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Ad- Adept; Arb- Arbitrator; As- Assassin; Cl- Cleric; Gd- Guardsman; Psy- Psyker;
Sor- Adepta Sororitas; Sc- Scum; TP- Tech-Priest

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MODIFYING EXISTING CAREERS

The remainder of this chapter trains its attention on DARK HERESY's Career Path system by expanding your options to offer more flexibility and individualisation through the use of Alternate Career Ranks and Elite Advances. Both options, as they are expressed here, are firmly rooted in the power groups, organisations and worlds of the Calixis Sector, and many build on the new options found in the Expanded Character Generation system described in Chapter I. Although these options do offer exciting choices and provide impetus for great roleplaying, many carry serious side effects. As with any new material, be sure to gain your GMs permission before investing in one of these options.

ALTERNATE CAREER RANKS

The following section details a number of Ranks that may be taken during your character's career progression as alternatives to the normal path of their Career. In many ways these Alternate Ranks change your character's potential abilities and direction but not their fundamental nature: you won't swap Career Paths, but rather your character's fate simply takes an unusual detour along the way.

These Alternate Career Paths serve two functions: the first is to offer you an opportunity to personalise your character and make him or her something unique and special. The second is to give characters a very definite place within the setting, a role amongst the powers and intrigues of the Calixis Sector. As the astute among you will notice, each Alternate Rank is firmly grounded in a particular conspiracy, organisation or even cult.

TAKING AN ALTERNATE RANK

Alternate Ranks are attractive and for good reason. Gaining new powers, Skills and Talents, and giving you more tools to distinguish your character from others of your path are all excellent reasons for acquiring an Alternate Rank. To select an Alternate Rank, you must first secure your GMs permission. Several of the Alternate Ranks may complicate matters and be at odds with an existing plotline or campaign. Second, most Alternate Ranks include one or more prerequisites, which you must fulfil before taking the Rank. Finally, Alternate Ranks have a minimum level at which they can be taken by the character (and some can be taken by more than one Career Path). The Rank can be taken at this minimum Rank or at any Rank thereafter.

Once you've met all of the requirements and your GM agrees, you may select the Alternate Rank. In every case, the Alternate Rank is "swapped" for the Rank you would otherwise have taken and its Advance Scheme is exchanged for the one found in your Career's normal path. From this point onward, you have access to these Advances and may spend your xp freely on them. The Rank may also indicate some unique ability or Trait that is gained as well—apply these immediately.

Titles and Authority within the Holy Ordos

The Inquisition is an ancient and arcane organisation made up of shifting webs of patronage, influence and power. Although titles and epithets may be awarded or simply come about naturally for individuals within the Ordos, it actually possesses few hard-cut ranks of authority. The highest is that of Inquisitor Lord, of which any sector might have only a dozen (and often less) at any one time. Below them are the Inquisitors ordinary. They are the principle agents of the Inquisition and they each hold the same notional full authority of the Holy Ordos, but in practice can differ greatly in temporal power and influence within their own number. Beneath them, and far outnumbering them, are the Acolytes, each of whom may one day aspire to higher office and may be referred to depending on their master's whims as interrogators (a title usually reserved for those senior agents headed for a rosette themselves), specialists, savants, explicators, throne agents or, more likely, simply as Acolytes.



As well as offering up a slew of new abilities and potentials, taking an Alternate Rank, “the path less travelled” so to speak, has its downsides. You may (and probably will) miss out on certain Skills and Talents, have your maximum ability with certain Skills capped-out early, or be forced to pay more xp for them. This is simply the price of diversifying your character into a new and specialised area. Your GM may allow you to still pick these missed Advancements, if appropriate, but as Elite Advances (see Elite Advances from Missed Career Ranks) during your next Career Rank.

Because taking an Alternate Rank complicates the character progression system somewhat, it is recommended for experienced players. Remember, though, that regardless of how many options you have, a finite number of xp caps your progress and this is what determines your character's Rank.

EXAMPLE

Junt Yeager, a Guardsman character takes the Alternate Rank Malfian Bloodsworn, exchanging his usual Rank 5: Veteran for Rank 5: Bloodsworn, and fulfils the requirements listed. He doesn't cease to be a Guardsman; he is just now a Guardsman who sidelines as a murderous bounty hunter. Junt's player now has access to the Skills and Talents listed under the Bloodsworn Advances at the costs listed there, and may spend xp freely on them from this point forward. However, all this time gallivanting around bringing down recidivists for money means he misses out on certain opportunities from Guardsmen Rank 5: Veteran. When he moves onto Guardsman Rank: 6, if he wishes to still obtain these (and has the xp to spend), he must pay for them as Elite Advances.

Moving On

Once you have accumulated and spent enough xp to advance to the next Rank, you do so as normally. If your Career Path splits, you must choose one path as you normally would, your Alternate Rank standing in the stead of any previous choice you needed to have made. You must then follow this chosen path normally, although you may find your “tangent” has left you missing certain Skills needed as prerequisites for some of the Advances offered by the new Rank and, to acquire them, you must obtain them as Elite Advances. More likely, however, you will continue to develop your Advances from your Alternate Rank to make up for missed opportunities.

ELITE ADVANCES FROM MISSED CAREER RANKS

Having taken an Alternate Rank means that your character has deviated from the regular path and, while the character will have gained new and often unique abilities from this extra-curricular activity, he misses out on what would have been his regular development. In this case, the “missed” Talents and Skills can be obtained by the character (with the GMs approval) as Elite Advances for their listed cost in the missed Rank plus 50 xp.

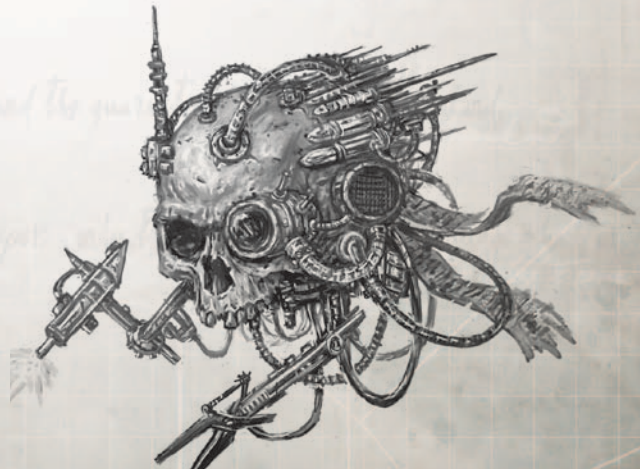
EXAMPLE

Junt the Guardsman missed out on Guardsman Rank: 5 Veteran, having become a Bloodsworn bounty hunter instead. However, Junt obtained a melta gun during the course of an encounter with some hereteks and would like to become proficient in its use. Basic Weapon Training (Melta) is an Advance listed on his missing Rank, so Junt's player asks to take this as an Elite Advance. The GM agrees on the condition that the character spends sufficient downtime between adventures practicing, and allows Junt to have the Advance for 150 xp (100 for the Talent plus 50 more for the Elite Advance). The GM also charges him a chunk of Throne gelt for the cost of the ammo bottles he's used up training with the hand-cooker!

