Characters D6 / Imperium of Man Adeptus As



NAME ? Space Marine
SPECIES - Human (genetically modified)
GENDER - Male
HEIGHT - 7"6'
WEIGHT - 780 pounds
MOVE - 11

DEXTERITY: 4D
- Blaster: 6D
- Brawling Parry: 5D+2
- Dodge: 5D+1
- Firearms: 6D+2
- Grenade: 5D+2
- Melee Combat: 6D
- Melee Parry: 5D+2
- Missile Weapons: 5D

PERCEPTION: 3D+2
- Command: 5D
- Search: 4D+1

KNOWLEDGE: 2D
- Alien Species: 3D+1
- Intimidation: 6D
- Planetary Systems: 4D+2
- Tactics: 5D+2
- Willpower: 6D

STRENGTH: 5D
- Brawling: 6D+2
- Climbing/Jumping: 5D+1
- Stamina: 6D

MECHANICAL: 2D
- Repulsorlift Operation: 4D+2

TECHNICAL: 2D
- Armour Repair: 5D+1
- Blaster Repair: 6D
- Security: 6D

SPECIAL ABILITIES
- Astartes Organs

Nineteen genetically-engineered organs grown from the Chapter's gene-seed are

implanted in a Neophyte's body to further bolster his combat and survival ability should he live to become a full Battle-Brother and Initiate of the Chapter. Each implant has a high margin of catastrophic failure and physiological rejection and so only a small number of Neophytes live to become Initiates of the Chapter and enter the 10th Company as Scout Marines. Many Chapters have lost the knowledge needed to culture new versions of some of these implants, and therefore, must ensure this gene-seed is recovered from dead Battle-Brothers. Amongst the crucial implants are the Interface, better known as the Black Carapace, and the Progenoid Glands, without which a Chapter would die out fairly quickly. The gene-seed organs must be implanted into an adolescent human male for the process to have the greatest chance of success no later than his 16th year, though it is medically possible to begin the process as late as 18 years of age before full growth has been reached in the early 20's. However, a gene-seed organ implantation procedure done at this late stage in the boy's growth will as likely kill him as not. In general, most Space Marine Chapters prefer to begin the process sometime between the ages of 10 and 14 years. The full list of 19 gene-seed organs, presented in the order in which they must be implanted within a Space Marine Neophyte, is as follows:

Secondary Heart (The Maintainer) - This is the first and least difficult implant to install. The Secondary Heart increases blood supply and pumping capacity and is capable of taking over entirely should the primary heart fail. It may also pump steroids and adrenaline into the first, primary heart to give the Astartes an extra "rush" of energy on the battlefield.

Game Effects: +1D to Strength and Dexterity once per day lasting 2 D/6 rounds.

Ossmodula (The Ironheart) - This implant strengthens and greatly accelerates the growth of the skeleton of a Space Marine by inducing his bones to absorb a ceramic-based mineral administered in every Astartes Neophyte's diet. Within two years after the surgery, the Space Marine's skeleton will be larger and exponentially stronger than a normal man's with growth having topped out at around 7-7.5 feet in height with an equivalent amount of skeleto-muscular mass. An Astartes' rib cage will also be fused into a solid bone plate to provide greater protection from injury for the internal organs.

Game Effects: +1D to Strength to resist all damage.

Biscopea (The Forge of Strength) - Implanted into the chest cavity, this implant massively bolsters skeletomuscular development and muscle fiber density throughout the Astartes' body by unleashing a wave of human growth hormones. This gene-seed organ is commonly implanted at the same time as the Ossmodula since it is necessary to successfully regulate the Ossmodula's hormonal secretions and it will also regulate the hormonal changes caused to the new Astartes' body by many of the other gene-seed implants.

Game Effects: N/A

Haemastamen (The Blood Maker) - Implanted into a main blood vessel like the aorta, femoral artery or the vena cava, the Haemastamen alters an Astartes' blood's biochemical composition to carry oxygen and nutrients more efficiently. The actions of the Haemastamen turn a Space Marine's blood a brighter shade of red than that of normal humans because of its greatly increased oxygen-carrying capacity. It also acts to biochemically regulate the actions of the 2nd and 3rd gene-seed implants, the Ossmodula and Biscopea.

