



## PATRON

Aegidius Halikarn

PATRON NAME

Inquisition

FACTION

Ordo Hereticus Inquisitor

DUTY

Standard (100 solars per day)

PAY GRADE

Information

MOTIVATION

Inscrutable

DEMEANOUR

## BOONS

### Limitless Authority

Halikarn is an Inquisitor, empowered with theoretically limitless authority over the other Factions of the Imperium. When you use Halikarn's Influence, you may choose to use his Influence with the Inquisition rather than his Influence with the target's Faction. There is a chance that your target might find this insulting or needlessly threatening, or find Halikarn's reputation to be unimpressive, or even suspicious — ultimately, the Gamemaster determines the results.

### Fearsome Reputation

The mere mention of Aegidius Halikarn's name is enough to strike terror into the hearts of any who know of him. When you invoke his name, you can choose to force anyone who is aware of his reputation to make a **Hard (-20) Discipline (Fear)** Test or become Frightened. Anyone familiar with the Macharian Inquisition knows of Halikarn, while it is up to the GM who else is aware of it.

### Sanctum Obscurus

Halikarn gives you access to a secret safehouse hidden from the rest of the Imperium, festooned with equipment for clandestine activities. None but your Inquisitor and certain of his acolytes and agents know the location of this sanctum, and it is stocked with the following equipment; a Cameleoline Cloak, a set of Photo-visors, an Auspex, a Clip/Drop Harness, a Comm Leech, a Disguise Kit, 3 Magnoculars, a Pict Recorder, a Signal Jammer, and a Vox-caster.

## LIABILITIES

A Patron's Liabilities and Influence are not automatically known to their agents, and can be discovered through play. The GM can find this information and further guidance in *The Blazing Seraph* (page 47).

## PARTY SHEET

### AGENTS

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### SUPERIORITY

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### GAIN SUPERIORITY

- ☠ Defeat the enemy Leader
- ☠ Defeat an enemy Elite
- ☠ Defeat a number of Troops equal to their Resolve in a single turn

### LOSE SUPERIORITY

- ☠ The first time each party member receives a Critical Wound.
- ☠ If a party member is defeated.
- ☠ If the party are taken by surprise, by unexpected reinforcements, or a sudden change in the battlefield.

### SHORT-TERM GOALS

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### LONG-TERM GOALS

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### ALLIES

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### ENEMIES

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### ASSETS

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### NOTES

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# PSYCHIC POWERS

## CALL VERMIN

**Cognomens:** Verminspeak, Rat-tongue, Crawlers Plea

**Warp Rating:** 2

**Difficulty:** Challenging (+0)

**Range:** Medium

**Target:** Special

**Duration:** Sustained

You summon and compel simple creatures to fly or scurry at your whim. Until the start of your next turn, you gain control of vermin in the area (you don't need to see them), amassing them as a swarm that fills one Zone within Medium Range. If the vermin crawl, the swarm's Zone is *Difficult Terrain*. If the swarm flies, its Zone is *Lightly Obscured*. As a free action once on your turn, you can command the swarm to move to an adjacent Zone within Long Range of you.

## COMPEL

**Cognomens:** Irresistible Command, The Emperor's Voice

**Warp Rating:** 2

**Difficulty:** Routine (+20)

**Range:** Short

**Target:** 1 Creature

**Duration:** Instant

You issue a simple psychic command to your victim, compelling them to obey against their will. Choose a creature within Short Range. The target must make a **Routine (+20) Discipline (Psychic)** Test Opposing your Manifest Test. If you win, you immediately declare one Action or Movement the target will take on its next turn, and the target must carry it out before it does anything else. Whether you win or lose the Opposed Test, the target is aware that you compelled them.

## DOMINATE

**Cognomens:** Soulshackle, The Chains of Duty Undeserved

**Warp Rating:** 3

**Difficulty:** Hard (-20)

**Range:** Medium

**Target:** 1 Creature

**Duration:** Sustained

Your psychic influence overrides a creature's autonomy, subjugating it to your will. Choose a creature within Medium Range. The target must win a **Hard (-20) Discipline (Psychic)** Test Opposing your Manifest Test or fall under your control until the start of your next turn. While the target is under your control, you dictate its behaviour, including what it does during its turn.

Whenever the target takes Damage and at the end of its turn, it repeats the Opposed Test, ending the power immediately if it wins. Once a Creature wins the Opposed Test, it is immune to this power for the next hour. The target is aware of your attempt to control them whether you win or lose the first Opposed Test.

## JINX

**Cognomens:** The Evil Eye, Fools Luck

**Warp Rating:** 2

**Difficulty:** Challenging (+0)

**Range:** Medium

**Target:** 1 Creature

**Duration:** Instant

You invoke the maleficent nature of the Warp to curse your target with impending misfortune. Choose a creature within Medium Range. The first Test the target makes within the next hour is made with Disadvantage. If a target is under the effect of this power, being afflicted with it a second time extends the power's duration but has no other effect. Specialisation in Divination applies to this power's Manifest Test.

## SMITE

**Cognomens:** Blast, Empyric Screech, Eldritch Undoing

**Warp Rating:** 2

**Difficulty:** Difficult (-10)

**Range:** Medium

**Target:** 1 Creature

**Duration:** Instant

You unleash a corruscating blast of raw psychic power against a foe, rending flesh and spirit. Choose a Creature within Medium Range. The target suffers Damage equal to 2 + your Willpower Bonus + the SL from your Manifest Test, which ignores Armour. Specialisation in Telepathy applies to this power's Manifest Test.

**Note:** Smite is an **Overt** power. It has obvious effects and leaves no doubt about who manifested it.

## TWIST FATE

**Cognomens:** Tabula Rasa, Arcane Equalisation

**Warp Rating:** 2

**Difficulty:** Routine (+20)

**Range:** Short

**Target:** 1 Creature

**Duration:** Instant

The Warp doesn't distinguish between good and bad fortune, and you invoke that cosmic ambivalence to blur the line between them. Once during a round when a creature within Short Range (including you) makes a Test with Advantage or Disadvantage, you can attempt to manifest this power as a Reaction. If successful, the creature makes the Test with neither Advantage nor Disadvantage. If you fail your Manifest Test, you fall victim to the Warp's fickle nature, forcing you to make Tests with Disadvantage until you have 0 Warp Charge.

