BLADES OF THE **NQUISITION**

CHARACTER CREATION follows the normal steps, except for:

• Step 3: Instead of choosing a background, roll a random *imperial divination*. When you assign action dots, one of them should reflect your interpretation of such divination.

• Step 7: Instead of a vice, choose a *corruption*. This is an aspect of your person that is unfit for imperial society, and that could get you in trouble one day.

D6 D6 DIVINATION

- 1-3 1 Do not ask why you serve. Only ask how.
- 1-3 2 Trust in your fear.
- 1-3 3 The wise man learns from the deaths of others.
- 1-3 4 A suspicious mind is a healthy mind.
- 1-3 5 Men must die so that Man endures.
- 1-3 | 6 | Die if you must, but not with your spirit broken.
- 4-6 1 A mind without purpose will wander in dark places.
- 4-6 2 Truth is subjective.
- 4-6 3 Innocence is an illusion.
- 4-6 4 Only the insane have strength enough to prosper. Only those who prosper may judge what is sane.
- 4-6 5 Even a man who has nothing can still offer his life.
- 4-6 6 Only in death does duty end.

CREW CREATION follows the normal steps, except for:

- Step 1: Your crew type is always Acolytes. You start at Tier 0, with weak hold and 0 reputation. You start with no salary (you will not be able to influence the starting positive and negative status with other factions), but with one basic boon (dark grey).
- Step 2: Instead of a lair, choose a *base of operations*.
- Step 3: Instead of hunting grounds, choose a *favored operation*.
- Step 5: If you create cohorts, they can be *adepts, combatants, infiltrators* or *preachers.*

SPECIAL ITEMS you might need to know about:

- Auspex: A device that can sense radiations, life signs, emissions and nearby movements.
- Bottle of Strong Amasec: Fine quality distilled liquor. Quite intoxicating.
- Chameleoline Cloak: +1 effect when sneaking or hiding.
- Combat Drug Injector: Same as the Cutter's Rage Essence Vial.
- **Combi-tool:** Versatile foldable tools used for repairing or sabotaging.
- Dataslate: A tablet computer, used for storing and visualizing information.
- Diagnostor: Used for medical examination. Can identify any illness or toxin.
- Force Weapon: When wielded by a psyker, this gains potency against targets.
- Glow-globe / Stablight: A fist-sized sphere emitting light / a torch.
- Lascutter: A very cumbersome tool that can cut through almost anything.
- Lho-sticks: Similar to cigarettes and mildly narcotic.
- Magnoculars: Advanced digital binoculars.
- Multikey: A device capable of opening most Imperial locks.
- Preysense Goggles: Reveal thermal images of otherwise hidden targets.
- Shock Maul: A melee weapon designed to incapacitate through electric shock.

WAR When at war with criminals or heretics, gain +1 rep per operation against them. When at war with authorities, traders, merchants or nobles, lose 1 hold (might knock you down one Tier), get only 1 free downtime action, and take +1 suspicion per operation.

DOWNTIME works as follows: **1. Payoff.** The team receives **reputation** and **salary**. **2. Suspicion**. The team might accumulate suspicion from their inquisitor master. **3. Entanglements.** The team faces trouble from other factions or the environment. **4. Downtime Activities.**

REPUTATION is earned by completing operations. Whenever you complete an operation, you gain **reputation** equal to the target's Tier.

SALARY is earned by completing operations. Whenever you complete an operation, each acolyte earns **salary** depending on how dangerous the job was:

- Normal: 1 salary. Investigating an unusual crime, capturing a mutant.
- Hard: 2 salary. Infiltrating a genestealer cult, fighting a psyker.
- Heroic: 3 salary. Slaying a powerful daemon, foiling a planetary revolt.

SUSPICION reflects the scrutiny of the inquisitor you serve (they are distant, but always watching) and the general perception of your actions by the other factions.

- A flawless operation: +0 suspicion.
- Collateral damage, civilian casualties, slightly unhortodox choices: +1 suspicion.
- Severe damage, mayhem, acting against members of High Society: +2 suspicion.
- Acting against Imperial authorities: +3 suspicion.
- Mercy towards enemies of the Faith, heretical thought: +4 suspicion or more.

ENTANGLEMENTS are determined by rolling your Tier (the more influential you are, the more people will want to see you bite the dust) and finding the column that matches your team's current **suspicion**. *If your Tier is zero, roll two dice and keep the lowest result.*

SUSPICION 0-3	SUSPICION 4-5	SUSPICION 6+
1-3: Unruly Cohort or Spreading Unrest	1-3: Unruly Cohort or Questioning	1-3: Flipped or Questioning
4-5: Rivals or Vengeance	4-5: Spreading Unrest or Vengeance	4-5: Nemesis or Accusations
6: Cooperation	6: Accusations	6: Power Play