Game Effects: +1D to Strength to resist unconsciousness in Vacuum or low oxygen environments.

Larraman's Organ (The Healer) - Shaped like the human liver but only the size of a golf ball, this gene-seed organ is placed within the chest cavity and manufactures the synthetic biological cells known as Larraman Cells. Larraman Cells and pumps them into the Astartes' bloodstream. These serve the same purpose as the baseline human body's platelets, but act faster and more

effectively. When a Space Marine is wounded, Larraman Cells are released, attached to his leukocytes (white blood cells). At the site of the injury, they form scar tissue in a matter of seconds, effectively preventing massive blood loss and the possible infection of the wound.

Game Effects: +1 Natural Healing roll per day.

Catalepsean Node (The Unsleeping) - Implanted into the back of the cerebrum, this implant allows a Space Marine to avoid sleep, instead entering an almost comatose trance where their minds "recharge". It also allows the resting of half the brain while the other hemisphere remains alert, thus removing the need for the unconsciousness required by normal sleep. The longest any Space Marine has ever been on active combat duty without rest is 328 hours, achieved by a squad of the Crimson Fists Kill-team during the battle against the Orks for Rynn's World.

Game Effects: +2D to resist effects of tiredness and exhaustion.

Preomnor (The Neutraliser) - The Preomnor is essentially an organic decontamination chamber that is implanted inside the chest cavity and connected to the digestive system, above the original stomach so that no actual digestion occurrs in the Preomnor. It is capable of biochemically analyzing ingested materials and neutralizing most known biochemical and inorganic toxins. The Preomnor enables the Astartes to eat normally inedible substances and resist any poisons he may ingest.

Game Effects: +2D to resist ingested poisons.

Omophagea (The Remembrancer) - Implanted into the upper spinal cord so that it becomes a component of the central nervous system, this organ is designed to absorb information and any DNA, RNA or protein sequences related to experience or memory. This enables the Space Marine to gain information, in a survival or tactical sense, simply by eating an animal indigenous to an alien world and then experiencing some of what that creature did before its death. Over time, mutations in this implant's gene-seed have given some Chapters an unnatural craving for blood or flesh.

Game Effects: effects determined by GamesMaster

Multi-lung (The Imbiber) - The Multi-lung is a third lung implanted into an Astartes' pulmonary and circulatory systems in the chest cavity that is able to absorb oxygen from environments usually too poor in oxygen to allow normal human respiratory functioning. Breathing is accomplished through a sphincter implanted into the trachea, allowing all three lungs to be used at full capacity. In toxic environments, a similar muscle closes off the normal lungs, thus oxygen is absorbed exclusively by the Multi-lung, which then filters out the poisonous or toxic elements.

Game Effects: +1D to resist poison gas or toxic gas.

Occulobe (The Eye of Vengeance) - Essentially, the Occulobe is a gene-seed organ that enhances an Astartes' eyesight after being implanted along the optic nerve and connected to the retina, granting him exceptional vision and the ability to see normally in a low-light environment.

Game Effects: +1D to Search.

Lyman's Ear (The Sentinel) - This gene-seed organ implant renders a Space Marine immune to dizziness and motion-induced nausea, and enables an Astartes to consciously filter out "white noise" or resist other sonic attacks.

Game Effects: +2D to resist sonic attacks, +1D to all listen based skill rolls.

Sus-an Membrane (The Hibernator) - This implant allows a Space Marine to enter a catatonic or "suspended animation" state and is implanted within the brain near the pituitary gland as a part of the body's endocrine system. It can allow a mortally wounded Astartes to survive his injuries, and bring the metabolism to a standstill until he can receive full medical care. Only the

appropriate chemical therapy or hypnotic auto-suggestion can revive a Space Marine from this state. The longest recorded period for this form of hibernation was endured by Battle-Brother Silas Err of the Dark Angels Chapter, who was in Sus-an hibernation for 567 standard years.