TABLE 2-3: ALTERNATE CAREER RANKS

Name	Career(s) Required	Rank (+) [†]
Black Priest of Maccabeus	Cleric	4
Bonded Emissary	Adept or Tech-Priest	4
Calixian Xeno-Arcanist	Adept	4
Chaliced Commissariat	Guardsman	3
Feral Warrior	Guardsman	3
Legate Investigator	Adept, Arbitrator, Cleric, Guardsman, or Psyker	4
Malfian Bloodsworn	Assassin, Arbitrator, Guardsman, or Scum	5
Metallican Gunslinger	Assassin or Scum	1
Mechanicus Sectutor	Tech-Priest	4
Moritat Reaper	Assassin	6
Reclaimator	Scum	1
Sister Oblatia	Adeptus Sororitas	5
Templar Calix	Psyker	4
Tyrantine Shadow Agent	Any except for Adeptus Sororitas or Tech-Priest	5
Warden/Divisio Immoralis	Arbitrator	1

[†]Denotes the lowest Rank where the Alternative Career Rank becomes available.



BLACK PRIEST OF MACCABEUS

"I walk in the footsteps of the Blessed Saint Drusus and I go about the Emperor's work. At my word the unclean spirit baulks and the heretic withers in shame. Who, then, are you to stand against me?"

— Prior Cornelius Agrippa, Maccabean Exorcist.

Known by some as the Black Clerics or the Ashen Confessors (and in secret by the more fearful nickname of "pyre-crows"), these clerics form loose-knit orders of militant priests organised at the behest of Ordo Malleus to aid them in their work. Such orders are scattered through Imperial space and, although far from common, are a tried and tested weapon in Ordo Malleus's arsenal. In the Calixis Sector, the Inquisition chose to base their Black Order on Maccabeus Quintus, an often overlooked shrine world and home to a particularly aesthetic and mystical interpretation of the Imperial Creed. It is also a world removed from the intrigues and power struggles of the sector's Ecclesiarchy politics and, therefore, perfect for their needs.

Black Priests are selected from promising candidates taken from the Ministorum's clergy and chosen for their strength of will, the power of their faith and, in many cases, by dint of survival when confronted by malefic forces in the past. The candidates are then subject to extreme levels of testing and interrogation as if they themselves were suspected heretics, a process some do not survive; those that come through this

trial are trained in secret esoteric lore by their masters in Ordo Malleus. Entrusted with knowledge otherwise forbidden, even to others of the Ecclesiarchy, and taught how to focus their will and the purity of their faith to achieve extraordinary things, not least of all the castigation of Daemons, clerics who undergo the "Maccabean rites" are forever changed by the experience, and set apart from their fellows in the Ministorum by the nature of their faith and the dark and secret truths about the nature of reality they now carry. The road of a Black Priest is a hard one and rarely one long-lived, not simply because of the weight of the knowledge they carry, but because they are driven by their calling into the most dangerous of situations against the worst of foes. Most Black Priests find service with the Inquisition either in the direct retinue of a Daemon hunter, or as a specialist Acolyte operating for another Ordo, ready to bring their abilities to bear when the Daemonic is unexpectedly encountered. Should a Black Priest live long enough, it is not uncommon for them to rise to the rank of an Inquisitor Malleus themselves, if they are capable enough.

In appearance and demeanour, Maccabean Black Priests live up to their name, dressing in simple black or ashen robes, and eschewing any form of ornamentation or extravagance of appearance other than religious icons and relics—often rendered in simple iron or steel. Likewise weapons and armour are likely to be blackened with pyre ash and their manner is likely to be grim, unforgiving and humourless (although a bleak gallows wit is evident in some). They are fanatics in their cause, but, unlike the firebrand ranting of a Redemptionist, their zealotry often has the quality of cold unyielding stone and dire certainty.

Becoming a Black Priest of Maccabeus

In order to qualify for this path, the character must be a Cleric who either originates from Maccabeus Quintus, or with the permission (or at the behest) of their Inquisitorial masters is sent to train there during "downtime" between adventures. This Career Path is particularly suited to Clerics who want a more directly combative role against the powers of the warp, or who in their character's past have survived encounters with the Daemonic.

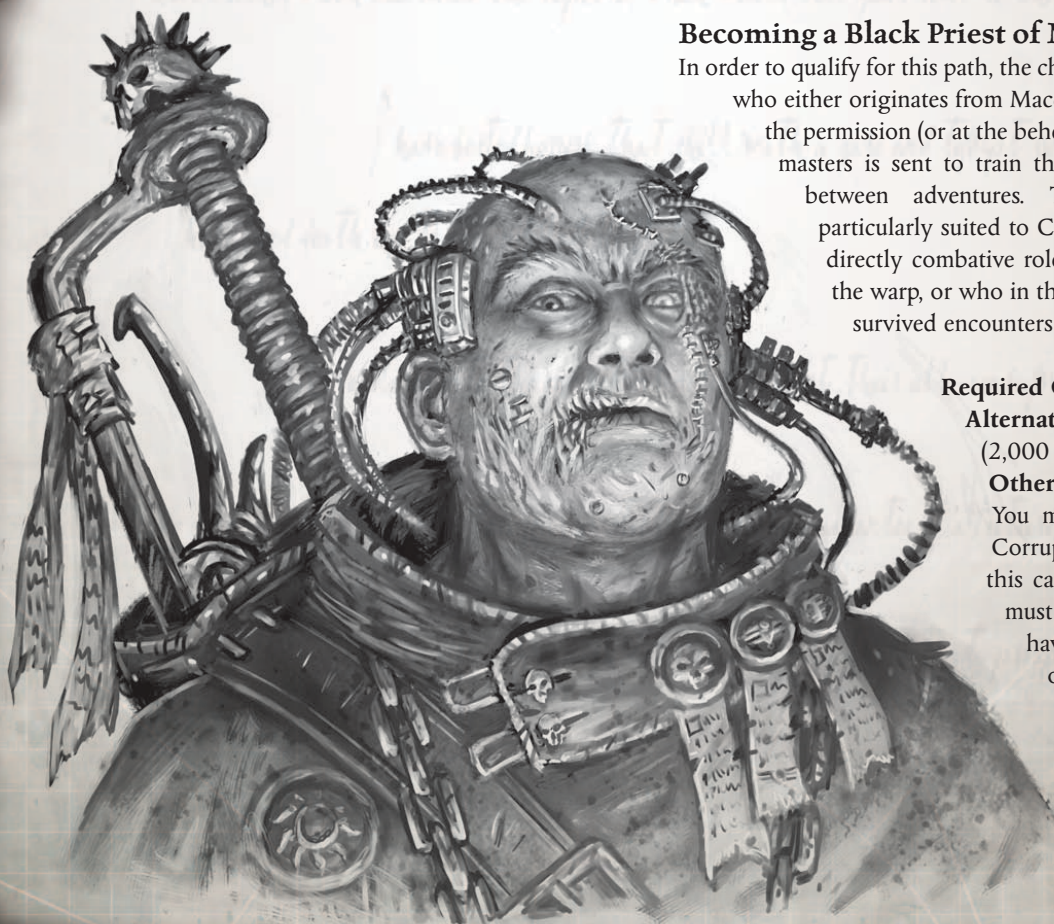
Required Career: Cleric.