- Accusations: Someone influential persuades your master that your performance is less than adequate. You may: admit your failures (lose 1 boon of your choice) / retort with accusations of your own (take suspicion equal to their Tier) / sacrifice all reputation and salary from the next operation in order to prove your virtue.
- Cooperation: A +3 status faction asks you for a favor. You may: agree / lose rep equal to that faction's Tier / lose 1 status with them. If you have no +3 factions, no entanglement.
- Flipped: One of the PC's rivals arranges for one of your contacts to no longer trust you.
- Nemesis: One of the most dangerous factions that you have opposed in the sector decides to crush you once and for all. You may: go to war against them / spend reputation or salary equal to their Tier +2 in order to have someone else deal with them.
- Power Play: One of the highest authorities in the sector manages to turn everybody against you. *How did they discredit you? And what's their goal*? You are their plaything; you may: buy their mercy with **salary** equal to your Tier +4 / face them (sacrifice all your **reputation** and **3 boons**) / accept your judgement and be disbanded.
- Questioning: Your master interrogates one of your contacts in order to know more about your conduct. *Who do they think knows more about you?* Make a fortune roll to see if they reveal something about your corruptions (1-3: +2 suspicion; 4-5: +1 suspicion; 6: none) or buy their silence with salary equal to your Tier +2.
- Rivals: A neutral faction suddenly starts getting in your way whenever possible. You may: ignore them (lose **rep** or **coin** equal to their Tier) / face them (lose **1 status** with them).
- **Spreading Unrest:** Rebellion and dissent are spreading across the sector, turning the populace against you. You may: ignore them (take **suspicion** equal to your Tier +1) / spend **reputation** equal to your Tier +1 to have the authority deal with them / personally take action against them.
- Unruly Cohort: One of your cohorts causes trouble due to their flaw(s). You may: publicly
 apologize (lose rep equal to your Tier +1) / make an example of one of them / face reprisal
 from the wronged party.
- Vengeance: An NPC (from a previous operation or from a PC's past) is seeking to hurt or hinder you. Hire someone to deal with this, or do it personally.

DOWNTIME ACTIVITIES follow the normal rules, with each additional

activity costing you **1 reputation** or **1 salary**. You can increase the result levels by spending **salary**.

The activity **reduce heat** becomes **reduce suspicion**, but works the same way.

The activity **indulge vice**, is replaced by **indulge corruption**. They work the same way, but the consequences for overindulging are chosen from this list:

- Attract Trouble: Select or roll an additional entanglement.
- Guilt: You know your weakness got the best of you. You seek atonement through prayer or flagellation. You may: skip the next operation (play a different character) / suffer level 1 harm "purged flesh".
- Rumors: People talk about your unwholesome activities. Take +2 suspicion.

ACTION RATINGS are the same, except for:

- Drive: Roll this to drive vehicles and transports, or handle artillery weapons.
- Skulk: This action incorporates both Finesse and Prowl.
- Warp: Roll this to channel and manipulate the energies of the Warp. This is a regular action roll, with complications and harm usually coming from supernatural forces or psychic phenomena. However, if **all** the dice you rolled show the same number, the GM chooses one of the following options:
- You take +1 suspicion.
- You suffer level 1 harm.

• Your **Warp** rolls have reduced effect until you get a 6 or a critical on a **Warp** roll.

This penalty can be resisted through a **Resolve** roll (or the Warp Control special ability).

Note: This is why you should <u>not</u> use Warp unless you have two or more action dots in it. Seriously, it's going to be a mess.

OPERATION IDEAS Roll on the table (or pick one) if you need inspiration.

- 1 A group of genestealer cultists is hiding within an asteroid mining network.
- 2 Smugglers are trafficking psy-resonating artifacts. *Where do they come from?*
- 3 A ruthless chirurgeon is vat-growing xeno organs to "improve" patients.
- 4 Hive gangers have ceased their in-fighting, led by a heretical, rebellious figure.
- Gruesome murders take place within a specific ward; all that is left of the victims is their skin, scorched from the inside. Everything else is... gone.
- 6 A disgraced noble accuses a poweful rival of consorting with the Ruinous Powers.
- Rogue hereteks are assembling an artificial intelligence. It is slowly developing independent thought... and learning how to defend itself/evolve.
- 2 Convicts within a high security prison go berserk. They are eating the guards, other convicts, and chunks of their own flesh. *Oh, the sweet painful hunger*!
- 3 A noble is hosting decadent parties. Anyone who participates finds themselves addicted to the strange pleasures.
- 4 Rumor has it a bizarre stellar phenomenon will herald the "New Truth".
- 5 Everyone within a certain facility (building, prison, factory...) vanishes without trace. Where did they go? Was this their intention, or were they kidnapped?
- 6 A distress signal from a frontier outpost plagued by a pandemic. The locals refuse treatment and seem to be converging towards a ruin of ages past.
- 1 A salvage team recovers a massive strange relic from within the wreckage of a space hulk. Its very presence appears to be messing with people's minds.
- 2 A group of fanatical terrorists is attacking Imperial facilities and assassinating members of high society. *Who are they actually working for?*
- 3 A member of your master's retinue, thought to be dead, is now back. *Fishy*.
- 4 A new drug is spreading throughout the sector. Its effects are almost... unnatural.
- 5 Several forbidden books have been stolen from the Ministorum archives. Given the level of security, this might very well have been an inside job.
- 6 Belligerent Chaos cultists besieged a remote Sororitas fortress. You are sent to aid.

