



## SISTER HELZA SCORN

### QUOTES

*'Rage is close to courage, brother, and hatred close behind — all three are gifts from the Emperor.'*

*'I find your faith... insufficient. Try again. Quickly.'*

*'Only the Emperor can see the truth within your heart — I would have to remove it from your chest first.'*

*'The cathedrums of Macharia are decidedly cleaner, and far less noisy. But I suppose the cacophony of labour in His name is a hymn unto itself.'*



## SISTER HELZA SCORN

THE ZEALOT



### WHO IS SISTER SCORN?

Hailing from the shrine world Macharia, Helza was indoctrinated into the Imperial Creed from her first breath. Her early life spent in rapturous dedication to the Emperor, Helza felt a burning rage that there were Humans living beyond the light of the Imperial Creed. She joined the Missionarus Galaxia to spread word of the Emperor to the ignorant, but encountered the horrors of heresy in the course of her duties. Rescued by the interventions of Inquisitor Halikarn, she is now sworn to serve the Ordo Hereticus Inquisitor, and vengeance in the Emperor's name burns in her blood.

### WHAT ARE THEY LIKE?

Fiery, pious, and utterly determined to serve the Emperor, especially when her short temper is spent.

### WHY PLAY AS HELZA?

Assigned the Role of Zealot, Scorn is a specialist in social situations, theological knowledge, and close-range self-defence. Sister Helza Scorn is:

- ☠ Resolute in the face of almost any hardship.
- ☠ An implacable (if intimidating) presence; composed, intuitive, inspiring, and charismatic in equal measure.
- ☠ Influential with the Adeptus Ministorum, giving her sway over the devout.
- ☠ Handy with a Chainsword for whenever the word of the Emperor fails.



CHARACTER SHEET EXPLANATION

CHARACTERISTICS, SKILLS, AND SPECIALISATIONS

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**Characteristic Bonuses** (such as Toughness Bonus, Strength Bonus, Willpower Bonus, etc.) refer to the ‘tens’ digit of each Characteristic. So having a Strength of 30 equates to a Strength Bonus of 3. These are used in a variety of ways, such as determining weapon Damage, calculating Wounds, and as Requirements for Talents.

FATE

You can spend Fate to activate any of the following effects. You regain Fate spent in this way at the start of the next session.

- ☠ Reroll a failed Test.
- ☠ Gain Advantage on a Test before it is rolled.
- ☠ Add +1 SL to a Test after it is rolled.
- ☠ At the start of the round, choose when to act in that round, ignoring Initiative order.
- ☠ Ignore all effects from all Critical Wounds until the beginning of your next turn (including Conditions and Injuries).
- ☠ Remove one Condition (regain 1 Wound if you were *Prone*).
- ☠ You can also **Burn Fate**, permanently reducing your total Fate by 1 to do one of the following: Completely avoid all damage from an attack, choose the result of a Test instead of rolling, or gain +1 Superiority (if the group has 0 Superiority, gain +2 Superiority instead).

TALENTS

Talents are your Characters’ special abilities, exceptional things they can do that few others can. Each Talent explains what it does, and may circumvent other rules.

HIT LOCATIONS

Whenever you take or deal Damage, it’s important to know where it hits, as Damage is reduced by Armour and you might have different Armour in each location. When someone makes an attack, they roll a d100. The single digit number on the ‘tens’ die determines where the attack hits if it is successful.

ARMOUR

Your Armour protects certain Hit Locations on your body, reducing Damage you would take to that location by its AV. Some Armour has Traits that may have additional rules. See the Trading and Gear Reference Sheet for more Information.

WOUNDS

Your Character suffers Wounds whenever they take Damage to a Hit Location that exceeds their Armour in that location. If your Character’s Wounds equal or exceed their Maximum Wounds, they’re at risk of dying. See the Criticals and Wounds Reference Sheet for more information.

WEAPONS

Your implements of war. Beside each weapon is the Specialisation used to make an Attack Test with it, as well as how much damage it does, its effective range, and other details. **Mag** is the size of a Ranged Weapon’s magazine. Typically, after firing the weapon this many times, you must use an Action to Reload. **Weapon Traits** are unusual qualities associated with a weapon that may have additional rules. See the Trading and Gear Reference Sheet for more information.

SISTER HELZA SCORN

CHARACTERISTICS

	WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
STARTING	35	25	30	30	25	25	40	45	35
ADVANCES									
CURRENT	35	25	30	30	25	25	40	45	35

INFLUENCE

FACTION	INFL.	CONTACTS
Adeptus Ministorum	+1	

SKILLS & SPECIALISATIONS

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
ATHLETICS	STR	30	
AWARENESS	PER	40	
DEXTERITY	AG	25	
DISCIPLINE	WIL	45	1 50
FORTITUDE	TGH	30	1 35
INTUITION	PER	40	1 45
LINGUISTICS	INT	25	1 30
LOGIC	INT	25	
LORE	INT	25	1 30
MEDICAE	INT	25	

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
MELEE	WS	35	2 45
NAVIGATION	INT	25	
PRESENCE	WIL	45	1 50
PILOTING	AG	25	
PSYCHIC MASTERY	WIL	45	
RANGED	BS	25	2 35
RAPPORT	FEL	35	1 40
REFLEXES	AG	25	
STEALTH	AG	25	
TECH	INT	25	

SPECIALISATION	SKILL	Adv. (+5 EACH)	TOTAL
Theology	Lore	1	35
One-handed	Melee	2	55

FATE		SOLARS	
CURRENT	TOTAL	Starts with 600 Solars	
	3		

TALENTS

**Faithful (Imperial Cult):** Once per session you may add your Willpower Bonus in SL when you make a Test related to your faith.

**Frenzy:** You make a Challenging (+0)Willpower Test to enter a frenzied state. While Frenzied your Strength Bonus increases by +1, you are Immune to the Frightened Condition, and on your Turn must attempt to engage the nearest enemy in melee combat (you are typically only able to Move and use your Action to make a melee attack, or Charge) You remain in this state until all enemies you can see have been defeated, or until you receive the *Stunned* or *Unconscious* Condition.

**Icon Beater:** When you lift a holy icon aloft it sends your companions’ hearts soaring even higher. When you are holding a Holy Icon you can confer the benefit of the item to any ally that can see you.

