

# BORDERWORLD

A ROGUE TRADER GAME  
FOR 5 PLAYERS

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## **Crash Course in Rogue Trader:**

### **If you've played or run Dark Heresy or Warhammer Fantasy Roleplay before...**

... You'll be right at home, the game system is almost identical. Players may have a few abilities/skills not in the other books so have a look over the character sheets to familiarise yourself with the new stuff. And most importantly the players have their own ship, so have a look at the bit on ships further down for a rules-light description.

### **If you're new to Dark Heresy, Rogue Trader or WHFRP...**

... Here's a quick rundown on how the system works. It's not completely accurate but it'll do nicely for a con scenario.

All a player's skills are based off their characteristics, and the sheet clearly marks which skill uses which characteristic (eg. Their Acrobatics skill is equal to their Agility).

When a dice roll is called for, the player rolls d100. If the result is LESS THAN the relevant skill, then the roll succeeds, and vice versa. The more you pass by, the better you succeed.

Players possess Traits, Talents and Special Abilities that may modify the rolls (mastering a skill gives a player +20 to that skill, for example).

### **Fate Points:**

Every player has some fate points. One can be spent at any time to:

- Reroll a failed test once (the new result must be accepted)
- Gain +10 to a roll. Must be declared before rolling!
- Instantly heal d5 damage
- Avoid a hideous death, but only just. Up to GM's discretion.

## **Combat:**

Roll initiative (d10 plus Agility), go in descending order.

Combatants take free/half/full actions

**Roll to hit:** Roll under Ballistic Skill (BS) for ranged attacks and under Weapon Skill (WS) for close combat.

Target can parry melee attacks by rolling under WS, and can dodge any attack by passing a Dodge roll (or ½ Agility if they lack Dodge).

**Roll damage:** If a natural 10 is ever rolled here, attacker can roll another attack and add any damage. If such an attack also rolls a 10, another attack can be made, and so on as long as the attacker rolls a natural 10 for damage.

Target subtracts Armour and Toughness Bonus (the tens digit of Toughness, to someone with Toughness 36 has a TB of 3, someone with Toughness 49 has TB 4 etc.) from the damage rolled.

Any damage that gets through takes Wounds away from target. Anything reduced to 0 Wounds dies.

**Free actions** require no real effort and are quick. Examples:

- Speaking a few words
- Dropping an item.

**Half actions** require some effort and take half a player's turn. Examples:

- Aiming (+10 to hit)
- Melee feints (opposed WS tests, if passed then target cannot block next attack)
- Readyng a weapon
- Standard attacks.

**Full actions** take full effort and take up a full turn to do. Examples:

- All-out attacks (+20 to hit but cannot defend)
- Charging (+10 to hit)
- Called shots (-20 to hit)
- Readyng a weapon.
- Full-auto burst with a gun (+20 to hit, with an extra hit scored for every 10 points the roll was passed by. Dodging requires passing by 10 for every hit scored, eg. Someone with Dodge 50 must roll less than 20 to dodge 3 shots from a full auto burst)

## **Game in a nutshell:**

### **Setting mood:**

If you've played the computer game *Borderlands*, you'll know the kind of feel to apply to this scenario. We all love shouting "Kill it in the face! With fire! FOR THE EMPRAH!", but remember that these Rogue Traders mostly operate well-outside the Imperium, and as such aren't as bound by the dogma and religious fanaticism more regular Imperial citizens are lumped with. While it would be wrong to do away with the grim fatalistic nastiness completely, be sure to stir in a dose of humour now and then.

### **Synopsis:**

The players are a Rogue Trader and his command crew, who have fallen on hard times, now on an all-or-nothing hunt for a legendary vault full of priceless technology from before the Imperium's time. If the map leading them to the planet of Autumn is correct, then the Adeptus Mechanicus would happily give the players a whole solar system in exchange for the knowledge and machines hidden there.

Of course, it's not going to be easy. The planet is very remote and surrounded by hostile alien empires, the insectoid Vashar and amphibious Krell. It's a desert wasteland populated by hardy folks and nasty bandits speeding around in buggies in a *Mad Max* kinda way. And the players have no idea where this Vault is.