Alternate Rank: 4 or higher (2,000 xp).

Other Requirements:

You must have less than 10 Corruption Points when this career is taken. Also, you must either originate or have spent time training on Maccabeus Quintus.

Note this career is not open to characters with the Mind Cleansed Origin.



Advance	Cost	Type	Prerequisites
Command	100	S	—
Common Lore (Imperial Creed) +20	100	S	Common Lore (Imperial Creed) +10
Deceive +10	100	S	Deceive
Forbidden Lore (Cults)	100	S	—
Forbidden Lore (Daemonology)	100	S	—
Forbidden Lore (Daemonology) +10	100	S	Forbidden Lore (Daemonology)
Interrogation	100	S	—
Intimidation	100	S	—
Pilot (Civilian Craft) +10	100	S	Pilot (Civilian Craft)
Scholastic Lore (Legend) +10	100	S	Scholastic Lore (Legend)
Scholastic Lore (Occult)	100	S	—
Speak Language (High Gothic)	100	S	—
Basic Weapon Training (Bolt)	100	T	—
Basic Weapon Training (Flame)	100	T	—
Hatred (Daemons)	100	T	—
Master Orator	100	T	Fel 30
Melee Weapon Training (Chain)	100	T	—
Unshakable Faith	100	T	—
Sound Constitution	100	T	—
Command +10	200	S	Command
Forbidden Lore (Cults) +10	200	S	Forbidden Lore (Cults)
Forbidden Lore (Warp)	200	S	—
Melee Weapon Training (Power)	200	T	—
Peer (Ordo Malleus)	200	T	Fel 30
Pistol Training (Bolt)	200	T	—
Pistol Training (Flame)	200	T	—
Sound Constitution	200	T	—
Pure Faith (see page 50)	300	T	—
Purge the Unclean (see page 51)	300	T	Pure Faith
Encarta Maleficarum†	500	Special	T 40

†See sidebar for details.

SPECIAL: ENCARTA MALEFICARUM (ELITE ADVANCE)

Some Black Priests, in order to aid them as holy exorcists, are subjected to a secret ritual that Ordo Malleus calls the Encarta Maleficarum. During this ritual, forbidden knowledge is burned deep into their minds, shackled with wards inscribed by occult means directly into the cerebral cortex. This procedure rare and considered a radical one even by the most ardent of Daemonhunters, as the survival rate is not high and, even if successful, the recipient's life expectancy can be seriously reduced and their sanity eroded.

The Encarta Maleficarum is treated as an Elite Advance (see page 229 of DARK HERESY). Upon spending the xp to acquire it, your character disappears for 1d5 weeks, as the Black Priests put your faith and endurance to the test and inscribe burning lore into your mind. As a result of this procedure's harmful side effects, you gain 1d5 Insanity Points and you permanently reduce your Toughness by 1d5 and your Fellowship by 1d5.

This heavy price buys fearful knowledge and armours you against the whiles of the Daemon: your character gains the Forbidden Lore (Ordo Malleus) skill and the Insanely Faithful talent. Also you gain a +10 bonus on all Tests made to resist torture and interrogation, attempts to read or control your mind and any form of possession. In addition, if an attempt to possess you does succeed, but by less than three degrees of success, the assault or intrusion is blocked by the wards within your mind—it fails and you collapse in a catatonic state for 1d10 minutes.

BONDED EMISSARY

"My masters regret that your harvest has failed governor and unrest stirs your little world. Perhaps you should seek assistance from the free captains as you did three years ago when you turned down our last generous offer, and with it the protection of our friendship... no? Well, unfortunately things have grown harsher in the sub-sector of late and our price now is regrettably somewhat higher..."

— Adept-Assayer Alisha Zhou, Emissary of the Machenko Dynasty.

Travel is a hazardous business, and foolish is the man or woman who steps unwary of the dangers away from the safety of their own, let alone seeks to travel the cold and merciless

darkness between the stars. Such travel in some ways is an even more dangerous business for the powerful and wealthy of the Calixis Sector's elites, because, although insulated by their power and their followers from commonplace hardships, they often have many enemies and much to lose. The Imperium of man is a grim and deadly place; the great and the powerful must always fear the assassin's hand, as well as the intrigues, plots and machinations of their rivals. It is unsurprising that many choose to remain at the centre of their domains and, when matters of import arise that do not require their personal presence, they send others out in their stead. The Bonded Emissary is just such a person. Emissaries are, by their nature, powerful individuals, no mere messenger, trade factor or errand-runner. An Emissary speaks

Advance	Cost	Type	Prerequisites
Barter	100	S	—
Barter +10	100	S	Barter
Charm	100	S	—
Charm +10	100	S	Charm
Common Lore (Administratum)	100	S	—
Deceive	100	S	—
Deceive +10	100	S	Deceive
Disguise	100	S	—
Dodge	100	S	—
Evaluate	100	S	—
Evaluate +10	100	S	Evaluate
Inquiry	100	S	—
Inquiry +10	100	S	Inquiry
Medicae	100	S	—
Scholastic Lore (Heraldry)	100	S	—
Scholastic Lore (Legends)	100	S	—
Scholastic Lore (Mercantile)	100	S	—
Scholastic Lore (Philosophy)	100	S	—
Scrutiny	100	S	—
Survival	100	S	—
Sound Constitution	100	T	—
Talented (Barter)	100	T	Barter
Talented (Deceive)	100	T	Deceive
Barter +20	200	S	Barter +10
Carouse	200	S	—
Carouse +10	200	S	Carouse
Common Lore (Underworld)	200	S	—
Deceive +20	200	S	Deceive +10
Forbidden Lore (Inquisition)	200	S	—
Forbidden Lore (Mutants)	200	S	—
Forbidden Lore (Xenos)	200	S	—
Inquiry +20	200	S	Inquiry +10
Scholastic Lore (Mercantile) +10	200	S	Scholastic Lore (Mercantile)
Scrutiny +10	200	S	Scrutiny
Tech Use	200	S	—
Decadence	200	T	T 30
Quick Draw	200	T	—
Forbidden Lore (Archeotech)	300	S	—
Sleight of Hand	300	S	—
Peer (Noble)	300	T	Fel 30
Peer (Underworld)	300	T	Fel 30

with their master's voice and carries with them their master's authority (to a point). Such a trusted and delicate position requires much from the individual involved, as they must be above all, clever, socially adept and strong-willed. They must also have a mastery of the facts at hand and be aware of the subtle interplay of politics, while being wary always for the manoeuvring and plotting of their master's rivals. Some Emissaries focus on the skills of the diplomat and the negotiator, while others act mainly as agents to evaluate and acquire objects, opportunities and even people who their masters might wish to recruit. Successful Emissaries soon become recognised and valued, and win favour and power in their own right. Those that fail their employers abjectly or cause them to lose face seldom get a second chance.