BLADES OF THE NQUISITION inquisitor	ACOLYTES	Agents of Imperial Justice, serving under a powerful and influential Inquisitor	COHORT WEAK ,∫IMPAIRED ,	QUALITY **** JBROKEN JARMOR
	SPECIAL A	BILITIES		
base of operations REPUTATION 2010 2010 2010 2010 2010 2010 2010 201	 INQUISITORIAL AGENTS: Each PC n Hunt, or Skirmish (up to a max rating or 			
	 EMPEROR PROTECTS: When you use Tier target, your Tier counts as +1. ENEMIES WITHIN: Your cohorts have 	e Assault or Occult plans against a higher been trained to fight the enemy hidden	• COHORT' WEAK IMPAIRED	QUALITY
FAVOR +1 reputation per successful operation. FAVOR +1d to engagement for Assault operations. SERVITORS +1d to healing rolls.	 within Imperial society. They gain +1d to mutants. ENEMIES WITHOUT: Your cohorts ha the unholy spawn of Chaos. They gain + 	we been trained to fight xenos and purge		
LOST GRIMOIRES +1d to engagement for Occult operations. FAVOR FAV	 FAITHFUL: Permanently fill in 1 favor of FORGED BY HORROR: Each PC has by You get +1d to resistance rolls. 	on the reputation tracker.	• COHORT WEAK JIMPAIRED	QUALITY
FAVOR RAISE +1 salary per successful operation (for each operation (for each operation (for each operation and social operation (for each operation and social operation and social operation operation (for each operation and social operation operation operation operation (for each operation operation operation operation operation operation operation operation (for each operation opera	 FRIENDS IN HIGH PLACES: You have of society. Take -1 suspicion during dow about members of the social elite. IMMACULATE: When you end downti reputation by 1. 	ntime and +1d to gather information me with zero suspicion, increase your		
Acolyte). Sway when in your base. operations. operations. SUSPICION If your suspicion reaches 9, you lose a boon of your choice (you can later	 IMPERIAL REQUISITION: During do it were salary. TEAM XP At the end of each session, for each item below 		COHORT WEAK IMPAIRED	QUALITY
 W W W W W W W W obtain it again as normal) and must face your inquisitor's wrath: If your hold is strong, it becomes weak. If your hold is weak, reduce Tier by 1. If Tier is already 0, you are disbanded and condemned as traitors to the Imperial Creed. 	 item occurred multiple times). Successfully complete an operation. Contend with challenges above your current 	t station.		
	 Bolster your crew's reputation. Express the goals, drives, inner conflict, or estimates the goals. 	scential nature of the team		
	TRUSTED ALLIES	UPGRADES		
	 Loke, a brilliant techpriest artisan Scythia, a master chirurgeon Merovin, a PDF commander 	 Acolyte Rigging (2 free load of weapons or armor; comm-beads) Elite Adepts 	BASE ■ Cell □ Hidden	QUALITY Documents Gear & Kits
	Conferia, a Noble House matriarch	Elite Combatants	Laboratory	Combi-Tools & Multikeys
	 Teveret, a renowned scholar 	 Elite Infiltrators Elite Preachers 	☐ Quarters	Weapons
	> Magdala, an information broker	Determination (+1 stress box)	Servitors	Other Other
	Favored Operations: Battle • Infilt	nfiltration • Social • Terror		
	BOONS represent the many advantages your inques may as special abilities, by filling your team xp connected to a boon you already have, or if it is a back the second state of the secon	b tracker. You can obtain a boon only if it is	TRAINING Insight Prowess	COHORTS Upgrade Costs New Cohort: 2
	FAVOR is marked on your rep track. It reduces the		Resolve	Add Type: 2
	REPUTATION When you successfully complete TIER can be increased if your hold is strong and you	ou have filled your rep tracker (no other cost).	Personal	stery
	When you increase your Tier, reset rep to zero (but			

BLADES OF THE INQUISITION	inquisitor	ADEPT		A true master of lore, possessing vast knowledge of many subjects	SALARY
			SPECIAL ABIL	ITIES 🕏	PLAYBOOK
acolyte's name	alias			ver you encounter a new creature or you one useful fact about it.	INSIGHT
	acolyte's look.	• CAREFUL PLANN team member +1 do	•	e, you may give yourself or another	 ♦ ♦ STUDY ♦ SURVEY
acolyte's beritage: Feral World • Forge World • Highborn Hive World • Shrine World • Voidborn	imperial divination	wounds, or stabilize		s, blood, and bodily humours to treat dy a malady or corpse. Everyone in healing treatment rolls.	PROWESS
corruption: Crime • Decadence • Dissent • Forbidden Knowledge • Greed • Heresy •	Mutation • Pleasure		hat action, you can suff	your action ratings. When you lead a er only 1 stress at most regardless of	DRIVE SKIRMISH SKULK WRECK
	nnted • Obsessed • Paranoid Soft • Unstable • Vicious			l armor to protect a teammate, or to or work on a long-term project.	
HARM 3	HEALING HELP Project clock	paying stress. Tell us	how you applied your e	ou can assist a teammate without xtensive knowledge to the situation. hory or the use of a memorance	CONSORT
2	-1D ARMOR USES	implant, you perfectl		have seen in the past. You may Study	BONUS DIE
1	LESS HEAVY EFFECT SPECIAL			n you gather information on a ngagement roll for that operation.	PUSH YOURSELF (take 2 stress) - OR - accept a DAEMON'S BARGAIN.
notes & portrait	,	000 VETERAN: Choo	se a special ability from	another source.	
		CONNECTIONS		ITEMS LOAD	
		$\Delta \nabla$ Balfarius, a chirurg		Auto Quill and Parchment Sheets	One or Two Melee Weapons
		$\Delta \nabla$ Nyla, a Schola Pro		H Diagnostor	 A Laspistol or Autopistol A 2nd Laspistol or Autopistol
		$\Delta \nabla$ Rufus, a lexograph		Fine Clothing Servo-skull (cohort; expert: scribe)	A Large Weapon
		$\Delta \nabla$ Talcir, an eccentric	nobleman	Fine Calligraphy Kit	An Unusual Weapon
		$\Delta \nabla$ Firenne, an antique	arian	Concealed Laspistol	Armor +Heavy
		XP			Auspex
		• Everytime you roll a des	perate action, mark xp	n that action's attribute.	Combi-Tool
		At the end of each session attribute) or 2 xp if that it		nark 1 xp (in your playbook or an	Dataslate
		 You addressed a challen 	1		Demolition Kit
		You expressed your belief			Glow-globe or Stablight
				or traumas during the session.	Multikey
		TEAMWORK	PLANNING & Choose a plan, prov	LOAD ide the <i>detail</i> . Choose your <i>load</i> limit	GATHER INFORMATION • Where can I learn more about [X]?
		Assist a teammate	for the operation.	in the second pour town mint	• What should I be wary of?
		Lead a group action	Assault: Point of atta	ack Occult: Arcane power	What are they looking for?What do they intend to do?
		Protect a teammate	Deception: Method	Social: Connection	• How can I get them to [X]?
		Set up a teammate	Stealth: Entry point	Transport: Route	 Are they telling the truth? What's really going on here?

