnatural Strength (x2)
- Unnatural Toughness (x2)

## Home Chapter

Select a Home Chapter from the following:

### Black Templars

#### Bonuses

- +5 Weapon Skill
- +5 Willpower

#### Penalties

- Cannot select Devastator or Librarian specialties
- No sus-an membrane (suspended animation, p. 36) or Betcher's gland (acid spit, p.37)

### Solo Mode Ability

Righteous Zeal (p.217)

### Demeanour

Zealous (p40)

### Blood Angels

#### Bonuses

- +5 Weapon Skill
- +5 Agility

#### Penalties

None

### Solo Mode Ability

Blood Frenzy (p.217)

### Demeanour

The Red Thirst (p43)

### Dark Angels

#### Bonuses

- +5 Ballistic Skill
- +5 intelligence

#### Penalties

None

### Solo Mode Ability

Stoic Defence (p.217)

### Demeanour

Sons of the Lion (p46)

### Space Wolves

#### Bonuses

- +5 Perception

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- +5 Fellowship
- Talent: Counterattack
- Talent: Heightened Senses (Smell)

## Penalties

Cannot select Apothecary specialty

## Solo Mode Ability

Wolf Senses (p.217)

## Demeanour

The Sons of Russ (p49)

## Storm Wardens

### Bonuses

- +5 Strength
- +2 Wounds

May replace combat knife with Sacris Claymore (p170)

## Penalties

None

## Solo Mode Ability

Thunder's Call (p.218)

## Demeanour

Aspire to Glory (p52)

## Ultramarines

### Bonuses

+5 to two Characteristics of choice

## Penalties

None

## Solo Mode Ability

Favoured Son (p.218)

## Demeanour

Honour the Codex (p54)

## Specialty

Select a specialty from the following:

### Apothecary

#### Starting Skills

Medicae - Trained, Advanced

#### Special Ability

Choose one (p69):

- Guardian of Purity
- Create Toxins
- Enhance Healing

### Assault

#### Starting Skills

Pilot (Personal) – Trained, Advanced

#### Special Ability

Angel of Death: Grants Swift Attack Talent

Also choose one (p73):

- Wings of Angels
- Wrathful Descent

### Devastator

#### Special Ability

Choose one (p77):

- Immovable Warrior
- Unrelenting Devastation

### Librarian

#### Starting Skills

Psyniscience – Trained, Advanced

#### Special Ability

Battle Psyker: Psy Rating 3

Choose three Psychic Techniques from the following (p81):

- Inspire
- Augury
- Reading
- Avenger
- Iron Arm
- Short Range Telepathy
- Smite

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## Tactical

### Starting Skills

Command – Trained, Advanced

### Special Ability

Choose one (p85):

- Bolter Mastery
- Tactical Expertise

## Techmarine

### Starting Skills

- Speak Language (Techna-Lingua) – Trained, Advanced
- Tech-Use – Trained, Advanced

### Special Ability

Choose one (p89):

- Improve Cover
- Blessed by the Omnissiah

## Statistics

### Wounds

Roll 1d5+18

### Fate Points

Roll 1d10:

- 1-7: 3 Points
- 8-9: 4 Points
- 10: 5 Points

## Movement

Half-move: Agility bonus (tens digit of agility)

Full move: 2x Agility bonus

Charge: 3 x Agility bonus

Run: 6x Agility bonus

## Starting Equipment

### Standard Issue

- Astartes power armour
- Astartes bolt pistol
- 3 Astartes frag grenades
- 3 Astartes krak grenades
- Astartes combat knife
- Repair cement
- One Chapter trapping

### Specialty Issue

#### Apothecary

- Astartes bolter with fire selector
- Reductor
- Narthecium

#### Assault

- Astartes chainsword
- Astartes jump pack

#### Devastator

- Astartes heavy bolter with backpack ammo supply

#### Librarian

- Astartes bolter with fire selector
- Force weapon

#### Tactical

- Astartes bolter with fire selector
- One clip of Special Requisition ammo (no more than 25 Requisition per clip) per mission (must meet Renown requirements).

#### Techmarine

- Astartes bolter with fire selector
- Astartes servo-arm (part of power armour)
- One other Common cybernetic

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## Character Details

### Past Events

Determine yourself (see Nature); can also roll 1d5 and consult chapter tables on pages 29-30 for inspiration.

