

BLACK CRUSADE™

BINDING CONTRACTS



ROLEPLAYING IN THE GRIM DARKNESS
OF THE 41ST MILLENNIUM

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THE FALL OF SOLACE

"The universe itself twists like so many skeins of sinew in the hands of the Chaos Gods. They weave as they see fit, and their gift to me is that I see the threads. At this moment, all threads lead to Solace."

—Words of the Many-Eyed, Oracle of Chaos

Originally written for use at Gen Con Indy 2013, **BINDING CONTRACTS** is an adventure for **BLACK CRUSADE**. It is one of four linked scenarios that concern the fate of the Imperial world of Solace. While each adventure stands on its own as a complete module suitable for immediate play, a group that plays all four adventures will spot the connections between the events as they transpire around the hive world of Solace. This section includes a brief summary of each adventure to help the Game Master keep track of how they overlap if intending to run more than one of them.

BINDING CONTRACTS

This adventure, **BINDING CONTRACTS**, follows a group of Heretics as they pursue the prophecy of the Many-Eyed, a dread oracle of Chaos. The Ruinous Powers have whispered to her that Solace will end in fire when a star descends from the sky. They murmur that the terror and confusion this event brings about must be properly dedicated to the Chaos Gods.

Before this portent appears, the Heretics must infiltrate Solace and rally the wretched mutants that live beneath the hive. Then, once the star burns bright in the sky, they must lead their newly assembled army up one of Hive Solace's spires, where they can cast down a rival sorcerer and take control of his ritual to summon a Daemon of unfathomable power to the Materium. If they succeed, the Heretics will have struck a blow against the Imperium within the Calixis Sector and won vast glory for themselves. If they fail, however, the unholy ritual could be their doom.

FALLING STAR

After centuries lost in the Warp, the *Ardent Crown* has returned in a degrading orbit around the world of Solace. This vessel vanished carrying a number of important relics, and in this **DEATHWATCH** adventure, a Kill-team has been assembled to board the derelict as it drifts toward the world of Solace, secure the sacred artefacts, and extract from the voidship.

However, the Battle-Brothers are not alone in their ambitions aboard the *Ardent Crown*. An Eldar Farseer also has designs for a particular relic, and leads an elite team of her allies in her quest to take it back. And while the Eldar are powerful and duplicitous foes, something even more terrible lurks aboard the *Ardent Crown*, stirring after aeons of cold slumber as footsteps fall once again on the long-abandoned decks. The Battle-Brothers of the Deathwatch must face these enemies, cast them down in the name of the Emperor, and escape the *Ardent Crown* before it plummets to its demise. The fate of the sector and the honour of the Deathwatch alike hang in the balance.

SHEDDING LIGHT

In this adventure for **ROGUE TRADER**, the Explorers delve deep into the ancient secrets of Solace. Solace was colonised by the Imperium in the final hours of the Angevin Crusade to unite the Calixis Sector, but its secrets wind perilously back into times forgotten by all but the most ancient. There have always been dark tales in Solace's mines about the things that dwell beneath the world's parched surface, but there have also been whispers of fortunes beyond the comprehension of any mortal.

These whispers have spread far and wide and have reached the ears of a daring Rogue Trader, a warrior-privateer who braves the dangers of the unknown in the name of incalculable wealth and glory. Now, an avid group of Explorers journey to Solace, delving deep into an ancient chasm that contains strange relics of forgotten aeons. But when a cataclysm rocks the world of Solace, the Explorers find themselves facing a terrible threat that is not pleased about its rude awakening.

SALVAGING SOLACE

When an unknown voidship strikes the world of Solace, the surface shakes and the brave men and women of the Cadian 99th must gird themselves for battle once again in this adventure for **ONLY WAR**. Having just suffered losses campaigning in the Spinward Front, the Cadian 99th is caught on the outskirts of the catastrophe in the midst of a training exercise. In addition to the devastation the crash wrought, the impact has sent waves of mutants surging up from the underhive, and so the troopers must step forth into the breach to restore order to Hive Solace.

Unfortunately, this is only the start of the Player Characters' troubles. As they struggle to bring Hive Solace under control, still more crises loom over them, and the troopers must go above and beyond their normal duties to have a chance of survival. With the lives of everyone on the planet—including their own—resting on their actions, the PCs are the last line of defence against the coming catastrophe. If they do not rise to the occasion and triumph against the odds, there will be no saving Solace.

TYING IT ALL TOGETHER

FALLING STAR, **SHEDDING LIGHT**, and **SALVAGING SOLACE** each include a full adventure, premade characters, and the profiles for any NPCs unique to the adventure, much in the same way as **BINDING CONTRACTS**. Each is designed to be run with the system for which it was written and requires a copy of the appropriate Core Rulebook to play.

Using all four of these adventures, a GM can create a cohesive event that tells the story of the **Fall of Solace** from multiple different perspectives, revealing the many factors that contributed to the events slowly over the course of the four individual stories.

Because these adventures were originally written for use at a convention, each one includes certain notes on the time that should be devoted to given sections. If the GM wishes to run one of these adventures in a typical four to six hour convention timeslot, these notes can be useful; if the GM is not under any time restrictions, however, he should feel free to pace the adventure as he sees fit based on the group and other circumstances.

BINDING CONTRACTS

"Destiny is what we make of it. By this compact, in the name of the Ruinous Ones, the falsehood of calm ends today. Let waves of blood wash over this world as we tear that lie asunder!"

—Kharthal, the Fist of Rage

BINDING CONTRACTS was originally designed for Heretics with an additional 2,000 xp (beyond their starting xp), but some of the foes within can still challenge more powerful Heretics. The GM should adjust the number of foes depending on how seasoned the group's Heretics are, as well as on how many of them are Chaos Space Marines or humans dedicated to the Ruinous Powers. Players can use the premade characters found on pages 19–30 or create their own Heretics as described in the **BLACK CRUSADE** Core Rulebook.

ADVENTURE SUMMARY

"This compact will end in everlasting infamy or in utter ruination. Either way, it should certainly be interesting."

—Gor-mok the Deceitful

The Heretics are assembled because fate itself—speaking through the twisted mouth of a thrice-cursed oracle—has called them together. Their service is required to exploit a tremendous disaster in the proper way, and the rewards will be worth any effort. There is another sorcerer who would use the crisis in a way that serves himself rather than to glorify the will of the Ruinous Ones.

A long-lost Imperial voidcraft is fated to crash into Hive Solace. In a catastrophic instant, hundreds of thousands will die. Large portions of the massive structure will immediately collapse, sowing even greater death, fear, and confusion. Power, water, and ventilation systems shut down. Many who do not die will be trapped in a state of agony as they suffer with injuries induced by the crash or at the hands of their panicked fellows. Ravenous xenos will descend upon the desperate, causing even greater strife among the panicked mortals.

This magnificent catastrophe presents the perfect opportunity to call upon the Ruinous Powers. By enacting a ritual that offers all of this suffering as a sacrifice to glorify the dark gods, a mortal could reap the hideous rewards these capricious and wicked forces bestow upon their vilest followers. To succeed in their goal, the Heretics must assemble a unified force of mutants to overcome the limited defences of the crippled Hive Solace. With these allies, they can then ascend to the top of the hive, where their rival is enacting a dark ritual. Keying in on the ritual, they can use their assembled might to steal control of the ritual from their rival, so that they can instead be the ones to make the offering to their unspeakable deities.

ADVENTURE BACKGROUND

"What a strange turn of fate, a hive city destroyed by a lost Imperial vessel. The Dark Gods truly do have a sense of humour."

—Teris Klaz, Dark Apostle

Aeons ago, an Imperial cruiser passed through the Warp in the region most commonly associated with the Calixis Sector. It became embroiled in a vicious Warp storm, the vessel wracked by the swirling tides of the Immaterium. Though its Gellar field held throughout this tempest, the vessel's crew never saw its end; they themselves met a different, terrible fate, torn limb from limb by scrabbling claws and razor teeth. When the vessel was finally dashed upon the rocks of reality, centuries later, all that remained aboard the ship were the xenos who had devoured the crew, slumbering and waiting to discover a new world. It was recorded lost long ago, seemingly another grim accident of Warp travel and nothing more. But the warship's fate was no accident. Its aimless drift through the gaps between the stars since its return to reality has served a dark purpose all along.

Recently, the Many-Eyed, an oracle of Chaos, had a vision of doom and destruction for a world of the Imperium. Her meaning was couched in dark poetry and wild madness, but several individuals of note—including the Heretics—interpreted it to mean that a rampaging comet was fated to strike the world of Solace, devastating it and creating a pyre dedicated to the Chaos Gods. The oracle also spoke to the Heretics of a Chaos sorcerer, one Nereus, who had also foreseen the fall of Solace. Clearly, he was fated to be upon this world at the same time and conduct a dark ritual to take advantage of the offering of death. Though her words are cryptic and, most disconcertingly, she asks for nothing in return, the Heretics choose to heed this wicked prophecy. The Chaos Gods do not take kindly to those who ignore their blessed portents, and the oracle has obviously been granted a glorious and terrible vision.

Fortunately for the characters, the vision that the oracle perceived is true. An Imperial cruiser—*Ardent Crown*—has been lost in the Warp for hundreds of years. Upon emerging, it is pushed onto a path that fates it for a direct collision with Solace Hive on the Imperial world of Solace. The vessel is, in fact, infested with Tyranids. When it crashes into the massive city structure, hundreds of thousands are certain to die and a plague of xenos shall be unleashed. A properly prepared and precisely timed ritual could certainly offer up this glut of death and suffering to the endless glory of the Ruinous Powers.



GAZETTEER: SOLACE

"Never has a ripper prize hung before you than this world, for beneath the mask of Solace twists ever the will of Chaos..."

—Words of the Many-Eyed, Oracle of Chaos

Colonist began to settle Solace even before the Angevin Crusade had completed. Preliminary auguries and portents confirmed of the world could not wait for the end of the interminable conflict, and so colonists deemed "suitable" for this rough, unshaped world—including an exceptionally high percentage of penal colonists—were dispatched to Solace. This first wave of colonists worked under the direct supervision of Adeptus Mechanicus elements from the crusading forces. Hardy individuals were tithed from harsh worlds across what would become the Calixis Sector and Koronus Expanse and relocated to Solace; these new arrivals were promptly put to work extracting the phenomenal mineral wealth that rested beneath the world's surface.

During these early days on Solace, countless small vessels flitted back and forth between the mines and much larger craft in orbit, creating a glittering flow of lights in Solace's sky that blotted out even the stars. From orbit, the massive ships transported the fruits of their labour to forge worlds, where the ore and other materials were forged into the equipment necessary to continue the crusade to conquer the Calyx Expanse. Some religious scholars on Solace claim that, were it not for the wealth extracted from their world and the many who shed their blood to get it, the crusade might have run out of raw materials and faltered.

Of course, precise records from this period are fragmentary. The Imperial forces in the region were so focused upon prosecuting the crusade that minor details—particularly those associated with procurement—were often not properly recorded. However, the amount of raw materials extracted from the planet seems to have been truly extraordinary. Further, many of these materials seem to have been combined into

alloys that were ready for manufacturing almost immediately, requiring very little refinement. Some historians have speculated that this was simply evidence that the materials had been illegally obtained from another, undocumented Imperial asset. Other, more radical elements have argued that this could be compelling evidence that the world was once home to a sophisticated xenos species, and that the alloys were all that remained of a long-dead civilisation.

Regardless of whether or not the materials came from Solace, one factor is clear. Assignment to the mining facilities on Solace was a death sentence. Few, if any, of the tens of thousands of colonists sent into these facilities ever returned. Official Imperial records indicate that this was due to toxic elements present in the mines and a lack of faith amongst the workers.