BLADES OF THE INQUISITION				Arbitr	ATOR	Imp	toic enforcer of the erium's justice, bakeable in their faith	SALARY Carrier Salary for every successful operation (caps at 12).
		inqu	visitor	•			~	divided by 3, rounded up (from 0 to 4).
				SPECIAL ABILITIES			-	PLAYBOOK
acolyte's name alu acolyte's loc			alias		erform a feat of phys	, choose one of the following at verges on the superhuman close combat.		
acolyte's beritage: Feral World • Forge World • Highborn Hive World • Shrine World • Voidborn		imperial divin		• Tier +2 (instead of Ti its senses with you), a	er +1), and gains a mhanced actuators (ighting even when	cybernetic a (it is always o it would bre	has quality equal to your bility: <i>sense link</i> (can share quicker than its target), or eak). Take this ability again to rr-mastiff.	STUDY SURVEY TINKER PROWESS DRIVE
corruption: Crime • Decadence • Dissent • Forbidden Knowledge • Greed • Heresy • M	Autation • Pl	leasure		doesn't mean you also	know exactly what	t they are lyi	-	♦ SKIRMISH SKULK WRECK
		sessed • Para		• O INTIMIDATING: W When you Comman			nce, it's especially frightening.	RESOLVE
HARM 3	NEED HELP	HEALING Project clock			rm (fear, confusion		to resist a consequence of k of someone) or to push	 COMMAND CONSORT SWAY W(A PD)
2	-1D	ARMOR US	SES	instead of resisting it,	clear 2 stress. You g	get +1 stress		BONUS DIE
1 LESS HEAVY EFFECT SPECIAL			 URBAN GUERRILLA: When your team executes an assault or transport operation within a highly urbanized area, take +1d to the engagement roll. OOO VETERAN: Choose a special ability from another source. 			PUSH YOURSELF (take 2 stress) - OR - accept a DAEMON'S BARGAIN.		
notes & portrait					e a special ability fi			
				CONNECTIONS $\Delta \nabla$ Licatria, a bounty h	untor	ITEM.		$\bigcirc 3 \text{ light } 5 \text{ normal } 6+ \text{ heavy}$ $\square \text{ One or Two Melee Weapons}$
				$\Delta \nabla$ Morre, a hive gauge				A Laspistol or Autopistol
				$\Delta \nabla$ Enoch, a drill abbo			air of Laspistols or Autopistols	A 2nd Laspistol or Autopistol
				$\Delta \nabla$ Romulus, a storm t		Manaci		A Large Weapon
				$\Delta \nabla$ Sidh, an ex-convict	-		Grenades (2) Mastiff (cohort; expert: hunter)	An Unusual Weapon
				XP				Climbing Gear
				• Everytime you roll a des	perate action, mark	<i>xp</i> in that ac	ction's attribute.	Combi-Tool
				At the end of each session attribute) or 2 xp if that it			p (in your playbook or an	Dataslate
				 You addressed a challeng 	1			Disguise Kit
				• You expressed your belie			Emperor.	☐ Glow-globe or Stablight
				• You struggled with issue.	s from your corrupti	ion or traum	as during the session.	Multikey
				TEAMWORK	PLANNING Choose a plan, p		letail . Choose your load limit	GATHER INFORMATION • Where are they hiding?
				Assist a teammate	for the operation	n.		 How can I drive them out? Who's most afraid of me?
				Lead a group action	Assault: Point of		Occult: Arcane power	• Who's most dangerous here?
				Protect a teammate	Deception: Meth		Social: Connection	What do they intend to do?Are they telling the truth?
				Set up a teammate	Stealth: Entry po	oint	Transport: Route	 Are they telling the truth? What's really going on here?