They're going to have to woo the natives, piece together some ancient clues, and blow up a whole lot of stuff to get to their prize. And if that wasn't going to be fun enough, looting the Vault is going to piss off the two nearby alien empires and start a WAR. Because of course in the grim darkness of the far future, etc. Etc.

## Opening Scene: Arrival at Autumn

It's been a long warp journey, but Cry of Righteousness and the rest of the small fleet finally emerges into real space- And the planet is nowhere to be seen.

Some quick reading of the ship's instruments reveals that planet Autumn's orbit has decayed considerably, and is much closer to its sun than before. As a result the place has turned from chilly green planet to mostly arid wasteland. Anyone who bothers to work the numbers will discover that it only has maybe a couple of thousand years before it falls into the sun.

A small, safe warp jump later and the ship is in orbit. There are old burnt-out cities and some patches of green on the surface. The most obvious sign of life is a small town in the southwestern hemisphere, based around the remains of a communications uplink spire. Perhaps they'll know something about the Vault.

The Warp is stormy around the planet, so the Navigator will recommend using a shuttle to land. The players are soon standing in the town of Nullheim, receiving their share of attention from the locals. They are rather friendly humans, and speak a heavily accented form of Old Gothic.

They are agnostic, saying that gods won't do anything men won't do for themselves. Their legends tell of advanced technology, but the orbital decay and a great war (correlating with the collapse of the Dark Age of Technology, for the savants in the party). They are open to conversion to the Imperial Creed, if the players wish to do so.

Just as they've met the mayor and gotten all friendly, the town is attacked by 2 jeeps full of bandits. These guys terrorise the locals, but compared to the players are very poorly armed. It should be a short, bloody encounter. The bandits aren't expecting resistance and they'll flee as soon as they take 2-3 casualties.

Bandits:

**WS**25    **BS**35    **S**30    **T**30    **Ag**30    **Int**25    **Per**25    **Wp**25

**Wounds:** 12

**Armour:** 2 points all over

**Weapons:**

Lasgun: Damage D10+3, Rate of fire: 1 (Can fire 3 shots on semi-auto)

Knife/club/knuckledusters

Bandit buggies:

**Wounds:** 20

**Armour:** 10 points

A called shot on the buggy ignores armour completely and forces the pilot to make a drive roll or lose control. Targeting anyone on board is not a called shot but is at -10 due to vehicle movement.

Once they've driven off the bandits, they can learn the following from Nullheim's people:

- The bandits are powerful and numerous, but Nullheim is so far away that they rarely send a group to bully them into handing over tribute and the occasional slave.
- **The bandit leader, Flint,** won't be happy that the players have given them a bloody nose. If the players allow any bandits to escape, Flint will be prepared for them.
- The bandits operate out of a ruined city (the real name is forgotten, it's now called **Flint's Den**) many miles north, about as far as their vehicles can make a return trip. There is a permanent sandstorm around their city, so a shuttle trip might not be wise. The players have a transport jeep in any case that will easily make the journey.
- The bandits have access to better equipment than the locals (who have no laseweapons), the word is that Flint found a cache of tech from the Beforetime in that city before he rose to dominate all the gangs and turn them into a small army.
- The nearby xenos empires visit Autumn occasionally, but don't bother the humans, thinking them no threat. Considering the scarcity of humans and their lack of technology, they're right.
- Flint will probably destroy Nullheim once he finds out what happened. Considering he also has advanced technology, this should make him the players' next target.

Cry of Righteousness's sensors can divine the location of the dust storm raging across the city, and now they're looking closely, an unusual energy signature. The dust storm is artificial, controlled by some technology in the city. Flying in would be very unwise, but the shuttle has a jeep, and they can fly most of the way.

The locals will be very grateful to the players for driving off the bandits and sorting out Flint, and provide them with any healing/food/provisions etc. They need.