EQUIPMENT

**Holy Icons:** A Holy Icon can be used to add +1 SL to a Discipline (Fear) Test.

**Laud Hailer:** Any sounds, especially your voice, can be amplified to be heard up to 100 metres using a Laud Hailer.

**Vox Bead:** Allows you to communicate with others on the same vox channel within 1 kilometre.

**Writing Kit:** Contains the necessities for several dozen pages of writing.

**Ammunition:** Two additional promethium tanks for your Hand Flamer.

INITIATIVE

PerB + AgB

6

WOUNDS

StrB + (2 × TghB) + WilB

CURRENT MAXIMUM

13

CRITICAL WOUNDS

Maximum equal to TghB

LOCATION	EFFECT

CORRUPTION

TOTAL MUTATIONS & MALIGNANCIES



WEAPONS

NAME	SPECIALISATION	TEST	DAMAGE	RANGE	MAG.	TRAITS
Chainsword	One-handed	55	5 +SL	Immediate	-	Loud, Rend (2)
Hand Flamer	Pistol	35	7+SL	Short	2	Close, Flamer, Inflict (Ablaze), Loud
Knife	One-handed	55	2 +SL	Immediate	-	Subtle, Thrown (Short)

ARMOUR

NAME	LOCATIONS	ARMOUR	TRAITS
Robes (worn)	A, B, L	1	Subtle
Breastplate (worn)	B	3	
Robes (in Backpack)	A, B, L	1	Ornamental

D10	HIT LOCATION	ARMOUR
1	HEAD	0
2	LEFT ARM	1
3	RIGHT ARM	1
4	LEFT LEG	1
5	RIGHT LEG	1
6-0	BODY	4

CHARACTER BACKGROUND

GOALS

Choose one or more of the following goals as a personal motivation for Sister Scorn:

- ☠ Punish an enemy of the Emperor with purgation.
- ☠ Castigate someone lacking in faith.
- ☠ Destroy a profane idol.
- ☠ Prove to Inquisitor Halikarn that you can serve him honourably.

If you achieve a chosen goal during play, you regain a spent Fate.

CONNECTIONS

Choose one or more of the following connections to reflect your history and relationships with the other party members:

- ☠ You tend to forget Idolon exists, but have immeasurable respect for the Holy Orders and their agents, often recalling when one of Idolon’s sniper shots slew a heretic bearing down on you.

- ☠ Wilkus’ twisting, indirect manner of speech infuriates you, but you recognise that your differences make you a formidable ‘negotiating’ force when combined — a sure sign the Emperor’s plan must incorporate every part of the Imperium.

- ☠ Your determined prayers once brought Reeta back from the brink of a psychic calamity, forging a strong — if still slightly wary — bond.

- ☠ Calibus’ medicae expertise saved your life in a past clash with Infracionists, giving you a begrudging respect for him, though you still view the Adeptus Mechanicus with suspicion.

- ☠ You are intrigued by Kalli’s calm fighting style, and are interested to learn how one can bring such wrath to bear without channelling a portion of the Emperor’s rage.

SECRETS

Choose one or more of the following secrets:

- ☠ I fear that my faith is insufficient, that Casseum’s may be stronger, that the calamity on Crultus may be my fault, and that I am unfit for my duties.

- ☠ Confronting the idea that members of the Adeptus Ministorum may be corrupt frightens and enrages me.

- ☠ I pine for the shrines of Macharia, but refuse to reveal any such weakness.

- ☠ The calamity at Crultus marked me in ways I am deeply ashamed of (If you choose this secret, Sister Scorn starts play with 1 point of Corruption).





# IDOLON

## QUOTES

*'Target has advanced across eight hab-blocks in the past three minutes, twice the rate of the previous three minutes. They realise they are being followed.'*

*'Very well, Wilkus. Undertake contact at entry point 1. I will return in seven minutes with secondary and tertiary entry points located.'*

*'As the Inquisitor bids, we must execute. Resume the hunt.'*

*'Drive them into the open. My overwatch will halt their escape.'*



# IDOLON

THE PENUMBRA



## Who is Idolon?

Idolon has long served the Inquisition, the covert guardians of the Imperium that hunt corruption in the shadows. Where the rest of Inquisitor Halikarn's retinue were merely gathered, Idolon was all but fashioned to the Inquisitor's specifications. Orphaned in early childhood and taken in by the Schola of St. Isodore's Beneficence, Idolon's earliest memories are of pious indoctrination, eroding all recollection of their parents, what befell them, and eventually Idolon's original identity.

Idolon showed innate early aptitude in logic, infiltration, and firearms. These notably matched the requirements of a requisition order placed by Inquisitor Halikarn. So Idolon was swiftly collected by the Inquisition, who administered further training in a seemingly endless series of psychic mission simulations undertaken in the Inquisitor's psykhanium.

When this training was finally complete, Idolon was immediately moved to active service, most often as an observer in the shadows, recording the deeds of those unfortunate souls that Halikarn deems 'of special interest.'

## WHAT ARE THEY LIKE?

Idolon is a stealthy, professional operator, conditioned to only focus on the mission at hand with deadly precision.

## WHY PLAY AS IDOLON?

Drawing on a lifetime of training as a Penumbra, Idolon works from the shadows to infiltrate, gather information, and provide hidden fire support. Idolon is:

- ☠ At home in the shadows.
- ☠ Skilled at short range with a pistol and long range with a sniper.
- ☠ Inquisition-trained to problem-solve in the field.



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FATE

You can spend Fate to activate any of the following effects. You regain Fate spent in this way at the start of the next session.

- ☠ Reroll a failed Test.
- ☠ Gain Advantage on a Test before it is rolled.
- ☠ Add +1 SL to a Test after it is rolled.
- ☠ At the start of the round, choose when to act in that round, ignoring Initiative order.
- ☠ Ignore all effects from all Critical Wounds until the beginning of your next turn (including Conditions and Injuries).
- ☠ Remove one Condition (regain 1 Wound if you were *Prone*).
- ☠ You can also **Burn Fate**, permanently reducing your total Fate by 1 to do one of the following: Completely avoid all damage from an attack, choose the result of a Test instead of rolling, or gain +1 Superiority (if the group has 0 Superiority, gain +2 Superiority instead).

TALENTS

Talents are your Characters’ special abilities, exceptional things they can do that few others can. Each Talent explains what it does, and may circumvent other rules.

HIT LOCATIONS

Whenever you take or deal Damage, it’s important to know where it hits, as Damage is reduced by Armour and you might have different Armour in each location. When someone makes an attack, they roll a d100. The single digit number on the ‘tens’ die determines where the attack hits if it is successful.

ARMOUR

Your Armour protects certain Hit Locations on your body, reducing Damage you would take to that location by its AV. Some Armour has Traits that may have additional rules. See the Trading and Gear Reference Sheet for more Information.