In the Calixis Sector, as in much of the Imperium, Emissaries go by numerous names and titles depending on their task and their master. The Administratum has a labyrinthine series of titles and designations, from the Quastor Maximus who sits in attendance at the Lucid Palace, to the grey ranks of reeves, delagators, potentates and the innumerable sub-consuls, consuls lesser and peripatetic that shuttle between its concerns and the other branches of the Adeptus Terra and Commercia. The great trade guilds and trans-stellar cartels, such as the Skaelen-Har Hegemony and the DeVayne Corporation, have their brokers, agents and procurators to represent them. The noble houses of Scintilla, Malfi and the other major worlds have their own heralds and nuncios, and up-and-coming scions that provide them with ambassadors and who maintain their presence at court. The various powers and domains of the Adeptus Mechanicus also largely depend on Emissaries chosen from the ranks of their tech-priests to interact with the wider Imperium, whose "petty" concerns and intrigues as they see them hold little interest for the Magos. The tech-priests themselves, are largely the source of some not unjustified fear, misunderstanding, and apprehension by others, and in order to overcome this difficulty and secure their desired outcomes, the ordered minds of the Mechanicus will engage a specialist to act for them.

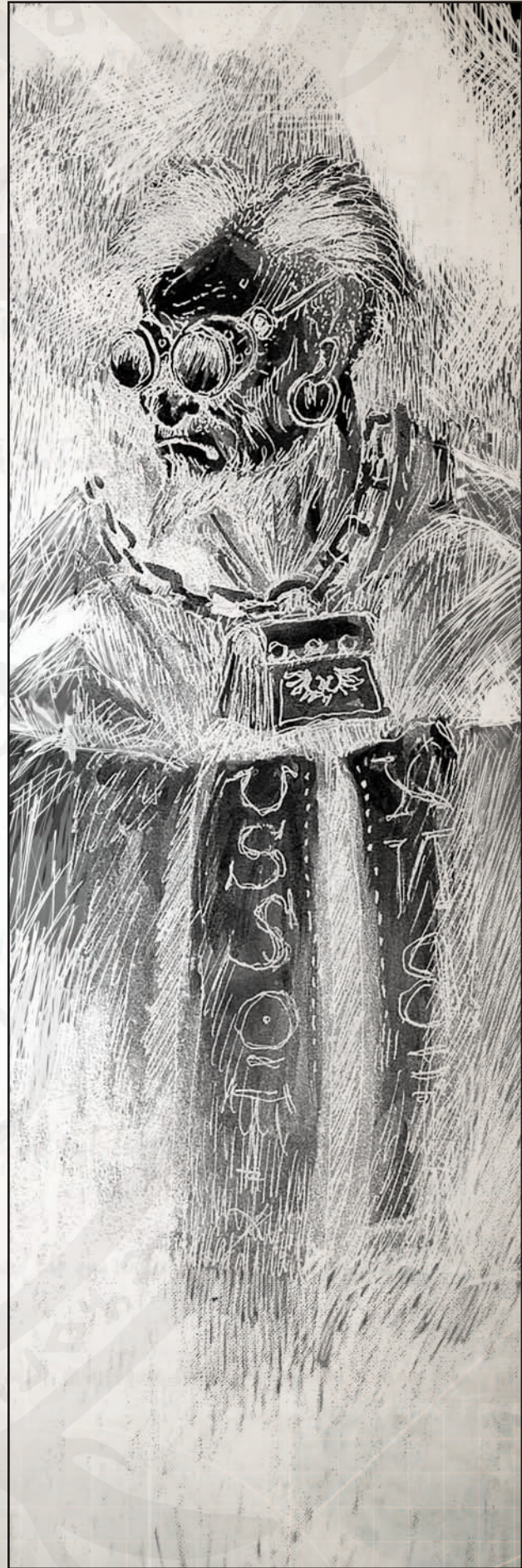
Becoming a Bonded Emissary

Inquisitors have need of skilled individuals other than trained killers, mind-bending psykers, and dogged investigators. They often need liars and dissemblers, individuals whose perception allows them to read the subtle ebb and flow of the interplay of a noble's court, and men and women who can detect the subtle taint of madness beneath a genial façade. Emissaries are perfect for such tasks, and an Acolyte with these skills can be confidently relied upon to act as the cornerstone of any covert investigation, often with the backing of false identities and cover provided by the Holy Ordos. Those that meet them, while in one of their cover identities, rarely guess their true master unless they decide to reveal it.

Required Career: Adept or Tech-Priest.

Alternate Rank: 4 or higher (2,000 xp).

Other requirements: Intelligence 30 and Fellowship 30.



CALIXIAN XENO-ARCANIST

"Yes, you were right to call me in Lord Marshal. The runic symbols are indeed of xeno-origin, yes the dying ones... but the inscription is not in their usual form... this rune here, for example, does indicate a warning, but not against trespass as one might expect but... oh... I say... ahem, I must consult some texts, erm, off world, very important—if my passage could be arranged quickly... perhaps now?"

— Xeno-Arcanist Xoth Lyncarte, Prior to the loss of expedition: Seedworld-Gamma-9.

A specialised scholar in both a privileged and a dangerous position, a Xeno-Arcanist specialises in obscure lore and knowledge concerning the works of the alien. There are few sources for such knowledge, but among them are the Rogue Trader families, the explorators, and the annals of Imperial History itself, which are rife with stories of war against the aliens that have surrounded and beset mankind since time immemorial. The most exhaustive and prohibited records, however, reside in the archive of the Holy Inquisition itself and the vaults of Ordo Xenos Calixis, whose remit extends out to the very edge of explored space. These contain a veritable treasure trove of terrible knowledge and perilous artefacts

from alien races known, unknown and, in some cases, deemed to be so dangerous that even use of their names is forbidden on pain of death. Such a vast wealth of fragmentary, disparate and often contradictory knowledge requires both skill and vast insight to organise and apply. For this reason, Xeno-Arcanists Acolytes are considered a necessary evil by Ordo Xenos, although, always the subject of the closest scrutiny less they succumb to the foul temptations of the alien. Some serve as cloistered academics and savants, while others are utilised as agents in the field to put their skills to more practical (if perilous) applications.

Outside the Holy Inquisition, Xeno-Arcanists hold a far more precarious position and must often conceal their knowledge to avoid persecution. Many are driven academics whose lust for knowledge outstrips any misgivings about their ultimate fate, while other Radicals believe that by studying the alien they can better learn to defeat it, or even replicate alien technology and achievements for their own ends. Some, blinded by the potential discoveries and benefits involved, are foolish enough to secretly disbelieve the Imperial doctrine that the xenos and their works are fundamentally evil. Some even live long enough to regret this misplaced conceit.