Game Effects: As described.

Melanochrome - Linked into the endocrine system via the lymphatic system, this gene-seed organ alters the pigment cells in the skin, which allows the Astartes' skin to shield him from otherwise dangerous levels of radiation and heat. Different levels of radiation cause variations of skin color in different Chapters due to mutations in the Melanochrome organ's gene-seed. This can be related to the unusually pale skin of the Blood Angels and their Successor Chapters and the dark black skin and red eyes of the Salamanders.

Game Effects: +1D to resist harmful radiation.

Oolitic Kidney (The Purifier) - This gene-seed organ works in conjunction with the Preomnor, filtering the blood to remove toxins that have been ingested or breathed into the body. However, this detoxification process renders the Astartes unconscious once it begins, so it can be very dangerous if required during combat. Under normal circumstances, the Oolitic Kidney also acts as a regulatory organ for the Astartes physiology, maintaining the efficient action of the Space Marine's advanced circulatory system and the proper functioning of his other organs, implanted or otherwise.

Game Effects: +1D to resist all poisons (in addition to the above).

Neuroglottis (The Devourer) - This gene-seed organ implanted in the mouth allows an Astartes to biochemically assess a wide variety of things simply by taste or smell, biochemically testing various objects for toxicity and nutritional content, essentially determining if the substance is edible or poisonous. From poisons to chemicals to animals, a Space Marine can even track his quarry by taste or smell alone, much like the average canine bred for tracking.

Game Effects: +2D to smell or taste based skill rolls.

Mucranoid (The Weaver) - Altering the Astartes' sweat glands, this endocrine-lined gene-seed organ causes the secretion by an Astartes' body of an oily, waxy substance that coats the skin when necessary, protecting it from extreme temperatures and to some extent, even the extreme cold and lack of pressure of vacuum environments. The gland's operations must first be activated by an external chemical treatment, usually self-administered, before it will activate. Space Marines are cocooned in this way before they enter suspended animation, and the process can even protect them from vacuum and other extremes of temperature.

Game Effects: As described.

Betcher's Gland (The Poison Bite) - Actually consisting of 2 separate glands implanted into multiple locations inside an Astartes' mouth, including the inside of the lower lip, in the salivary glands or in the hard palette, these two glands work in tandem to transform a Space Marine's saliva into a corrosive, blinding acid when consciously triggered. An Astartes trapped behind iron bars, for example, would be able to chew his way out given a few hours. These implants' more common use is to aid in the digestion of unusually difficult or impossible things to digest, such as cellulose. In the gene-seed of several Primarchs, like that of Rogal Dorn, this organ has atrophied and is no longer as effective or has simply ceased to function entirely in the Astartes of the Chapters that use those Primarchs' gene-seed.

Game Effects: 3D acid.

Progenoid Glands (The Gene-Seeds) - Implanted into both the neck and the chest cavity, these reproductive glands serve to collect, gestate and maintain the gene-seed from a Space

Marine's body, and to safeguard it for the continuity of a Chapter. These organs hormonally respond to the presence of the other Astartes gene-seed implants in the body by creating germ cells with DNA identical to that of those implants through a process very similar to cellular mitosis. These germ cells grow and are stored in the Progenoid organs, much like sperm cells or egg cells are stored in the testes and ovaries of normal men and women. When properly cultured by the Apothecaries of a Space Marine Chapter, these germ cells can be gestated into each of the 19 gene-seed organs needed to create a new Space Marine. Thus, for most Astartes, their Progenoid Glands represent the only form of reproduction they will ever know, though the DNA passed on will be that of their Primarch, not their own. The neck gland can be removed after 5 years, and the chest gland after 10 years; both are then used to create new gene-seed organs for the development of the next generation of Space Marines.

