

Rogue Trader Aasimov Stromm:

WS: 35
BS: 37
S: 30
T: 34
Ag: 41
Int: 39
Per: 38
WP: 41
Fel: 43

Wounds: 12

Fate Points: 3

Armour: 6 (Light carapace armour, best quality)

Skills:

Command (**Fel**), Commerce (**Fel**), Charm (**Fel**), Common Lore (Imperium) (**Int**), Evaluate (**Int**), Literacy (**Int** + 10), Logic (**Int**), Scholastic Lore (Astromancy) (**Int**), Silent Move (**Ag**), Speak Languages (High Gothic, Low Gothic, Eldar) (**Int**)

Talents:

Xenophile: Aasimov gains +10Fel when dealing with aliens, but -5WP when in hostile situations with aliens.

Air of Authority: A successful Command roll allows Aasimov to affect 1d10+4 non-hostile NPCs.

Pistol Weapons Training: Aasimov can use any one-handed ranged weapon with no penalties.

Melee Weapon Training: Aasimov can use any close-combat weapons without penalty.

Peer (Nobility): Aasimov is well-used to dealing with aristocrasies and VIPs, human and otherwise. +10Fel to all rolls when dealing with such groups.

Peer (Underworld): Aasimov is well-used to dealing with criminal organisations. +10Fel to all rolls when dealing with such groups.

Weapons:

Plasma Pistol: Range	RoF	Damage	ArmourPen	Clip	Rld
30m	S/2	1d10+6	6	10	3 full actions

Red Dot Sight: +10BS when firing single shots

Overheats: Rolling 91+ to hit forces the wielder to drop the pistol (free action) or holding on and suffering 1d10+6 damage to the arm (no armour penetration)

Power Sword: Damage	ArmourPen
1d10+8	5

Balanced: +10WS when parrying with this weapon.

Power weapon: Any non-powerd weapon parrying this has a 75% chance of being destroyed each time.

Frag Grenades: Range	Damage	Blast Radius
9m	2d10	4m

Equipment:

Comm bead, fine clothing, cloak made from the pelt of a savage animal

Arch Militant Lucius Crayven:

WS: 43

BS: 46

S: 45 (55 with right arm)

T: 47

Ag: 35

Int: 29

Per: 35

WP: 25

Fel: 15

Wounds: 20

Fate Points: 2

Armour: 5 (Light carapace armour, good quality)

Skills:

Common Lore (War) (Int), Dodge (Ag+10), Intimidate (S+10), Scholastic Lore (Tactica Imperialis) (Int), Secret Tongue (Military) (Int), Speak Language (Low Gothic, Eldar) (Int), Survival (Int)

Talents:

Xenophobe: Lucius' encounters with aliens left their mark on him. He distrusts all xenos and suffers -10Fel in all encounters with them.

Ambidextrous/Two-Weapon Wielder (Bolt Pistols): Lucius can fire both pistols in one round, at -10 to hit instead of -40.

Death World Native: -10 on rolls involving formal situations, +10 to rolls resisting pinning/shock from combat.

Jaded: Lucius has seen many horrors and lived. He is immune to fear.

Quickdraw: Lucius can ready a weapon as a free action.

Universal Weapon Training: Lucius can wield any light firearm without penalties.

Heavy Weapon Training (Solid Projectile): Lucius can handle any heavy machine gun or cannon that fires solid shots without penalties.

Thrown Weapon Training: Lucius can handle any thrown weapon, from knives to grenades, without penalty.

Sound Constitution: Lucius is a hardened survivor, and has extra Wounds (already included)

Weapons:

2 x Bolt Pistol:	Range	RoF	Damage	ArmourPen	Clip	Rld
	30m	S/2	1d10+5	4	8	1 full action

Mass-reactive Detonating Rounds: When rolling damage, roll 2d10 and take the highest result.

Monoblade Greataxe:	Damage	ArmourPen
	2d10+5	2

Unbalanced: -10WS when parrying with this weapon.

Frag Grenades:	Range	Damage	Blast Radius
	9m	2d10	4m

Equipment:

Comm bead, medikit (Heals 4 Wounds, full action, 2 uses), binoculars.

Explorator Alphonse Decimus:

WS: 27
BS: 41
S: 40
T: 40
Ag: 30
Int: 55
Per: 45
WP: 35
Fel: 25

Wounds: 15

Fate Points: 3

Armour: 5 (Light carapace armour, good quality)

Skills:

Awareness (Per), Common Lore (Int) (Tech+10, Machine Cult+10), Forbidden Lore (Int) (Archaeotech+10, Adeptus Mechanicus, Xenos), Literacy(Int), Logic(Int), Speak Language (Int) (Binary, Low Gothic, Techna-Lingua), Tech Use(Int)

Talents:

Universal Weapon Training: Alphonse is able to use any light/medium firearm without penalty.

Universal Melee Training: Alphonse can wield any close-combat weapon without penalty.

Logis Implant: Motion-predicting analytical circuits allow Alphonse to forfeit a dodge/parry to gain +10 to WS/BS for a turn in combat.

Mechanicus Implants: Alphonse has had his fleshy form improved with many blessings of the Machine God. He can interface directly with any machine with a data port, filter impurities from the air, alter his voice in any way, and possesses mehadentrites (tentacle-like limbs) specifically designed to aid in Tech Use tests (+10 to Tech Use, and targets can be up to 3m away)

Machine Cultist: As a disciple of the Ommissiah, Alphonse takes -10 to rolls involving the more established Ecclesiarchy and its doctrine, and -5Fel when dealing with humans in general.

