

Introduction

This is a 3-hour Dark Heresy scenario for 5 players. The PCs are pregenerated and include background information and details on their relationships with other PCs. NPCs stats are all listed at the end of the scenario.

The PCs are all members of a cell serving Inquisitor De Lancre of the Ordo Hereticus. De Lancre believes that only through unity will the Imperium survive and seeks to quell any threat to the status quo. The PCs cell is tasked with identifying and eliminating such potential threats.

The Cell

Praetus: A disgraced officer of the Imperial Navy, he is more the scholar than the warrior. Of the cell, the best educated, bred and travelled.

Cortez: An infamous duellist on his homeworld, the man's arrogance would be infuriating if you didn't know that he could back it up to deadly effect.

Cain: A Cadian through and through; they say they can shoot a lasgun before they can walk. Having seen him in action you now believe it.

Javad: On his homeworld he had been a healer, an important man among his people. Then the Black Ark took him and he learned the word "psyker".

Yammer: A former ganger, apparently he got his name "cause he'd always something to say, but he was big so he got away with it".

The PCs begin with the following information;

- The PCs are Acolytes of Inquisitor De Lancre a member of the Ordo Hereticus. Inquisitor De Lancre received a request from the Calixian Conclave to respond to an astropathic message received from Hive Syracuse. Hive Syracuse is the seat of trade and commerce on Lens, a prominent world in the Calixian Sector.
- The interpretation of the message seems to suggest that Hive Syracuse is gripped by civil unrest and that the Cult Mechanicus is responsible. De Lancre has assigned the PCs to attend as they do not number a follower of the Cult Mechanicus in their cell.
- Hive Syracuse is an important manufacturing hub for the Imperium and there has been a marked decrease in its output recently. The PCs are to attend the Governor of Hive Syracuse, one Scipio Aemilianus and address this situation.

What is going on?

Deep in the heart of Hive Syracuse lies the Nonsuch Engine, a fusion reactor from the Dark Age of Technology. Venerated by the Cult Mechanicus and housed in a great Machine-Cathedral, the Hive has relied on its power since time immemorial. The Hives reliance on the ancient device ensured the Adeptus Mechanicus's influence was always far greater than its presence much to the chagrin of the Adeptus Ministorum. Bred from this dissatisfaction came the Luddites, followers of the Imperial Creed who viewed the Cult Mechanicus as a heresy too long tolerated. For centuries they petitioned to have the tech-priests expelled but their pleas fell on deaf ears. However in the dying years of the last decade a new leader rose to dominate the faction; Confessor Behr was charismatic and ruthless, intent to succeed where his predecessors had failed. He knew that the Nonsuch Engine held the key, that without it the tech-priests would be as nothing. So regardless of the consequences to the Hives body he sought to purge its soul of the malignant device.

He got his opportunity when he found a potential Angel of Destruction while preaching to the prisoners serving in the hives work gangs. Among them he found a broken soul by the name of Shells, willing to do anything for a chance to escape a lifetime of hard labour. Under the pretext of saving his soul, Behr had him released to his temple and then put his plan into motion. The first problem was gaining access to the Nonsuch Engine, as only tech-priests could approach it. This was to be Shells role; after months of grooming he was willing to do anything for Behr including receiving the extensive cybernetic surgery that would pass him as a tech-priest. Shells was to smuggle a bomb inside the Machine-Cathedral and plant it inside the Nonsuch Device. The bomb was to be activated by a proximity sensor. Shells was then to report to Behr & receive his reward.

The plan worked perfectly until Shells had to plant the bomb. In his ignorance he damaged part of the reactor, disrupting its ability to regulate power and causing a surge of energy that interfered with cortex implants. However Behr would not learn of this as he ordered his men to kill Shells on his arrival at rendezvous. What he did not count on was Shells determination to survive and the former convict escaped the ambush. He was badly injured when they opened fire but managed to flee, by chance stumbling into an Arbite Patrol who took him into custody.

Meanwhile at the Machine-Cathedral the power surge began causing powercuts in part of the hive and prevented the tech-priests entering to learn why. The Magos had the doors sealed to prevent the hive learning of the disaster and that is when the hive begins to suffer the powercuts.