The Calixis Sector, bounded as it is by the vast and terrifying expanse of unknown space, is a place where knowledge of the alien is in high (if secret) demand, with many mercantile guilds, explorers and even noble houses, quietly circumventing

Advance	Cost	Type	Prerequisites
Awareness +20	100	S	Awareness +10
Deceive	100	S	—
Dodge	100	S	—
Forbidden Lore (Mutants)	100	S	—
Forbidden Lore (Inquisition)	100	S	—
Forbidden Lore (Xenos)	100	S	—
Inquiry +10	100	S	Inquiry
Medicae	100	S	—
Sound Constitution	100	T	—
Carouse	200	S	—
Carouse +10	200	S	Carouse
Forbidden Lore (Xenos) +10	200	S	Forbidden Lore (Xenos)
Navigation (Stellar) +10	200	S	Navigation (Stellar)
Scholastic Lore (Cryptology)	200	S	—
Tech Use	200	S	—
Decadence	200	T	T 30
Heightened Senses (Sight)	200	T	—
Pistol Training (Needle)	200	T	—
Talented (Forbidden Lore—Xenos)	200	T	Forbidden Lore (Xenos)
Charm	300	S	—
Pilot (Space Craft)	300	S	—
Sleight of Hand	300	S	—
Peer (Ordo Xenos)	300	T	Fel 30
Secret Tongue (Xenos—any one) [†]	400	S	—

[†]May be taken multiple times.

the Imperium's ban on such knowledge either through desire for profit, power, out of fear or simple, damnable curiosity. To the chagrin of Ordo Xenos, by simple virtue of the sector's location, time and exposure, many private libraries and collections on Scintilla, Malfi and other established worlds are known to hold their own xenos artefacts and secret lore—although often useless or forgotten without the knowledge of how to interpret them. The Hetaireia Lexis's collections have been the source of several scandals and even a few armed raids in the past. Unsurprisingly then, a rogue Xeno-Arcanist can charge a high price for their expertise if they are willing to enter such a dangerous game. Many do so with their own agendas, some not realising until too late the true nature of those they find themselves working for.

Becoming a Xeno-Arcanist

Becoming a Xeno-Arcanist is more a matter of inclination and opportunity than anything else. Conceivably any adept in the service of the Inquisition could be tasked or driven to study the alien, particularly if, in the past, they have encountered the xenos themselves or acted as curator for xeno-lore or artefacts. This is particularly the case of adepts in the service of Inquisitors from Ordo Xenos, for whom the pursuit of the alien and the destruction of those who have truck with their works is their central quest.

Required Career: Adept.

Alternate Rank: Rank 4 or higher (2,000 xp).

Other Requirements: Intelligence 40.



CHALICED COMMISSARIAT OPERATIVE

"They have nothing to fear—unless they have something to fear."

— Common saying amongst the Chalice Commissariat.

Those who move close to those circles of power at the Lucid Palace on Scintilla, or with enough resource to pay to hear the talk of the court, know that Lord Sector Marius Hax is a savagely ambitious and paranoid figure. He despises rebels with a malice and a hatred that borders on outright madness. His determination to maintain the glorious and obedient dominion of the Emperor in the Calixis Sector—under his name of course—is worth to him any bloodshed or terror. As a man, subtle and clever, as well as brutal, since attaining his high rank, he has forged many tools to tighten his control over the sector and some have been more successful than others. One of those tools, whose success has been mixed, is the Chalice Commissariat.

This special military unit is a direct political and military extension of the Lord Sector's will and was created to maintain direct control over locally raised regiments and PDF forces within the Calixis Sector. Feared and hated in equal measure across the sector, the mere sight of the laurel-wreathed chalice badge and deep red rank insignia are enough cause for a defence trooper to blanch and consider whether their life has come to an end.

Though Hax can see many ways in which rebellion might occur in his domain, what most concerns him is corruption among local PDF units, or worse an organised and armed secession on the part of a local planetary government, supported by its planetary defence force. The Imperium's history is littered with such revolts and Hax is not willing to let the Imperial governance in Calixis, or his personal reputation, be muddled by such occurrences. To this end, he commissioned the raising of a special military formation, modelled on the Imperial Commissariat that would draw suitable recruits from across the sector, selected for their loyalty, ambition and willingness to use any means necessary to ensure order. They would be charged with maintaining the morale and loyalty of PDF units across the sector, rooting out criminality and corruption, and ensuring that whatever local loyalties might exist, fear would override them if need be. Such "internal security commissariats" are far from unknown in the Imperium, particularly on larger hive worlds where the PDF may maintain potentially millions of men at arms, but the powers, remit and sheer brutality of Hax's force is certainly unusual, and has caused controversy and dispute among the sector's powerful elites.

Lord Marshal Gorman of the Adeptus Arbites has made no secret of his dislike for Hax's "specially selected scum", seeing them as bordering on being an unlawful agency, and therefore one step away from an instrument of rebellion themselves. The powers of the Malfian sub-sector and the notoriously independent Fensworld always managed to keep their own PDF forces largely free of involvement through means both fair and foul. The greatest conflict,



Advance	Cost	Type	Prerequisites
Interrogation	100	S	—
Intimidate	100	S	—
Scrutiny	100	S	—
Search	100	S	—
Security	100	S	—
Melee Weapon Training (Shock)	100	T	—
Street Fighting	100	T	—
Common Lore (Imperium)	200	S	—
Intimidate +10	200	S	Intimidate
Interrogation +10	200	S	Interrogation
Air of Authority	200	T	Fel 30
Jaded	200	T	—
Common Lore (Underworld)	300	S	—
Interrogation +20	300	S	Interrogation +10
Intimidate +20	300	S	Intimidate +10
Literacy	300	S	—

however, has come from the true Commissariat, the arm of the Adeptus Munitorium charged with maintaining morale and order in the Imperial Guard, and whose contempt for the Chalice forces has never been disguised. This dislike blossomed into open conflict during the Tranch Uprising when a Chalice Commissariat unit executed an Imperial Guard detachment that retreated from their post. The senior Imperial Commissar in-theatre decreed that the Chalice Commissariat had no authority over Imperial Guard units, and in executing the “deserters”, they had committed traitorous mass-murder against the Emperor’s lawful forces. On the basis of this judgement, he had every member of the Chalice Commissariat on Tranch shot.

Since the affair on Tranch, the true Commissariat have kept the Chalice forces from operating in active war zones to any extent—much to Hax’s displeasure. To avoid further embarrassment, the Chalice Commissariat has confined itself largely to operations within the garrisons of the Calixis Sector’s core worlds and lending themselves to “policing actions” against Hax’s political enemies or brutal crackdowns at the slightest provocation. It is not unknown for a PDF base to be isolated, its officers interrogated and executed and all lower ranks to be shipped off to the Ghostfire-fuelled penal legions on the basis of the merest rumour of sedition.