Technical Knock: Alphonse's technical expertise allows him to fix a jammed weapon in a half action instead of a full action.

Resistance (Fear): Alphonse considers fear illogical, and gains +10 to any roll to resist such emotions.

Weapons:

Archaeotech Laspistol Range	RoF	Damage	ArmourPen	Clip	Rld
90m	S/3	1d10+3	2	70	1 full action

Accurate: When aimed, the weapon grants an extra +10 to the normal bonus, and firing a single shot like this grants an extra 1d10 damage for every 2 degrees of success to hit.

Reliable: A critical miss does not harm or jam the weapon.

Shock Staff: Damage	ArmourPen
1d5+6	0

Shock Weapon: If any damage gets through a target's armour, the target makes a Toughness roll +10 for every TWO points of armour. Failure stuns the target for 1d5 rounds (round down).

Equipment:

Void suit, sacred unguents (Apply to weapons, they are immune to jamming for a scene), comm-bead.

Ship's Seneschal Garret Dornian:

WS: 30
BS: 35
S: 35
T: 35
Ag: 40
Int: 35
Per: 53
WP: 30
Fel: 45

Wounds: 11

Fate Points: 3

Armour: 3 Head, 5 everywhere else (Synkin + Xeno-mesh armour, good quality)

Skills:

Awareness (Per), Barter (Fel), Commerce (Fel), Common Lore (Int) (Imperial Creed, Imperium, Underworld, War), Concealment (Ag), Deceive (Fel), Dodge (Ag), Evaluate (Int), Forbidden Lore (Int) (Archaeotech+10), Inquiry (Int+20), Literacy (Int+10), Speak Language (Int) (Low gothic, High Gothic), Security(Ag), Sleight of Hand (Ag)

Talents:

Brook No Insult: Garret has spent a long time in the void with only his ship and crew to back him up. He must make a WP roll to refrain from challenging any perceived insult to him or his comrades.

Enemy (Ecclesiarchy): Garret's past activities border on the heretical, and members of the Ecclesiarchy such as Lazlo Holt are uneasy and distrustful around him. -10 to all rolls involving them.

Ignorance Is Bliss: Those from Imperial worlds know the rewards of curiosity. Garret suffers -5 to all Forbidden Lore tests.

Paranoia: After learning the hard way, Garret is never fully relaxed. +2 to combat initiative, and the GM can secretly roll his Perception to notice surprise attacks and sudden danger.

Universal Weapon Training: Garret can wield any light/medium firearm without penalty.

Weapons:

Inferno Pistol:	Range	RoF	Damage	ArmourPen	Clip	Rld
	10m	S	2d10+8	13	3	Full action

Boltgun:	Range	RoF	Damage	ArmourPen	Clip	Rld
	90m	S/2/4	1d10+5	4	24	Full Action

Mass-reactive Detonating Rounds: When rolling damage, roll 2d10 and take the highest result.

Equipment:

Comm-bead, multikey (+20 to security tests involving locks), Synskin (If worn without armour, Garret is invisible to thermal imaging and enhanced senses), cameleoline cloak (+20 to Concealment tests)

Missionary Lazlo Holt:

WS: 40
BS: 32
S: 36
T: 35
Ag: 34
Int: 34
Per: 35
WP: 47
Fel: 33

Wounds: 10

Fate Points: 3

Armour: 5 (Flak Armour)

Skills:

Common Lore (Int) (Imperial Creed+10, Imperium+10, War), Forbidden Lore (Int) (Heresy), Literacy (Int), Medicae (Int), Speak Language (Int) (Low Gothic, High Gothic, Eldar)

Talents:

Armour of Contempt: While Lazlo will tolerate the others dealing with non-Imperials and aliens, he is not so trusting and takes -10 to all rolls when dealing anyone from outside of the Imperium.

Ignorance Is Bliss: Those from Imperial worlds know the rewards of curiosity. Lazlo suffers -5 to all Forbidden Lore tests.

Pure Faith: Lazlo can spend a fate point to avoid testing for fear. OR he can ignore the effects of a single attack against him.

Universal Weapon Training: Lazlo can use any light/medium firearm or close-combat weapon without penalty.

Unshakeable Faith: Lazlo's faith in the Emperor allows him to re-roll any WP tests against Fear.

The Emperor Protects: By spending a Fate Point, Lazlo can grant up to 5 people immunity to fear, and all enemies are at -10 to hit those characters. OR he can let ONE person ignore the effects of an attack.

Weapons:

Flamethrower:	Range	RoF	Damage	ArmourPen	Clip	Rld
	20m	S	1d10+4	2	6	2 full actions

Flame weapon: Cover doesn't protect against this weapon. Automatically hits anyone in range in 30°arc (targets can Dodge). Targets hit take damage and roll Ag or get set on fire (1d10 damage every round, ignores armour!). Putting out the fire requires 2 full actions and an Ag test at -20.

Chainsword:	Damage	ArmourPen
	1D10+5	2

Good-craftsmanship: +5 to WS when attacking with this weapon.

Tearing: When rolling damage, roll 2D10 and pick the highest number.

Equipment:

Ecclesiarchal Robes, aquila pendant, censer+incense, comm-bead.