WOUNDS

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WEAPONS

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IDOLON

CHARACTERISTICS

	WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
STARTING	25	40	30	25	35	30	40	35	30
ADVANCES									
CURRENT	25	40	30	25	35	30	40	35	30

SKILLS & SPECIALISATIONS

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
ATHLETICS	STR	30	
AWARENESS	PER	40	1
DEXTERITY	AG	35	
DISCIPLINE	WIL	35	1
FORTITUDE	TGH	25	
INTUITION	PER	40	1
LINGUISTICS	INT	30	
LOGIC	INT	30	1
LORE	INT	30	
MEDICAE	INT	30	

TALENTS

**Ever Vigilant:** You gain +1 SL to Tests to detect hidden enemies.

**Secret Identity:** You have a secret identity as an Administratum Overseer. As long as you are dressed and behaving appropriately, you have +1 Influence with the Administratum.

**Skulker:** When you attempt to follow someone using Navigation (Tracking), you do not need to make a Stealth Tests to remain undetected.

INFLUENCE

FACTION	INFL.	CONTACTS
Inquisition	+1	

FATE & SOLARS

CURRENT	TOTAL
3	Starts with 400 Solars

EQUIPMENT

**Chrono:** Displays the current local time.

**Comm Leech:** You can intercept electronic signals out to 3 kilometres.

**Disguise Kit:** It takes 10 minutes to alter your appearance using a Disguise Kit.

**Photo-visors:** You ignore penalties from Zones with the *Poorly Lit* and *Dark* Environmental Traits, and gain Advantage on Tests to resist effects that cause the *Blinded* Condition.

**Vox Bead:** Allows you to communicate with others on the same vox channel within 1 kilometre.

**Ammunition:** Two additional Autopistol magazines, and one Sniper Rifle magazine

INITIATIVE

PerB + AgB

7

WOUNDS

StrB + (2 × TghB) + WilB

CURRENT MAXIMUM

10

CRITICAL WOUNDS

Maximum equal to TghB

LOCATION	EFFECT

CORRUPTION

TOTAL MUTATIONS & MALIGNANCIES



WEAPONS

NAME	SPECIALISATION	TEST	DAMAGE	RANGE	MAG.	TRAITS
Autopistol (Silenced)	Pistol	55	5+SL	Medium	3	Close, Rapid Fire (3)
Sniper Rifle	Long Gun	50	8+SL	Extreme	6	Loud, Two-handed
Knife	One Handed	45	2 +SL	Immediate	-	Subtle, Thrown (Short)

ARMOUR

NAME	LOCATIONS	ARMOUR	TRAITS
Armoured Bodyglove	A, B, L	2	Subtle

D10	HIT LOCATION	ARMOUR
1	HEAD	0
2	LEFT ARM	2
3	RIGHT ARM	2
4	LEFT LEG	2
5	RIGHT LEG	2
6-0	BODY	2

CHARACTER BACKGROUND

GOALS

Choose one or more goals as a personal motivation for Idolon:

- ☠ Infiltrate a heretic’s den undetected.
- ☠ Gather information vital to the mission.
- ☠ Eliminate a threat before it can endanger my allies.
- ☠ Use a disguise to enter a restricted area.

If you achieve a chosen goal during play, you regain a spent Fate.

CONNECTIONS

Choose one or more of the following connections to reflect your history and relationships with the other party members:

- ☠ Sister Scorn’s brazen zealotry initially struck you as a stealth risk, but after seeing the use (and entertainment) in her abilities to distract and intimidate, you have forged a friendship as fellow incorruptible servants of the Imperium.
- ☠ While Wilkus specialises in communication, you are more comfortable with silence. You’re glad to have an ally who can do the talking for you — Wilkus’ negotiation tactics and procedural misdirections are often the first factor considered in your planning.

- ☠ You and Reeta know you were both explicitly trained for service to Halikarn, and bear a grim camaraderie as fellow weapons of the Inquisitor’s design.

- ☠ You and Calibus hold a bond of respect for one another’s analytical practices, yours born from Inquisitorial training, his from Adeptus Mechanicus dogma.

- ☠ Kalli doesn’t talk to you much, but in battle is quick to call targets for your crosshairs, and you trust her judgement.

SECRETS

Choose one or more of the following secrets:

- ☠ Inquisitor Halkiarn recently chastised my overapplication of lethal force.
- ☠ The rigours of my training mean I rarely talk, as I associate the sound of my own voice with a particularly harrowing scenario.
- ☠ I feel I am being kept disconnected from Halikarn’s other operatives for a specific reason.
- ☠ Despite the years of conditioning, a whisper of my original name remains hidden deep within my mind.





## WILKUS GARN

### QUOTES

*'Access form Kappa-113. You will find it filled correctly. It will take seven minutes to read it in full, though my companions would prefer not to wait.'*

*'Do not rush to appeal to piety, my colleagues. Administratum procedure is the Emperor's will manifest.'*

*'Help me with this, Casseum. There are locks to this datavault that I do not recognise.'*

*'Idolon! I have a view of the target! Two rooms over you'll have a clear shot.'*



## WILKUS GARN

THE INTERLOCUTOR



### WHO IS WILKUS?

Wilkus is a former scrivener of the Adeptus Administratum, an unfathomably convoluted bureaucracy which has quietly kept the Imperium running and grown ever more complex for the last ten thousand years. Wilkus trained as a scrivener on the Hive World Persepolis, a hub of Administratum activity since the Macharian crusade, dutifully correcting errors and discrepancies in tithe records. Their duty naturally led to Wilkus developing an eye for fine detail and memorising procedures of the Administratum, but few scribes see the power held in their position in the same way that Wilkus did. Wilkus found that their competence allowed subtle manipulation of their rank, quietly filing for greater power within their Administratum sub-shrine and a more pleasant standard of living. When challenged by their superiors over a supposed breach of protocol, Wilkus demonstrated a way with words that far exceeded merely parroting Administratum procedure, always managing to talk themselves a few steps ahead of any accusation, ever with an obscure precedent to back their claims.

Wilkus met Inquisitor Halikarn during an investigation, using carefully articulated requests to procure any data he requested, with far less delay than the Inquisitor had come to expect from the Administratum. When Halikarn requested Wilkus to be transferred to Inquisitorial service, their superiors gladly bade them do so.

### WHAT ARE THEY LIKE?

Ordered and cunning, Wilkus is a stickler for rigid Administratum procedure — especially when manipulating it to their ends.

### WHY PLAY AS WILKUS?

An Interlocutor, Wilkus is a skilled conversationalist possessing broad knowledge that they can apply creatively. Wilkus is:

- A tactful speaker, backed by thorough knowledge of Administratum procedure.
- Wise of how best to seek hidden information.
- A competent battlefield advisor, should their words fall short.



