DUALINK

Space Marine

Class



Warhammer 40K Edition

Level	Proficiency Bonus	Features
1	+2	Transhuman Initiate, Combat Doctrine
2	+2	Doctrine Points
3	+2	Gene Wrought Resilience
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Tactical Conditioning, Chapter Feature
7	+3	Doctrine Escalation I
8	+3	Ability Score Improvement
9	+4	Relentless Advance
10	+4	Chapter Feature
11	+4	Extra Attack (2)
12	+4	Ability Score Improvement
13	+5	Doctrine Escalation II
14	+5	Chapter Feature
15	+5	Unyielding Physiology
16	+5	Ability Score Improvement
17	+6	Doctrine Escalation III
18	+6	Relentless Advance, Chapter Feature
19	+6	Ability Score Improvement
20	+6	Angel of War

Space Marine

A Space Marine is a gene-forged shock trooper clad in sacred war-plate, trained to dominate the battlefield through discipline, pressure, and relentless advance.

How to Play Space Marines

Space Marines are elite warriors designed to dominate the battlefield through discipline, aggression, and relentless pressure. Whether charging into melee, holding the line against overwhelming odds, or executing precise tactical maneuvers, a Space Marine is rarely passive.

Your abilities reward decisive action and intelligent positioning. Many of your features become more effective when you maintain tempo, eliminate priority targets, or commit resources at the right moment.

A Space Marine is not simply durable, they are inevitable.

Core Play Pattern

Most Space Marines follow a rhythm:

Apply pressure - control positioning - spend resources for decisive impact

You are strongest when actively engaging the enemy. Waiting or hesitating often reduces the value of your abilities.

Your Doctrine Points allow you to adapt to the needs of each encounter:

- increase offensive output when an enemy must fall quickly
- improve survivability when

holding ground
- reposition to maintain pressure
- protect allies at critical moments

Choosing when to commit resources is often more important than choosing where to spend them.

Choosing a Chapter

Each Chapter emphasizes a different aspect of the Space Marine role.

Some Chapters focus on relentless offense, others on battlefield control, survivability, or tactical flexibility.

Your choice of Chapter determines how you express the core Space Marine playstyle.

No Chapter changes your role as an elite warrior, but each changes how you achieve victory.

Class Features

Hit Dice

- 1d10 per Space Marine level

Hit Points

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Space Marine level after 1st

Proficiencies

Armor: All armor

Weapons: All simple and martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose three from Athletics, Intimidation, Perception, Survival, Insight, Investigation

Transhuman Initiate

At 1st level, you undergo the final stages of transhuman conditioning and induction into your Chapter.

Your enhanced physiology and war-plate training grant the following benefits:

While wearing heavy armor:

- Your speed is not reduced (if you do not meet the Strength prerequisites)
- You ignore disadvantage on Dexterity (Stealth) checks imposed by armor

Heavy armor worn by you is considered integrated. While you are conscious, it cannot be forcibly removed.

Combat Doctrine

Also at 1st level, you are trained in battlefield doctrines that allow you to exert control, pressure, and precision beyond that of ordinary warriors.

Your Combat Doctrine grants you access to special tactical maneuvers fueled by Doctrine Points once you gain them.

In addition, your Combat Doctrine immediately grants you a Chapter Doctrine feature, determined by the Chapter you choose at 1st level.

Chapter Selection: Choose a Space Marine Chapter. Your Chapter provides features at levels 1, 6, 10, 14, and 18.

Doctrine Points

At 2nd level, you learn to actively apply your Combat Doctrine in battle.

You gain a pool of Doctrine Points, representing tactical discipline and combat authority. Your maximum number of Doctrine Points equals your proficiency bonus + your Constitution modifier (minimum of 2). You regain DP as follows:

- All expended Doctrine Points when you finish a long rest
- Half your expended Doctrine Points (rounded down) when you finish a short rest
- 1 Doctrine Point once per round when a hostile creature you damaged since the start of your last turn is reduced to 0 hit points

You expend Doctrine Points to fuel Doctrine Options, detailed at the end of the class.

Gene Wrought Resilience

At 3rd level, your physiology resists weakness that would fell lesser warriors. You gain the following benefits:

- You have advantage on saving throws against being charmed or frightened
- You cannot be magically put to sleep
- Once per short rest, when you would be reduced to 0 hit points, you instead drop to 1 hit point

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class

Tactical Conditioning

At 6th level, when you finish a short or long rest, choose one Tactical Conditioning option from the following:

- Bastion: You gain a +1 bonus to AC
- Assault: Your movement speed increases by 10 feet
- Bulwark: You gain a +1 bonus to all saving throws

You can change your choice whenever you finish a rest.

Doctrine Escalation I

At 7th level, your Combat Doctrine improves:

- Tactical Surge damage increases to 1d10
- Armor Lock reduces damage by 2d10 + your Constitution modifier
- Suppressive Advance also imposes disadvantage on Dexterity saving throws until the end of the target's next turn.

Relentless Advance

Starting at 9th level, you gain the following benefits:

- Opportunity attacks against you are made at disadvantage
- If you move at least 10 feet on your turn, the first weapon attack that hits that turn deals an additional 1d8 damage

Doctrine Escalation II

At 13th level, your doctrine becomes more lethal:

- Tactical Surge damage increases to 1d12
- When you use Overcommit, you may spend 4 Doctrine Points instead of 3 to make two additional weapon attacks instead of one.
- Tactical Reposition allows you to move up to your full speed

Unyielding Physiology

At 15th level, your physical prowess reaches the peaks of human perfection. You gain the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage
- Once per long rest, at the start of your turn, you may end one condition affecting you

Doctrine Escalation III

At 17th level, your doctrine reaches its apex, granting you the following improvements:

- Armor Lock can be used once per round without expending Doctrine Points
- Suppressive Advance can be used as a bonus action

Angel of War

At 20th level, you are a living instrument of war.

- At the start of combat, you regain 2 Doctrine Points
- Whenever you expend a Doctrine Point, roll a d6. On a 6, the point is not expended
- You are immune to being charmed, frightened, or stunned

Doctrine Options

You gain access to the following options when you have Doctrine Points available. Unless stated otherwise, you can use only one Doctrine option per turn.

Tactical Surge

When you hit with a weapon attack for 1 DP you apply disciplined follow-through to the strike. Choose one effect:

- The attack deals an additional 1d8 damage of the weapon's type
- The target must succeed on a Strength saving throw or be pushed 10 feet
- The target's speed becomes 0 until the start of your next turn

Armor Lock

When you take damage, for 1 DP, as a reaction, you brace and lock your armor's servos, reducing the damage by 1d10 + your Constitution modifier.

Controlled Strike

When you miss with a weapon attack, if you use 2 DP, you reroll the attack roll and must use the new result.

Tactical Reposition

As a bonus action by expending 1 DP, you move up to half your speed. This movement provokes opportunity attacks. However, the first opportunity attack made against you during this movement is made at disadvantage

Suppressive Advance

As an action expending 2 DP, you project overwhelming threat while advancing or holding ground. Choose one of the following areas

originating from you:

- A 20-foot cone
- A 30-foot-long, 5-foot-wide line

Creatures of your choice in the area must make a Wisdom saving throw. On a failure:

- Their speed is halved until the end of their next turn
- They have disadvantage on the first attack roll they make before then



Overcommit

When you take the Attack action for 3 DP, you push beyond safe engagement limits.

- You make one additional weapon attack
- Until the start of your next turn, attack rolls against you have advantage