Story Key

The PCs are faced with a plot to cripple the Cult Mechanicus in Hive Syracuse that will incidentally throw the Hive into anarchy and destroy its economy. To uncover Confessor Behr's roll in this scheme the PCs must put the pieces of the puzzle together:

- The Governor will tell the PCs that in the current crisis the people are laying the blame at the feet of the Cult Mechanicus. This is been exacerbated by the Luddites, fundamentalists who view the cult as a heresy. Confessor Behr, their leader, has denounced the Cult Mechanicus and called for its expulsion from the hive. While this would be disastrous for the hive he grows more popular everyday.
- The Machine-Cathedral has been sealed since the powercuts began but an Arbite patrol came across an injured tech-priest in the depths who'd apparently being attacked. He seems to have suffered brain damage but the Governor hopes that he can be used as a bargaining chip by the PCs. The PCs can learn the following from appropriate sources 1. This is not a tech-priest but someone immitating one 2. The Machine-Cathedral records place the imposter within prior to the powercuts 3. The imposter is a convict by the name of Shells, supposedly serving a life sentence of hard labour 4. Shells was released into the custody of the The Temple of Righteous Solitude, Confessor Behr's temple.
- The powercuts were caused by the damage done by Shells in planting the bomb. This damage prevented the tech-priests repair the damage but also not activate the bomb. If the PCs can diffuse the bomb then they can save the Nonsuch Engine. If they don't they condemn the hive to anarchy and catastrophic recession.

Opening Scene: Syracuse Administratum Complex

Description: Making landfall at Syracuse's spaceport you were greeted by a Valkyrie Gunship with a full complement of Arbite officers to take you directly to the inner spires. The gunship's pilot had skirted the columns of smoke that pierced the toxic clouds engulfing Hives depths, concealing them but not the tell-tale glow of fires raging below. Setting down on the landing pad of an impressive central spire you were escorted inside down corridors lit by flickering lights and down flights of steps conspicuously avoiding its elevators. After an interminable maze you are brought into a central office with a balcony overlooking the city-hive where a group of figures part from around a tall aristocratic man

NPC Description: Governor Scipio Aemilianus

Tall and lean, his hawk like countenance accentuated by a high collared crimson tunic; Aemilianus appears in his early thirties although he has ruled for a century. While his black hair may be carefully oiled back and his goatee carefully trimmed, there is little of the pampered courtier about him. He dismisses his attendants with the flick of a wrist and turns to his guests with a scowl. Aemilianus speaks with the certainty of one born to rank and wealth.

Key Points

- From time immemorial the Hive has been provided with all its power requirements by the Nonsuch Engine, an artefact from the Dark Age of Technology itself. Within its great Machine Cathedral an order of tech-priests tended to its Machine Spirit. For five months however the power output was noticed to be diminishing and for the first time intermittent blackouts afflicted some districts.
- When the blackouts began the Governor summoned the tech-priests only to learn that they had sealed their Machine-Cathedral. To quell the panic he had it announced that the blackouts were a sign of the Machine Spirits displeasure, most likely for the populace taking its bounty for granted. Accordingly, as penance the Governor ordered 40 days of Electrical Rationing to appease it. The blackouts only worsened, shutting fabricatories, throwing the habs into darkness and chaos.
- Rioting has broken out as the panic spreads, industry has ground to a halt. The people blame the Cult Mechanicus, exacerbated by the Luddites, fundamentalists who view the cult as a heresy. Confessor Behr, their leader, has denounced the Cult Mechanicus and called for the expulsion of all tech-priests from the hive. While this would be disastrous for the hive he grows more popular everyday.

- The Governor has used every means to try and communicate with the Machine Cathedral, even an ill-fortuned attempt by an Arbite Task Force to force an entry. Scouring the records though the archivists uncovered a reference to a time of civil war in the Hive when the tech-priests had retreated within their halls. During that time an Inquisitor had sought an audience with them and was granted it above all others. Thus the Governors request for aid. The Governor has an escort waiting to take them to the Cathedral in hopes they will gain that access again.
- The Governor can offer little aid to the PCs but an Arbite patrol came across an injured tech-priest in the depths who'd apparently being attacked just after the blackouts began. He seems to have suffered brain damage but the Governor hopes that he can be used as a bargaining chip by the PCs

Scene: Penitents Square

Description: Deep in the bowels of the hive, the great Machine Cathedral of the Nonsuch Engine lies among the squalor of ages past surrounded by the rotting foundations of the very city that it suckles. For countless pilgrims past and the armoured transports that now carry you the only access is a causeway cutting through the slums and sumps which now dominate the area. You feel the transports slow as they approach the area known as Penitents Square which fronts the Cathedrals marble facade; depicting the foundation of the hive it fills the skyline, its door styled as a great cog wheel. Now that square is filled with a mob congregating about that self same door.