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WILKUS GARN

CHARACTERISTICS

	WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
STARTING	25	25	25	30	35	40	40	30	40
ADVANCES									
CURRENT	25	25	25	30	35	40	40	30	40

SKILLS & SPECIALISATIONS

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
ATHLETICS	STR	25	
AWARENESS	PER	40	
DEXTERITY	AG	35	
DISCIPLINE	WIL	30	
FORTITUDE	TGH	30	
INTUITION	PER	40	1 45
LINGUISTICS	INT	40	1 45
LOGIC	INT	40	1 45
LORE	INT	40	1 45
MEDICAE	INT	40	2 50

TALENTS

**Air of Authority:** If you make a successful Presence or Rapport Test the first time you meet a group, you have +1 Influence with them until the end of the adventure.

**Data Delver:** You have Advantage on Tests made to find or retrieve information from a document or archive (whether analog or digital). Additionally, you read text in half the time it would normally take, whether it is in a book, dataslate, scroll, or any other form.

**Dealmaker:** When negotiating a price, you can make an Intuition (People) Test with a difficulty determined by the GM to determine what course of action or conversation will result in the best deal. Additionally, you can alter the price of the products by an extra 10%.

**Overseer:** As an Action, you may make a Challenging (Leadership) Test to aid an ally or subordinate. If you succeed, your target may use your Skill instead of their own for the next Test they make.

INITIATIVE

PerB + AgB

7

WOUNDS

StrB + (2 × TghB) + WilB

CURRENT	MAXIMUM
	11

CRITICAL WOUNDS

Maximum equal to TghB

LOCATION	EFFECT

WEAPONS

NAME	SPECIALISATION	TEST	DAMAGE	RANGE	MAG.	TRAITS
Laspistol	Pistol	35	5+SL	Medium	4	Burst, Close, Loud, Reliable
Knife	One-handed	25	2 +SL	Immediate	-	Subtle, Thrown (Short)

ARMOUR

NAME	LOCATIONS	ARMOUR	TRAITS	D10	HIT LOCATION	ARMOUR
Robes (worn)	A, B, L	1	Subtle	1	HEAD	0
				2	LEFT ARM	1
				3	RIGHT ARM	1
				4	LEFT LEG	1
				5	RIGHT LEG	1
				6-0	BODY	1

INFLUENCE

FACTION	INFL.	CONTACTS
Administratum	+1	

FATE

CURRENT TOTAL

3

SOLARS

Starts with 800 Solars

EQUIPMENT

\***Augmetic Eye:** +10 to Awareness (Sight) Tests.

**Dataslate:** A Dataslate can store and display multiple text data, picts, and vid files.

**2x Pict Recorder:** Can be used as an Action to record up to 10 hours of video footage.

**Ugly Filtration Plugs:** You gain +2 SL on Fortitude Tests to withstand the effects of harmful gases.

**Vox Bead:** Allows you to communicate with others on the same vox channel within 1 kilometre.

**Writing Kit:** Contains the necessities for several dozen pages of writing.

**Ammunition:** One additional Laspistol power pack

CORRUPTION

MUTATIONS & MALIGNANCIES



CHARACTER BACKGROUND

GOALS

Choose one or more of the following goals as a personal motivation for Wilkus:

- ☠ Learn information vital for our investigation through conversation alone.
- ☠ Talk my way out of a dangerous situation.
- ☠ Obtain clearance to Administratum tithe data on Voll.
- ☠ Make a solid contact to aid with further investigations.

If you achieve a chosen goal during play, you regain a spent Fate.

CONNECTIONS

Choose one or more of the following connections to reflect your history and relationships with the other party members:

- ☠ Sister Scorn’s appeals to piety often help you navigate interactions with those less willing to pay attention to Administratum procedure. Her devotion grounds you when operating in the dark corners of the Imperium.

- ☠ Though initially unnerving, you now find Idolon’s silent presence comforting, safe in the belief that even when they can’t be seen, they’re probably watching your back from the shadows.

- ☠ At first, you feared Reeta and her warp-borne powers, even when her twisted gift saved your life in combat. After an exacting review of her credentials as a Sanctioned Psyker and witnessing firsthand the intolerance many Imperial citizens show towards her, you feel compelled to repay her.

- ☠ Calibus is a kindred spirit, one who holds information in high regard and knows that interfacing — be it with Humans or Machine Spirits — is the key to success.

- ☠ You’ve got on well with Kalli ever since she turned her Lasgun on an Infracractionist in a rare moment when you were caught stalling for words.

SECRETS

Choose one or more of the following secrets:

- ☠ I have overheard Reeta’s quiet prayers and they unnerved me, though I am not sure why.

- ☠ Removal from the Administratum on Persepolis has not dampened my ambition, and now I seek promotion to Interrogator.

- ☠ I once filed an administrative error that starved a hive city for a month. I shifted the blame to another scribe.

- ☠ I fear that of my companions, I am the least prepared to face what horrors we may uncover in Inquisitorial service.





## REETA VON MARD

### QUOTES

*'In the Empyrean, ripples of the Emperor's mind whisper His intentions. The psyker's duty is to listen.'*

*'Echoes in the darkness, whispers in the cave, ripples upon the pool... I sense another of my kin.'*

*'This shall be our course. It is as the Emperor ordained, and it is by His certainty that we shall prevail.'*

*'This hive resounds with a cacophony of minds, a rushing torrent of screaming souls. Emperor, guide us through these inclement waters.'*



## REETA VON MARD

THE MYSTIC



### WHO IS REETA?

Reeta is a psyker, bearing the rare ability to harness the energies of the warp, turning them into devastating psychic powers. Born to a noble family on an obscure feudal world, upon her display of psychic potential, Reeta was taken to be raised by a secluded order of cave-dwelling unsanctioned psykers, who long served as oracles to the planet's nobility. While they guided Reeta to control her unpredictable psychic capabilities, true training would only begin when Inquisitor Halikarn arrived, offering the secretive psykers an ultimatum: to take their ordained place in service to the Adeptus Astra Telepathica, or be destroyed.

Inquisitor Halikarn saw great potential in Reeta. With the dissolution of her order, he handed her to the Adeptus Astra Telepathica, ordering that she be recruited to his retinue upon completion of her training as a sanctioned psyker. While this education included indoctrination into the Imperial Creed, Reeta remains shaped by her unique upbringing, her psychic powers and prayers joined by quiet incantations now perhaps known only to her. Reeta now serves Halikarn with wary respect, following her readings of the Emperor's plan and guiding her on her duties when she deploys her devastating psychic powers.

### WHAT ARE THEY LIKE?

Reeta is dauntless, driven by a certainty in fate afforded by her psychic powers and her unique perception of the Emperor's plan.

