

# Brother Gar

Rank 2 • Adeptus Astartes • Space Marine Scout • Tier 3

Imperium • Adeptus Astartes • Imperial Fists • Adeptus Mechanicus

## Attributes

Attribute	Rating	Adjusted
Strength	3	4
Agility	6	7
Toughness	4	5
Intellect	6	6
Willpower	4	4
Fellowship	3	3
Initiative	4	4

## Skills

Skill	Rating	Att	Total
Athletics	2	Str	6
Awareness	3	Int	9
Ballistic Skill	4	Agi	11
Cunning	2	Fel	5
Deception	2	Fel	5
Insight	0	Fel	3
Intimidation	1	Wil	5
Investigation	2	Int	8
Leadership	1	Fel	4
Medicae	1	Int	7
Persuasion	0	Fel	3
Pilot	1	Agi	8
Psychic Mastery	2	Wil	6
Scholar	2	Int	8
Stealth	4	Agi	11
Survival	3	Wil	7
Tech	4	Int	10
Weapon Skill	3	Ini	7

## Abilities

### Angel of Death • Adeptus Astartes

Space Marines add **+1** icons to any successful attack against a Mob.

### Siege Masters • Imperial Fists

Imperial Fists immediately recognise the weaknesses in any fortification. An Imperial Fists Space Marine may add his Rank bonus to damage when attacking any building or fortification. An Imperial Fists Space Marine may spend a Glory point to ignore any bonuses to an enemy's Defence from cover on any attack.

### No Retreat • Imperial Fists

Imperial Fists are stubborn, tenacious and stoic. If an Imperial Fists Space Marine fails a Willpower test, the GM gains 1 Ruin.

### Space Marine Implants • Adeptus Astartes

Space Marines do not bleed. Space Marines gain **+1** bonus dice as a situational modifier to any test if the Game Master deems it appropriate for one of the 19 implants.

### Use the Terrain • Space Marine Scout

Space Marine Scouts receive **+2** to all Stealth tests if they are in cover.

## Traits

Defence		3
Resilience @Aquila Mk VII (5)		11
Soak		5
Wounds	□□□□ • □□□□	8
Shock	□□□□□□□	7
Speed		7
Conviction		4
Resolve		4
Corruption		0
Passive Awareness		
Influence		3
Wealth		3

## Talents

**Steel and Doom:** **+1** bonus damage with Space Marine weapons

**Bombardment:** Calls in a bombardment once per game.

## Gear

**Mechandrites (Servo-Arm):** Add **+4** die to Strength tests involving raw Strength. Can't be knocked prone. May brace as a Free Action. Has a melee profile.

## Weapons

Name	Damage	AP	Salvo	Range	Traits
Boltgun	10 + 1 ED	0	2	40 m	Rapid Fire(2), Brutal
Astartes Combat Knife	7* + 1 ED	0		melee	Steadfast
Frag Grenades	10 + 1 ED	0	-		Blast(Large)
Krak Grenades	14 + 2 ED	-2	-		Blast(Small)

## Gear

**Mechandrites (Servo-Arm):** Also known as a manipulator mechadendrite, this device possesses a massive claw designed for heavy lifting. The wielder's Strength attribute receives a +4d bonus for tests involving raw physical strength. In combat, the claw can clamp on to a support or other sturdy anchor point, preventing the recipient from being knocked prone. The wielder may brace as a free action.

## Talents

**Steel and Doom:** A character with this talent adds +1/2 Rank to the total damage value of successful attacks with the following weapons: chainswords, chainaxes, power swords, power fists, unarmed strikes, all bolt weapons, and any weapons possessing the Adeptus Astartes keyword. At the Game Master's discretion, this talent may also apply to weapons with the Chaos keyword for Chaos Space Marines

**Bombardment:** Once per game session, a character with this talent and access to communications with their vessel or forces may call in a bombardment. The bombardment attack deals 20 +2 ED damage to all targets within Rank x5 metres of the designated target.

## Objectives

**1:** Call upon your Chapter's Primarch as you defeat an enemy.

**2:** Describe how the Codex Astartes applies (or does not apply) to the current situation.

**3:** Reminisce upon the traditions of your Chapter (and the Chapter's home world, if any) and compare it to the current situation.

Spend one **Wrath** to:

- Re-roll failures once on a test
- Re-roll failures once on a soak attempt
- Add +1 to a Defiance check
- Make a narrative declaration
- As an Action: restore 1d3+1 Shock

Spend one **Glory** to:

- Add +1d to a test after any re-rolls
- Add +1 damage to a successful attack
- Increase the severity of a Critical Hit
- Seize the Initiative