The legends, however, are far darker. They speak of unholy terrors that lurked beneath the planet's surface. Oral histories, passed down through the generations, say that there were xenos dwelling far beneath the surface. These tales indicate that the dark things were only banished after the blessed Drusus visited the world and expunged them in the name of the God-Emperor. There are no official records of St. Drusus ever having visited Solace, but the population still reveres him as the man who cleansed their world and liberated them from terror and death at the hands of shadows and nightmares.



THE CASTUS LEVY

Solace has a long history of military service thanks to the veterans who settled it originally. All able-bodied men and women of Solace are required to perform a period of service within the planet's defensive military, known as the Castus Levy. This is typically a five-year term. Often, a large portion of this service is devoted toward maintaining planetary peace within the now tightly crowded Imperial hives. However, roughly once a generation, the Castus Levy are called upon to repel a significant xenos incursion. Solace's assets are sufficient to regularly draw the attention of the greedy, who think that it might be a world ripe for conquest. To date, none of those assaults have succeeded.

Solace has also gladly tithed full regiments to the Imperial Guard upon fourteen separate occasions. Most often drawn from the ranks of the Castus Levy, these regiments proved their devotion to the Emperor by their noble acts of sacrifice to carry on the glorious tradition of the Imperial Guard. While none of these regiments managed to assemble a particularly prestigious roll of service, none disgraced their home world.

Even among the Imperial Guard, the Castus Levy often exhibit an exceptional level of devotion to the Imperial Creed. Those who interact with them often consider them particularly pious. Some argue that this reaction may be a consequence of their uniforms as much as anything else. This is because those of the Castus Levy invariably wear a chasuble over their armour and kit, proudly displaying the iconography of their devotion upon a field of purest white.

THE FIRST HIVES

As the Angevin Crusade wound down, there were few resources to transport the surviving soldiers back to their worlds of origin. Consequently, many were simply delivered to Solace, where they were left. While a minority saw this as a just reward, permitting those who had worked so hard to enjoy the fruits of their labours of war, only a scant few of the newly retired soldiers looked upon their new lot in life as a blessing. While the soldiers now lived without the immanent certainty of a violent death, they also possessed few skills and assets with which to forge their survival. The functionaries of the Adeptus Administratum were no longer willing to provide them with clothing, food, and shelter. Instead, it was up to the soldiers themselves to make their way where and how they might.

At the conclusion of the Angevin Crusade, the Adeptus Mechanicus still had a significant number of assets active in the Solace system. Before all of the elements in the system were reassigned, however, a cunning administrator requested that the manufacturums' available capacity be put to immediate use. Taking advantage of some of the already available raw materials, the manufacturums built rudimentary settlements to house the veterans of the crusade and let them continue to serve the Imperium. While toiling upon Solace was hardly a pleasant prospect, it might have seemed less terrible than the brutal warzones of the Angevin Crusade.

Eventually, what began as a barren mining world became the home of six fully functional Imperial hives, most dedicated to further mining operations. The Adeptus Mechanicus had built facilities that housed the original colonists, and these structures gradually grew into the massive, towering spires of Solace's hives as generation upon generation built upon them.

PLANETARY LEADERSHIP

The leadership of Solace treads a dangerously narrow path. In what some factions in the Calixis Sector revile as a violation of Imperial regulations, the Planetary Governor of Solace has always been, since the early days of the colonies there, an Ecclesiarchal Cardinal. While this is not strictly in violation of the Decree Passive, the Planetary Governor is the supreme commander of the defence forces of any given world, and the Cardinal who governs Solace has always been eyed with suspicion as a result. The argument has been made, by some, that as neither the sector Lord nor an Inquisitor has chosen to take action upon this matter, the governance of Solace must be divinely ordained.

Because of the piety of its rulers, the populace of Solace has shown few deviances from the Imperial Creed over the centuries. There are remarkably few known incidents of heresy on Solace—at least until the Heretics arrive.



BEYOND THE HIVES

Even before its great hive spires and the fires of industry blackened the sky, Solace was never a world hospitable for colonisation. Its surface is harsh and largely devoid of water, and its atmosphere was only technically breathable before the fires of human industry poured countless pollutants into the air. The mineral resources beneath its surface, however, were reason enough for the Imperium to claim Solace and condemn millions to toil in vast, cavernous mines, extracting ore and other valuable materials. This worldwide ruin, however, is fertile soil for the schemes of the Heretics, for mutants and other wretched creatures quickly turned to the cause of Chaos skulk beyond the bounds of the hives and even in the dark, long-forgotten corners of these massive cities.

Outside of the all-protective enclosures built to house the miners, Solace is little more than a hellish wasteland. Its atmosphere has become even more polluted from the waste that the hives generate. The mines are no longer actively worked by anything more than a skeleton crew. The population centres are capable of producing a significant percentage of their own foodstuffs through fungal farming in long-depleted mineshafts and nutrient reclamation techniques. Still, imported food and other supplies are crucial to the survival of Solace's people (and, more importantly, to its ongoing productivity). Without the support of other worlds in the subsector, the hives of Solace would be utterly unsustainable. This makes it an ideal target for the Heretics.



When people leave the relative safety of the hives, they must contend with a dangerous atmosphere and predators who are far better evolved to deal with the dangerous conditions. Much of the world's surface is little more than barren rock that offers no shelter from the planet's scorching daytime heat. As a consequence, travel between the hives most commonly takes place via subterranean tunnels that were adapted to that purpose from the world's ancient mines.

THE SPINWARD FRONT

In recent years, the Calixis Sector has devoted an ever-increasing portion of its resources toward the ongoing war in the Spinward Front. Solace's location along a Warp route makes it a prime location for assembling goods from the subsector before they are reloaded onto transports destined for the Periphery. The fact that the hives have some manufacturing capacity only accentuates this, as many of the raw materials can be transformed into goods that are directly useful in the war effort.

As a consequence, the war effort has been a major boon for the planet. Solace's manufactorums have never been more productive, and the Adeptus Administratum has allocated far more resources than usual to the upkeep and expansion of the infrastructure on Solace as a result. Morale has also significantly improved, as the populace feels that they are acting directly in the service of the Imperium and contributing to the war against the xenos.

Such is the fervour among the Castus Levy that many of the planet's youth have even been reluctant to end their enlistment after the mandatory five years. Enough of the recruits have zealously sustained their service to the extent that the world has already contacted the Adeptus Administratum about raising a regiment, even before their next tithe is due. The wheels have already been set in motion to see that this happens quickly, ostensibly to help with the effort in the Spinward Front.

The only major danger is that this has been disruptive to many of the hives' integral processes and systems. The increased workload has begun to decrease the time that most citizens have available for worship. The sheer number of the planet's youth preparing to join the Imperial Guard could even decrease the overcrowding in some of the hives. It is too early for any certainty, but by the time the war for control of the Spinward Front concludes, Solace could be a world dramatically transformed.

RESOURCES AT HAND

With the flow of new materials to the world, Solace's storage facilities are bursting with resources. With their enthusiasm for the war effort, many of the planet's inhabitants have put themselves to the metaphoric plough such as to astound the functionaries of the Administratum. As a consequence, raw materials and manufactured goods have been produced even faster than they could be transported to the Spinward Front. With every day, additional spaces not intended for storage have had to be used to house the surplus. At their current pace, some of the living quarters in the hive cities might have to be used to hold materials destined for the soldiers in the Spinward Front.

This excess of useful materials has drawn the attention of some less pious and law-abiding parties. Criminal elements have begun to take note of these supplies and speculate on how they might be used for personal gain rather than the good of the Imperium. At least one Rogue Trader has taken advantage of this overflow to fill his holds with undocumented supplies.

As word spreads of this manufacturing and storage capacity, it is likely that elements from beyond the Imperium might take an interest. This could include both xenos and heretical threats (such as the Heretics themselves). Just as this wealth of equipment and supplies can contribute in a meaningful way to the war that the Imperium wages, they could also be used against it. While enlistment in the Castus Levy is high, Solace's defensive plans are not designed for a world as desirable as it has suddenly become. If a well-organised attack plan were implemented, Solace's security and strategic position would be in grave peril. In turn, this would place many extraordinarily useful assets at a level of tremendous risk, and would leave the Calixis Sector without many of the raw materials it relies upon to prosecute the war in the Spinward Front.

Currently, the Calixis Sector can ill afford a loss of this magnitude, but it also lacks the available resources to reallocate for improving the planet's modest defences. Vulnerable but crucial to the stability of the region, Solace lies in easy grasp of the Heretics' dark ambitions. By crippling it, they could strike a devastating blow against the hated Imperium of Man.



DIVINATION

"Behold! Thy mind has seen the prophecy, and thou dost know the time and the place of his coming."

—Torestus 1:14

As the adventure opens, the Heretics are aboard a voidcraft devoted to the Ruinous Gods of the Warp. The vessel is under the command of an oracle of Chaos, known as "the Many-Eyed" (see **Notable Persons**). She recently had a vision of a terrible calamity that could be used to draw forth entities from the Warp into the physical realm. If a ritual is completed properly in the cataclysm's wake, it could serve as a means to glorify the Ruinous Powers. Inspired by this vision, she has assembled the Heretics based on esoteric portents and intends to send them to disrupt Nereus' plans by taking control of his ritual. After the players have had a chance to introduce their characters, Game Masters should read or paraphrase the following aloud:

You're still not entirely certain how you found yourself dragged into this mess. Yes, boarding this craft did get you out of a sticky situation, and yes, it is clear that you're now working with someone who has the blessings of the unholy. However, the whole idea of another person having authority over you does not sit well. At all. For the moment, you've decided to let things play out. If the plan is worthwhile, then there should be an opportunity to seize it for your own purposes. Until then, well, if you play along, you might get the best chance to exploit things later. In the meantime, sitting in a smoky room, listening to this seer tell her story and scheme, well, maybe there could be something of value, eventually.

The oracle explains that she has been granted a vision of dark portents fulfilled. A hive world, filled with fools who are devoted to the Imperium and its Corpse-Emperor, is fated to meet with a disaster. Clearly, the dark gods have ordained this disaster and the chaos to follow. It is her task to assemble Heretics who can fully exploit this blessing, so that the death and destruction serve their best possible purpose—an offering to the Ruinous Powers.

The oracle answers their questions, though some of her answers might seem nonsensical. Still, it is obvious to even the densest Heretic that the oracle has been granted a true vision. Her shrouded eyes have gazed into the divine, and the Heretics' dark masters silently but undeniably demand that they heed her words. For her part, the oracle offers them transport to Solace and asks for nothing in return. If they question her, she simply responds that she is moved by the will of the Immaterium. This is her role in the twisted webs the Chaos Gods weave, and she must obey the vision. The oracle is helpful, if obviously mad (even by the warped standards of Chaos worshippers!).

If the characters agree to the oracle's terms, she presents them with information on the planet Solace (See **Gazetteer: Solace** on pages 5–7) as well as the upcoming disaster. She has foreseen the arrival of a dread comet striking the planet. With its coming, a swarm of xenos could potentially sweep through the Imperium's citadel, sowing death and destruction in its wake. At the same time, this devastation presents the

perfect opportunity for a ritual to call upon the unholy. The Sorcerer Nereus, a fellow worshipper of the Ruinous Ones, seeks to exploit this chaos, and they must steal his ritual out from beneath him. If they question why they must overcome Nereus and thwart his schemes, the oracle merely laughs. Such things are not for her to contemplate, merely to know.

For transport to the planet, the oracle offers them a drop pod, to be launched from her vessel as soon as it reenters the Materium and disguised suitably to avoid detection. She recommends that they make contact with the mutants—who dwell within Hive Solace's lowest levels—to raise an army. She suspects that Nereus has already infiltrated the upper echelons of Hive Solace society. He might even have a connection to Cardinal Heilgrave already. Because of this, they are unlikely to be able to strike against him initially. Instead, they should prepare their forces to strike at the same time as the comet hits the world. The oracle is insistent that the portents favour this path, and she claims that the way to Nereus will reveal itself to the Heretics in due time.