### Power Armour History

Roll 1d10 and consult table on page 162

### Personal Demeanour

Roll 1d10 or select from the following (see page 32):

- Calculating
- Gregarious
- Hot-Blooded
- Studious
- Taciturn
- Pious
- Stoic
- Scornful
- Ambitious
- Proud

### Nature

Answer these questions:

- What is your homeworld like?
- What is your personality like?
- Why were you selected for the Deathwatch?
- What does the Deathwatch mean to you?
- What do you desire?
- What do you hate?

See page 31 for more detail on these questions.

### Name

Make up your own, choose or roll on name table on page 34.

## Starting Un-Spent Experience

### Points

1,000

**NOTE:** Check all available lists of advances; a desired advance may be available cheaper in one list than another.

## Available Rank 1 Advances

### General

#### Skills

- Carouse: 200
- Concealment: 800
- Drive (Any): 600
- Pilot (Personal): 100
- Search: 400
- Speak Language (any): 200
- Survival: 300
- Swim: 200
- Tech-Use: 800
- Trade (any): 600

#### Talents

- Signature Wargear: 500
- Sound Constitution (x2): 500

## Black Templars

### Skills

- Interrogation: 200
- Interrogation +10: 200
- Interrogation +20: 200

### Talents

- Abhor the Witch: 800
- Fearless: 800
- Hunted
  - (Heretics): 500
  - (Mutants): 500
  - (Psykers): 500
- Inspire Wrath: 1,000, Fel 30
- Orthodoxy: 500
- Scourge of Heretics: 500

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## Blood Angels

### Skills

- Acrobatics: 200
- Acrobatics +10: 600

### Talents

- Assassin Strike: 500, Ag 40
- Battle Rage: 400, Frenzy
- Berserk Charge: 600
- Flesh Render: 500
- Furious Assault: 600, WS35
- Frenzy: 400
- Hatred (Orks): 500
- Slayer of Daemons: 1,000
- Talented (Trade (Artisan)): 500
- Talented (Pilot (Personal)): 500

## Dark Angels

### Skills

- Forbidden Lore (Adeptus Astartes): 200
- Forbidden Lore (Adeptus Astartes) +10: 200
- Forbidden Lore (Adeptus Astartes) +20: 200
- Forbidden Lore (Inquisition): 400
- Forbidden Lore (Inquisition) +10: 400
- Forbidden Lore (Traitor Legions): 400
- Forbidden Lore (Traitor Legions) +10: 400
- Interrogation: 200
- Interrogation +10: 600

### Talents

- Hatred (Chaos Space Marines): 500
- Hatred (Mutants): 500
- Paranoia: 500
- Talented (Drive (Ground Vehicle)): 500
- Talented (Pilot): 500

## Space Wolves

### Skills

- Carouse: 200
- Carouse +10: 200
- Carouse +20: 200
- Performer (Any): 200
- Performer (Any) +10: 200
- Performer (Any) +20: 200
- Tracking +10: 600
- Wrangling: 100
- Wrangling +10: 100
- Wrangling +20: 100

### Talents

- Flesh Render: 500
- Hardy: 400, T40
- Hatred (Chaos Space Marines): 500
- Heightened Senses (Taste): 500
- Talented (Carouse): 500
- Talented (Tracking): 500

## Storm Wardens

### Skills

- Gamble: 200
- Gamble +10: 200
- Gamble +20: 200
- Tracking +10: 400

### Talents

- Duty Unto Death: 800, WP 45
- Hammer Blow: 500
- Stalwart Defence: 800
- Talented (Drive (Ground Vehicle)): 500
- Thunder Charge: 1,000

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## Ultramarines

### Skills

- Charm: 400
- Charm +10: 400
- Command: 400
- Command +10: 400
- Performer (Any): 200
- Performer (Any) +10: 200
- Tactics (Any): 200
- Tactics (Any) +10: 200
- Tactics (Any) +20: 200
- Tracking +10: 400
- Tracking +20: 400

### Talents

- Duty Unto Death: 800, WP 45
- Exemplar of Honour: 800
- Hatred (Tyranids): 500
- Peer (Any): 500, Fel 30
- Talented (Command): 500