### WHY PLAY AS REETA?

As a Mystic, Reeta draws on esoteric psychic powers to devastate enemies of the Imperium. Reeta is:

- ☠ Strong-willed, driven by her personal interpretation of the Emperor's plan for the galaxy.
- ☠ Able to manipulate reality through the twisting psychic energies of the warp.
- ☠ Attuned to sense and combat others with powerful, yet dangerous, psychic abilities.



CHARACTER SHEET EXPLANATION

CHARACTERISTICS, SKILLS, AND SPECIALISATIONS

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**Characteristic Bonuses** (such as Toughness Bonus, Strength Bonus, Willpower Bonus, etc.) refer to the ‘tens’ digit of each Characteristic. So having a Strength of 30 equates to a Strength Bonus of 3. These are used in a variety of ways, such as determining weapon Damage, calculating Wounds, and as Requirements for Talents.

FATE

You can spend Fate to activate any of the following effects. You regain Fate spent in this way at the start of the next session.

- ☠ Reroll a failed Test.
- ☠ Gain Advantage on a Test before it is rolled.
- ☠ Add +1 SL to a Test after it is rolled.
- ☠ At the start of the round, choose when to act in that round, ignoring Initiative order.
- ☠ Ignore all effects from all Critical Wounds until the beginning of your next turn (including Conditions and Injuries).
- ☠ Remove one Condition (regain 1 Wound if you were *Prone*).
- ☠ You can also **Burn Fate**, permanently reducing your total Fate by 1 to do one of the following: Completely avoid all damage from an attack, choose the result of a Test instead of rolling, or gain +1 Superiority (if the group has 0 Superiority, gain +2 Superiority instead).

TALENTS

Talents are your Characters’ special abilities, exceptional things they can do that few others can. Each Talent explains what it does, and may circumvent other rules.

HIT LOCATIONS

Whenever you take or deal Damage, it’s important to know where it hits, as Damage is reduced by Armour and you might have different Armour in each location. When someone makes an attack, they roll a d100. The single digit number on the ‘tens’ die determines where the attack hits if it is successful.

ARMOUR

Your Armour protects certain Hit Locations on your body, reducing Damage you would take to that location by its AV. Some Armour has Traits that may have additional rules. See the Trading and Gear Reference Sheet for more Information.

WOUNDS

Your Character suffers Wounds whenever they take Damage to a Hit Location that exceeds their Armour in that location. If your Character’s Wounds equal or exceed their Maximum Wounds, they’re at risk of dying. See the Criticals and Wounds Reference Sheet for more information.

WEAPONS

Your implements of war. Beside each weapon is the Specialisation used to make an Attack Test with it, as well as how much damage it does, its effective range, and other details. **Mag** is the size of a Ranged Weapon’s magazine. Typically, after firing the weapon this many times, you must use an Action to Reload. **Weapon Traits** are unusual qualities associated with a weapon that may have additional rules. See the Trading and Gear Reference Sheet for more information.

REETA VON MARD

CHARACTERISTICS

	WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
STARTING	30	25	30	35	25	30	40	45	30
ADVANCES									
CURRENT	30	25	30	35	25	30	40	45	30

SKILLS & SPECIALISATIONS

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
ATHLETICS	STR	30	
AWARENESS	PER	40	1
DEXTERITY	AG	25	
DISCIPLINE	WIL	45	2
FORTITUDE	TGH	35	
INTUITION	PER	40	1
LINGUISTICS	INT	30	
LOGIC	INT	30	
LORE	INT	30	1
MEDICAE	INT	30	

TALENTS

**Condemn the Witch:** When you successfully use Deny the Witch to prevent a Psyker from manifesting a psychic power, that Psyker suffers Wounds equal to the Warp Rating of the power they attempted to manifest.

**Fated:** You gain 1 point of Fate (already included above).

**Psyker:** You are a Psyker with the Divination Discipline. You have the **Jinx**, **Smite** and **Twist Fate** Psychic Powers. See the Warp and Psykers Reference Sheet, and Psychic Powers Reference Sheet for more information.

**Sanctioned Psyker:** Your Warp Threshold is equal to double your Willpower Bonus. You also have a symbol that you can use as proof of your sanctioned status.

INITIATIVE

PerB + AgB

6

WOUNDS

StrB + (2 × TghB) + WilB

CURRENT MAXIMUM

13

CRITICAL WOUNDS

Maximum equal to TghB

LOCATION	EFFECT

WEAPONS

NAME	SPECIALISATION	TEST	DAMAGE	RANGE	MAG.	TRAITS
Mono-Knife	One-handed	30	3 +SL	Immediate	-	Penetrating (2), Subtle, Thrown (Short)
Staff	Two-handed	30	4 +SL	Immediate	-	Defensive
Laspistol	Pistol	25	5+SL	Medium	4	Burst, Close, Loud, Reliable

ARMOUR

NAME	LOCATIONS	ARMOUR	TRAITS
Robes (worn)	A, B, L	1	Subtle

INFLUENCE

FACTION	INFL.	CONTACTS
Adeptus Astra Telepathica	+1	

FATE

CURRENT TOTAL

4

SOLARS

Starts with 500 Solars

EQUIPMENT

**2x Psy Focus:** When using a Psy Focus, you gain +1 SL to Psychic Mastery Tests. You can not benefit from more than one Psy Focus at a time.

**Emperor’s Tarot:** Reading the Emperor’s Tarot takes one hour, and you must make a Difficult (–10) Discipline Test.

**Vox Bead:** Allows you to communicate with others on the same vox channel within 1 kilometre.

**Writing Kit:** Contains the necessities for several dozen pages of writing.

**Ammunition:** One additional Laspistol power pack

CORRUPTION

MUTATIONS & MALIGNANCIES



CHARACTER BACKGROUND

GOALS

Choose one or more of the following goals as a personal motivation for Reeta:

- ☠ Maintain complete control of my psychic powers in the face of corrupting influences.
- ☠ Uncover the corrupt by psychic signature alone.
- ☠ Commune with another member of the Adeptus Astra Telepathica.
- ☠ Demonstrate my piety to one who would condemn psykers.

If you achieve a chosen goal during play, you regain a spent Fate.

CONNECTIONS

Choose one or more of the following connections to reflect your history and relationships with the other party members:

- ☠ Sister Scorn’s fervent prayer once grounded you when the warp threatened to consume you. You are surprised at how much you have begun to trust her since then.

- ☠ Something about Idolon’s mind is disquieting, and you are hesitant to ask what might be causing such phenomena. You wonder if Halikarn put you together for a reason.

- ☠ Wilkus speaks with the skill of a soothsayer you knew in your youth, and their words have helped deflect attention from my use of psychic powers on mission.