The oracle's vessel contains thousands of dedicated worshippers of the dark gods, and the Heretics can, if they wish, attempt to use their Infamy to acquire equipment and services to assist in the completion of their vile deeds after they have determined the parameters of the mission. If a Heretic asks the oracle herself, he receives a +10 bonus to the Test, for the oracle is strangely willing to offer up macabre tokens of her assistance, asking for nothing in return and laughing wickedly if the Heretics question her generosity. The Game Master should probably not let each character make more than one such Test for the sake of expedience, but this is ultimately at his discretion. When the characters have finished their discussions with the oracle and are prepared to travel to Solace, proceed to **Infiltration** (see page 9).

This section should usually take no more than thirty minutes, and if it takes longer, the oracle should remind the Heretics that their window to launch is short.

NOTABLE PERSONS

The following NPC plays an important role in drawing the characters into the start of the adventure, though the interactions with her described here should not typically require a full NPC profile. The GM can use the profile for the Cursed Oracle (see pages 360–361 of the **BLACK CRUSADE** Core Rulebook) to represent The Many-Eyed if for any reason it proves necessary.

THE MANY-EYED, ORACLE OF CHAOS

The infamous oracle is rumoured to have a strong connection to the entities that dwell within the Warp. She also has a very devoted group of followers both on her vessel and on many of the worlds where she holds influence. Her appearance is a mystery, as she always wears body-shrouding robes and a concealing hood and veil. Most believe that she hides terrible mutations, though there is little confirmation of this. Her voice and inflections fluctuate regularly as she speaks, suggesting that her form might be changing constantly beneath her clothing.

INFILTRATION

"This is not yet the time for action. Rather, it is the time to prepare the assembly so that they may know how to act when it comes in all its glory and dread."

—Torestus 2:37–38

This encounter involves the Heretics establishing contact with the community of Chaos mutants and malcontents that dwell in the lowest levels of Hive Solace. Many have suffered from the pollution and disease that both the world's mines and its hives have created. Others became disenfranchised by the religious fanaticism that characterises Solace's cultures and have turned to darker forms of worship. All of these represent potential allies for the Heretics. However, they must first establish contact and then persuade them of the value of their message. This begins after the characters reach the planet's surface. Open the scene by reading or paraphrasing the following, taking into account anything the Heretics have done to alter the situation:

Drop pod landings are always rattling, physically and mentally. There are countless legends of disastrous atmospheric entries and even more of landings in places that imprisoned the passengers. Fortunately, you encountered neither of those problems. The biggest excitement came from the fact that your drop pod hit the atmosphere under the cover of a meteor storm. Throughout the experience, you were concerned that a rogue meteor might penetrate the pod's defences. Fortunately, the oracle's foresight proved accurate, and you made it to the ground without incident. Now, you just need to find a ventilation duct for the mines, stumble through them in near-perfect darkness, and make contact with Solace's population of renegades, all the while avoiding the notice of any of the world's defenders, of course.

The first challenge the characters face is finding an entrance either directly into Hive Solace or into the mining passages that run beneath it. Either option is perfectly feasible. However, guards are far less likely to notice someone sneaking into the mines—and from there into the hive proper—than they are someone proceeding directly into Hive Solace. Game Masters should present the options to the Heretics and let them choose which approach they prefer to take. Finding an entry to the mines requires success on a **Challenging (+0) Survival Test**. Each of the Heretics may attempt the test. If any character fails a Test with more than five Degrees of Failure in the course of the search, the Heretics encounter a routine security patrol of five Castus Levy soldiers (use the profiles for Imperial Guardsmen from the **BLACK CRUSADE** Core Rulebook, on page 364). Finding a direct entry into Hive Solace does not require a Test—the structure is enormous and has countless entries. However, getting in without causing a commotion requires either success on a **Hard (–20) Stealth Test** or an appropriate use of Interaction Skills. Game Master discretion is required to determine the appropriate Interaction Skill used as well as modifiers based upon the situation and appearance of the Heretics. Should any of the Heretics fail this Test, they are immediately confronted by a larger patrol of ten Castus Levy soldiers (use the profiles for Imperial Guardsmen). Should

the Heretics fail to talk their way out of any such encounter (or simply skip straight to the time-honoured solution of murder), the Game Master can have the Castus Levy call for backup (additional groups of five using the profile for Imperial Guardsmen) or retreat when they suffer losses depending on time, the state of the Heretics, and his best judgement.

Note that if the characters chose to enter through the mines, they need not worry about any difficulty in travelling between there and the lowest levels of the hive. These connections are not secured in any meaningful way. Characters can easily don concealing clothing and make the journey in either direction without issue—regardless of their size or unusual features. Hive Solace deliberately works to ignore the mutants that dwell within its lowest levels, considering them an unavoidable evil.

Sneaking into the hive (or shooting their way in) should take no more than forty-five minutes unless the Heretics were particularly quick to leave the oracle's vessel. If the GM finds this section taking too long due to the Heretics getting embroiled in combat, he should give the Heretics a chance to slip away from the battle (via a convenient distraction, such as a hive riot springing up around them).

MEETING THE LOCALS

If the characters are to have any hope of fighting their way into the upper spires of the hive, where Nereus is surely enacting his rituals, they must have a capable army of followers. This scene should represent a significant portion of the adventure. By the time it is complete, roughly two hours of the four-hour game session should be completed. Because of this, Game Masters must use their discretion in determining how complex to make the segment. If the game is running slow, then there could simply be one key figure who has already assembled the mutants into a functioning group. Alternatively, if the game has run quickly to this point, then the Heretics should have to interact with more characters and work harder to assemble a functioning group of heretics, mutants, and fanatics.

When the Heretics enter the mines, they find the signs of violence between three groups of mutants and other scum. Expended ammunition, bloody stains, eviscerated corpses, and the occasional mark of the Warp unbound are strewn about the dank caverns, which are barely lit by ancient glow-globes embedded in the ceilings and the occasional brazier burning acrid tallow. Any Heretic may make a **Routine (+20) Survival Test** to determine that there are three distinct groups within these tunnels. Whether or not any Heretic passes this Test, the Heretics can follow the trails of broken weaponry, disembowelled bodies with runes of warning carved into them, and ramshackle fortifications to each nest of iniquity (they simply have less information about their situation).



POTENTIAL RECRUITS

The following NPCs play important roles as the characters attempt to assemble a group of followers, and each one is the leader of a gang, cult, or band of recluses within the long-abandoned mines beneath Hive Solace. The Heretics must successfully recruit at least two of these groups to have a chance at success, and the Game Master can allow them to pursue all three. The GM should budget roughly an hour for this part of the adventure, depending of course on how quickly they reached their destination. If the Heretics do not have time to complete all three, then the Game Master should inform them that the time of the ritual draws close and that recruiting more disposable scum to help fight their way up the spire will be less than useful if they miss their opportunity.

GRENS SCADEGUNG

A bloodthirsty maniac, Grens is the biggest, most violent, and most vile of the mutants within his clan. He dominates the lesser wretches through might alone, and can conceive of no other form of authority. Thus, he is only willing to give his loyalty to anyone who can physically overpower him, and so he demands a battle with the Heretics. However, this stark worldview makes Grens extremely easy to manipulate: defeat him, and the Heretics need not worry about his loyalty again.

Grens lives in the sewage pools fed from Hive Solace, great festering tracts of sludge that provide much of the water within the otherwise arid mines. To reach his foetid lair, the Heretics must trudge in darkness through the slime. Each Heretic must make a **Routine (+20) Athletics Test** or a **Challenging (+0) Toughness Test** or gain 1 Level of Fatigue from the arduous and vile slog. Finally, even as they slosh through the shallow slime, the Heretics see a light shining in the distance. They have reached the lair of Grens.

Grens is surrounded by a gang of mutants, and is standing waist-deep in the midst of a lake that has formed at the centre of his domain. He is currently engaged in drowning a traitorous lieutenant who challenged him to a duel for supremacy, utterly bored by the banality of this well-worn violence. Grens brightens upon the arrival of the Heretics, however, even as his more pathetic minions scuttle out of their way. He asks the nature of their visit. Once they declare their intentions, informs them that they have obviously been sent to amuse him. He invites them to enter his so-called “Drowning Circle,” and offers them simple terms: defeat him and prove their worth, or perish most ignobly, vanishing into the subterranean swamp like his lieutenant.

The “Drowning Circle” has a 20-metre radius and is filled with foul, brackish water. There are also numerous piles of corpses, each of which provides 4 APs of cover and allows the combatants to slink through the murk while avoiding each other’s notice. Grens uses the profile for the Disciple of Crox (see pages 390–391 of the **BLACK CRUSADE** Core Rulebook) but has 35 Wounds instead of 20 and is accompanied by one Mutant Devotee (see page 360 of the **BLACK CRUSADE** Core Rulebook) for each Heretic who chooses to engage him. Once battle is joined, Grens’ wretched minions spread out, hiding behind the piles of skulls and viscera and attempting to ambush the Heretics in melee or firing their ranged weapons. Grens, for his part, moves in a straight line toward the Heretic who he believes to be the strongest and attempts to butcher him with extreme prejudice.

Grens fights until he reaches 1 or fewer Wounds, at which point he takes a knee before the Heretic who vanquished him. Grens’ minions fight to the death until their leader surrenders, but they immediately acquiesce upon his swearing fealty to the Heretics. If Grens is defeated and survives, Grens serves the Heretic who defeated him without question. He obeys the will of the others, but might be considerably less respectful to them; after all, he swears true devotion only to the strongest! If he is slain, his followers are also swift to cede their loyalty to their new masters.

Grens’ influence over the other powerful figures within the mines comes from his control over the most potable (if hardly appealing) source of water; savvy Heretics can leverage this to gain a +10 bonus to any Interaction Tests with the other leaders if they have recruited Grens (or murdered him and taken his domain over his gutted corpse).

LERICET SLAUS

A leader of one of the factions of heretics in the tunnels, Lericet Slaus is a witch and former ganger prone to fits of psychopathic dissociation too vile even for the savage inhabitants of the underhive. After slaughtering her entire gang for the third time in one of these involuntary frenzies, Lericet stumbled into the mines and never returned. There, she gathered a small cult of personality, which she periodically purges during her “episodes,” for though she is less twisted in body than her underlings, she is far more deranged in mind. Still, Lericet is calculating, and her cunning has allowed her to build a small haven where she has worked hard to take control of the sorcerous power she possesses.

Lericet lives in a small fortress made of refuse and scrap-metal stolen from the underhive by her terrified devotees. There, she plots against the other notables of the mines and practises dark sorcery—mostly unsuccessfully, except during her blessed fits, which usually end in her butchering her current crop of followers. Fortunately for the Heretics, it has been several weeks since her last episode, and numerous scum, madmen, and mutants seeking her dubious protection currently reside in her domain.



Lericet's domain is protected by several traps, which she has placed to make sure that her rivals cannot strike at her holdings. First, there are frag grenades scattered throughout the tunnels leading to her fortress, rigged with a simple tripwire mechanism. A Heretic must make an **Ordinary (+10) Perception Test** to spot one of these traps before triggering it and a **Hard (-20) Agility Test** or **Challenging (+0) Tech-Use Test** to slip past or disarm it, respectively. If a Heretic fails any of these Tests, he sets off the trap, with the effect centred on himself.

Second, and more pernicious still, there are psychic traps, patterns of wracking runes carved by Lericet during a blessed fit to harm any who read them. While lethal to lesser individuals, these patterns of written insanity are merely inconvenient to ones so vile as the Heretics. Any Heretic who encounters one of these shifting, maddening patterns must make a **Challenging (+0) Willpower Test** or gain 1 Corruption Point per Degree of Failure by which he failed the Test.

Lericet can be threatened with violence or convinced through use of Interaction Skills (such as Intimidate, Charm, or even Logic, provided that it is backed by a suitable argument) to join the Heretics' quest. However, the easiest path to manipulating her lies in her psychic nature. Lericet's most desperate wish is to gain mastery over her psychic abilities, which currently eludes her. If one of the Heretics is a psyker and demonstrates this power to Lericet, that character receives a +30 bonus to Interaction Skill Tests to convince her to commit her followers to their cause. If this psyker convinces Lericet that he will teach her to wield her powers, she joins the cause immediately and with a terrifying zeal. The Heretics need not make any further Tests to win her loyalty.