## Apothecary

### Characteristics

- Weapon Skill – Simple: 200
- Weapon Skill – Intermediate: 500
- Ballistic Skill – Simple: 500
- Strength – Simple: 500
- Toughness – Simple: 500
- Agility – Simple: 500
- Intelligence – Simple: 200
- Intelligence – Intermediate: 500
- Perception – Simple: 200
- Perception – Intermediate: 500
- Willpower – Simple: 500
- Fellowship – Simple: 500

### Skills

- Chem-Use: 400
- Interrogation: 200

### Talents

- Autosanguine: 800
- Hardy: 100, T 40
- Resistance (Cold): 500
- Resistance (Heat): 500
- Resistance (Poisons): 500

## Assault Marine

### Characteristics

- Weapon Skill – Simple: 200
- Weapon Skill – Intermediate: 500
- Ballistic Skill – Simple: 750
- Strength – Simple: 200
- Strength – Intermediate: 500
- Toughness – Simple: 500
- Agility – Simple: 500
- Intelligence – Simple: 750
- Perception – Simple: 200
- Perception – Intermediate: 500
- Willpower – Simple: 750
- Fellowship – Simple: 500

### Talents

- Catfall: 200, Ag 30
- Double Team: 200
- Takedown: 500
- Two-weapon Wielder (Ballistic): 500, BS 35, Ag 35
- Two-weapon Wielder (Melee): 500, WS 35, Ag 35

## Devastator Marine

### Characteristics

- Weapon Skill – Simple: 750
- Ballistic Skill – Simple: 200
- Ballistic Skill – Intermediate: 500
- Strength – Simple: 200
- Strength – Intermediate: 500
- Toughness – Simple: 500
- Agility – Simple: 750
- Intelligence – Simple: 750
- Perception – Simple: 200
- Perception – Intermediate: 500
- Willpower – Simple: 500
- Fellowship – Simple: 500

### Talents

- Cleanse and Purify: 500
- Exotic Weapon Training (any): 500
- Mighty Shot: 500, BS40
- Stalwart Defence: 500

# Deathwatch Core Rulebook Character Creation Summary

## Librarian

### Characteristics

- Weapon Skill – Simple: 200
- Weapon Skill – Intermediate: 500
- Ballistic Skill – Simple: 750
- Strength – Simple: 500
- Toughness – Simple: 500
- Agility – Simple: 750
- Intelligence – Simple: 200
- Intelligence – Intermediate: 500
- Perception – Simple: 200
- Perception – Intermediate: 500
- Willpower – Simple: 200
- Willpower – Intermediate: 500
- Fellowship – Simple: 750

### Skills

- Common Lore (any): 400
- Forbidden Lore (Adeptus Astartes): 200
- Forbidden Lore (Psykers): 400
- Forbidden Lore (Warp): 400
- Invocation: 400
- Scholastic Lore (any): 400

### Talents

- Foresight: 600, Int 30
- Psychic Power (x2): Varies, Varies
- Rite of Sanctioning: 400
- Warp Sense: 500, Per 30

## Tactical Marine

### Characteristics

- Weapon Skill – Simple: 500
- Ballistic Skill – Simple: 500
- Strength – Simple: 500
- Toughness – Simple: 500
- Agility – Simple: 500
- Intelligence – Simple: 500
- Perception – Simple: 500
- Willpower – Simple: 500
- Fellowship – Simple: 200
- Fellowship – Intermediate: 500

### Talents

- Air of Authority: 500, Fel 30
- Astartes Weapon Specialisation: 1,000
- Double Team: 200
- Rapid Reload: 200

## Techmarine

### Characteristics

- Weapon Skill – Simple: 500
- Ballistic Skill – Simple: 550
- Strength – Simple: 200
- Strength – Intermediate: 500
- Toughness – Simple: 200
- Toughness – Intermediate: 500
- Agility – Simple: 750
- Intelligence – Simple: 200
- Intelligence – Intermediate: 500
- Perception – Simple: 500
- Willpower – Simple: 750
- Fellowship – Simple: 750

### Skills

- Forbidden Lore (Adeptus Mechanicus): 400
- Security: 400

### Talents

- Autosanguine: 500
- Electro-Graft Use: 600
- Feedback Screech: 500
- Mechadendrite Use (any): 500
- Technical Knock: 500
- The Flesh Is Weak 1: 800



# ***Deathwatch* Core Rulebook Character Creation Summary**

## **Version History**

Version 1.0: January 15<sup>th</sup>, 2017