Becoming a Soldier of the Chalice Commissariat

Members of the Chalice Commissariat are not only soldiers, but ruthless figures of authority and fear within the Calixis Sector, particular on the core worlds surrounding Scintilla. This alone may make the recruitment of a member of the Commissariat attractive to an Inquisitor in need of a ruthless military-trained Acolyte. Members of the Commissariat also move freely around the sector in the execution of their duties

and have access to intelligence sources regarding political and military matters, making them excellently placed to act as hidden agents of the Ordos Calixis. Equally, having an Acolyte placed within an extension of Hax’s power base may also suit an Inquisitor who suspects the Chalice Commissariat and those in the Lord Sector’s inner circle.

A character who becomes part of the Chalice Commissariat automatically gains the Feared and Loathed trait (see sidebar).

Required Career: Guardsman.

Required Spent Experience: Rank 3 or higher (1,000 xp).

FEARED AND LOATHED (TRAIT)

Members of the Chalice Commissariat act with a brutal autonomy thanks to the indulgence of Lord Sector Hax. Their elimination of seditious elements within PDF units and pitiless reputation means that members of PDF units or Imperial Guard units raised within Calixis respond with fear and deep-seated loathing to a member of the Chalice Commissariat.

As a member of this organisation, you gain a +10 bonus on Inquiry and Intimidate Tests when used against members of the Imperial Guard or PDF. You take a –10 penalty, however, when Testing Charm or Command on the same groups.

Note: This Trait depends as much on the uniform, manner and bearing as anything else, and if the character is otherwise dressed, unrecognised or disguised its effects do not apply.

FERAL WARRIOR

"I know not what they will do to the enemy, but by the God-Emperor they terrify me!"

— Lord Luther Kronus, on the Mortressan Sythewind Regiment.

While the unnumbered ranks of the Imperial Guard form the basis of the military might on which the Imperium is founded, they are far from a homogenised fighting force. Aside from the imposition of order and standardisation of wargear the Munitorium provides, each regiment is as individual as the world that spawns it, and often the most unique are those drawn from feral worlds. The savagery of such worlds, both in terms of the constant warfare that their primitive peoples engage in and the often deadly flora and fauna encountered there, make for excellent material for breeding men and women for whom enduring danger and conflict are second nature long before a lasgun is ever placed in their hands. In many cases, regiments raised on feral worlds (and even a few death worlds and the more unstable feudal worlds) are highly sought after by the Munitorium and represent that world's only tithe to the Imperium, such is the value placed in their fighting stock. Most of these regiments have their number heavily drilled, forcibly educated and disciplined to bring them in line with Imperial Guard tactical doctrine and practices, channelling their warlike spirits in the Emperor's service. Some, though, often the most bloodthirsty and savage examples, are allowed to hold on to much of their "old ways" (with the exception of heretical beliefs) and maintain their brutal and close-combat oriented fighting styles, as it is this very savagery and skill that is their greatest asset. In these cases, the regiment, usually employed as shock troops and assault specialists, suffer heavy casualties in the breach of any war zone to which they are assigned, leaving behind a hard and veteran core of elite warriors that can often match the fury of the worst enemies of mankind, be they renegade, xenos or servant of the Ruinous Powers, blow-for-blow.

In the Calixis Sector there are a number of feral worlds that serve this purpose for the Departamento Munitorium, although the characteristics of each are very different. Of those worlds with large enough populations to make the raising of regiments a worthy exercise, Endrite's people are deemed true savages, a bloodthirsty and vicious lot. Intensely superstitious, they kill and maim over the slightest provocation, and place little value, it seems to outsiders, even on their own lives. Eminently expendable, Endrite "head-hunter"

regiments are quickly rounded up and thrown into the breach when needed by the Calixis Munitorium, who ensure their loyalty with a deployment of their least subtle Commissars and a sizable contingent of Imperial preachers.

Of better mettle are the famed "Sythewind" of the feral death world of Mortressa, whose Guardsmen, armed with their ever-present hand axes, make for phenomenally adept scouts and infiltrators. The Mortressan iron-tribes are some of the most renowned hunters and beast slayers in the entire sector, as befits their survival against the veritable hordes of carnosaur and other dangerous predators that populate their world. Ever since the sector's early days, a Sythewind regiment has been maintained and continuously (if slowly) replenished, rather than re-raised, owing to the world's relatively small population, with the few surviving veterans given special dispensation to return to their home world once their duty is done. There, they form a respected ruling class of elders who pass their knowledge and wide experience down to the young hunters of their tribe, creating a culture where to be chosen for Imperial service is the highest of honours.

Aside from these famed worlds, there are others from which savage fighters are recruited as mercenaries, swear allegiance to off-world powers and are even abducted to serve as blood sport attractions for the wealthy and jaded. Fedrid, Volnox and even ill-storied Dusk have their own hard-bitten killers to offer, while the infamous strife-torn world of Iocanthos, with its long millennia of open, unmitigated conflict, offers the Ashleen—technologically adept savages whose barbarity and fury often equals or exceeds the most culturally regressed and animalistic "true" feral worlder.



Advance	Cost	Type	Prerequisites
Awareness +10	100	S	Awareness
Concealment	100	S	—
Dodge +10	100	S	Dodge
Intimidate	100	S	—
Navigation (Surface)	100	S	—
Silent Move	100	S	—
Survival +10	100	S	Survival
Wrangling	100	S	—
Crippling Strike	100	T	WS 50
Resistance (Fear)	100	T	—
Sound Constitution	100	T	—
Sound Constitution	100	T	—
Gamble	200	S	—
Survival +20	200	S	Survival +10
Ambidextrous	200	T	Ag 30
Die Hard	200	T	WP 40
Frenzy	200	T	—
Melee Weapon Training (Chain)	200	T	—
Swift Attack	200	T	WS 35
Beast Hunter (new Talent)	200	T	WS 35, BS 35

Becoming a Feral Warrior

Whether a former Imperial Guardsman, or a sometime mercenary who bartered his skills to leave his world of origin, a feral warrior is a fighter who, while fully trained in modern weaponry and tactics, has embraced the savage heritage within and now wields anger and the brutal gifts his background has granted as his greatest weapon. The physical power and martial skills of the feral warrior are highly valued by Inquisitors who know that to hunt down and destroy the heretic and the abomination, they need the best and most brutal fighters of their own. Feral worlders are also by their very nature survivors, able to endure the worst hardships and not baulk in the face of injury or fear. They are used to fighting and acting independently, another asset in situations where Acolytes may well find themselves outnumbered and reliant on their own resources to prevail.

Required Career: Guardsmen.

Alternate Rank: Rank 3 or higher (1,000 xp).

Other Requirements: You must originate from a Feral World.

Beast Hunter (Talent)

Many feral worlders were beast hunters long before they saw Imperial service. Of them, many come from cultures where, to survive their forbears, they had to become adept at bringing down the largest and most dangerous of prey. Such hard-won wisdom is rarely forgotten by their descendants.