Winning Lericet's support grants no specific aid in winning over the other notables of the mines except as the GM sees fit. However, if the Heretics win her aid (and do not merely kill her and enslave her minions), they gain an automatic three Degrees of Success toward the task of locating Nereus thanks to her psychic insight.

Lericet uses the profile for a Cursed Oracle, and her attendants are Cult Zealots and Mutant Devotees (see pages 360–361 of the **BLACK CRUSADE** Core Rulebook).

VORRENIUS COROSZ

Once a Tech-Priest of some note within Hive Solace, Vorrenius delved deep into the mines seeking archaeotech and found something he had not predicted—an improbability so dire and unfathomable that he could not account for it. It was the cold, inexorable truth sleeping beneath the quiet, dusty surface of Solace. Whatever he saw in the darkness, he declared the doom of Solace that day and immediately began desperate, forbidden research into the sealed archives of the Adeptus Mechanicus.

Mere weeks later, expelled from his order and pursued by deadly Mech-Assassins from the Lathe Worlds, Vorrenius fled into the tunnels to continue his research—for if he failed,

Solace and the Calixis Sector might be obliterated. To protect himself, he “enlisted” various mutants, enhancing their twisted frames with technology scrounged from the scrap piles of the underhives (or with the flesh of other, less fortunate mutants). Vorrenius has established a holding in the deepest of the mine shafts, where his vassals toil to unearth the secrets of Solace, and the signs of their frantic digging make it clear to the Heretics that someone with a great many subjects resides in the depths here. As such, his domain is a twisted labyrinth that can only be deciphered by a mind as mad as Vorrenius' own, and not all of the passages are fully stable.

Upon entering his domain, one of the Heretics must make a **Hard (-20) Logic Test**; if he fails, the tunnels collapse beneath the group's feet or above their heads one time during the journey per Degree of Failure on the Test. At each collapse, each Heretic must make a **Challenging (+0) Agility Test** or suffer 1 Damage per Degree of Failure on the Test. If at any point if they are too grievously injured or simply believe it to be a lost cause, the Heretics may choose to turn back and pursue other alternatives for allies.

If the Heretics reach Vorrenius, he greets them, warily at first. However, once they broach the subject of an alliance (or demand his assistance), Vorrenius begins to bargain: in exchange for promises of assistance, he will assist in their quest.

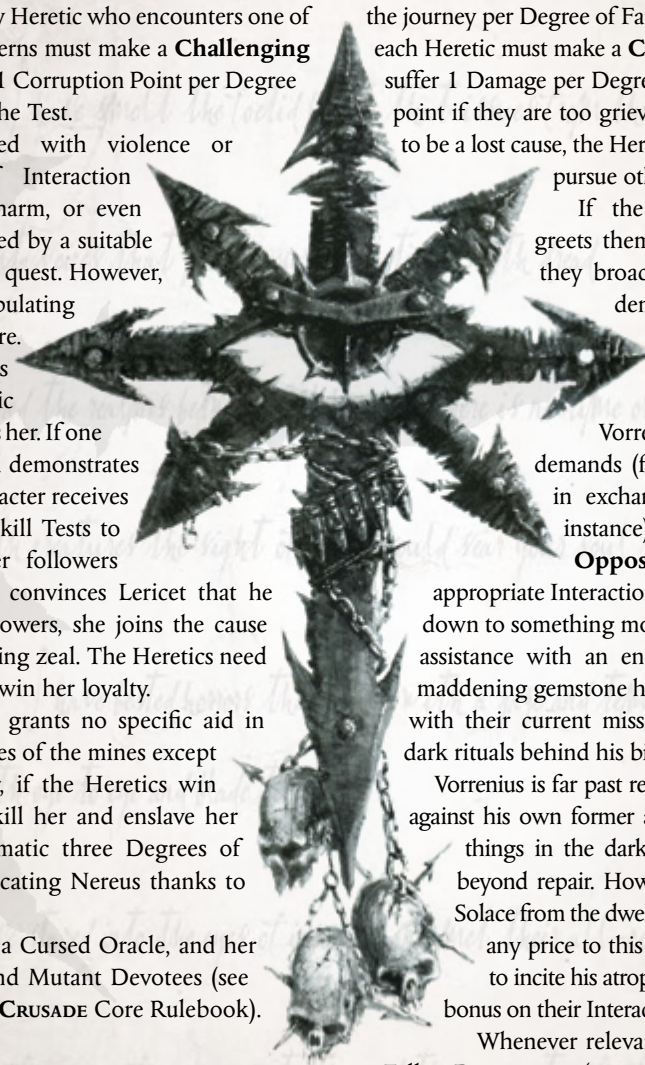
Vorrenius initially begins with absurd demands (five decades of toil in the mines in exchange for half of his vassals, for instance), but the Heretics can make an **Opposed Commerce Test** (or other appropriate Interaction Skill Test) to bring his demands down to something more reasonable. This could include assistance with an endeavour to retrieve a powerful, maddening gemstone he saw years ago after he aids them with their current mission or help with perfecting the dark rituals behind his bionically enhanced mutant killers.

Vorrenius is far past redemption now, the toll of the war against his own former allies and furtive raids against the things in the darkness having scrambled his sanity beyond repair. However, he still believes he can save Solace from the dwellers below, and he is willing to pay any price to this end. If the Heretics use this angle to incite his atrophied emotions, they receive a +30 bonus on their Interaction Skill Tests to manipulate him.

Whenever relevant, Vorrenius uses the profile for a Fallen Demagogue (see page 361 of the **BLACK CRUSADE** Core Rulebook) but has the Commerce (Int) +10 and Tech-Use (Int) +30 Skills. His rebuilt mutants use the Tech-Assassin profile (see pages 362–363 of the **BLACK CRUSADE** Core Rulebook), and five of them accompany him at any time.

If the Heretics win Vorrenius' assistance, they gain access to his considerable armoury—while their own equipment is superior to his cobbled-together weapons and armour, they gain a +10 bonus to any Interaction Skill Tests to sway other leaders of the depths to serve them through the promise of this treasure.

After the Heretics have assembled their followers, proceed to **Ascension** (see page 12).



ASCENSION

"Just as thy spirit has leapt to know the words of the Dark Gods, so too must thy body rise so that the working can be fully realised."

—Torestus 2:19

The oracle has already told the Heretics when to expect the arrival of the comet. Because of what has been foreseen, they are aware of exactly how much time they have to prepare for the impending catastrophe. The defenders of Hive Solace are certain to be caught unprepared, but the servants of the Ruinous Powers are prepared to fully exploit this moment of vulnerability. Working with their NPC allies, the characters have ample time to lay out their plan in exhaustive detail.

Game Masters are encouraged to be liberal in providing information regarding the specifics of the catastrophe. The Heretics can certainly know that the disaster is likely to cause millions of deaths, that it is certain to knock out power and basic services to the hive, and that a large portion of Hive Solace is fated to be utterly annihilated in the event. This combination of facts should make it clear that infiltrating the upper levels prior to the comet's strike is largely pointless. In fact, such a strategy would be inexcusably dangerous. The characters should also realise that their plan must depend upon climbing through stairs, ladders, and maintenance shafts, or potentially even using climbing equipment to scale certain sections. Without power, the hive's internal locomotion systems are effectively useless. Their plans must work around this additional challenge.

Fortunately, the characters should also recognise that this catastrophe is certain to take most of the hive's automated defences offline as well (though servo-skulls and other independently powered devices remain operable). However, door locks keyed to certain individuals are unlikely to operate, as they depend upon the hive's automated systems. The Heretics and their followers should expect that they can brute-force their way through much of the ascent. With communications presumably compromised as well, concentrated attacks should be adequate to overwhelm the defenders—reinforcements are unlikely to know when and where they need to deploy.



The natives are undoubtedly already familiar with much of the hive's architecture. The mutants have certainly studied the lowest levels of the hive thoroughly, and already mapped out paths that are largely effective for avoiding detection while committing acts of espionage, thievery, or destruction. The upper levels are less well known, particularly those inhabited by the hive's governing bodies. If the Heretics wish to obtain information about this portion of Hive Solace, Game Masters must use their discretion in devising the mechanisms involved. The Heretics are certain to face significant dangers in the process. This area is essentially secured and occupied largely by religious zealots. They are unlikely to readily turn this information over to anyone who could be associated with agents of the Ruinous Powers. Of course, Nereus is believed to have already infiltrated the area, which only suggests that anyone who has allied with the Warp might already be loyal to his cause and opposed to the Heretics.

WHAT JUST HAPPENED?!

Hive Solace was just struck by an Imperial cruiser that crashed into the planet. The impact inflicts catastrophic (and likely irreparable) damage to the hive. Much of the facility was vaporised in the impact, as the massive kinetic energy even overpowered the hive's emergency void shields. The hive is thrown into disarray as power, communications, and basic life support are all shut down. Worse yet, the cruiser was filled with swarms of Tyranids. These wretched xenos boil forth from its depths, attempting to devour all biomass they encounter.

THE IMPACT

As the Heretics and their allies make their way into the upper levels of Hive Solace, they are certain to encounter a variety of different challenges. Some of them are entirely dependent upon timing. If they start their journey before the Imperial cruiser strikes the hive, then they must contend with the hive's security en route. Use the profile for Imperial Guardsmen (see page 364 of the **BLACK CRUSADE** Core Rulebook) as necessary, at the Game Master's discretion.

In any event, the characters do know precisely when the "comet" is fated to strike Hive Solace. They may take whatever preparations they deem appropriate. Note that none of the hive's inhabitants are aware of the upcoming disaster, unless the Heretics warn them. When it strikes, have each of the Heretics make a **Very Hard (–30) Acrobatics Test**. If a Heretic succeeds, he manages to avoid all of the falling debris and keep his feet without issue. If he fails, he loses his balance and is hurled to the ground as debris flies. Characters who fall suffer 1d10–5 Impact Damage (ignoring armour) from slamming unexpectedly and violently into the floor and walls. Any character who suffers four or more Degrees of Failure on the Test runs into further complications. These are subject to Game Master discretion but could involve having portions of their wargear lost or destroyed, being pinned beneath portions of the collapsed bulkheads, or even falling prey to more severe harm. Ideally, this should not be fatal, but it should be particularly inconvenient.



After the voidcraft strikes the hive, the power goes out and the ventilation systems shut down. The sounds in the hive are those of people weeping and screaming in pain, complemented by the occasional sound of crashing or flowing water as various integral portions of the facility give out. Notably, most of the maintenance shafts and emergency stairwells were designed to survive catastrophes, so these routes remain largely clear to the hive's higher levels.

ALONG THE WAY

This scene should run until there are roughly forty-five minutes remaining in the scenario. Through the course of it, they should battle units of both Tyranids and Castus Levy, as the two groups are engaged in running battles with one another throughout the middle levels of Hive Solace. However, neither of these groups holds any love for the forces allied to the Ruinous Powers. The Tyranids view them as an equally digestible source of biomass, while the loyalists see them as an equally deadly threat.

The Heretics should have at least one encounter with each of these factions. Ideally, the battle with the Castus Levy should come first. Use two squads of ten Imperial Guardsmen (see page 364 of the **BLACK CRUSADE** Core Rulebook). When the battle begins, however, the Guardsmen have each already suffered 1d10 Wounds from a previous engagement. The GM can call for **Difficult (-10) Awareness** Tests at various points during the pitched battle between the Heretics and the Guardsmen. Any Heretic who succeeds at the Test notices that the Guardsmen have obviously been through a battle. With three or more Degrees of Success, the Heretic is actually able to recognise that the weapons that caused the wounds are clearly of xenos origin.