Game Effects: N/A

The Black Carapace (Interface) - The last and possibly most important of all gene-seed implants, this neuroreactive, fibrous organic material is implanted directly under the skin in the chest area of the hardened and shell-like ribcage of the Astartes Neophyte. Invasive fibre bundles that serve as neuron connectors then grow inward from the implant and interlink with the Space Marine's central nervous system. Points pre-cut into the Carapace before its implantation by the Apothecary are effectively neural connection points, allowing an Astartes to directly interface his central nervous system with his suit of Power Armour's Machine Spirit so that the suit can provide enhanced protection and combat maneuverability unavailable to an unaltered human wearing the same armour.

Game Effects: Negates dexterity penalty for using Powered Armour.

EQUIPMENT

Powered Armour (+3D to strength vs Damage, -2D to Dexterity)
Bolter 6D damage

FORCE SENSITIVE ? N
FORCE POINTS NA
DARK SIDE POINTS NA
CHARACTER POINTS NA

Description -

The Space Marines or Adeptus Astartes are foremost amongst the defenders of humanity, the greatest of the Emperor of Mankind's warriors. They are barely human at all, but superhuman; having been made superior in all respects to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Space Marines are untouched by plague or any natural disease and can suffer wounds that would kill a lesser being several times over, and live to fight again. Clad in ancient Power Armour and wielding the most potent weapons known to Man, the Space Marines are terrifying foes and their devotion to the Emperor and the Imperium of Man is unyielding. They are the God-Emperor's Angels of Death, and they know no fear.

The Astartes are physically stronger, far more resilient and often mentally far removed from the lot of most normal human beings. In the presence of the Astartes, most people feel a combination of awe and fear, and many cultures on the more primitive worlds simply worship them outright as demigods or angels of the God-Emperor made flesh. They should feel so, for many Space Marines feel little compassion for those they have sometimes termed "mortals" in comparison to themselves, seeing the very people they were created to protect as little more than obstacles to a more efficient eradication of the Imperium's enemies. This is an attitude sometimes

taken by whole Chapters. They see normal humans as frail, weak creatures given to the follies of temptation, avarice, greed, lust and cowardice -- all emotions they rarely feel, if ever. Yet there are some Astartes who remember why they were created by the Emperor, who avoid the trap of hubris which the Space Marines are so prone to and which has seduced so many of their number to serve the Ruinous Powers of Chaos. They are the final guardians of Mankind, the saviours of last resort. They were intended not to lead humanity, but to defend it, sometimes even from itself. At the heart of that mission lies the limitless compassion the Emperor extended to every man and woman in the galaxy when he willingly chose to condemn himself to more than 10,000 years of imprisonment within a dying prison of flesh for their sake. Some Astartes sneer at compassion, seeing it as one more human weakness that has been purged from their superior bodies and minds. But the wisest of the Space Marines know that in the end compassion is their only salvation, as it is for all men. In that, they have proven themselves to be fully human.

Potential Space Marines are usually, but not always, recruited from the worlds where a Chapter has established its Fortress-Monastery, although some Chapters are known to recruit from a collection of different worlds in an area of space that they protect or frequent. Recruiting methods vary from Chapter to Chapter. Some select their Neophytes from feral tribes roaming the surface of inhospitable worlds, while others draw upon eager volunteers who have been groomed from birth to become an Astartes. Still others watch and kidnap potential warriors, turning them into Astartes whether they will it or not. Whatever the method, all Space Marine Chapters will only accept those who successfully pass the grueling initiation trials and prove themselves worthy of becoming a Space Marine.

However a man becomes a Space Marine does not matter: once his body has been forged into that of a superhuman Astartes, he must forever stand apart from the people to whom he was once kin and who he is now sworn to protect. Once a man becomes a Space Marine, he is no longer mortal; his genetic heritage is now that of the Emperor himself, and a spark of the same majesty flows in his veins.

There are approximately 1,000 Space Marine Chapters active in the Imperium of Man at any one time since the Second Founding in the 31st Millennium following the Horus Heresy when the First Founding Space Marine Legions were broken up; this number is far from exact and may fluctuate widely.

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