Whenever you score a Critical Effect against a creature with a Size class of Hulking or larger, increase your Damage by +3. This does not apply to artificial constructs such as servitors, warp creatures such as Daemons, entities with the From Beyond trait, or things with a completely unrecognisable anatomy.

DEATH WORLDS

Death worlds come in many varied forms, but each is ultimately inimical to human life. The kind that comes most readily to the Imperial mind is covered in a steaming endless jungles teeming with hostile life, such as infamous Mortressa in the Calixis Sector, although, they are just as likely to be ash-strewn volcanic wastelands, or planets ravaged by terrible nuclear holocausts or where ancient and virulent diseases run unchecked and unstoppable. Such worlds are almost impossible to colonise, but often, through abandonment or sheer bloody-mindedness, humanity has managed to survive there in limited numbers despite the odds. The battle for survival is only won at the cost of civilisation in many cases, with most human native populations sunk to the level of feral hunter-gatherers.

Some Death worlds are inhabited regardless of the risk owing to the presence of valuable resources, or held at all costs for strategic reasons. One such world is Haddrak on the edge of the Adrantis Nebula, a world where vast sulphurous seas have poisoned the land and acid storms driven by hurricane-force winds can strip flesh from bone in moments. Yet even on Haddrak life endures. Here the Adeptus Mechanicus of the Sollex sect are based, drawn to the world by its unique crystalline deposits, their black basalt fortress stabs up through to burning skies like a clawed hand. Life, needless to say, for the unfortunates born, stationed or shipped to a death world is unutterably hard and perilous, and almost without exception only those strong both in body and mind survive.

LEGATE INVESTIGATOR

"Did you receive the heretics into your company? Did you swear to them any service? Did you, knowing that they are the foulest of traitors, aid them by deliberate act, by tolerating their presence, or by the sin of silence when knowing of heresy?"

— from the Blessed Rituals of Inquiry, Volume IX.

Heresy is most skilled at hiding its face from those who would find it out and persecute it. Conspiracies, cults and false creeds hide themselves behind layers of petty crime, local prejudices, crude fakery, false rumour and seeming foolishness, as well as more labyrinthine plots and intricate layers of well-crafted lies and deceit. Cutting through these distractions to find the truth, no matter how deeply buried, is the trade of the Legate Investigator.

Fully ranked Inquisitors of the Holy Ordos are rare individuals, and in large inquiries or full-scale purges they must often delegate the minutiae of sifting through detail, and the questioning under duress of hundreds, sometimes thousands of suspects to others in their retinue—tasks for which the Legate is exhaustively trained. Gifted with a special seal of authority for the duration of a particular enquiry, these Legates are variously called "cult breakers", "hounds", and "brothers of question" by their fellows in the Ordos Calixis. If an Acolyte makes a particular success of their time as a legate, it is popularly viewed as a sign that the recipient may be headed for an Inquisitorial rosette themselves one day.

The use of Legate Investigators is common amongst Inquisitors, a tradition within the Ordos Calixis since before its formal foundation. To be invested as a Legate is to receive a portion of the power of an Inquisitor, though in

a strictly limited and defined form based upon the enquiry they are involved in and for a very limited duration. Such powers usually extend to command authority over local law enforcement, detention, requisition and question, but rarely much further. When an investigation is complete, the authority of the Legates involved is formally ended.

Despite the potential for advancement in the role, some Acolytes see Legates as unfortunate drudges used by their master to plough through tedious months of interrogations and mountains of interminable records, only to find that there is nothing beyond the most minor criminal activity present. Other unfortunates are left to clean up endless loose threads after the main thrust of their Inquisitor's wrath has been expended and they themselves have moved on. This view does have some basis as the Ordos Calixis do invest and dispatch Legates where Inquisitorial involvement is being demanded, but thought largely unnecessary by the higher authority. Some Inquisitors invest Legates and dispatch them on an investigation simply to stir up what may be lurking beneath the mud, using them as literal and open bait to draw heresy and dark forces out into the open—obviously, this last task is far from popular with the Acolytes in question. More subtle Inquisitors use legates to give formal weight to a largely covert operation, knowing that their Acolytes will have access to greater resource without having to wait on petitions to local authority or constantly having to refer back to higher powers.

The granting of even a fraction of the absolute authority of an Inquisitor, even closely defined as in this case, is a very serious matter indeed, only ever entrusted to the most promising and able of Acolytes, and often to candidates who have successfully performed such a role before. Failure or misuse of such an office also holds the distinct prospect of censure and harsh punishment.

Advance	Cost	Type	Prerequisites
Command	100	S	—
Forbidden Lore (Cults)	100	S	—
Forbidden Lore (Heresy)	100	S	—
Forbidden Lore (Mutants)	100	S	—
Forbidden Lore (Psykers)	100	S	—
Inquiry	100	S	—
Inquiry +10	100	S	Inquiry
Interrogate	100	S	—
Interrogate +10	100	S	Interrogate
Scrutiny	100	S	—
Scrutiny +10	100	S	Scrutiny
Ciphers (Inquisition)	200	S	—
Forbidden Lore (Cults) +10	200	S	Forbidden Lore (Cults)
Forbidden Lore (Heresy) +10	200	S	Forbidden Lore (Heresy)
Forbidden Lore (Mutants) +10	200	S	Forbidden Lore (Mutants)
Forbidden Lore (Psykers) +10	200	S	Forbidden Lore (Psykers)
Inquiry +20	200	S	Inquiry +10
Interrogate +20	200	S	Interrogate +10
Scholastic Lore (Judgement)	200	S	—
Scrutiny +20	200	S	Scrutiny +10
Air of Authority	200	T	Fel 30
Talented (Inquiry)	200	T	Inquiry
Talented (Interrogation)	200	T	Interrogation

Secret Tongues and Hidden Ciphers of the Ordos Calixis

The Inquisition has many secrets to hide and many subtle and terrifying tools with which to preserve them. One layer of secrecy comes from the thousands of coded languages and cipher methods used by its servants. Here are but a few of the tongues, ciphers and codes used within the Ordos Calixis.

Augustinian

Created by an Inquisitor of a neighbouring sector, this simple series of phrases and pictograms has wide use throughout the Segmentum Obscurus and is part of the so-called Augustine Protocols, a set of Inquisitorial practices and training methods dating back at least four millennia. Augustinian uses phrases and simple hand-drawn pictograms to stand for particular situations or threats. "Lidless brother", for example, means "you are under surveillance by other agents of the Inquisition" and can be said, written or represented by its pictogram of a crude eye with a diagonal slash across it.

Cryptus Cogno

A relatively recent addition to the canon of Inquisitorial codes, this subtle means of covert communication is based not only on phrases, but voice cadence, inflection and accompanying body language. Exclusively used by graduates of the secretive Tenebrae Collegium, it is so subtle that even sharp-eyed observers could see and hear an entire conversation held on some seemingly innocuous subject and be completely unaware of what was truly being said.