NPC Description: Luddites

Confessor Behr's preaching has found a strong following among the Hives indents; left without work, light or clean air by the blackouts they are ready converts to his program against the tech-priest. Wearing coveralls stained by industry, the mob has congregated to witness the Machine Cathedrals inevitable cleansing. Seeing the PCs accompanied by a tech-priests their leader, a ragged street preacher begins to decree the accursed tech-priest and calling for the crowd to deliver judgement.



Combat

The armoured transports plough through the mass to the Cathedral proper. Their Arbite escorts disembark first to clear a space, pushing the crowd back and giving them a clear view of their surroundings. The preacher and his attendants draw close, beseeching them to see the error of their way and to join the judgement of the heretic, pointing at the tech-priest. Tension fills the air and whether the PCs initiate it or someone in the crowd takes a swing at an Arbite, suddenly the gunfire fills the air and the PCs find themselves under attack.

Key Points

- Call for Perception tests from the PCs. Success means they notice a postern gate set in the great cog.
- These Luddites do not pose a significant threat to the PCs and are not meant to. The combat simply provides an opportunity for the PCs to protect the tech-priest facing the preacher and his attendants. Keep the combat brisk with PCs who head straight for the postern gate facing little opposition (most of the mob is fleeing).
- At the postern gate the PCs find a vox-caster (now scrawled with graffiti). A PC who activates the vox-caster can speak with the Castellan (see below) who demands they state their business. This is an opportunity for some roleplaying especially if other PCs are still involved with combat. The Castellan will demand verification if the PC claims to be an Inquisitorial agent and a panel retracts to reveal a scanner to read their Inquisitorial rosette.

Scene: The Machine Cathedral

Description: Only upon entering it does it become apparent that the Cathedral is but a hollow shell, sheltering the ancient machinery of the Nonsuch Engine. Standing in its antechamber, one can look across a vista of cables and pylons that stretch toward an edifice suffused in a bluish glow, the air reeking of ozone. This glow tinges everything, including the strange robed figure that approaches you.

NPC Description: Castellan

His body contorted by the augmetics that cover his body, the Castellan bears little resemblance to anything human. For centuries his duty has been to deal with any outsiders visiting the Machine-Cathedral, even though it may be sealed. The Castellan no longer engages with social niceties and is direct in every manner, scanning each as they enter to detect threats/defects/deficiencies.

Key Points

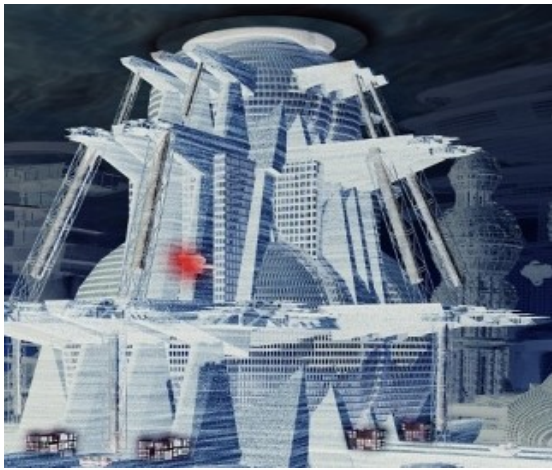
- The Machine-Cathedral was sealed on the order of the Magos; no-one to enter or leave except those on the Omnissiah's business; thus Inquisitorial agents. If asked the Castellan describes the Nonsuch Engine as "phlegmatic of humour" and that the Magos wish to speak with them.
- If the PCs present the tech-priest to the Castellan his initial scan reveals he isn't of the Cathedral but his serial number reveals he had visited. At what stage it is revealed that this tech-priest is an imposter is at your discretion; either then if the PCs press the issue or after the bomb has activated. The Castellan in either case accuses the PCs of some treachery. The facts are as follows: 1. This is not a tech-priest but someone imitating one 2. The Machine-Cathedral records place the imposter within prior to the powercuts 3. The imposter augmetics are high-grade, designed to imitate those of a tech-priest and both expensive and illegal. However the man's physical body shows signs of untreated diseases and injuries. 4. Although an attempt had been made to remove them, the Castellans scans reveal a number of gang tattoo's on the man's body and a bar code on his neck (this can provide Shell's identity if a PCs makes appropriate enquiries).