A **Hard (-20) Forbidden Lore (Xenos)** Test reveals that the injuries look like ones caused by Tyranid weapons, including the lacerating claws of deadly Tyranid Warriors.

A later battle should involve two swarms of twelve Termagants led by a trio of Tyranid Warriors (see pages 17–18). The xenos attempt to use stealth, taking the Heretics and their allies by surprise. Ideally, this should involve the xenos having laid a trap in a maintenance shaft or along a corridor.

If time remains after these two encounters, additional encounters with both factions may be added to the scenario as necessary to fill time. Game Masters must use their discretion in this matter, however. Most importantly, any such encounters should have a different feel—the loyalists might be willing to change their allegiance or the xenos might be succumbing to Instinctive Behaviour. Optional encounters inserted in this way should also not significantly impact the Heretics' chances of succeeding at overcoming Nereus in the following scene.

The GM should keep an eye on the clock at this stage, budgeting at least an hour for the search and the final encounter with the sorcerer Nereus.





COMPLETION

"Take care whom you beseech. For not all the powers can respond in the same way. All seek immediate fulfilment, but a few sometimes remember those who have served them ably."

—Torestus 3:4–6

This portion of the adventure represents the final challenge for the Heretics. They must seize control of the Sorcerer Nereus' scheme, lest they become some of its first victims. Before they can reach this stage, they must identify his location within the upper levels of the spire. After finding him, overpowering him is comparatively easy, as his focus is entirely devoted to maintaining the delicate ritual that he is conducting. Of course, if they do overpower him they must seize control of the ritual for themselves, for without guidance it will surely run wildly out of control.

The defenders of the upper level of the spire are significantly better equipped and trained than those working the lower levels. However, they are more focused on protecting their benefactors than they are in attempting to secure Hive Solace. In essence, at this stage, all of the nobles who inhabit the most elite and secure spires of the hive are desperately attempting to escape its confines. As a consequence, the security forces are simply trying to escort their wards to freedom. They readily take token shots at the Heretics, but they try to avoid sustained firefights.

Game Masters should describe small groups dressed in expensive clothing attempting to flee the spire by a variety of methods. Some may have winged devices, parachutes, or other toys of the nobility that they attempt to use to flee through windows. Others try to descend the stairs and maintenance shafts under the cover of their guards. A few may even try to rappel down the lengthy shafts of the tube system or the ventilation ducts. Every group is accompanied by at least two guards. If statistics for the guards are necessary, use the profiles for Storm Troopers (see page 374 of the **BLACK CRUSADE** Core Rulebook). However, this is largely token resistance.

Once they reach this level of Hive Solace, the Heretics are most likely focusing on trying to find Nereus. Any other conflicts during this portion of the adventure should be largely incidental. Unless the characters pursue an unusual course, it should not be necessary to work out the specific details of such minor battles. Instead, it is adequate to either have the Heretics win in dominant fashion or permit the loyalists to flee in terror.

As promised by the oracle, a potent omen points the Heretics in the direction of Nereus, a vast psychic beacon bursting forth from one of the spires. Still, they must narrow their search of the gargantuan spire considerably to actually corner the sorcerer. The Heretics can use various methods to attempt to track Nereus as they lead their rabble up the spire. For instance, a Sorcerer might make a **Routine (+20) Psyniscience Test** to attempt to detect the ritual, a Heretek could make a **Challenging (+0) Tech-Use Test** with his auspex to search for strange broadcasts and wavelengths, and other Heretics can simply search on foot, clearing one level at a time by **Difficult (–10) Intimidate Tests** to drag clues out of bystanders or **Hard (–20) Perception Tests** to spot a sign of the Sorcerer's passage or presence. The GM should track the number of Degrees of Success and Degrees of Failure that the Heretics score on these Tests. For every three Degrees of Failure that the Heretics accrue on these Tests, each Heretic gains 1 Level of Fatigue from the physical or mental exertion. Once the Heretics accrue a total of 10 Degrees of Success, they find Nereus' lair.

When they find him, Nereus is in a chamber guarded by four guards, who remain convinced that he is a loyalist. Once again, the GM can use the profiles for Storm Troopers (see page 374 of the **BLACK CRUSADE** Core Rulebook for these guards. They have a key to his private quarters, though they are loath to open it. Whenever the room is opened—either by convincing the guards to do so or through the application of more direct means—it reveals a large, circular sitting room, which is more than 20 metres in diameter.

The entire floor of this room is inscribed with glowing blue runes arranged in a complex series of geometric patterns. Simply staring at the runes to study them, requires a character to make a **Routine (+20) Willpower Test**. If a character fails this test, he becomes Stunned for 1 Round, pondering unfathomable, unclean symbols. Nereus stands in the middle of this complex, shifting circle and is in the midst of conducting his ritual. He pays no heed to the Heretics, giving the ceremony his full attention until they attack him or attempt to disrupt the ritual directly.

From the time they open the door, the characters have a limited amount of time to devise and undertake a course of action. At the beginning of each of his Turns, Nereus makes a **Challenging (+0) Willpower Test**; the GM should track his Degrees of Success, and if he ever reaches 18 Degrees of Success, he is immediately consumed in azure flame and sucked into the Warp. From the circle of blue fire comes a Lord of Change (see pages 357–358 of the **BLACK CRUSADE** Core Rulebook page 358), which immediately sets about attempting to destroy the Heretics unless they have brought the ritual under control. Until he completes the ritual, use the game statistics of an Apostate Paragon (see page 361–362 of the **BLACK CRUSADE** Core Rulebook) for Nereus. He also possesses the Psy Rating (5) Trait and all Tzeentch Psychic Powers.

Disrupting the ritual in progress could have disastrous consequences. However, seizing control of it and completing it is only possible if Nereus is first rendered senseless (or, preferably, dead).

When Nereus falls, any character may make a **Very Hard (–30) Willpower Test** to seize control of the ritual. If multiple characters choose to cooperate, they can render one another assistance. Because of the scope of the Test, there is no limit on the number of characters that can assist one another. If the Heretics succeed, they gain control of the ritual and can channel the energy, summoning forth a Daemon to wreak havoc upon this world in their own name rather than that of Nereus. If the Heretics fail this Test, each Heretic involved in the failed attempt must roll on **Table 6–3: Perils of the Warp** and suffer the effects listed there (see page 211 of the **BLACK CRUSADE** Core Rulebook). If they fail, the Heretics may attempt the Test again as many times as they wish (provided, of course, that they have survived the previous bouts of vicious Warp backlash).

If any character succeeds on this Test alone, then he gains sole control over the ritual and cuts out his allies (and will gain more Infamy, as discussed in **Infamy Rewards** on page 16). If multiple characters attempt the Test alone at the same time, the one who scores more Degrees of Success on the Test gains sole control over the ritual.

If they gain control of the ritual (without being killed by Nereus or the danger intrinsic to the ritual itself), the Heretics unleash a Greater Daemon of their choosing upon Hive Solace (or enact some other hideous effect upon the dying hive). From the top of the spire, they look down and watch the work of the Imperium burn in the name of the Chaos Gods.

Should they fail to gain control of the ritual (and survive!), the Heretics can slink down into the depths of Hive Solace to lick their wounds. Alternatively, they could make other plans to escape the bedlam of the surface and live to ruin the works of humanity another day. Remaining in Solace is a dangerous proposition, but if the Heretics wish to attempt to seize control of a portion of it in the ensuing chaos (and the GM is willing to entertain their megalomaniacal schemes), they could also try to create a lasting foothold for the dark gods on this shattered world.



WRAP UP

"Well, we destroyed the highest tower of our hated enemy, brought low the works of man, and shattered the very veneer of sanity smeared so tastelessly across this place. I only regret not having said anything witty when we cast down our rivals, but I suppose we can always claim that I did when we have our new minions engrave our unspeakable deeds into the monuments they build to us. Now, where are we headed next?"

—Antiphon Gregor, Disciple of Whispered Perfection

Characters who successfully complete this scenario earn Infamy and Experience for their service. In addition to the rewards included here, Game Masters may choose to grant additional awards for excellent roleplaying as discussed on **BLACK CRUSADE** Core Rulebook page 266.

EXPERIENCE REWARDS

Characters receive Experience Points for successfully navigating the challenges of this adventure. Consider how the Heretics overcame or avoided each of the following challenges, and award Experience as appropriate.

- **Agreed to follow the prophecy of the oracle in the service of the Ruinous Powers:** 25 xp
- **Successfully infiltrated Hive Solace:** 25 xp
- **Each faction of Chaos mutants persuaded to join their cause:** 50 xp
- **Each unit of xenos or loyalists overcome during the ascent:** 50 xp
- **Seized control of the ritual:** 150 xp
- **Defeated Nereus:** 100 xp

INFAMY REWARDS

Characters also garner Infamy for their actions undertaken in the service of the Ruinous Powers. With each new task they complete, word of their devotion and wickedness spreads.

- **Consolidated a group of allies on the planet's surface into an effective fighting force:** +1 Infamy
- **Vanquish the champion Nereus:** +1 Infamy
- **Took control of Nereus' ritual (as part of a group):** +1d5 Infamy
- **Took sole control of Nereus' ritual:** +2d10 Infamy

SPECIAL REWARDS

Each Heretic who takes part in a successful attempt to secure the ritual from Nereus (and survives!) is awarded one of the following dark boons of Chaos by the Ruinous Gods. Whether he finds this on the battlefield, pillages it from Nereus' corpse, or is granted it by a ravaging Daemon that erupts from the portal is up to the GM to decide.

- **Runewrought Axe:** A brutal, curved blade firmly attached to a shaft of brass inlaid with savage symbols of unfathomable detestation, the Heretic finds this axe planted in a corpse or draws it out of a pool of freshly spilled blood in a moment of need and fury. This is a Primary one-handed melee weapon.
- **Pox-Spitter:** Seemingly little more than a chunk of corroded metal fitted with a simple firing mechanism to launch standard solid projectile slugs, this pistol is deceptively deadly. A single chunk of rusty metal launched from its barrel can lay low a powerful foe, and a spray of shots can kill a crowd. This is a Solid Projectile Pistol weapon.
- **Shard of Twisted Ambition:** This strange weapon is a glistening dagger, its edge marked by countless delicate serrations. Regardless of whether the Heretic uncovers it in an ornate wooden box in one of the high spires or tears it from the grip of a lesser blasphemer who holds it, this blade is a formidable weapon with a terrible bite. This is a Primary one-handed melee weapon.
- **Scroll of Unutterable Names:** This scroll is a long roll of human skin carefully inked with the names of Daemons, words of dark power, and other dread secrets that would burn a lesser mind to ash. The Heretic might loot this from the corpse of Nereus or stumble across it in his tower, as if by fate. This is a Psy Focus. Further, when a Heretic with a Scroll of Unutterable Names uses a Psychic Power that causes Damage, he increases the Damage that each hit it causes inflicts by his Corruption Bonus.



TABLE 1-1: SPECIAL REWARDS

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Runewrought Axe	Melee/Thrown	—/8m	—	2d10	0	—	—	Devastating (4), Tainted	16kg	Unique
Pox-Spitter	Pistol	35m	S/—/3	1d10+2	0	10	Full	Felling (7), Tainted	7kg	Unique
Shard of Twisted Ambition	Melee	—	—	1d5+1	6	—	—	Crippling (6), Tainted	3kg	Unique
Scroll of Unutterable Names	—	—	—	—	—	—	—	—	0.9kg	Unique

NPC ENEMIES

"The Dark Gods wish us to slay these creatures! Why else would they have placed them so conveniently in our path? To the slaughter, brothers and sisters! For who are we to question the unfathomable desires of the Ruinous Ones?"

—Goshi Kogen, Sorcerer of the Numberless Names

The following characters play a significant role in this scenario but are not present in the **BLACK CRUSADE** Core Rulebook.