## **On the way to Flint's Den- The Car Chase:**

NOTE: (If tied for time, forget the chase and have the bandits escort the players to Flint's Den)

If the players choose to fly the shuttle to Flint's Den, Cry of Righteousness will contact them to warn them of an energy buildup in the city, not long before missiles fly out to intercept the shuttle. Some piloting rolls at -20 are called for. The missiles keep coming until they are forced to land (Or crash land if they get hit). The damage isn't serious, but they'll have to drive the rest of the way and turn off the missile system before taking to the air again.

There's about 50Km left to the city, over dunes, craters and the occasional piece of ruined infrastructure (bridges, walls, falling masonry etc.).

Not long after they start driving, a bunch of small dust clouds emerge from the Sandstorm. Any really good Awareness rolls (especially if bionic eyes are involved) will identify 5 bandit buggies racing out to the landing site. There are people hanging off the sides. They'll flank the players and come around behind them.

There now follows a high-speed vehicle battle. Each bandit buggy has a driver and 3 passengers. The drivers will try to sideswipe the players' jeep off the track or into obstacles, while the passengers take shots at them on full auto, although at -20 to hit they won't hit much.

Feel free to have a bandit jump across to the players and try to knife them. It counts as a charge (+10 to WS), but subsequent attacks on both sides are at -10 because of the movement. If a player gets thrown off, give them a +20 Ag roll to hold on to the side. Any bandits thrown off are dead. Vehicles can have their weapons salvaged after the fight.

### **Bandits:**

**WS25      BS35      S30   T30   Ag30      Int25      Per25      Wp25**

**Wounds:** 12

**Armour:** 2 points all over

### **Weapons:**

Autopistol: Damage D10+2, Rate of fire: 1 (Can fire 6 shots on full-auto)

Knife/club/knuckledusters

Bandit buggies:

**Wounds:** 20

**Armour:** 10 points

### **Weapons:**

Mounted Heavy Stubber: Damage D10+5, Rate of fire: 10 (full-auto only!), Ignores 3 points of armour!

A called shot on the buggy ignores armour completely and forces the pilot to make a drive roll or lose control. Targeting anyone on board is not a called shot but is at -10 due to vehicle movement.



## **Flint's Den (stats on p13):**

The sandstorm has a break in it once the players are closer- An old vehicle tunnel leads straight in. There is, of course, a road block. Three buggies block the road, about 15 thugs watch from fortified positions and on either side is heavy weaponry that doesn't look human (A successful Forbidden Lore(Xenos) roll will associate them with the two neighbouring xenos empires) This section CAN be fought through, if you have enough time, but it would be very tough and diplomacy will resolve things far faster.

Flint's thugs will demand a toll, and will get quite uppity if/when they realise the players killed their buddies. A couple of ways this could go:

- The players stall with smalltalk (Blather skill), or impress the thugs by staying cool even with a dozen weapons trained on them long enough for Flint himself to take an interest and invite them in.
- Players successfully intimidate the thugs (Quite difficult, considering the firepower they have. But then, the players do have a ship capable of orbital bombardment. A quick demonstration on that mountain range over there would be quite effective...)

However it goes, they get an audience with Flint, and are allowed into Flint's Den. Flint's palace is at the centre, the thugs will give directions and warn the players that this is a neutral ground, no fighting except in self defence.

The city itself is a bombed, burnt-out husk (If anyone wants to roll a skill to determine its history, tell anyone who succeeds that the damage looks like fission-based explosives (nuclear bombs), and that radiation poisoning might be a concern), with sand everywhere. It's eerily quiet with the sandstorm raging overhead. Contact with the ship is hard to follow, full of static.

**Long story short-** Flint's Den is a neutral ground for the Vashar and Krell, they meet here to resolve situations that would otherwise cause war between their peoples. Flint happily profits from hosting the meetings in the form of advanced alien equipment (players can see alien weaponry and armour here and there), safety (the meeting ground is important to both empires) and since the aliens don't care about humans, the freedom to rape/pillage/plunder any human settlements he likes.

## **The aliens know where to find the Vault.**

If either empire got hold of the tech in there they could wipe out the other easily. So both sides guard it jealously from the other, and yet they want it for themselves...