NPC Description: Magos

The Castellan leads you deep into the vaults of the Cathedral, into the rust corroded bowels of the venerable structure. You arrive at a great circular chamber, alcoves rising in rows beyond sight above. Here, entombed in the very structure that they venerate, are the Magos of the Nonsuch Engine. Very little remains of the Magos that could be called human, ancient life support systems now all that keeps those ancient husks alive.

Key Points

- The Magos view the problem with the Nonsuch Engine as an affliction caused by the neglect paid to it by the cities population. However when pushed as to why they have sealed the Cathedral they admit that the Nonsuch Engine has also shown its displeasure by shutting them out as well.
- The Magos view the arrival of the PCs as a good omen and under the circumstances affecting the Hive are willing to allow the PCs to intercede on the populace's behalf. They can give them instructions on Rites of Propagation that a lay-person can perform to appease an angered Machine Spirit.



Scene: The Nonsuch Engine

The ancient reactor seems to hum with energy, its great pistons and turbines causing the entire substructure to vibrate. An electrical discharge seems to emanate from the centre of the structure responsible for the bluish glow that coats it. Standing at a distance tech-priests surround it, some chanting in the machine language, others wafting censers of incense towards it.

Key Points

- The PCs quickly find the Magos earlier attempts to enter the damaged area; fallen tech-priest still twitching spasmodically, repair servitors stuck in repetitive cycles etc. Following the Magos instructions are explicit and a little longwinded, calling for certain rituals and propagations along the route.
- Nearing the centre the energy discharges become more substantial. Following the Magos instructions the PCs can begin the rituals they proscribed to mollify the Machine Spirit. However at a certain junction they find that a certain panel they are to anoint is consciously missing and a spherical device connected to the underlying wiring. The device is a bomb and the PCs have now activated it.

The Bomb

The device is designed with a proximity sensor that activates the device. The bomb is primarily comprised of two liquid filled vials; one of which begins pumping into the other as the PCs watch. The reaction is not immediate; the PCs have a minute to act. The PCs have the following options;

- Flee or Panic. The bomb will activate & gut the Nonsuch Engine. There is no way for the PCs to escape all of the damage as the initial explosion sets off a chain reaction.
- Diffuse the bomb. The PCs can diffuse the device but will need to work together to stand a chance of success. To do this they need to freeze the combining liquids. They can do this by 1. Locate a pipe carrying coolant and access it 2. Open the bomb to expose the liquids 3. Connect the coolant to the device to quick freeze it.
- Consequences: The difference between the PCs succeeding and failing is the difference between the Hive continuing or failing.

There is a good possibility of the PCs being faced with the full wrath of the bomb. That is the time for Fate Points.

Scene: Endless Night

Penitents Square is now under the control of Arbite and PDF forces but the smell of smoke and cordite fills the air. The Governor himself waits outside for the PCs. Depending on whether the city-hive is gripped by worsening power failures or a full fledged blackout. In either case Syracuse is now in anarchy, Imperial forces struggling to maintain control. The Governor is desperate for answers and more importantly a scapegoat. The PCs should now have enough pieces of the puzzle to implicate Confessor Behr and his hardliners. As Preacher Behr is known to hate the tech-priest, has the money and people to conduct such an operation and is one of the few to benefit from the crisis the Governor is readily convinced. However the Hives forces are already stretched thin and apprehending Behr will be difficult.

Keys Points

- Confessor Behr has retreated to his temple to “meditate”. The district is dominated by the Adeptus Ministorum & has its own forces; fanatics, templar’s & zealots and is heavily defended. The Ecclesiarchy will never hand over one of its own especially if it meant implicating it with the crisis. A direct assault could cost unknown lives and that’s if it was successful. More to the point the Governor doesn't have the forces to spare. If Behr is to be captured then it must be done swiftly and with the element of surprise.

- The temple is locked down the PCs can expect stiff resistance from Behr's adherents. The Governor assigns a squad of Arbite Enforcers to accompany the PCs on the strike and a Valkyrie Gunship.

Finale: The Temple of Righteous Solitude

The approach streets and ramps to the district lie empty. With a hum the gunship's thrusters rapidly slows its descent, alighting in the flagged plaza leading to the temple steps. Giant statues of long dead saints look down silently while no light shines through the temples stained glass windows, its arched doorway closed. For a moment all is quiet. Then with deafening cacophony gunfire and battle cries fill the air as Luddites rush to face the interlopers.