BLADES OF THE		Assassi		trained death-dealer, lentlessly bunting	SALARY BEACH ACOUNT OF A SALARY SALARY SALARY SALARY SALARY SALARY FOR EVERY SUCCESSFUL OPERATION (caps at 12).
INQUISITION	inquisitor			nwn prey	LIFESTYLE equals your current Salary divided by 3, rounded up (from 0 to 4).
		PLAYBOOK			
acolyte's name	alias		a gather information to loca prepared position or use came	te a target, you get +1 effect. buflage, you get +1d to rolls to	
	acolyte's look	• AMBUSHER: When	you attack from hiding or sp	ring a trap, you get +1d.	STUDY
acolyte's beritage: Feral World • Forge World • Highborn Hive World • Shrine World • Voidborn	imperial divination	additional benefits: pe	When you push yourself , cl erform a feat of athletics that your enemies so they mistaken	verges on the superhuman—	PROWESS
corruption: Crime • Decadence • Dissent • Forbidden Knowledge • Greed • Heresy • Mutation • Pleasure		O INFILTRATOR: You measures.	Tier when bypassing security	◆ DRIVE ◆ SKIRMISH SKULK	
STRESS X X X X X X X TRAUMA Cold • Haunted • Obs	essed • Paranoid	1	You're immune to the terror t +1d to resistance rolls with R	hat some supernatural entities esolve.	RESOLVE WRECK
	HEALING		pecial formula already known	or toxin, take +1d to your roll. A. You are also immune to that	
3 NEED HELP	ARMOR USES	• REFLEXES: When th		ets first, the answer is you (two	• • • • SWAY • • • • WARP
2	ARMOR 🗌	Shabow. fou may experie your special armor to resist a consequence from			BONUS DIE
1 LESS EFFECT	HEAVY	detection or security stealth.	measures, or to push yourse l	f for a feat of athletics or	PUSH YOURSELF (take 2 stress) - OR - accept a DAEMON'S BARGAIN.
notes & portrait		OOO VETERAN: Choos	e a special ability from anoth	er source.	
		CONNECTIONS	ITE	MS LOAD	
		$\Delta \nabla$ Garrit, a spy		or Two Fine Melee Weapons	One or Two Melee Weapons
		$\Delta \nabla$ Shill, a smuggler		ine Large Weapon	☐ A Laspistol or Autopistol ☐ A 2nd Laspistol or Autopistol
		$\Delta abla$ Camara, a retired g	uarusman —	neleoline Cloak	A Large Weapon
		$\Delta \nabla$ Naveen, a ruthless	nopie	sense Goggles t Climbing Kit	An Unusual Weapon
		$\Delta \nabla$ Vipria, a zealot	•	Multikey	☐ Armor ☐ +Heavy ☐ Auspex
······		XP			Climbing Gear
			perate action, mark xp in that		Combi-Tool
		At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.			Dataslate
			ge with deception or violence.		Disguise Kit
		 You expressed your beliefs, drive, heritage, or faith in the Emperor. You struggled with issues from your corruption or traumas during the session. 			☐ Glow-globe or Stablight ☐ Multikey
			· · ·	-	
		TEAMWORK	PLANNING & LOA Choose a plan, provide th	D e <i>detail</i> . Choose your <i>load</i> limit	• Where are they vulnerable?
		Assist a teammate	for the operation.	Occurity Among Street	 How can I find [x]? What's the best way in?
		Lead a group action Protect a teammate	Assault: Point of attack Deception: Method	Occult: Arcane power Social: Connection	 What do they intend to do? How can I get them to [X]?
		Set up a teammate	Stealth: Entry point	Transport: Route	 Where did [X] go?
		or up a commute	Countin Linny point		• What's really going on here?

BLADES OF THE INQUISITION	inquisitor	CLERIC		A charismatic orator and inspiring preacher, zealously spreading the Emperor's word	SALARY
			SPECIAL ABIL	ITIES 🛢	PLAYBOOK
acolyte's name	alias acolyte's look	following additional hear your words—stru O AUTHORITY: When	benefits: <i>inspire burning</i> <i>ike fear in the hearts of to</i> n you execute a social pl	ish yourself , choose one of the devotion in the hearts of those who hose who oppose the Imperial Creed. an, take +1 d to the engagement roll.	INSIGHT HUNT STUDY SURVEY
acolyte's heritage: Feral World • Forge World • Highborn Hive World • Shrine World • Voidborn	ial divination	Ecclesiarchy.		u gather information within the	PROWESS
		asset or reduce suspi		result level when you acquire an	
corruption: Crime • Decadence • Dissent • Forbidden Knowledge • Greed • Heresy • Mutation • Pleasure STRESS Image: Stress • Soft Image: Stress • Soft Image: Stress • Soft Image: Stress • Soft • Unstable		• MENTOR: You may lower (instead of it has helping you?	advance your team's Tie aving to be 3 or lower).	er even if your suspicion is 5 or Who is your mentor? Why are they	SKIRMISH SKULK WRECK RESOLVE
			H: You may expend you yourself for combat or	r special armor to resist fear or leadership.	♦ ♦ COMMAND
HARM HEAL 3 Project				de your cohorts in combat, they	◆ ◆ ◆ CONSORT ◆ ◆ ◆ SWAY
3 HELP	OR USES	get +1d for teamwor	k rolls (setup and group	actions). All of your cohorts get the	♦ ♦ ♦ ₩ARP
2 -1D ARMO		<i>Devouts</i> type for free		¥ 1 1, · · · .	BONUS DIE
1 LESS HEAV EFFECT SPECI	Y □			You brought searing justice upon a with this sacred crusade, also mark	PUSH YOURSELF (take 2 stress) - OR - accept a DAEMON'S BARGAIN .
notes & portrait		OOOVETERAN: Choos	se a special ability from	another source.	DALMON'S BAROAIN.
		CONNECTIONS		ITEMS LOAD	3 + 3 light 5 normal $6+$ heavy
		$\Delta abla$ Lavinia, a sister of		Fine Laspistol or Autopistol	One or Two Melee Weapons
		$\Delta abla$ Casthe, a trader		Flamer Pistol	 A Laspistol or Autopistol A 2nd Laspistol or Autopistol
		$\Delta abla$ Mordicai, a mission	liai y	- Scary Heavy Weapon Fine Cleric Robes	A Large Weapon
		$\Delta \nabla$ Araleen, a devout r	loblewoman	Holy Imperial Texts	An Unusual Weapon
		$\Delta abla$ Irissa, a "retired" ir	aniaitar	Imperial Purity Seal	Armor +Heavy
		XP		1 7	Auspex
		• Everytime you roll a des	perate action, mark xp i	1 that action's attribute.	Combi-Tool
			n, for each item below, m	ark 1 xp (in your playbook or an	Dataslate
		• You addressed a challen	-		Disguise Kit
		• You expressed your belie	rfs, drive, heritage, or fail	h in the Emperor.	Glow-globe or Stablight
		• You struggled with issue	s from your corruption o	r traumas during the session.	Multikey
		TEAMWORK	PLANNING & D Choose a plan, provi	L OAD de the <i>detail</i> . Choose your <i>load</i> limit	GATHER INFORMATION • Will they help us or hinder us?
		Assist a teammate	for the operation.		• What should I be wary of?
		Lead a group action	Assault: Point of atta	ck Occult: Arcane power	 Who's most devout among them? What do they intend to do?
		Protect a teammate	Deception: Method	Social: Connection	• How can I get them to [X]?
		Set up a teammate	Stealth: Entry point	Transport: Route	What drives them to do this?What's really going on here?