See overleaf:

In Flint's Den, the players will be approached by both Vashar and Krell delegates. They'll offer exotic alien weapons and armour, lucrative trade licenses, and the protection of their empire if the players break through the Vault cordon and secure the technology there for their empire to wipe out the other.

If the players don't like associating with filthy xenos scum, Flint or one of his advisors can give them the location of the Vault instead, and tell them that it's guarded by both empires, and would enable the humans to defend themselves

The choice is up to the players. They can lie to either side or all three, they can take the technology for one empire, or for Autumn, or for themselves.

However, a good roll of Forbidden Lore (archaeotech), Evaluate or Commerce would indicate the following:

- Nothing the three factions can give them would equal the value of the Vault.
- Bringing back ancient human tech to Imperial space would win them far more brownie points with the Adeptus Mechanicus than if they brought back alien goods.
- Considering Autumn is slowly falling into the sun, using the Vault to protect a handful of godless humans who are doomed if they stay is extremely unprofitable, and will likely cause a very real mutiny across the Trader Fleet.

Either way, to get to the vault will require travelling to a cave system on the other side of the planet. Now the location is pinpointed, Cry of Righteousness's sensors will be able to pick up life signs, albeit alien ones. The Vault is guarded by elite troops of both empires. If there's time, feel free to make getting out of Flint's Den difficult, with running street fights and more buggy chases. There's plenty of crumbling masonry to collapse on anyone chasing the players, if they think of it.

## **The Vault (Stats on p14):**

Underground cave, massive rock formations and sunlight slipping in through holes in the ceiling. There is only one tunnel so getting lost isn't a problem, but the dark will make combat more difficult (-10 to all rolls requiring sight unless they have a torch, or bionic eye etc.).

It's worth informing the players that Cry of Righteousness can now get a good lock on them, as the warp has calmed down somewhat. Teleportation won't be as risky for the foreseeable future.

The tunnel opens out into a large chamber. A doorway lies at the far side, covered in old human language (the Explorator character should easily recognise Standard Template Construct technology, the Holy Grail of human engineering), but it is barred with a forcefield of alien make. The generator will have to be shut off or destroyed before they can enter the Vault. The chamber itself is well-lit, and full of chairs, tables, sleeping areas and supply crates for the guards who stand vigil. Perfect for a firefight.

The Vault is guarded by two elite squads, one Vashar and one Krell, so this will be a big fight. If the players have been savvy with their deal-making in Flint's Den then they'll either have one squad on their side or they'll have both squads tear into each other before mopping up the survivors. Either way, they'll have a tough fight on their hands.

The alien forcefield was created by both empires, so it will be tough to switch off (-20 on Forbidden Lore (xenos) or -30 on Tech use, any of these rolls will take 5 minutes of game time), and now that they've tipped their hand to one or both empires they'll be up against the clock. They can hear bursts of comm-static from the communicators of the guards, and Cry of Righteousness itself will report a jump in xenos communications. Both empires will be sending a large retaliation force to the Vault, they'll arrive within 20-30 minutes, and they sound ANGRY.

Once the force field is disabled, getting into the vault is easy. The view is nice (give the players this description):

*A perfectly spherical chamber, the black walls engraved in silver with mathematical equations and logical proofs, all of which intertwine with a cold beauty and lead towards an ancient device in the centre of the room, about the size of the players' shuttle.*

Anyone with Forbidden Lore (archaeotech) will be able to discern the function of the technology inside- It is a STC database with info relating to several topics, but chiefly relating to the construction of warp drives. The Adeptus Mechanicus would eagerly hand over a solar system or two for this, it's incomprehensively priceless!

## **End Scene- Escaping with the prize:**

The Vashar and/or Krell will be furious and will send in a navy each to deal with the problem.

About 20-30 minutes of game-time after they fight the guards in the Vault (adjust as dramatically appropriate!), Cry of Righteousness will inform them that two whole navies have arrived in orbit and it won't be long until the players' Trader Fleet gets roped into conflict.

Depending on the players' actions the empires will be busy attacking each other for their betrayal, but they'll still find the time to send down drop pods of troops to kill the intruders to the Vault. Depending on the players' actions again, these aliens might be fighting each other in the tunnels and around the surface entrance.