NPC Description: Luddite Militamen

The temple is guarded by a militia formed from Confessor Behr's most fervent followers. Drawn primarily from the indent population, most still wear their work overalls covered by a white tabard bearing the Luddite symbol; a broken cog. Behr has indoctrinated them to believe that the Cult Mechanicus will go to any lengths to silence his opposition to their corruption and they are fanatically devoted to him.

Combat

The battle between the PCs and the Luddites begins in the plaza outside the temple. The Arbite Enforcers are best used in a supporting fashion, with all combat between them and the militiamen taking place "off screen". Their presence is what allows the PCs to face reasonable opposition as they pursue Behr.

The combat is divided into a series of minor encounters to reflect the nature of a running battle. They are merely devices to pose obstacles for the PCs to overcome while engaging the militiamen. Keep the pace brisk and if the PCs become loggerheaded, use the Arbites as appropriate. This should be avoided however as the PCs should be the focus.

On a one-to-one basis the militiamen are no match for the PCs but they have the advantage of numbers and defensible positions. By the time the PCs have reached the heart of the temple some will likely be wounded and they may be running low on munitions. The final encounter pits the PCs against Confessor Behr and his personal bodyguards. Confessor Behr knows why the PCs are here and is unrepentant of his actions. If the Nonsuch Engine has been destroyed he will in fact be triumphant and crow that the dawn of a new era is at hand.

Encounters

The Plaza: The PCs and Arbites having disembarked from the gunship in the flagged plaza fronting the temple. Giant statues line it, blocking line of sight and providing cover. Gunfire erupts from the temple and militiamen come charging from behind the statues where they were concealed. The PCs must cut through the militiamen to the temple doors, avoiding the gunfire from the temple

The Doors: The temples double doors are sealed and reinforced. Snipers now man the windows flanking it and they now lay a deadly crossfire at the approaching Arbites. The PCs must breach the doors and silence the snipers cutting down the Arbites.

The Aisle: The central aisle has been turned into a killing ground, the militiamen taking up positions behind the columns that line it and using the heavy wooden pews as cover. Now inside, the PCs can see Confessor Behr preaching from a pulpit, his voice still carrying over the din. His pulpit is protected by a reinforced transparent screen. The PCs need to get the nave to have a chance to take him out. At this point the Arbites inform the PCs that more of Confessor Behr's followers are en-route.

The Nave: From here the PCs can speak with Confessor Behr who harrangues them for what they are doing. If it becomes clear that the PCs are gaining the upper hand, he screams "I gave you the chance to repent but you have turned away. So you will suffer for turning away from your own flesh. My children, show these fools the power of flesh!". With this a number of the militiamen hesitate then inject themselves with a chemical compound. As they do their bodies ripple with muscle, distorting as agonizing screams escape their lips. They turn with frenzied eyes and launch themselves at the PCs.

NPC Description: Confessor Behr

Dressed in a simple brown robe, his hair cut in a severe tonsure and eyes blazing with righteous fury he castigates the PCs for their folly. He carries no weapons for he is surrounded by his acolytes; living weapons and instruments of his will

Conclusion

The games conclusion will be dictated by the PCs actions, but hopefully they apprehend or kill Behr. If the PCs defeat his followers Behr will allow himself to be taken into custody vowing that "This won't be the end". However if the Nonsuch Engine is destroyed he says this with triumph and in the following days of darkness his cult grows and comes to dominate the hive. Pressure from the Ecclesiarchy brings about his release and subsequently he is appointed Governor of the benighted Hive Syracuse; a lesson that stability takes precedence over matters of right and wrong in the Imperium.

Luddites

| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 25% | 25% | 30% | 30% | 30% | 30% | 33% | 35% | 28% |

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Common Lore (Imperium)(Int), Speak Language (Low Gothic) (Int), Trade (any one)

Talents: Melee Weapon Training (Primitive), Pistol Training (SP), Unshakeable Faith

Weapons: Unarmed or Improvised (1d10+3 I; Primitive, Unbalanced)

Luddites (Heavy)

| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 20% | 20% | 40% | 30% | 20% | 20% | 30% | 30% | 30% |

Movement: 2/4/6/12

Wounds: 10

Skills: Awareness (Per), Common Lore (Imperium)(Int), Speak Language (Low Gothic) (Int), Trade (any one)

Talents: Unshakeable Faith

Armour: Protective gear (Head 4, Arms 4, Body 4, Legs 4; -10 Agility)

Weapons: Unarmed or Improvised (1d10+4 I; Primitive, Unbalanced)