BLADES OF THE		GUARD	SMAN	A tough, have trained in the		SALARY Each acolyte earns 1 to 3 Salary for every successful operation (caps at 12).	
INQUISITION	inquisitor	quint		weapons and	tactics	LIFESTYLE equals your current Salary divided by 3, rounded up (from 0 to 4).	
			SPECIAL ABILITIES			PLAYBOOK	
acolyte's name	alias	• FORGED IN BATT from an attack in cor		d your special armor t urself during a fight.	o reduce harm	INSIGHT	
	blyte's look		ld otherwise break	a cohort in combat, th (they are not taken ou armor .		HUNT STUDY SURVEY TINKER	
acolyte's heritage: Feral World • Forge World • Highborn Hive World • Shrine World • Voidborn	divination	• GROUP TACTICS: 6s from different rol		a group action , you n s.	nay count multiple	PROWESS	
corruption: Crime • Decadence • Dissent • Forbidden Knowledge • Greed • Heresy • Mutation • Pleasure		• HARD TO KILL: Per harm is still fatal).	enalties from harm a	are one level less sever	e (though level 4	 DRIVE SKIRMISH SKULK 	
STRESS COL A Cold + Haunted + Obsessed +	Paranoid		er information to a	teammate, take +1d to nticipate possible three		WRECK RESOLVE	
HARM	IG		you Wreck , the wor	k is much quieter that	it should be and	COMMAND CONSORT	
3 NEED Project clo		-	-	urself , choose one of t	he following	SWAY WARP	
2 -ID ARMOR		additional benefits: 1	nake a ranged attack	k at extreme distance b ge of rapid fire to suppr	eyond what's	PONTIES DIE	
				igher. Light: 5. Norma	, ,	BONUS DIE PUSH YOURSELF (take	
1 EFFECT SPECIA	L 🗆	000 VETERAN: Choo				+ 2 stress) - OR - accept a DAEMON'S BARGAIN.	
notes & portrait		CONNECTIONS		ITEMS	LOAI	3 light 5 normal $6+$ heavy	
		$\Delta \nabla$ Volruta, an engins	eer	Fine Melee Weat		One or Two Melee Weapons	
		$\Delta \nabla$ Sybel, a field chiru	rgeon	Fine Lasgun o		A Laspistol or Autopistol	
		$\Delta abla$ Scorpion, a catach	an jungle fighter	☐ Magnoculars		□ A 2nd Laspistol or Autopistol □-□ A Large Weapon	
		$\Delta \nabla$ Torrke, a commiss	ar	Combat Drug Inj		An Unusual Weapon	
		$\Delta \nabla$ Chogg, an ogryn v	reteran	 Frag Grenades (2 Krak Grenades (Armor +Heavy	
		XP				Auspex	
		• Everytime you roll a de	sperate action, mark	xp in that action's attr	bute.	Combi-Tool	
		At the end of each session attribute) or 2 xp if that i			playbook or an	Dataslate	
		• You addressed a challer	-			Disguise Kit	
		• You expressed your beli	efs, drive, heritage, o	r faith in the Emperor.		Glow-globe or Stablight	
		• You struggled with issue	es from your corrupt	ion or traumas during	the session.	Multikey	
		TEAMWORK	PLANNING			GATHER INFORMATION	
		Assist a teammate	for the operation	provide the <i>detail</i> . Chon.	oose your <i>load</i> limit	 How can I hurt them? Where are they vulnerable?	
		Lead a group action	Assault: Point of	fattack Occult:	Arcane power	 Who's most dangerous here? What do they intend to do? 	
		Protect a teammate	Deception: Meth	hod Social: C	onnection	• What's the best way in?	
		Set up a teammate	Stealth: Entry po	oint Transpo	rt: Route	 Where can I get [X]? What's really going on here? 	