- The players can risk teleporting themselves and the prize back to Cry of Righteousness from underground (The prize will arrive fine, but due to interference from the rock above them make each player roll Wp+15, anyone who fails can't take the strain of travelling through the Warp and doesn't come out the other side. Yes, really. Warp travel is extremely dangerous!)
- Or they can risk damage to the prize by fighting their way out (the database is light enough for 2 people to lift with both hands), where they can either risk teleportation again (But with +30 to Wp this time), or they can load the prize onto the shuttle and try to fly out with aliens shooting all around them!

Whatever they choose, make sure it's hard going and that the players take a few good hits.

Once the surviving players are aboard, it's time to get the hell out before the solar system becomes a warzone. A couple of successful Command rolls from the players and they can get shields up, weapons ready and Warp Drive ready to jump away from this horrible mess.

If there's time, play about with the ship a little, have the warp drives slow to power up, have a ship or two try to attack them, try a little ship to ship combat if you like (all based off command rolls from one of the players ie the better the roll from the player issuing orders to the gun crews, the more accurate and damaging their attacks, enemy ships won't have stats so just make it cinematic and whatnot)

Finally the warp drives are at full capacity, and the fleet can escape, leaving the filthy xenos fighting each other and the doomed handful of humans on Autumn. Off home to Imperial space to barter with the Technomages of the Adeptus Mechanicus. Game over, well done everyone!

## **NPCs in Flint's Den:**

### **Flint, bandit king:**

A hard, scarred man, used to commanding through fear. Flint's Den is his kingdom and he knows it, unafraid of anything except the aliens. Deep down he knows he's only alive because they wish it. He does his best not to show it.

**WS:** 44

**BS:** 38

**S:** 34

**T:** 42

**Ag:** 34

**Int:** 34

**Per:** 38

**WP:** 42

**Fel:** 36

Wounds 15

Skills: Awareness(Per), Charm (Fel), Barter(Fel) Command(Fel+10)

Armour: Arms&Legs 4

Body 5

Weapons:

Chainsword: D10+5 damage (roll 2 dice, take the highest result), +10 to parry

Alien pistol: D10+5 damage, ignores 4 armour points

Army of Thugs: See stats on page 6

### **Vashar Delegate, K'rex Ak'kif:**

The Vashar are insectoid, multilimbed, and deeply disturbing to look at. K'rex is haughty and aloof, but polite and well-spoken (though his voice comes from vibrating and clicking his chitinous plates so he sounds very strange). Would do anything to see the Krell destroyed, including recruiting the players to claim the Vault for his people. Not a fighter, and will run and hide if something should happen.

**Fel:** 46

### **Krell Delegate, Brolak:**

The Krell are humanoid but looking more like fish or frogs, with bulging eyes, webbed limbs and gills in their necks (They wear fluid-filled "breathing" apparatus on land). Their voices are very gurgling. Brolak is more down-to-earth than his counterpart K'rex, but he still hates the Vashar and would happily recruit the players to secure the Vault for his people. Not a fighter, and will run and hide at the first sign of trouble.

**Fel:** 46

## Enemies in the Vault:

These are elite Vashar and Krell troops, and should be tough going for the players.

### Vashar Elites:

**WS:** 42  
**BS:** 37  
**S:** 35  
**T:** 40  
**Ag:** 49  
**Int:** 25  
**Per:** 45  
**WP:** 30  
**Fel:** 18

### Krell Elites:

**WS:** 42  
**BS:** 35  
**S:** 49  
**T:** 45  
**Ag:** 37  
**Int:** 25  
**Per:** 35  
**WP:** 35

**Wounds:** 12

**Armour:** 5 all over

Skills: Acrobatics(Ag), Awareness(Per), Concealment(Ag+20), Dodge(Ag+10), Silent Move(Ag+10)

### Vashar Talents:

**Walk on Walls:** Vashar insect ancestry includes tiny claws for gripping to any surface.

**Multilimb Strike:** For a full action and a single successful WS roll, the Vashar can attack with three limbs at once. A success results in 3 hits, roll damage as normal. A single Dodge or Parry roll at -20 will avoid all attacks.