- ☠ When a heretic psyker brought on the perils of the warp, Calibus displayed an unwavering calm, praying loudly that his machinery would not fail where their flesh had, bolstering your confidence in the equipment that helps regulate your powers.

- ☠ Kalli’s gallows humour rarely fails to bring a smile to my face, even if only briefly.

SECRETS

Choose one or more of the following secrets:

- ☠ None but Halikarn can know of my origin in those darkened caves of my homeworld — I know that others would call it heresy.

- ☠ I wish I could meet those who raised me again.

- ☠ I fear what Halikarn has planned for me, for the Inquisitor seems to know what I am capable of even better than I do.

- ☠ I am terrified of psychic blanks.

D10	HIT LOCATION	ARMOUR
1	HEAD	0
2	LEFT ARM	1
3	RIGHT ARM	1
4	LEFT LEG	1
5	RIGHT LEG	1
6–0	BODY	1





## CASSEUM CALIBUS

### QUOTES

*'Hold still. With flesh comes the certainty of pain, but yours may yet be mended.'*

*'Have patience. In the divine search for knowledge, the Ommissiah demands thoroughness.'*

*'Analysis, wound: direction of injury plus surrounding terrain indicates: shooter from north hab block... seek cover, quickly!'*

*'Ommissiah, bless these holy tools. Companions, stand back and let me enact the divine work of repair.'*



## CASSEUM CALIBUS

THE SAVANT



### WHO IS CASSEUM?

Casseum Calibus is a model servant of the Adeptus Mechanicus, the cult of the Machine God who serve as the Imperium's technicians. Moulded in devout form by decades of training on the Forge World Eskutchax, Casseum was suffused with piety and curiosity, becoming a faithful seeker of knowledge. The trainee Genetor sees the Ommissiah's truth reflected in his work: with each surgery he performs, the fallible nature of the flesh is confirmed with ever greater certainty.

Decades ago, during surgery-repairs to a servitor colony damaged by the ongoing attacks on Eskutchax by heretical forces, Casseum unintentionally accessed a private archivum of the facility's commanding Magos. Casseum explored the archive, unable to resist the draw of knowledge, but was caught upon discovering that the Magos had begun experimenting with heretical technology. Captured by the corrupted Magos and awaiting execution, Casseum was saved by the timely arrival of the Black Templars. These Space Marines spared Casseum, one loyalist found in a nest of traitors, and passed him to Inquisitor Halikarn, who saw potential in Casseum's skill as a surgeon and his willingness to plumb darker depths of information. Casseum has come to favour a measured, thorough approach, ensuring that as much knowledge as possible is gathered before taking action.

### WHAT ARE THEY LIKE?

Blessed with the technical knowledge of the Adeptus Mechanicus, Casseum is a focused investigator and skilled surgeon.

### WHY PLAY AS CASSEUM?

As a Savant, Casseum's skills lie in the pursuit and application of detailed and technical knowledge. Casseum Calibus is:

- A thorough investigator with an eye for detail.
- Mechanically augmented with sharpened senses.
- Trained to repair the imperfect flesh of the Human form, including his allies' injuries.



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**Characteristic Bonuses** (such as Toughness Bonus, Strength Bonus, Willpower Bonus, etc.) refer to the ‘tens’ digit of each Characteristic. So having a Strength of 30 equates to a Strength Bonus of 3. These are used in a variety of ways, such as determining weapon Damage, calculating Wounds, and as Requirements for Talents.

FATE

You can spend Fate to activate any of the following effects. You regain Fate spent in this way at the start of the next session.

- ☠ Reroll a failed Test.
- ☠ Gain Advantage on a Test before it is rolled.
- ☠ Add +1 SL to a Test after it is rolled.
- ☠ At the start of the round, choose when to act in that round, ignoring Initiative order.
- ☠ Ignore all effects from all Critical Wounds until the beginning of your next turn (including Conditions and Injuries).
- ☠ Remove one Condition (regain 1 Wound if you were *Prone*).
- ☠ You can also **Burn Fate**, permanently reducing your total Fate by 1 to do one of the following: Completely avoid all damage from an attack, choose the result of a Test instead of rolling, or gain +1 Superiority (if the group has 0 Superiority, gain +2 Superiority instead).

TALENTS

Talents are your Characters’ special abilities, exceptional things they can do that few others can. Each Talent explains what it does, and may circumvent other rules.

HIT LOCATIONS

Whenever you take or deal Damage, it’s important to know where it hits, as Damage is reduced by Armour and you might have different Armour in each location. When someone makes an attack, they roll a d100. The single digit number on the ‘tens’ die determines where the attack hits if it is successful.

ARMOUR

Your Armour protects certain Hit Locations on your body, reducing Damage you would take to that location by its AV. Some Armour has Traits that may have additional rules. See the Trading and Gear Reference Sheet for more Information.

WOUNDS

Your Character suffers Wounds whenever they take Damage to a Hit Location that exceeds their Armour in that location. If your Character’s Wounds equal or exceed their Maximum Wounds, they’re at risk of dying. See the Criticals and Wounds Reference Sheet for more information.

WEAPONS

Your implements of war. Beside each weapon is the Specialisation used to make an Attack Test with it, as well as how much damage it does, its effective range, and other details. **Mag** is the size of a Ranged Weapon’s magazine. Typically, after firing the weapon this many times, you must use an Action to Reload. **Weapon Traits** are unusual qualities associated with a weapon that may have additional rules. See the Trading and Gear Reference Sheet for more information.

CASSEUM CALIBUS

CHARACTERISTICS

	WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
STARTING	25	25	30	40	30	45	35	35	25
ADVANCES									
CURRENT	25	25	30	40	30	45	35	35	25

INFLUENCE

FACTION	INFL.	CONTACTS
Adeptus Mechanicus	+1	

SKILLS & SPECIALISATIONS

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
ATHLETICS	STR	30	
AWARENESS	PER	35	1
DEXTERITY	AG	30	
DISCIPLINE	WIL	35	
FORTITUDE	TGH	40	
INTUITION	PER	35	
LINGUISTICS	INT	45	
LOGIC	INT	45	1
LORE	INT	45	2
MEDICAE	INT	45	2

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
MELEE	WS	25	
NAVIGATION	INT	45	
PRESENCE	WIL	35	
PILOTING	AG	30	1
PSYCHIC MASTERY	WIL	35	
RANGED	BS	25	2
RAPPORT	FEL	25	
REFLEXES	AG	30	
STEALTH	AG	30	
TECH	INT	45	2

SPECIALISATION	SKILL	Adv. (+5 EACH)	TOTAL
Sight	Awareness	1	50
Human	Medicae	1	60
Engineering	Tech	1	60

FATE

CURRENT	TOTAL
	3

SOLARS

Starts with 100 Solars

TALENTS

**Chirurgion:** You can use a Chirurgion’s Kit to perform surgery. You can perform Amputations and treat Critical Wounds that are beyond the skills of others (see the Criticals and Wounds Reference Sheet for more information). Additionally, you gain Advantage when treating Critical Wounds in combat.