SALARY **BLADES** OF THE An otherworldly individual, IMPERIAL Each acolyte earns 1 to 3 Salary for every gifted with incredible powers successful operation (caps at 12). **INQUISITION** PSYKER but at terrible price LIFESTYLE equals your current Salary inquisitor divided by 3, rounded up (from 0 to 4). PLAYBOOK . SPECIAL ABILITIES alias acolyte's name • WITCH-SIGHT: You can Warp to read someone's emotions and "aura". INSIGHT • ARCANE LORE: When you execute an occult plan, take +1d to the engagement • • • HUNT roll. Take +1d when you gather information about the supernatural. acolyte's look STUDY O **BIOMANCY:** You can **Warp** to do one of the following: *perform a superhuman* SURVEY feat of strength or agility—channel energy to harm or enfeeble enemies—channel TINKER imperial divination acolyte's heritage: Feral World + Forge World + Highborn energy to heal an ally. Hive World • Shrine World • Voidborn PROWESS O **<u>DIVINATION</u>**: You can **Warp** to do one of the following: *use your precognition to* • • • DRIVE aid your allies or hinder your enemy—peer into an object's past—see and hear as if SKIRMISH you were somewhere else, for a brief moment. SKULK corruption: Crime + Decadence + Dissent + Forbidden Knowledge + Greed + Heresy + Mutation + Pleasure Ο **PYROMANCY:** You can **Warp** to do one of the following: shroud your foes in WRECK STRESS searing flames—create a towering wall of fire—unleash a blinding flash of light. TRAUMA Cold Haunted Obsessed Paranoid RESOLVE Ο TELEKINESIS: You can Warp to do one of the following: move items with your COMMAND *mind—hurl force projectiles at an enemy—create a force barrier.* HARM HEALING CONSORT NEED O **TELEPATHY:** You can **Warp** to do one of the following: *influence a target's* Project clock SWAY 3 HELP emotions—cause the enemy to forget about your presence—send or receive thoughts. ♦ ♦ ● ● WARP ARMOR USES 0 2 WARP CONTROL: You may expend your special armor to resist a supernatural -1D BONUS DIE ARMOR consequence, or to push yourself when you deal with supernatural forces. HEAVY LESS PUSH YOURSELF (take 1 OOO VETERAN: Choose a special ability from another source. EFFECT SPECIAL 2 stress) - OR - accept a Underlined special abilities are unique to this class and cannot be chosen through Veteran. DAEMON'S BARGAIN During character creation, you automatically gain Witch-Sight (in addition to an ability of your choice). notes & portrait PSYCHIC POWERS You may channel your psychic 3 light 5 normal 6+ heavy CONNECTIONS ITEMS LOAD abilities by rolling Warp. $\Delta abla$ Tydera, a navigator Fine Laspistol or Autopistol One or Two Melee Weapons This is a regular action roll, with A Laspistol or Autopistol **—** Force Weapon complications and harm usually $\Delta \nabla$ Horst, a sanction warden coming from supernatural forces A 2nd Laspistol or Autopistol Fine Clothing or Robes $\Lambda \nabla$ Demetria, a witchfinder or psychic phenomena. ☐ → A Large Weapon Cherub (cohort; expert: spy) However, if **all** the dice show the $\Delta \nabla$ Jaspar, an astropath An Unusual Weapon same number, the GM chooses Psy Focus $\Delta \nabla$ Berenit, a confessor one of the following: Imperial Purity Seal Auspex • You take +1 suspicion. XP □-□ Climbing Gear • You suffer level 1 harm. • Everytime you roll a desperate action, mark xp in that action's attribute. Combi-Tool • Your Warp rolls have reduced Dataslate At the end of each session, for each item below, mark 1 xp (in your playbook or an effect until you get a 6 or a critical on a Warp roll. attribute) or 2 xp if that item occurred multiple times. Demolition Kit This penalty can be resisted • You addressed a challenge with intuition or psionics. Disguise Kit through a Resolve roll (or with Glow-globe or Stablight • You expressed your beliefs, drive, heritage, or faith in the Emperor. Warp Control). ☐ Multikey • You struggled with issues from your corruption or traumas during the session. Note: This is why you should not use Warp unless you have two or TEAMWORK PLANNING & LOAD GATHER INFORMATION more action dots in it. Seriously. Choose a plan, provide the *detail*. Choose your *load* limit • Which powers are at work here? Assist a teammate for the operation. • How can I ward against this? • What are they really feeling? Lead a group action Assault: Point of attack **Occult:** Arcane power • What do they intend to do? Protect a teammate Deception: Method Social: Connection • How can I get them to [X]? • *Are they telling the truth?* Stealth: Entry point Set up a teammate Transport: Route • What's really going on here?

BLADES OF THE INQUISITION		SCUM	Ба	criminal and an outcast, iiling from the lowest strata	SALARY Carrier Control
	uisitor	0	g	Imperial society	LIFESTYLE equals your current Salary divided by 3, rounded up (from 0 to 4).
			SPECIAL ABILITIE	S 🛢	PLAYBOOK
acolyte's name	alias		Take 2 stress to roll your best how you adapt your skill to	action rating while performing this use.	INSIGHT
acolyte			n you indulge your corruption and take the highest roll. Ign al to your trauma +1.		HUNT STUDY SURVEY TINKER
acolyte's heritage: Feral World • Forge World • Highborn Hive World • Shrine World • Voidborn	ination	you get +1d to rolls to	en you use a disguise or other o confuse or deflect suspicion g surprise gives you the initia		PROWESS DRIVE
corruption: Crime • Decadence • Dissent • Forbidden Knowledge • Greed • Heresy • Mutation • Pleasure STRESS			s lose sight of you for a brief m	one of the following additional coment—people listening to you	♦ ♦ SKIRMISH ♦ ♦ SKULK ₩RECK
HARM	vicious		ain +1d to Consort when yo n. You get +1d to the engage		COMMAND
NEED Project clock	(ᇢ♪	• THIEF: You may spen	nd a downtime action to ear	n 1 salary.	CONSORT
ARMOR US	SES			on, you get +1d to your roll if nsequences from your action.	♦ ♦ ♦ ₩ARP
2 -ID ARMOR			WRONG GUY: You may exp	÷ '	BONUS DIE
1 LESS HEAVY EFFECT SPECIAL			from suspicion or persuasion		PUSH YOURSELF (take 2 stress) - OR - accept a DAEMON'S BARGAIN.
notes & portrait		OOO VETERAN: Choos	se a special ability from anoth	er source.	
		CONNECTIONS	ITE	MS LOAD	3 light 5 normal $6+$ heavy
		$\Delta \nabla$ Trix, a money-lend		Autopistol or Laspistol	One or Two Melee Weapons
		$\Delta \nabla$ Jenqin, an assassin		cealed Melee Weapon	☐ A Laspistol or Autopistol ☐ A 2nd Laspistol or Autopistol
		$\Delta \nabla$ Florenza, an arbitra		<i>Gambling Set</i> le of Strong Amasec	A Large Weapon
		$\Delta \nabla$ Echo, an obscura d	ealer	•	🗌 An Unusual Weapon
		$\Delta \nabla$ Rat, a street thug	☐ Fine	Multikey	Armor +++++++++eavy
		XP			Auspex
		• Everytime you roll a des	perate action, mark xp in that	action's attribute.	Combi-Tool
			, for each item below, mark 1	xp (in your playbook or an	Dataslate
		· 1	em occurred multiple times. <i>ge with deception or stealth.</i>		Demolition Kit
			fs, drive, heritage, or faith in t	he Emperor.	Glow-globe or Stablight
			s from your corruption or trai		☐ Multikey
		TEAMWORK	PLANNING & LOAD		GATHER INFORMATION
		Assist a teammate	for the operation.	e <i>detail</i> . Choose your <i>load</i> limit	 How can I hurt them? How can I get there undetected?
		Lead a group action	Assault: Point of attack	Occult: Arcane power	 What do they really want? What do they intend to do?
		Protect a teammate	Deception: Method	Social: Connection	• How can I get them to [X]?
		Set up a teammate	Stealth: <i>Entry point</i>	Transport: Route	Who's in charge here?What's really going on here?