### Krell Talents:

**Furious Charge:** +20WS to a charge instead of +10. Stacks with Furious Attack!

**Furious Attack:** On a successful all-out attack, forgo dodge/parry for a second attack!

### Vashar Weapons:

Plasma claws (At range): D10+1 damage, ignores 1 point of armour

Plasma claws (Close combat): D10+4 damage, ignores 3 points of armour

### Krell Weapons:

Energy Rifles: D10+3 damage, ignores 2 points of armour

Shock Hammer: D10+5, Hit targets roll Toughness or get knocked off their feet by the blast.

## **The Players' ship- Cry of Righteousness:**

Although there is a large number of transports, frigates and light cruisers to provide support on long voyages through the void, the heart and soul of it all is the Cry of Righteousness, the Rogue Trader's flagship.

Cry of Righteousness is 4 kilometers long, has a crew of over a thousand, is heavily armoured, and bristling with enough weaponry to level half a world from orbit.

On the other hand, compared to smaller ships it's slow, not very manoeuvrable and requires all sorts of arcane knowledge and equipment to keep running. If this quest for the Vault is a failure, it is likely they will have to sell Cry of Righteousness just to cover the costs of getting the rest of the fleet out here! This really is a make-or-break adventure.

The players will only really see the Bridge and shuttle hangars. On the bridge they can take command of weapons, engines, sensors and the like, and issue orders to the rest of the crew using Command rolls (or half their Fel if they don't have Command). Successful rolls= the crew gets the job done.

In combat, compare command rolls from the players to those of the enemy captains (Assume the enemy needs to roll under 35 to pass) for manoeuvring, targeting and firing. The Cry of righteousness can take a pounding, and its weapons will destroy anything they hit, but hitting smaller, faster ships is difficult (-10 to players' rolls)

Cry of Righteousness has both ship-to-ship and ship-to-planet weaponry. The anti-ship guns are a mix of solid projectile cannons and advanced laser banks. A single shot from the orbital bombardment cannon is roughly equivalent to a megaton nuclear bomb. They are NOT subtle.

## **Rogue Trader Aasimov Stromm:**

You were born to nobility on the now far distant world of Vestas, a minor son of the family, sent into a career in academics to keep you out of the way of your more worthy siblings. You developed a talent for "hands on" research, and aided by the family fortune you spent much time sailing through the void, assisting teams of professors and on one occasion even a Tech-Priest. Your early travels are where you picked up an interest in xenos civilisation and technology.

Life can change in a heartbeat though, and your last scientific voyage ended in disaster: The ship was raided by pirates, and you were enslaved. Over a number of years being used for your intelligence and learning, you learned that the raid was orchestrated by a jealous sibling, your older brother Karathis. It provided all the impetus you needed to escape your captors and make your way back to Vestas. You ended up killing your brother in a duel, as was only right and proper, but to avoid further embarrassment your family decided to "reward" you with a Warrant of Trade- You had your inheritance, and at the same time you would have to stay a thousand light years away from home.

Life as a Rogue Trader is harsh, but you've sworn to yourself to make it work. Your latest endeavour ended up with you being betrayed by the Eldar and spending most of your fortune on repairing your ship, Cry of Righteousness, but this planet Autumn and its Vault of ancient technology will more than make up for the hardships. All is lost, otherwise.



## **Arch Militant Lucius Crayven:**

You were born on the dangerous water world Calimshan, where everyone had to get tough quick or die. If the raging storms didn't get you, the massive sea predators would. Coming of age meant simply surviving long enough to be called an adult. With resources so scarce on Calimshan violence was everywhere, so it was no surprise to find yourself becoming a mercenary, eventually fighting off-world for coin.

You sort of fell in with the wrong crowd, spending some time as a crime-lord's thug. Though it cost you an arm, you left his service (by putting a bullet between his eyes) and sought to repent, fighting alongside Imperial forces in their military campaigns as a true mercenary again. On the planet Haephon it went terribly wrong: A campaign against Orks turned into a slaughter, where you saw cities burn and starships plummet into the earth. In the search for scapegoats some of the blame was apportioned to you, and you would have been executed had not the Rogue Trader Aasimov Stromm rescued you.