Luddites (Militiaman)

| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 28% | 28% | 45% | 40% | 30% | 20% | 25% | 25% | 20% |

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Carouse (T), Common Lore (Imperium)(Int), Intimidate (S), Speak Language (Low Gothic) (Int), Trade (any one)

Talents: Basic Weapon Training (SP), Iron Jaw, Melee Weapon Training (Primitive), Pistol Training (SP), Unshakeable Faith

Armour: Heavy leathers (Head 0, Arms 2, Body 2, Legs 2)

Weapons: Ceremonial Sword (1d10+4 R; Primitive) & Autogun (1d10+3 I; Rld: Full, Clip: 30, RoF: S/3/10, Range: 90m)

Special: On Behr's command they inject themselves with a chemical compound. They throw themselves into close combat and double their strenght.

Confessor Behr

Not a combat character consider his **T: 30%** and his cover to give him;

Armour: Pulpit (Head 5, Arms 5, Body 8, Legs 10.)

Praetus

From a distinguished naval family, Praetus was expected to rise quickly in the Imperial Navy. Certainly his early career was promising; he rose quickly to the rank of 1st Lieutenant and had garnered a reputation as a scholar to boot. His scholarly pursuits proved to be his downfall however when he was discovered studying Xenos texts while researching their naval tactics. In the ensuing scandal he was court marshalled and if not for the intervention of Inquisitor De Lancre would have been executed. De Lancre recognised his ability and recruited him to his service. Praetus still resents his treatment at the hands of his fellow officers although he openly admits that if they had learned of his other lines of research he would likely have been summarily executed.

The Cell

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Cortez: An infamous duellist on his homeworld, the mans arrogance would be infuriating if you didn't know that he could back it up to deadly effect.

Cain: A Cadian through and through; they say they can shoot a lasgun before they can walk. Having seen him in action you now believe it.

Javad: On his homeworld he had been a healer, an important man among his people. Then the Black Ark took him and he learned the word "psyker".

Yammer: A former ganger, apparently he got his name "cause he'd always something to say, but he was big so he got away with it".

| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|------------|------------|------------|------------|------------|------------|------------|------------|------------|
| 33% | 44% | 26% | 32% | 32% | 45% | 38% | 44% | 31% |

Movement: 3/6/9/18

Wounds: 9

Skills

Awareness (**Per**), Common Lore (Imperium) (Ecclesiarchy) (Tech +10%) (**Int**)

Forbidden Lore (Heresy) (Inquisition) (**Int**) , Inquiry (**Fel**), Literacy (**Int**)

Logic (**Int**), Navigation (Stellar) (**Int**), Pilot (Spacecraft) (**Ag**)

Scholastic Lore (Chymistry) (**Int**), Speak Language (Low Gothic) (High Gothic) (**Int**), Tech-Use (**Int**), Trade (Copyist) (**Int**)

Talents

Basic Weapon Training (SP)

Melee Weapon Training (Primitive)

Pistol Training (SP)

Total Recall: Automatically recall any trivial fact you may feasibly have picked up in the past but for detailed/obscure facts GM may require an Intelligence Test.

Weapons: Dueling blade (Dam: 1d10+2 R; Primitive) and Autogun (Dam;1d10+3 I, Rld: Full, Clip: 30, RoF: S/3/10, Range: 90m)

Gear: Imperial Navy style uniform lacking insignia, conceals a Mesh Armour of Xenos origin (Head 0, Arms 4, Body 4, Legs 4)

Fate Points: 3

Charmed: When you spend a Fate Point roll a 1d10. On a natural 9 you do not lose the Fate Point

Ill-omened: -5 penalty on Fellowship Tests to deal with non-void born humans

Void accustomed: Immune to space travel sickness

Cortez

Whilst at first glance a swaggering bravado, Cortez is no fool and his skill with blade and shot back up his arrogance. By the age of twenty he was already an infamous duellist known for his quick temper. This was to cost him when discovering another man with his lover he cut the man down, only later learning that he was a nephew of the Planetary Governor. Forced into exile, he might have died an obscure sellsword but for luck. He chanced upon a lone traveller beset by brigands and his honour demanded that he level the field. Within moments the brigands were either dead or fleeing. The traveller it transpired was in the employ of Inquisitor De Lancre and from this introduction his new service was formed.