TERMAGANT

These lesser Tyranid creatures spill forth from the ruins of the crashed vessel, attacking anything they encounter. While individually they pose little threat to a well-armed Heretic, with the overwhelming weight of numbers, they can be deadly indeed.

Termagant (Troop)

WS	BS	S	T	Ag	Int	Per	WP	Fel	Inf
30	33	32	30	40	10	40	30	01	--

Movement: 4/8/12/16

Wounds: 9

Armour: Chitinous Carapace (All 3)

Total TB: 6

Skills: Athletics (S), Awareness (Per), Dodge (Ag), Stealth (Ag).

Talents: Leap Up.

Traits: Dark-sight, Improved Natural Weapons (Teeth and Claws), Instinctive Behaviour (Lurk), Natural Armour (3), Size (4), Tyranid.

Weapons: Fleshborer (Basic; 20m; S/--, 1d10+5 R; Pen 3, Clip —, Reload —; Living Ammunition, Tearing), Teeth and Claws (Melee; 1d10+3 R; Pen 3).

NEW TRAITS AND WEAPON QUALITIES

Many Tyranid creatures use the following new Traits and weapon Qualities in their profiles:

INSTINCTIVE BEHAVIOUR (NEW TRAIT)

A Tyranid creature with this Trait is reduced to acting according to its instincts if separated from the controlling presence of the Hive Mind. In effect, this means that for any encounter in which creatures with this Trait are not accompanied by a Tyranid creature with the Synapse Creature Trait within 20 metres, they cannot think tactically and behave according to their instincts. The creature's instinctive behaviour is noted in parentheses and has the following effects:

Lurk: The creature's instincts are to find shelter from attack—to hide and survive. It will try to flee and find shelter in whatever way the situation allows. In a starship, for example, it might scuttle into the duct system. When confronted, the creature's aim is to try to escape, and it only attacks if left no avenue for escape or in order to survive.

SHADOW IN THE WARP (NEW TRAIT)

The Tyranid creature floods the Warp around it with the all-enveloping cloud of interference that is the signature of the Hive Mind. Each non-Tyranid psyker within a range equal to the creature's Willpower in metres suffer a –20 penalty to his Tests to use Psychic Powers.

SYNAPSE CREATURE (NEW TRAIT)

A Tyranid creature with this Trait is a node from which the controlling and unifying presence of the Hive Mind guides the actions of other Tyranids. The presence of a Synapse Creature in an encounter grants the Fearless Talent to all other Tyranid creatures and also suppresses the effects of the Instinctive Behaviour Trait in those creatures that possess it. This effect extends 20 metres.

TYRANID (NEW TRAIT)

The creature is a species of Tyranid, the all-consuming alien race ruled by the will of the Hive Mind that links and controls all Tyranids. Tyranids are immune to all of the effects of the following: Pinning, mind-affecting Psychic Powers, Warp-based powers that affect the mind, cold, heat, diseases, and poisons, including the effects of weapons with the Toxic Quality.

LIVING AMMUNITION (NEW WEAPON QUALITY)

The ranged weapons of the Tyranids use ammunition that is grown, gestated, or excreted by the creature or weapon. As such, ranged Tyranid weapons do not have a Clip value (it is considered to be infinite) and do not need to be Reloaded. These weapons also never Jam.

TYRANID WARRIOR

Tyrannid Warriors tower above the lesser Tyrannid organisms, dominating their underlings in stature and mind. Possessed of a born killer's instinctive cunning and savagery, these creatures offer up a worthy challenge to even the most skilled Heretics.

Tyrannid Warrior (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel	Inf
55	30	60	50	44	20	35	50	01	--

Movement: 6/12/18/36

Wounds: 48

Armour: Chitin (All 8)

Total TB: 18

Skills: Athletics (S) +10, Awareness (Per).

Talents: Fearless, Swift Attack.

Traits: Dark-sight, Fear (3), Improved Natural Weapons (Scything Talons), Multiple Arms (4), Natural Armour (8), Shadow in the Warp, Size (6), Synapse Creature, Tyrannid, Unnatural Strength (5), Unnatural Toughness (5).

Weapons: Scything Talons (Melee; 1d10+14 R; Pen 3), Bone Sword (Melee; 1d10+12 R; Pen 6; Felling [4]), Lash Whip (Melee; 1d10+14 R; Pen 3; Flexible, Snare [2]).

USING TYRANID WARRIORS

Tyrannid Warriors are extraordinarily dangerous, especially to Human Heretics. If the party consists mostly of Human Heretics, it might be best to pit the group against one Warrior that fights strategically, commanding lesser Tyrannids and withdrawing to regroup when its minions perish. If the party consists mostly of Chaos Space Marines, however, the GM might want to have one or more attack the party directly.



CHARACTER NAME Asrodel the Fated

PLAYER NAME _____

ARCHETYPE Forsaken

WARBAND NAME _____

PRIDE Martial ProwessFAILING BetrayalMOTIVATION PerfectionDESCRIPTION Asrodel is a Chaos Space Marine known for both his vast martial pride and his thirst for victory at any cost. He believes he is destined for greatness, and this drive to succeed left him at odds with his previous warband. His overwhelming desire is to become a peerless warrior, second to none with bolter and blade.

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)	INFAMY (INF)
5 0	4 3	10 6 9	8 4 7	4 2	3 6	4 6	4 4	3 6	3 5

SKILLS

	Trained	+10	+20	+30
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (WP)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	Trained	+10	+20	+30
Medicae (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Surface) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Stellar) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Warp) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Aeronautica) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Surface) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Voidship) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Parry (WS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Psyniscience (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Security (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sleight of Hand (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech-Use (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tracking (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trade (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*denotes Skill Group

TALENTS & TRAITS

Jaded (Ignore mundane fears [see p. 126])

Combat Master (Opponents gain no bonus for outnumbering [see p. 121])

Cold Hearted (Immune to seduction, resistant to Charm [see p. 120])

Swift Attack (Strike multiple times as a flurry [see p. 132])

Unnatural Strength (4) ([see p. 144])

Unnatural Toughness (4) ([see p. 144])

Hatred (Adeptus Astartes) (+10 bonus to Weapon Skill Tests against hated foes [see p. 125])

Light Sleeper (Awaken quickly [see p. 127])

Legion Weapon Training (use Legion weapons properly [see p. 127])

Other Space Marine Talents and Traits (various effects [see below and p. 48])

[SPACE MARINE ABILITIES]

Resourceful (Forsaken Special Ability): +10 to Infamy Tests to acquire (Rare or more available) items.**Secondary Heart/Ossmodula/Biscopea/****Haemastamen:** You gain the Unnatural Strength and Toughness (+4) Traits.**Larraman's Organ:** You only have a 5% chance of dying from Blood Loss.**Cataleptean Node:** You suffer no penalties to Perception-based Tests when awake for long periods of time.**Premnor:** You gain +20 to Toughness Tests against ingested poisons.**Omophagea:** You may gain a Skill or Skill Group by devouring a portion of an enemy.**Multi-Lung:** You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30 to Toughness Tests made to resist gases and may re-roll failed results.**Oculube and Lyman's Ear:** You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.**Sus-an Membrane:** You may enter suspended animation.**Oolotic Kidney:** You may re-roll any failed Toughness Test to resist poisons and toxins, including attacks with the Toxic Quality.**Neuroglottis:** You may detect any poison or toxin by taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.**Mucranoid:** You may re-roll any failed Toughness Tests caused by temperature extremes.**Betcher's Gland:** You may spit acid as a ranged weapon with the following profile:*Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more Degrees of Success, you have blinded him for 1d5 Rounds.***Progenoids:** These may be retrieved with a successful Medicae Test.**Black Carapace:** While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.

BLACK CRUSADE™

CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (AG) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL) INFAMY (INF)

5 0 4 3 10 6 9 8 4 7 4 2 3 6 4 6 4 4 3 6 3 5

WEAPON

NAME <i>Legion Bolter</i>			
CLASS <i>Basic</i>	DAMAGE <i>1d10+9</i>	TYPE <i>Explosive</i>	PEN <i>4</i>
RANGE <i>100m</i>	ROF <i>S/3/-</i>	CLIP <i>24</i>	RLD <i>Full</i>
SPECIAL RULES <i>Tearing</i>			

WEAPON

NAME <i>Legion Power Sword</i>			
CLASS <i>Melee</i>	DAMAGE <i>1d10+14</i>	TYPE <i>Energy</i>	PEN <i>6</i>
RANGE <i>—</i>	ROF <i>—</i>	CLIP <i>—</i>	RLD <i>—</i>
SPECIAL RULES <i>Power Field, Balanced</i>			

WEAPON

NAME <i>Legion Frag Grenade</i>			
CLASS <i>Thrown</i>	DAMAGE <i>2d10+2</i>	TYPE <i>Explosive</i>	PEN <i>0</i>
RANGE <i>24m</i>	ROF <i>S/-/-</i>	CLIP <i>1</i>	RLD <i>—</i>
SPECIAL RULES <i>Blast (4)</i>			

WEAPON

NAME <i>Legion Krak Grenade</i>			
CLASS <i>Thrown</i>	DAMAGE <i>2d10+8</i>	TYPE <i>Explosive</i>	PEN <i>6</i>
RANGE <i>24m</i>	ROF <i>S/-/-</i>	CLIP <i>1</i>	RLD <i>—</i>
SPECIAL RULES <i>—</i>			

MOVEMENT: HALF { 5 } CHARGE { 15 }
FULL { 10 } RUN { 30 }

PSYCHIC POWERS

Psy Rating: { } _____

ARMOUR

HEAD (1-10)
Type: 8

RIGHT ARM (11-20)
Type: 8

LEFT ARM (21-30)
Type: 8

BODY (31-70)
Type: 8

RIGHT LEG (71-85)
Type: 8

LEFT LEG (86-00)
Type: 8

GEAR

Legion Power Armour (+20 Strength)

3 Legion Frag Grenades

3 Legion Krak Grenades

1 Clip of metal storm shells

Trophy Rack (see p. 181)

WOUNDS:

CRITICAL DAMAGE: _____

MENTAL DISORDERS: _____

TOTAL 18
CURRENT
FATIGUE

INFAMY POINTS: TOTAL { 3 }
CURRENT { }

CORRUPTION POINTS: TOTAL { 11 }

GIFTS OF THE GODS

Steel-Hearted (Heretic counts

Fear Trait from enemies as 1

lower [see p. 297])

BLACK CRUSADE™

CHARACTER NAME Nina Black

PLAYER NAME _____

ARCHETYPE Renegade

WARBAND NAME _____

PRIDE CharmFAILING DeceitMOTIVATION VengeanceDESCRIPTION Nina Black began life as the charismatic first child of a powerful Rogue Trader.

Upon his death, the Black Warrant went to her younger brother. Incensed, Nina offered her soul to a powerful Daemon for her brother's death. He somehow survived, and now Nina lives only for revenge against her kin and the hated Imperium that sought her own death for trafficking with the daemonic.

CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (Ag) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL) INFAMY (INF)

4 2

3 2

3 6

4 0

4 1

3 6

3 6

3 2

5 3

4 6

SKILLS

	Trained	+10	+20	+30
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Medicae (Int)

Navigation (Surface) (Int)

Navigation (Stellar) (Int)

Navigation (Warp) (Int)

Operate (Aeronautica) (Ag)

Operate (Surface) (Ag)

Operate (Voidship) (Ag)

Parry (WS)

Psyniscience (Per)

Scholastic Lore (Int)

Scrutiny (Per)

Security (Int)

Sleight of Hand (Ag)

Stealth (Ag)

Tech-Use (Int)

Tracking (Int)

Trade (Int)

Trained +10 +20 +30

☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☒ ☒ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☒ ☒ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐☐ ☐ ☐ ☐

†denotes Skill Group

TALENTS & TRAITS

Two Weapon Wielder (As a Full Action, can make one Standard Attack with each of her weapons, both at +0 modifier [See p. 132])

Nerves of Steel (Re-roll Pinning Tests [See p. 128])

Flesh Render (Inflict more damage with Tearing Quality [See p. 124])

The Quick and the Dead (+2 Initiative [See p. 50])

Jaded (Ignore mundane fears [See p. 126])

Quick Draw (Ready a weapon as a Free Action [See p. 130])

Rapid Reload (Halve reload time [See p. 130])

Weapon Training (Bolt, Chain, Heavy, Las, Primary, SP) (Use weapons properly [See p. 134])

Catfall (Reduce Falling Damage [See p. 120])

Sure Strike (Reduce penalty for called

Shot Melee Attacks [See p. 132])

Disarm (Unarm foe with a flourish [See p. 122])

Hip Shooting (Fire after moving [See p. 125])

[HUMAN HERETIC ABILITIES]

Adroit (Renegade Special Ability): Add 1 additional Degree of Success to successful Fellowship-based Tests (this includes both Skill Tests and Characteristic Tests).