Aasimov had been tasked with transporting aid to the hard-pressed Imperial guard, and had heard of your fighting skills. He offered you a position in his crew, the promise of terrible danger but equally vast reward, and you accepted. He's proven a worthy employer for the most part. That latest business with the Eldar went very badly though. If this Vault doesn't prove to be as profitable as everyone thinks it is, things will get very ugly.

Explorator Alphonse Decimus:

You were born on the forge world Deltan IV, a strictly ordered place ruled by the tech-priests of the Adeptus Mechanicus, keepers of mankind's knowledge and technology. Having no parents of note, you survived by scavenging and doing odd-jobs for the junior tech-priests, who eventually took notice of your talents and took you into their Priesthood of Mars, where you were indoctrinated into the secrets of the machine.

You might have advanced quicker if not for your curiosity, which was at odds with the stable, almost stagnant demeanour of your superiors. The technology of aliens fascinated you, much to their chagrin, and eventually they had had enough. Your career took a sharp turn and rather than stay on Deltan IV, you were prepared as an Explorator, and assigned to the Rogue Trader fleet of one Aasimov Stromm, where your taste for xenos technology would be less abhorrant to the Adeptus Mechanicus.

Trader Stromm is an acceptable leader. He has won more often than lost. His last deal with the fickle Eldar was a major setback, but an understandable one. You have confidence that the Vault is real. The chance to be first to examine ancient human technology will go a long way towards negating the disapproval of your superiors in the Priesthood of Mars.

Ship's Seneschal Garret Dornian:

You've always found it amusing that the easiest way to rise out of rigid Imperial society usually involves sinking below it first. You were a nobody among billions on the world of Trandium III, and in the effort to make ends meet you turned to activities the Arbiters did not like. Your talent as an information broker soon emerged and life wasn't bad, even if your criminal ways forced you into travelling the Trandium system to avoid the law.

Your life fell apart when you met your match in the business, Dominique Kardian. She spun a masterful web of half truths and deceits, drawing you into a shadow war of information across the system until you were cornered and had no other choices than fleeing the system or facing almost certain execution. It was an easy choice.

You sold your skills across the galactic segmentum to whoever could pay you, sure you could never go back, until you happened across Rogue Trader Aasimov Stromm. He had received his Trade Warrant only recently, and you saw an opportunity, and threw in your lot with him. If this Vault business pays off, you might just return to Trandium and have a nice, friendly chat with Dominique Kardian. You still haven't decided whether to kill her or offer her a job.

Missionary Lazlo Holt:

Your homeworld, Horizon, was dominated by the Ecclesiarchy, the official Imperial religion. You were raised on holy ground, taught the virtue of faith in the God-Emperor of Man and the dangers of freedom and curiosity. There was no doubt that your future lay in the Ecclesiarchy, where you worked diligently to serve the Golden Throne. You quickly learned just how vast the Imperium is, and how different the Imperial Creed can be in the far reaches of the galaxy. Keeping the whole united was of particular interest to you, and so began a pilgrimage across the Imperium to learn about the different ways mankind worshipped the Emperor.

Travelling the void is dangerous though, and you have seen many horrific things on your journeys- You have heard the infinite nameless things scratching at the hull of a ship as it sails the Warp, you have seen the dead walk and the bulkheads bleed, you have seen the savagery of void pirates, human heretic and xenos alike. By the Emperor's grace, you endured, and were strengthened by it all.

Your experiences convinced you that you had to shine the Emperor's Light into the darkness. Your pilgrimage complete, you requested to become a missionary, and were soon assigned to the Trader Fleet of Aasimov Stromm. You don't always agree with his plans, and are quick to point out the dangers of dealing with heretics and aliens, but the opportunity to bring the blessings of Faith in the God-Emperor to lost worlds outweighs most of the indiscretions of Stromm and his crew. Should they fall too far from the Light, of course, you will have no qualms about cleansing their sins with prayer and flame.