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| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 49% | 39% | 33% | 32% | 45% | 31% | 32% | 34% | 33% |

Movement: 4/8/12/24

Wounds: 11

Skills

Awareness (**Per**), Common Lore (Imperial Creed) (Imperium) (War) (**Int**), Dodge +10 (**Ag**), Inquiry (**Fel**), Literacy (**Int**), Scrutiny (**Per**), Security (**Ag**), Speak Language (Low Gothic) (High Gothic) (**Int**), Tech-Use (**Int**)

Talents

Ambidextrous: Penalty for attacking with two weapons drops to -10

Basic Weapon Training (SP)

Heightened Senses (Sight): +10 bonus to any Tests involving this sense

Lightning Reflexes: Add twice Agility bonus to Initiative roll

Melee Weapon Training (Power) (Primitive)

Pistol Training (Las) (SP)

Quick Draw: Draw a weapon as Free Action

Swift Attack: As a Full Action you may take two Melee attacks.

Weapons: Power Sword (Dam: 1d10+3 E; Power Field: If you Parry an attack by a weapon without this quality there is a 75% chance it is destroyed) and Pair of Dueling Pistols (Dam;1d10+2 I, Rld: Full, Clip: 6, RoF: S/-/-, Range: 30m)

Gear: Noble attire with a Mesh Combat Cloak (Head 0, Arms 4, Body 4, Legs 0)

Fate Points: 3

Blessed Ignorance: -5 penalty on Forbidden Lore (Int) tests

Cain

Born on Cadia, bastion of the Imperial Guard, Cain was raised to fight and die for the Emperor. He showed a talent early as a sharpshooter and he was reckoned a crack shoot with a steady head. This talent earned him a place in the Cadian 8th, a highly respected regiment and a prestigious posting for a young trooper. It was while serving with the 8th that he drew the attention of Inquisitor De Lancre. The 8th was well regarded by the Inquisition and Cain found his unit assigned to support the Inquisitor in quelling a mutant uprising. It was dirty work, but Cain distinguished himself time and again, holding the line in the face of an enemy that knew neither sanity nor self-preservation. In its aftermath his superiors told him that he was being promoted and with it, reassigned. In the Cadian 8th he could hold the line; in the service of the Inquisition he would draw it.

The Cell

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Praetus: A disgraced officer of the Imperial Navy, he is more the scholar that the warrior. Of the cell, the best educated, bred and travelled.

Cortez: An infamous duellist on his homeworld, the mans arrogance would be infuriating if you didn't know that he could back it up to deadly effect.

Javad: On his homeworld he had been a healer, an important man among his people. Then the Black Ark took him and he learned the word "psyker".

Yammer: A former ganger, apparently he got his name "cause he'd always something to say, but he was big so he got away with it".

| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 39% | 50% | 34% | 33% | 38% | 31% | 32% | 31% | 32% |

Movement: 3/6/9/18

Wounds: 13

Skills

Awareness (**Per**), Common Lore (Imperial Creed) (Imperial Guard) (Imperium) (War) (**Int**), Demolition +10 (**Int**), Dodge (**Ag**), Drive (Ground Vehicle) (**Ag**), Literacy (**Int**), Speak Language (Low Gothic) (High Gothic) (**Int**)

Talents

Basic Weapon Training (Launcher) (Las) (SP)

Melee Weapon Training (Primitive)

Pistol Training (Bolt)(Las)

Weapons: Sword (Dam: 1d10+3 I; Primitive), Long Las (Dam;1d10+3 E, Rld: Full, Clip: 40, RoF: S/-/-, Pen: 1, Range: 150m, Accurate: +10 bonus when using Aim Action. This is addition to the bonus from aiming), Bolt Pistol (Dam;1d10+5 X, Rld: Full, Clip: 8, RoF: S/2/-, Pen: 4, Range: 30m, One spare clip)

Gear: Fatigues with Guard Flak Armour (Head 4, Arms 4, Body 4, Legs 4)

Fate Points: 3

Blessed Ignorance: -5 penalty on Forbidden Lore (Int) tests

Yammer

To De Lancre he owed his life and he did not forget such things. Born to the Underhive, life was brutal, short and cheap. The gangs were a way of life, to not belong was to be nothing. He got called Chatter 'cause he'd always something to say, but he was big so he got away with it. And he had balls; no-one'd deny that. So when rumours started that something was chewing up scum on their turf, it was no surprise he got sent to sniff it out. He stalked through the sewers following the blood trails until he'd found its lair. He was about to go plug the thing when half a dozen spooks, armed to the teeth appeared. He thought about legging it until he realised they were after the same kill and he'd said as much. They didn't reply but they didn't stop him following either. What they found inside he'd never seen the like. Misshapen, alien, palpably malevolent and more than one. The scrap was vicious, close-up, just as he liked it. They counted for all the creatures, he got a few more scars and half the spooks never left the sewers. And from such inauspicious beginnings did he find himself pulled from the muck and into the Emperors own service through the grace of De Lancre. What price a lifetimes service to escape hell.