The Quick and the Dead (Trait): Add a +2 bonus to Initiative Rolls.

Unbound Psyker: If the character is a psyker, uses the Unbound Psyker profile (see p. 206).

Relatively Inconspicuous (Narrative Ability): Stands out less than a Chaos Space Marine would when infiltrating the crumbling institutions of the Imperium of Mankind.

BLACK CRUSADE™

CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (AG) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL) INFAMY (INF)

4 2 3 2 3 6 4 0 4 1 3 6 3 6 3 2 5 3 4 6

WEAPON

NAME <u>Bolt Pistol</u>			
CLASS <u>Pistol</u>	DAMAGE <u>1d10+5</u>	TYPE <u>Explosive</u>	PEN <u>4</u>
RANGE <u>30m</u>	ROF <u>S/2/-</u>	CLIP <u>8</u>	RLD <u>Half</u>
SPECIAL RULES <u>Tearing</u>			

WEAPON

NAME <u>Chainsword with Duellist's Grip (+5 to Parry)</u>			
CLASS <u>Melee</u>	DAMAGE <u>1d10+5</u>	TYPE <u>Rendering</u>	PEN <u>2</u>
RANGE <u>—</u>	ROF <u>—</u>	CLIP <u>—</u>	RLD <u>—</u>
SPECIAL RULES <u>Tearing</u>			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

MOVEMENT: HALF [4] CHARGE [12]
FULL [8] RUN [24]

PSYCHIC POWERS

Psy Rating: []

ARMOUR

HEAD (1-10) Type: <u>6</u>	
RIGHT ARM (11-20) Type: <u>6</u>	LEFT ARM (21-30) Type: <u>6</u>
BODY (31-70) Type: <u>6</u>	
RIGHT LEG (71-85) Type: <u>6</u>	LEFT LEG (86-00) Type: <u>6</u>

GEAR

Carapace Armour
Duellist's Grip (Chainsword)
Venom Nails (see p. 179)
Rebreather
Auspex
Bionic Eye (Dark Sight Trait)

WOUNDS:

CRITICAL DAMAGE: _____

MENTAL DISORDERS: _____

TOTAL 12
CURRENT
FATIGUE

INFAMY POINTS: TOTAL [4]
CURRENT []

CORRUPTION POINTS: TOTAL [12]

GIFTS OF THE GODS

Icon of Blasphemy (Once per session, can unveil the blasphemy and gain Fear (3) Trait [see p. 295])

CHARACTER NAME Ciro

PLAYER NAME _____

ARCHETYPE Chosen

WARBAND NAME _____

PRIDE DevotionFAILING HubrisMOTIVATION LegacyDESCRIPTION The Alpha Legion warrior known only as **Ciro** believes in a cause larger than himself:

the destruction of the Imperium of Man and the ascendancy of the Chaos Gods as the true powers in the galaxy. His devotion to them and to the idea of working toward this monumental goal sustains him against adversity. However, this can lead to him being dangerously overconfident.

CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (Ag) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL) INFAMY (INF)

4 2 4 7 10 6 5 8 4 2 3 9 4 3 4 2 4 1 3 4 4 0

SKILLS

	Trained	+10	+20	+30
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (WP)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	Trained	+10	+20	+30
Medicae (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Surface) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Stellar) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Warp) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Aeronautica) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Surface) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Voidship) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Parry (WS)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Psyniscience (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<u>Tactica Imperialis</u>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Security (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sleight of Hand (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech-Use (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tracking (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trade (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*denotes Skill Group

TALENTS & TRAITS

Bulging Biceps (Does not need to Brace

Heavy weapons [See p. 120])

Technical Knock (un-jam gun as Half

Action [See p. 132])

Paranoia (+2 on Initiative rolls, always

alert for danger [See p. 129])

Orthodoxy (+20 bonus to resist mind

control or interrogation [See p. 129])

Unnatural Strength (4) [See p. 144]Unnatural Toughness (4) [See p. 144]Unremarkable (Others find it hard

to remember the character [See p. 133])

Lightning Reflexes (Roll twice for

Initiative [See p. 127])

Rapid Reload (Halve reload times [See p. 130])Disarm (Unarm foe with a flourish [See p. 122])Deadeye Shot (Reduce penalty for called

Shot Ranged Attacks [See p. 122])

Legion Weapon Training (Use Legion

weapons properly [See p. 127])

Other Space Marine Talents

and Traits (Various effects [See below and p. 48])

[SPACE MARINE ABILITIES]

Cold Killer (Chosen Special Ability): May re-roll Zealous Hatred rolls (accepting the second result).**Secondary Heart/Ossmodula/Biscopea/****Haemastamen:** You gain the Unnatural Strength and Toughness (+4) Traits.**Larraman's Organ:** You have only a 5% chance of dying from Blood Loss.**Cataleptean Node:** You suffer no penalties to Perception-based Tests when awake for long periods of time.**Premnorr:** You gain +20 to Toughness Tests against ingested poisons.**Omophagea:** You may gain a Skill or Skill Group by devouring a portion of an enemy.**Multi-Lung:** You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30 to Toughness Tests made to resist gases and may re-roll failed results.**Oculube and Lyman's Ear:** You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.**Sus-an Membrane:** You may enter suspended animation.**Oolotic Kidney:** You may re-roll any failed Toughness Test to resist poisons and toxins, including attacks with the Toxic Quality.**Neuroglottis:** You may detect any poison or toxin by taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.**Mucranoid:** You may re-roll any failed Toughness Tests caused by temperature extremes.**Betcher's Gland:** You may spit acid as a ranged weapon with the following profile:

Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more Degrees of Success, you have blinded him for 1d5 Rounds.

Progenoids: These may be retrieved with a successful Medicae Test.**Black Carapace:** While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.

BLACK CRUSADE

CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (AG) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL) INFAMY (INF)

4 2 4 7 10 6 5 8 4 2 3 9 4 3 4 2 4 1 3 4 4 0

WEAPON

NAME <i>Legion Bolt Pistol</i>			
CLASS <i>Pistol</i>	DAMAGE <i>1d10+9</i>	TYPE <i>Explosive</i>	PEN <i>4</i>
RANGE <i>30m</i>	ROF <i>S/2/-</i>	CLIP <i>8</i>	RLD <i>Half</i>
SPECIAL RULES <i>Tearing</i>			

WEAPON

NAME <i>Reaper Autocannon with Extended Magazine</i>			
CLASS <i>Heavy</i>	DAMAGE <i>3d10+8</i>	TYPE <i>Impact</i>	PEN <i>6</i>
RANGE <i>300m</i>	ROF <i>S/4/-</i>	CLIP <i>50</i>	RLD <i>2 Full</i>
SPECIAL RULES <i>Reliable, Twin-Linked</i>			

WEAPON

NAME <i>Neural Whip</i>			
CLASS <i>Melee</i>	DAMAGE <i>1d10+11</i>	TYPE <i>Rending</i>	PEN <i>0</i>
RANGE <i>3m</i>	ROF <i>—</i>	CLIP <i>—</i>	RLD <i>—</i>
SPECIAL RULES <i>Flexible, Shocking</i>			

WEAPON

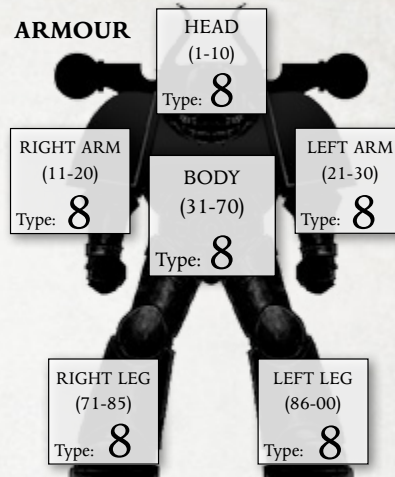
NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

MOVEMENT: HALF [4] CHARGE [12]
FULL [8] RUN [24]

PSYCHIC POWERS

Psy Rating: []

ARMOUR



GEAR

Legion Power Armour (+20 Strength)

1 Legion Melta Bomb

Extended Magazine

Cameleoline Cloak

WOUNDS:

CRITICAL DAMAGE: _____

MENTAL DISORDERS: _____

TOTAL 19
CURRENT
FATIGUE

INFAMY POINTS: TOTAL [4]
CURRENT []

CORRUPTION POINTS: TOTAL [13]

GIFTS OF THE GODS

Illusion of Normality

(Gain Unremarkable

Talent, Psyniscience Tests

to detect him gain +5 [see

p. 295])

BLACK CRUSADE™

CHARACTER NAME Hephastius Bore

PLAYER NAME _____

ARCHETYPE Heretek

WARBAND NAME _____

PRIDE CraftsmanshipFAILING RegretMOTIVATION Innovation

DESCRIPTION Hephastius is somewhat unique amongst Hereteks in that he harbours no particular ill will toward the Adeptus Mechanicus. Instead, he genuinely believes in the research he performed in grafting warp-spawned mutated flesh onto himself and others. He regrets his exile, and looks forward to convincing his fellow Tech-Priests that he was right all along.

CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (AG) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL) INFAMY (INF)

3 1 4 7 3 4 4 7 3 1 5 0 3 2 4 3 3 4 3 7

SKILLS

	Trained	+10	+20	+30
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<u>The Warp</u>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	Trained	+10	+20	+30
Medicae (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Navigation (Surface) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Stellar) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Warp) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Aeronautica) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Surface) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Voidship) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Parry (WS)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Psyniscience (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Security (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sleight of Hand (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech-Use (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Tracking (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trade (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*denotes Skill Group

TALENTS & TRAITS

Luminen Capacitors (Implant)

(Power up technology [see p. 191-192])

Unnatural Toughness (2) (see p. 144)Armour Monger (+2 Armour [see p. 118])Combat Formation (use Intelligence

bonus for Initiative [see p. 121])

Rapid Reload (Halve reload time [see p. 130])Mechanicus Implants (see p. 144)Die Hard (Reduce Critical Damage [see p. 122])Weapon Training (Las, Plasma,Primary, Shock) (use weapons properly

[see p. 134])

Mechadendrite Training (Utility)

(use Mechadendrites properly [see p. 128])

Total Recall (Remember everything

[see p. 132])

Lesser Minion of Chaos (Servitoror Servo-skull) (Gain a loyal follower [see

p. 127])

Enemy (Adeptus Mechanicus) (Draw

special ire from the Mechanicum [see p. 123])

[HUMAN HERETIC ABILITIES]

Traitor to Mars (Heretek Special Ability): Gain the Mechanicus Implants Trait (see p. 144), two Cybernetics (included in profile), and the Binary Chatter ability (see below).

Binary Chatter (Heretek Special Ability): Increase the Loyalty of all Minions who are servitors or cybernetic constructs by +10.

The Quick and the Dead (Trait): Add a +2 bonus to Initiative Rolls.

Unbound Psyker: If the character is a psyker, uses the Unbound Psyker profile (see p. 206).

Relatively Inconspicuous (Narrative Ability): Stands out less than a Chaos Space Marine would when infiltrating the crumbling institutions of the Imperium of Mankind.

