

Daemon Prince Character Sheet

| | |
|---------------------------------|--------------------------|
| CHARACTER NAME _____ | PLAYER NAME _____ |
| DAEMONIC TRUE NAME _____ | DARK PATRON _____ |
| PRIDE _____ | DISGRACE _____ |
| MOTIVATION _____ | DESCRIPTION _____ |

CHARACTERISTICS

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

(DAEMON TRAITS)

Daemonic: A Daemon Prince is unnaturally resilient to harm (see page 140 of the **BLACK CRUSADE** Core Rulebook), and uses different rules when wielding Psychic Powers.

Dark Sight: A Daemon Prince can see clearly in the dark and thus never suffers penalties for darkness.

Deadly Natural Weapons: A Daemon Prince is always equipped with a weapon with following profile: (Melee; 2d10 I or R; Pen 6).

Fear: A Daemon Prince is a terrifying opponent, and enemies who face it are subjected to crushing existential dread (usually Fear [3]—see page 140 of the **BLACK CRUSADE** Core Rulebook).

From Beyond: A Daemon Prince is immune to Fear, Pinning, and Psychic Powers used to cloud, control, or delude its mind.

Size (7): Because of its massive frame, enemies gain a +30 bonus to hit a Daemon Prince and it suffers a -30 penalty to Stealth Tests. Its Base Movement is increased by 3.

The Stuff of Nightmares: A Daemon Prince is immune to the effects of poisons, diseases, asphyxiation, bleeding, Stunning, and most environmental hazards. It ignores all Critical Effect results except those that kill it outright and those inflicted by Psychic Powers, Force weapons, and holy attacks.

Warp Instability: Whenever a Daemon Prince suffers Damage, it must inflict Damage or Insanity Points on another creature before the end of its next Turn. If it fails to do so, it suffers 1d5 Damage (ignoring all protections) and must make a **Challenging (+0) Willpower Test** or suffer 1 additional Damage per Degree of Failure. If this Damage is in excess of its Wounds, it is banished to the Warp.

SKILLS

| | 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"/> |
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| _____ | <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"/> |
| _____ | <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 |
|----------------------------|---------|-----|-----|-----|
| Medicæ (Int) | ☐ | ☐ | ☐ | ☐ |
| Navigation (Surface) (Int) | ☐ | ☐ | ☐ | ☐ |
| Navigation (Stellar) (Int) | ☐ | ☐ | ☐ | ☐ |
| Navigation (Warp) (Int) | ☐ | ☐ | ☐ | ☐ |
| Operate (Aeronautica) (Ag) | ☐ | ☐ | ☐ | ☐ |
| Operate (Surface) (Ag) | ☐ | ☐ | ☐ | ☐ |
| Operate (Voidship) (Int) | ☐ | ☐ | ☐ | ☐ |
| Parry (WS) | ☐ | ☐ | ☐ | ☐ |
| Psyniscience (Per) | ☐ | ☐ | ☐ | ☐ |
| Scholastic Lore (Int) | ☐ | ☐ | ☐ | ☐ |
| _____ | ☐ | ☐ | ☐ | ☐ |
| _____ | ☐ | ☐ | ☐ | ☐ |
| _____ | ☐ | ☐ | ☐ | ☐ |
| _____ | ☐ | ☐ | ☐ | ☐ |
| _____ | ☐ | ☐ | ☐ | ☐ |
| Scrutiny (Per) | ☐ | ☐ | ☐ | ☐ |
| Security (Int) | ☐ | ☐ | ☐ | ☐ |
| Sleight of Hand (Ag) | ☐ | ☐ | ☐ | ☐ |
| Stealth (Ag) | ☐ | ☐ | ☐ | ☐ |
| Tech-Use (Int) | ☐ | ☐ | ☐ | ☐ |
| Tracking (Int) | ☐ | ☐ | ☐ | ☐ |
| Trade (Int) | ☐ | ☐ | ☐ | ☐ |
| _____ | ☐ | ☐ | ☐ | ☐ |
| _____ | ☐ | ☐ | ☐ | ☐ |
| _____ | ☐ | ☐ | ☐ | ☐ |

TALENTS & TRAITS

[illegible]

CHARACTERISTICS

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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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: { } _____

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GIFTS OF THE GODS

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ARMOUR

HEAD (1-10)
Type: _____

RIGHT ARM (11-20)
Type: _____

LEFT ARM (21-30)
Type: _____

BODY (31-70)
Type: _____

RIGHT LEG (71-85)
Type: _____

LEFT LEG (86-00)
Type: _____

GEAR

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WOUNDS:

CRITICAL DAMAGE: _____

TOTAL
CURRENT
FATIGUE

INFAMY POINTS:

TOTAL { }
CURRENT { }

FAVOUR:

SPENT { }
UNSPENT { }

DAEMONIC GIFTS

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