BLADES OF THE INQUISITION		TECH-P	RIEST	A worshiper of the Machine God and seeker of	SALARY Carrier Salary for every successful operation (caps at 12).
INCUISITION	inquisitor			wondrous, lost technologies	divided by 3, rounded up (from 0 to 4).
			SPECIAL ABILI	TIES 🛢	PLAYBOOK
acolyte's name	alias		1 invent or craft a mech ne special design alread	anical creation, take +1 d to your y known.	INSIGHT
	acolyte's look.		at involve investigation	icks to distribute among any long or learning a new design plan for	 ♦ ♦ ♦ ♦ ♦ ♦ ♦
acolyte's beritage: Feral World • Forge World • Highborn Hive World • Shrine World • Voidborn	imperial divination		1 /	repair minor injuries. Permanently te +1d to healing treatment rolls.	PROWESS
corruption: Crime • Decadence • Dissent • Forbidden Knowledge • Greed • Heresy • Mutation •	Pleasure	that appear to be part	of your very anatomy. Y	e easily stored within compartments 'ou can now carry +2 load.	ORIVE SKIRMISH SKULK
STRESS A A A A A A A A A A A A A A A A A A			<u>R</u> : When you Tinker wi it, its creator, or whoeve	th something, the GM will tell you r last used it.	
HARM 3	Obsessed • Paranoid Unstable • Vicious HEALING Project clock	 MORE MACHINE T a consequence of fatig yourself when workin TRANSPORT ENGI 	HAN MAN: You may e gue, weakness, or chemi ng with technical skill. NEER: When you go in	xpend your special armor to resist cal and toxic effects, or to push to conflict aboard a vehicle, you and the vehicle gains 1 armor .	RESOLVE COMMAND CONSORT SWAY WARP
2 -1D	ARMOR	-		dy amount of bits and components.	BONUS DIE
1 LESS EFFECT	HEAVY SPECIAL		uire an asset, take +1d i	f it is an item or vehicle.	 PUSH YOURSELF (take 2 stress) - OR - accept a DAEMON'S BARGAIN.
notes & portrait M	ECHADENDRITES	Underlined special abilities are			
SI	ots 🕂 Slots 🕂	CONNECTIONS		ITEMS LOAI	3 light 5 normal $6+$ heavy
When you use a mec. slot, mark an option can be chosen only of Your choices count fo current operation an whenever you choose limit again. BALLISTIC (2 m Fitted with a fine las MANIPULATOF Tipped with strong g and crushing pincer MEDICAE (2 m) Can be used to admidrugs and perform s OPTICAL (3 m) Provides both telescond		attribute) or 2 xp if that ite • You addressed a challeng • You expressed your beliej	iologist	ark 1 xp (in your playbook or an nes. <i>ology.</i>	 ☐ One or Two Melee Weapons ☐ A Laspistol or Autopistol ☐ A 2nd Laspistol or Autopistol ☐ A Large Weapon ☐ An Unusual Weapon ☐ Armor ☐ ☐ + Heavy ☐ Auspex ☐ Climbing Gear ☐ Combi-Tool ☐ Dataslate ☐ Demolition Kit ☐ Disguise Kit ☐ Glow-globe or Stablight ☐ Multikey
wi gl	icroscopic sight. It is fitted ith an infra-red torch and a ow-globe. UTILITY (2 m)	TEAMWORK Assist a teammate	PLANNING & L Choose a plan, provid for the operation.	OAD de the <i>detail</i> . Choose your <i>load</i> limit	GATHER INFORMATION • What is [X]'s function or role? • What can I tinker with here?
Ca	an be used to safely Tinker Wreck at a distance.	Lead a group action	Assault: Point of attac	ck Occult: Arcane power	 What might happen if I [X]? Where can I acquire [X]?
		Protect a teammate	Deception: Method	Social: Connection	• Where are they vulnerable?
		Set up a teammate	Stealth: <i>Entry point</i>	Transport: Route	 What are they really looking for? What's really going on here?