BLACK CRUSADE™

CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (AG) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL) INFAMY (INF)

3 1 4 7 3 4 6 4 7 3 1 5 0 3 2 4 3 3 4 3 7

WEAPON

NAME	Lumínen Blast			
CLASS	Basic	DAMAGE	1d10+8	TYPE Energy PEN 2
RANGE	10m	ROF	S/2/-	CLIP — RLD —
SPECIAL RULES	Shocking, Blast (1-5), Special Rules (p. 127)			

WEAPON

NAME	Lumínen Shock			
CLASS	Melee	DAMAGE	1d10+4	TYPE Energy PEN 2
RANGE	—	ROF	—	CLIP — RLD —
SPECIAL RULES	Shocking, Special Rules (p. 127)			

WEAPON

NAME	Plasma Pistol			
CLASS	Pistol	DAMAGE	1d10+7	TYPE Energy PEN 8
RANGE	40m	ROF	S/2/-	CLIP 10 RLD 3 Full
SPECIAL RULES	Maximal, Overheats			

WEAPON

NAME				
CLASS		DAMAGE		TYPE PEN
RANGE		ROF		CLIP RLD
SPECIAL RULES				

MOVEMENT: HALF { 3 } CHARGE { 9 }
FULL { 6 } RUN { 18 }

PSYCHIC POWERS

Psy Rating: { } _____

ARMOUR

GEAR

Integral Armour	Manipulator Mechadendrite
1 Purified Plasma Flask	Bionic Eye (Telescopic Sight)
Multikey	Glow-globe
Combi-tool	

WOUNDS:

CRITICAL DAMAGE: _____

MENTAL DISORDERS: _____

TOTAL 14
CURRENT
FATIGUE

INFAMY POINTS: TOTAL { 3 }
CURRENT { }

CORRUPTION POINTS: TOTAL { 10 }

GIFTS OF THE GODS

Pervasive Miasma (Failed)	
Stealth Tests gain an additional Degree of Failure [see p. 296]	

CHARACTER NAME Babarothe

PLAYER NAME _____

ARCHETYPE Chosen

WARBAND NAME _____

PRIDE DevotionFAILING DestructionMOTIVATION Violence

DESCRIPTION Babarothe is a single-minded killer, a towering berserker in the blood-red armour of the dreaded World Eaters Legion. He ignores other matters, even his own safety, so long as he can taste death. He is always content to follow the orders of other leaders, though his only desire is slaughter and his only allegiance is to the deity he sees as his patron: Khorne, the Blood God.

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)	INFAMY (INF)
5	3	10 6	8 7	3	2	4	5	3	3
3	8	7	4	8	9	1	2	1	7

SKILLS

	Trained	+10	+20	+30
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (WP)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	Trained	+10	+20	+30
Medicae (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Surface) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Stellar) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Warp) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Aeronautica) (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Surface) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Voidship) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Parry (WS)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Psyniscience (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Security (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sleight of Hand (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech-Use (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tracking (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trade (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

*denotes Skill Group

TALENTS & TRAITS

Frenzy (Spend a Full Action going berserk to gain combat bonuses in following Round) [See p. 124-125]

Two Weapon Wielder (Melee) (Fight with two melee weapons [See p. 132-133])

Raptor (Inflict increased Damage when using jump pack [See p. 130])

Battle Rage (Can Parry while Frenzied [See p. 119])

Combat Sense (Use Perception instead of Agility for Initiative roll [See p. 121])

Unnatural Strength (4) [See p. 144]

Unnatural Toughness (4) [See p. 144]

Lightning Reflexes (Roll twice for Initiative [See p. 127])

Quick Draw (Ready a weapon as a Free Action [See p. 130])

Disarm (Unarm foe with a flourish [See p. 122])

Sure Strike (Reduce penalty for Called Shot Melee Attacks [See p. 132])

Legion Weapon Training (Use Legion weapons properly [See p. 127])

Other Space Marine Talents and Traits (Various effects [See below and p. 48])

[SPACE MARINE ABILITIES]

Cold Killer (Chosen Special Ability): May re-roll Zealous Hatred rolls (accepting the second result).

Secondary Heart/Ossmodula/Biscopea/

Haemastamen: You gain the Unnatural Strength and Toughness (+4) Traits.

Larraman's Organ: You have only a 5% chance of dying from Blood Loss.

Cataleptan Node: You suffer no penalties to Perception-based Tests when awake for long periods of time.

Premnor: You gain +20 to Toughness Tests against ingested poisons.

Omophagea: You may gain a Skill or Skill Group by devouring a portion of an enemy.

Multi-Lung: You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30 to Toughness Tests made to resist gases and may re-roll failed results.

Oculube and Lyman's Ear: You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.

Sus-an Membrane: You may enter suspended animation.

Oolotic Kidney: You may re-roll any failed Toughness Test to resist poisons and toxins, including attacks with the Toxic Quality.

Neuroglottis: You may detect any poison or toxin by taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.

Mucranoid: You may re-roll any failed Toughness Tests caused by temperature extremes.

Betcher's Gland: You may spit acid as a ranged weapon with the following profile:

Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more Degrees of Success, you have blinded him for 1d5 Rounds.

Progenoids: These may be retrieved with a successful Medicae Test.

Black Carapace: While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.

BLACK CRUSADE™

CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (AG) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL) INFAMY (INF)

5 3 3 8 10 6 7 8 4 4 3 8 2 9 4 1 5 2 3 1 3 7

WEAPON

NAME <i>Legion Bolt Pistol</i>			
CLASS <i>Pistol</i>	DAMAGE <i>1d10+9</i>	TYPE <i>Explosive</i>	PEN <i>4</i>
RANGE <i>30m</i>	ROF <i>S/2/-</i>	CLIP <i>8</i>	RLD <i>Half</i>
SPECIAL RULES <i>Tearing</i>			

WEAPON

NAME <i>Legion Chainaxe (2)</i>			
CLASS <i>Melee</i>	DAMAGE <i>1d10+14</i>	TYPE <i>rending</i>	PEN <i>2</i>
RANGE <i>—</i>	ROF <i>—</i>	CLIP <i>—</i>	RLD <i>—</i>
SPECIAL RULES <i>Tearing</i>			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

MOVEMENT: HALF [4] CHARGE [12]
FULL [8] RUN [24]

PSYCHIC POWERS

Psy Rating: []

ARMOUR

HEAD (1-10) Type: 8	
RIGHT ARM (11-20) Type: 8	LEFT ARM (21-30) Type: 8
BODY (31-70) Type: 8	
RIGHT LEG (71-85) Type: 8	LEFT LEG (86-00) Type: 8

GEAR

Legion Power Armour (+20 Strength)

2 Clips of Bolt Pistol shells

4 Legion Frag Grenades

Legion Jump Pack

WOUNDS:

TOTAL 17
CURRENT
FATIGUE

CRITICAL DAMAGE: _____

MENTAL DISORDERS: _____

INFAMY POINTS: TOTAL [3]
CURRENT []

CORRUPTION POINTS: TOTAL [10]

GIFTS OF THE GODS

Blessed Fits (If he fails a re-roll gained from using an Infamy Point, he becomes Stunned for 1d10 Rounds but the Infamy Point does not count as used [see p. 292])

CHARACTER NAME Kastala the Scarred

PLAYER NAME _____

ARCHETYPE Psyker

WARBAND NAME _____

PRIDE Foresight

FAILING Wrath

MOTIVATION Ascendancy DESCRIPTION Kastala grew up in one of the warring tribes of the feral world of Iocanthos, and as a child, she learned she could sense a blow's impact just before it hit. She is a quiet woman, but one prone to violent rage when threatened and summons vicious bolts of darkness to consume any who dare raise a hand against her. She wants to live long enough to grow in power, until nothing can destroy

CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (Ag) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL) INFAMY (INF)

3 4 3 7 2 8 3 1 3 3 3 2 5 3 5 0 2 9 3 5

SKILLS

	Trained	+10	+20	+30
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<u>The Warp</u>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	Trained	+10	+20	+30
Medicae (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Surface) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Stellar) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Warp) (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Aeronautica) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Surface) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Voidship) (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Parry (WS)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Psyniscience (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Security (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sleight of Hand (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech-Use (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tracking (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trade (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

†denotes Skill Group

TALENTS & TRAITS

Psyker (Psy Rating +1 see p. 142)

Warp Sense (Use Psyniscience as Free

Action [see p. 133])

Fear (1) (Terrify foes [see p. 140-141])

Jaded (Ignore mundane fears [see p. 126])

Weapon Training (Las, Primary,

SP) (Use weapons properly [see p. 134])

[HUMAN HERETIC ABILITIES]

Chaos Psyker (Psyker Special Ability): Gain the Psyker Trait (see p. 142), Psy Rating 3, and 1d5 Corruption Points (included in profile).

Unbound Psyker: Use the Unbound Psyker profile (see p. 206).

The Quick and the Dead (Trait): Add a +2 bonus to Initiative Rolls.

Relatively Inconspicuous (Narrative Ability): Stands out less than a Chaos Space Marine would when infiltrating the crumbling institutions of the Imperium of Mankind.

BLACK CRUSADE™

CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (AG) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL) INFAMY (INF)

3 4 3 7 2 8 3 1 3 3 3 2 5 3 5 0 2 9 3 5

WEAPON

NAME	Stub Revolver			
CLASS	Pistol	DAMAGE	1d10+3	PEN 0
RANGE	30m	ROF	S/-/-	CLIP 6 RLD 2 Full
SPECIAL RULES	Reliable			

WEAPON

NAME	Force Staff			
CLASS	Melee	DAMAGE	1d10+6	PEN 4
RANGE	—	ROF	—	CLIP — RLD —
SPECIAL RULES	Balanced, Force, Psy-Focus, requires two hands			

WEAPON

NAME				
CLASS		DAMAGE		PEN
RANGE		ROF		CLIP RLD
SPECIAL RULES				

WEAPON

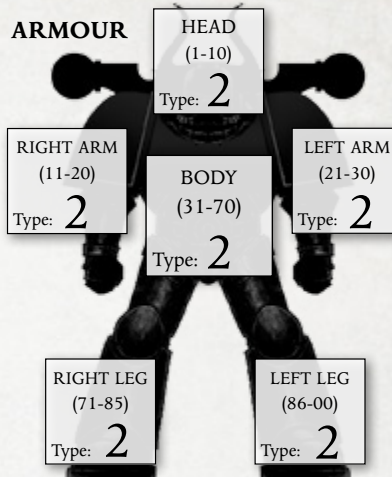
NAME				
CLASS		DAMAGE		PEN
RANGE		ROF		CLIP RLD
SPECIAL RULES				

MOVEMENT: HALF { 3 } CHARGE { 9 }
FULL { 6 } RUN { 18 }

PSYCHIC POWERS

Psy Rating: { 4 }
Doombolt [Ip. 213] 80m; Half Action, +0 WP Test; Psychic Barrage attack)
Precognition [Ip. 226] Self, Reaction, Free to Sustain, +10 Psyniscience Test, Evade attacks in same manner as Dodge Test)
Preternatural Awareness [Ip. 227] Self, Half Action, Free to Sustain, +0 Psyniscience Test, Gain Unnatural Perception Trait and bonus to Initiative)
Foul Cage [Ip. 213] 100m, Full Action, Opposed +0 WP Test, Half Action to Sustain, fires Psychic Blast)

ARMOUR



GEAR

Flak Vest

1 Dose of Rez (see p. 183)

2 Clips of stub revolver shells

Psychic Hood (see p. 188)

WOUNDS:

CRITICAL DAMAGE: _____

MENTAL DISORDERS: _____

TOTAL 10
CURRENT
FATIGUE

INFAMY POINTS: TOTAL { 3 }
CURRENT { }

CORRUPTION POINTS: TOTAL { 12 }

GIFTS OF THE GODS

Dark Soul (Gain Fear (1)

Trait [see p. 293])

BLACK CRUSADE™