**Attentive Assistant:** You can use the Help Action to assist someone even if you do not have Advances in the Skill being Tested. Additionally, if you do have an Advance, they gain +1 SL on the Test.

EQUIPMENT

**Augmetic Respiratory System:** You gain +2 SL to Fortitude Tests to resist the effects of airborne toxins and poisonous gases.

**Augmetic Eye:** +10 to Awareness (Sight) Tests.

**Chirurgion’s Kit:** Can be used with the Chirurgion Talent to heal Critical Wounds and some Injuries. Can be used 5 times. You can expend one use of a kit to remove a Condition from a target without a Test at the GM’s discretion.

**Vox Bead:** Allows you to communicate with others on the same vox channel within 1 kilometre.

**Ammunition:** One additional Laspistol power packs.

INITIATIVE

PerB + AgB

6

WOUNDS

StrB + (2 × TghB) + WilB

CURRENT MAXIMUM

14

CRITICAL WOUNDS

Maximum equal to TghB

LOCATION	EFFECT

CORRUPTION

TOTAL MUTATIONS & MALIGNANCIES



WEAPONS

NAME	SPECIALISATION	TEST	DAMAGE	RANGE	MAG.	TRAITS
Laspistol	Pistol	35	5+SL	Medium	4	Burst, Close, Loud, Reliable
Knife	One-handed	25	2 +SL	Immediate	-	Subtle, Thrown (Short)

ARMOUR

NAME	LOCATIONS	ARMOUR	TRAITS
Robes (worn)	A, B, L	1	Subtle

D10	HIT LOCATION	ARMOUR
1	HEAD	0
2	LEFT ARM	1
3	RIGHT ARM	1
4	LEFT LEG	1
5	RIGHT LEG	1
6–0	BODY	1

CHARACTER BACKGROUND

GOALS

Choose one or more of the following goals as a personal motivation for Casseum:

- ☠ Uncover data obscured by enemies of the Ommissiah.
- ☠ Make contact with a local sect of the Adeptus Mechanicus.
- ☠ Repair a damaged machine to full functionality.
- ☠ Earn the trust of a companion by healing their injuries.

If you achieve a chosen goal during play, you regain a spent Fate.

CONNECTIONS

Choose one or more of the following connections to reflect your history and relationships with the other party members:

- ☠ Sister Scorn’s piety is admirable, but you fear that her recklessness in rushing into a fight puts her at great risk of injury. Still, you value her as a friend and ally who shares a deep faith, despite your differences.

- ☠ Wilkus is a kindred spirit, a master of data retrieval, yet able to navigate Human conversation as though it were as reliable as Binary Cant. Though you often find the words they speak tiresomely inefficient, you appreciate the results.

- ☠ Reeta’s powers are beyond the purview of the Adeptus Mechanicus, so naturally her capabilities draw your great interest, as unfamiliar things so often do. Psykers and the Adeptus Mechanicus are both viewed with suspicion by many Imperial Citizens, so you feel she can empathise with some of your experiences.

- ☠ You and Idolon have each come to greatly appreciate the other’s company, especially when comparing notes during field analyses.

- ☠ You are quietly respectful of how Kalli maintains her equipment, for she seems to honour the machine spirit in her own way.

SECRETS

Choose one or more of the following secrets:

- ☠ My encounter with the holy warriors of the Adeptus Astartes makes me wonder if there is more to divinity than solely that which lies in the machine.

- ☠ I find the unified faith of my companions isolating, when I alone pray to the Ommissiah.

- ☠ I would much rather provide my companions with augmetics than heal their unreliably weak flesh.

- ☠ It sickens me to entertain the thought, but some part of me does long to study what I found in the heretical magos’ sanctum on Eskutchax.





## KALLI TANNERIN

### QUOTES

*'Come on, give me a clear shot. Just a few karking feet closer.'*

*'No access... Would a few solars change that?'*

*'Call that a good shot? Heh, you should have seen me at Kastor Hive.'*

*'This reeks of insubordination — someone's been making deals without their superiors' paying attention. Smart, but it'll put a target on them.'*



## KALLI TANNERIN

THE WARRIOR



### WHO IS KALLI?

Quiet toil is the fate of most Imperial citizens, and Kalli's early life on the agri-world Crultus bore a similar trajectory until a surplus of workers saw her added to the planet's tithe to the Astra Militarum. Kalli was recruited to the Crultus 63rd Regiment, one among the trillions who make up the Imperium's largest fighting force. After a few hours of brutal but inefficient training, Kalli's initial deployment was a bloody baptism indeed; facing Drukhari on the killing fields of a planet since stuck from Imperial records. Only by applying the discipline instilled in her scant instruction was Kalli able to survive in the face of lurid brutality that the Xenos injected into every strike. The violence of the Xenos foe pushed Kalli to the pragmatic breaking of Imperial protocol, using whatever solars she had to bribe quartermasters for steadier supplies whenever possible.

The 63rd received no recognition for holding the line until command of the regiment was briefly given to Inquisitor Halikarn, requiring the guard to provide cover for his investigations, reinforcing settlements and outposts to the Inquisitor's whims. When Halikarn departed, Kalli was among the several troopers of the 63rd recruited by the Inquisitor, who saw potential in both her battlefield prowess and willingness to sidestep Lex Imperialis.

### WHAT ARE THEY LIKE?

Kalli has faced some of the Imperium's most brutal foes and emerged a pragmatic, unwavering, and deadly agent determined to serve the Imperium.

### WHY PLAY AS KALLI?

Drilled as a Warrior, Kalli excels in ranged and melee combat and is competent at physical tasks. Kalli is:

- ☠ Willing to bend protocol, knowing that pragmatism in the field keeps the Imperium standing.
- ☠ Adept with ranged and melee weapons.
- ☠ Inured to the battlefield and trained to hold her ground.



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**Characteristic Bonuses** (such as Toughness Bonus, Strength Bonus, Willpower Bonus, etc.) refer to the ‘tens’ digit of each Characteristic. So having a Strength of 30 equates to a Strength Bonus of 3. These are used in a variety of ways, such as determining weapon Damage, calculating Wounds, and as Requirements for Talents.

FATE

You can spend Fate to activate any of the following effects. You regain Fate spent in this way at the start of the next session.