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Cain: A Cadian through and through; they say they can shoot a lasgun before they can walk. Having seen him in action you now believe it.

Javad: On his homeworld he had been a healer, an important man among his people. Then the Black Ark took him and he learned the word "psyker".

| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 45% | 31% | 44% | 34% | 33% | 32% | 32% | 31% | 38% |

Movement: 3/6/9/18

Wounds: 16

Skills

Awareness (**Per**), Dodge (**Ag**), Gamble (**Int**), Intimidate +10 (**S**),
 Speak Language (Low Gothic) (**Int**), Survival (**Int**), Swim (**S**), Tech-Use (**Int**),

Talents

Basic Weapon Training (Las) (SP)

Melee Weapon Training (Chain) (Primitive)

Pistol Training (Las)

Swift Attack: As a Full Action you may take two Melee attacks.

Weapons: Chain Axe (Dam: 1d10+4 R; Tearing: For damage roll two dice and take highest) and Laspistol (1d10+2 E; Rld: Full, Clip: 30, RoF: S/-/-, Range: 30m)

Gear: Gang leathers with a Flak Jacket (Head 0, Arms 3, Body 3, Legs 3)

Fate Points: 3

Accustomed to Crowds: Crowds do not count as Difficult Terrain

Hivebound: -10 penalty to Survival (Int) Tests while out of a “proper hab”

Wary: +1 bonus to Initiative rolls

Javad

A gift and a curse that was the words De Lancre had used. Among his tribal people his ability to knit flesh and mend broken bones had made him famous and many a child or horse was let walk again because of his gift. They had tried to hide him when the Black Ark had come, seeking out those with such gifts but it was futile and he had been taken away. He was glad of it now. He now knew the path he might have taken, at first so benevolent but quickly turning to harm and corruption. They taught him the word “psyker” and that he was one. They tested him, weighed the balance of his soul and found that the measure was enough to allow him to not only live but to serve. This service was to the one known as De Lancre, one that they called an Inquisitor. On their first meeting De Lancre had told him as long as the gift remained a gift that service would continue. When it became a curse, it would end and De Lancre would end it.

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| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 31% | 32% | 37% | 40% | 31% | 43% | 34% | 45% | 28% |

Movement: 3/6/9/18

Wounds: 12

Skills

Dodge (**Ag**), Invocation (**WP**), Navigation (Surface) (**Int**), Performer (Storyteller) (**Fel**), Psyniscience (**Per**), Speak Language (Low Gothic) (**Int**), Survival (**Int**), Tracking (**Int**), Trade (Soothsayer) (**Fel**), Literacy (**Int**)

Talents

Meditation: Assists in removing Fatigue

Melee Weapon Training (Primitive)

Pistol Training (SP)

Psy Rating 2 : To activate a Psychic ability you can roll up to 2 dice and add your WP bonus: 2d10+4. This roll must equal or exceed the Powers Psychic Threshold (PT)

Minor Psychic Power

Healer (PT 7, Half Action, Heal 1d5 points of damage, if used on same person within 6 hours then that person must pass a Toughness Test or take 1d5 points of damage ignoring Toughness and Armour)

Float (PT 8, Half Action, Slowly lift off ground up to 5m)

Psychic Power

Seal Wounds (PT10, Half Action, Heal 1d10+4 points of damage)

Bio-Lightning (PT 14, Half Action, Target within 10m takes 1d10+4 damage)

Consequences: Everytime you roll a natural 9 on a dice while trying to activate a Psychic Power can cause a Psychic Phenomena. Refer to GM

Weapons: Autopistol (1d10+2 I; Rld: Full, Clip: 18, RoF: S/-/6, Range: 30m)

Gear: Simple robes with a Mesh Cloak and Cowl (Head 3, Arms 3, Body 3, Legs 3)

Fate Points: 3

Iron Stomach: +10 bonus to Carouse Skill Tests to resist effects of ingested toxins, poisons or tainted foods.

Primitive: -10 penalty on Tech-Use (Int) Tests in civilised surroundings