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- ☠ Add +1 SL to a Test after it is rolled.
- ☠ At the start of the round, choose when to act in that round, ignoring Initiative order.
- ☠ Ignore all effects from all Critical Wounds until the beginning of your next turn (including Conditions and Injuries).
- ☠ Remove one Condition (regain 1 Wound if you were *Prone*).
- ☠ You can also **Burn Fate**, permanently reducing your total Fate by 1 to do one of the following: Completely avoid all damage from an attack, choose the result of a Test instead of rolling, or gain +1 Superiority (if the group has 0 Superiority, gain +2 Superiority instead).

TALENTS

Talents are your Characters’ special abilities, exceptional things they can do that few others can. Each Talent explains what it does, and may circumvent other rules.

HIT LOCATIONS

Whenever you take or deal Damage, it’s important to know where it hits, as Damage is reduced by Armour and you might have different Armour in each location. When someone makes an attack, they roll a d100. The single digit number on the ‘tens’ die determines where the attack hits if it is successful.

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Your Armour protects certain Hit Locations on your body, reducing Damage you would take to that location by its AV. Some Armour has Traits that may have additional rules. See the Trading and Gear Reference Sheet for more Information.

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Your Character suffers Wounds whenever they take Damage to a Hit Location that exceeds their Armour in that location. If your Character’s Wounds equal or exceed their Maximum Wounds, they’re at risk of dying. See the Criticals and Wounds Reference Sheet for more information.

WEAPONS

Your implements of war. Beside each weapon is the Specialisation used to make an Attack Test with it, as well as how much damage it does, its effective range, and other details. **Mag** is the size of a Ranged Weapon’s magazine. Typically, after firing the weapon this many times, you must use an Action to Reload. **Weapon Traits** are unusual qualities associated with a weapon that may have additional rules. See the Trading and Gear Reference Sheet for more information.

KALLI TANNERIN

CHARACTERISTICS

	WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
STARTING	30	40	35	45	30	25	30	30	25
ADVANCES									
CURRENT	30	40	35	45	30	25	30	30	25

SKILLS & SPECIALISATIONS

SKILL	CHARACTERISTIC	Adv. (+5 EACH)	TOTAL
ATHLETICS	STR	35	1 40
AWARENESS	PER	30	
DEXTERITY	AG	30	
DISCIPLINE	WIL	30	1 35
FORTITUDE	TGH	45	1 50
INTUITION	PER	30	
LINGUISTICS	INT	25	
LOGIC	INT	25	
LORE	INT	25	
MEDICAE	INT	25	

TALENTS

**Deadeye:** When you Aim and make a Ranged Attack Test you gain +1 SL.

**Drilled:** You have Advantage on Tests to resist the *Frightened* Condition. You gain +1 SL to Discipline Tests for every ally with the Drilled Talent in the same Zone as you.

**Tactical Movement:** You can Take Cover as a Free Action.

INFLUENCE

FACTION	INFL.	CONTACTS
Astra Militarum	+1	

FATE		SOLARS	
CURRENT	TOTAL	Starts with 300 Solars	
	3		

EQUIPMENT

**Backpack:** +4 Encumbrance

**Frag Grenades:** Two modest explosives — see the Trading and Gear Reference sheet.

**Survival Gear:** Each Survival Gear pack includes items such as a bedroll, insulated tent, canteen, rope, firestarters, candles, hydro-purifier tabs, and other basics except for actual food and water. Survival gear is used in combination with Fortitude (Endurance) to endure exposure to the elements.

**Vox Bead:** Allows you to communicate with others on the same vox channel within 1 kilometre.

**Ammunition:** Five additional Lasgun power packs, and three additional Laspistol power packs.

INITIATIVE

PerB + AgB

6

WOUNDS

StrB + (2 × TghB) + WilB

CURRENT MAXIMUM

14

CRITICAL WOUNDS

Maximum equal to TghB

LOCATION	EFFECT

CORRUPTION

TOTAL MUTATIONS & MALIGNANCIES



WEAPONS

NAME	SPECIALISATION	TEST	DAMAGE	RANGE	MAG.	TRAITS
Laspistol	Pistol	50	5+SL	Medium	4	Burst, Close, Loud, Reliable
Lasgun	Long Guns	60	6+SL	Long	8	Burst, Loud, Reliable, Two-handed
Sword	One-handed	45	5 +SL	Immediate	-	

ARMOUR

NAME	LOCATIONS	ARMOUR	TRAITS
Astra Militarum	All	4	Loud
Flak Armour (worn)			

D10	HIT LOCATION	ARMOUR
1	HEAD	4
2	LEFT ARM	4
3	RIGHT ARM	4
4	LEFT LEG	4
5	RIGHT LEG	4
6–0	BODY	4

CHARACTER BACKGROUND

GOALS

Choose one or more of the following goals as a personal motivation for Kalli:

- ☠ Give people a reason to respect the name of the 63rd.
- ☠ Expand my arsenal.
- ☠ Earn some disposable solars whilst on duty.
- ☠ Influence a comrade to adapt a fighting style worthy of the Guard.

If you achieve a chosen goal during play, you regain a spent Fate.

CONNECTIONS

Choose one or more of the following connections to reflect your history and relationships with the other party members:

- ☠ If Sister Scorn’s untrained fury were to be honed by battlefield experience, you reckon she’d make as fine a fighter as any member of the 63rd.
- ☠ At first you assumed that Wilkus would overcomplicate missions by working within standard Administratum procedure, but they’ve managed to keep you equipped while in the field, making them alright in your book.

- ☠ Reeta has offered to read you the Emperor’s Tarot, but so far you’ve preferred to rely on your arms and training, rather than mysticism. Still, you’ve seen her do more damage than the biggest gun you’ve ever held, so you’re glad to provide her with fire support.

- ☠ You find Calibus’ strange, arcane faith a little unnerving, and have never met a Tech-Priest up close before. You’ve also never seen a medic capable of using anything more complicated than glue to seal up wounds, so you’ve determined Calibus’ bizarre knowledge is definitely useful.

- ☠ Idolon is hard to communicate with, but you’ve come to trust the shadowy operative to have your back in a firefight, more than those you served with in the 63rd.

SECRETS

Choose one or more of the following secrets:

- ☠ I’m beginning to get sick of following orders without sufficient explanation.
- ☠ I desperately want to know the fate of the 63rd. I have been advised not to speak of the battles I was involved with, which makes me fear for their fate.
- ☠ I saw terrible things when facing the Drukhari. These ingrained horrors often keep me up at night.
- ☠ I don’t feel like anything marks me out from the rest of the 63rd, certainly not enough for Halikarn to pick me over anyone else.