The Gimel Progression

Aside from the standard Imperial and Inquisitorial codes, the Ordos Calixis use an ultra-high security cipher for transmissions sent via astropathic chorus, courier and vox. The Gimel Progression varies in security depending on the importance of the message with the lowest being Gimel-Ardent, progressing to Gimel-Amethyst, and finally Gimel-Obsidian. The Gimel sequences are based on seemingly random substitution code words based on a rotating encryption rumoured to consist of all ten thousand volumes of the Codex Administratum and several other noteworthy texts.

The Nephilim Cipher

There are some records that are not just secret but dangerous to any that would access them. For such material, a cipher that is not only unbreakable but can also bind what it is used to code is needed. The Nephilim Cipher is one such cipher. It is based on sacred mathematical translations and ancient symbols of binding, most commonly employed to encode material relating to the nature of Daemons and the warp. Legend has it that this code dates back to the very founding of the Holy Ordos.

The Tantalus Fractal

Highly unusual, the Tantalus Fractal is a tech-code, a construction of binary incantations and data-djinn locked one on top of another in seven-dimensional formula with potentially infinite combinations and deadlocks. The Tantalus is used by the highest-ranking tech-priests in the service of the Inquisition to encrypt the most dangerous of data, often referring to blasphemous works of tech-heresy and xenos artifice. It is said that the Tantalus holds numerous hidden traps within its makeup more than capable of overloading and destroying cogitators and driving mad or even killing savants attempting to unlock its secrets.

Bearing The Sigil of Question

All Legate Investigators bear a formal carta of inquiry (their Legature) and a Sigil of Question that demonstrates their remit and authority under the Ordos Calixis. These two things are proof of their authority and status. The first is a document that states the locale of investigation and the focus of concern, granting the bearer the absolute right to question and examine who or whatsoever they wish on presentation and corroboration of a Sigil of Inquiry. The Sigil of Inquiry is an icon made of silver featuring the sign of a chalice engraved with the symbol of the Inquisition. It may be worn as a medallion, carried in a wallet or worn on the finger as a ring, and contains within it a code-key system for verification and secure data-access if needed.

Becoming a Legate Investigator

Becoming a Legate Investigator is as much about acknowledgement of capability and potential by an Acolyte's Inquisitorial masters as it is a willingness or

want on the part of the player or character. The opening up of this Career Rank to one or more members of a group of Acolytes may be a form of reward by the GM for a deftly accomplished mission or successful campaign, or some similar accomplishment. Chiefly, this career shows that a character is both trusted and viewed as capable by their superiors. Whether they live up to such trust is in the player's hands.

Once this Rank has been taken, the character has permanent access to its Advance Scheme, although the Legate's authority only applies for the length of a particular enquiry or mission within the game.

Required Career: Adept, Arbitrator, Cleric, Guardsman, or Imperial Psyker.

Alternate Rank: Rank 4 or higher (2,000 xp).

Other Requirements: You must have the Literacy skill. In addition, you can only select this Alternate Rank if your Inquisitor offers it to you.

MALFIAN BLOODSWORN

"Now be a nice gent and come here and bleed on this warrant for me, eh? Then I'll make it quick for ye, otherwise I'll get a bit put out, and well... I hate swabbing the floor and getting nice parchment dirty. Seems so... undignified like."

— Auric Kenge, Chartered Bloodsworn.

The Blood Guild of Malfi is one of the most infamous organisations of bounty hunters and man-trackers in the whole sector. It owes its origins to some long forgotten internecine war in Malfi's history of vendetta and civil infighting—a history that far predates Malfi's "liberation" during the Angevin Crusade. The Blood Guild has long served to track down, apprehend or slaughter fugitives whose warrants have been issued by the Malfian Senate. The members of the guild, the Bloodsworn as they are called, are professionals, the best it is said that money can buy at their craft, and drafted from the ranks of hardened ex-guardsmen, disgraced Arbites, outcast armsmen from the noble houses and all manner of killers and gunfighters come up from the underhive the hard way. This broad church operates only one rule—a warrant must be carried out scrupulously, but it doesn't matter what methods are used. The Bloodsworn owe little loyalty to each other either. Indeed several guild members might seek to execute the same lucrative warrant, and such often lethal "competition" is actively encouraged in the guild as a means of weeding out those not up to the standards of the guild's reputation—not that simple attrition doesn't take care of this anyway.

Most blood warrants are aptly named, issued in the form of a tough parchment scroll bearing the seal of the authorising body and carrying within it a gene-lock circuit amulet designed to identify the victim by their blood when spilled over it. The execution of these warrants requires the subject's termination, or, more rarely, his capture for trial. Some warrants may add further gruesome specifics to the discharge notice. The returning of the blood-stained warrant results in payment drawn on Malfi's own Obsidian Chancellery. Falsifying such a warrant in some way is a dire matter indeed, and immediately results in a blood-price of truly staggering proportions being placed on the head of the malefactor by the guild.

As a part of Malfi's often impenetrable legal code and endemic culture of vendetta, a holder of a Bloodsworn Charter has certain rights above that of a mere common hired gun. The warrant enables them to bear arms in the hive where others would not, access to legal record, enter private dwellings, and even avoid interference (largely) from local enforcers and armsmen in pursuit of their warrants. These powers have their limits, however, and any Bloodsworn had better be wary of just who's property they trample on or in whose territory they operate unless they wish to find an abrupt and bloody end. Nor do their customary rights extend to the holdings or persons of the Adepta or Malfi's rulers, not that many would be so foolish.

Once confined to the continent spanning hives of Malfi, the Bloodsworn are recognised across the Malfian sub-sector and, for the right price, there is nowhere the Bloodsworn won't track down their prey regardless, a fact that has spread their infamy across the sector and beyond. The Bloodsworn are afforded a fearful respect throughout the Calixis Sector, and quite aside from their quasi-legal role as bounty hunters, many also turn their hands to assassination, bodyguard and mercenary work if the chance arises, relying on their skills and reputation to set a high price for their services.

Many Inquisitors are not above hiring members of the Bloodsworn into their own service for obvious reasons, and some even back their Acolytes to become Bloodsworn to take advantage of the cover it can provide during their covert operations, to say nothing of the contacts and even revenue gained.



Advance	Cost	Type	Prerequisites
Charm	100	S	—
Common Lore (Administratum)	100	S	—
Deceive	100	S	—
Inquiry	100	S	—
Inquiry +10	100	S	Inquiry
Inquiry +20	100	S	Inquiry +10
Interrogation	100	S	—
Interrogation +10	100	S	Interrogation
Search	100	S	—
Search +10	100	S	Search
Security	100	S	—
Security +10	100	S	Security
Shadowing	100	S	—
Shadowing +10	100	S	Shadowing
Survival	100	S	—
Tracking	100	S	—
Tracking +10	100	S	Tracking
Basic Weapon Training (Bolt)	100	T	—
Decadence	100	T	T 30
Hard Target	100	T	Ag 40
Heightened Senses (Hearing)	100	T	—
Heightened Senses (Sight)	100	T	—
Iron Jaw	100	T	T 40
Jaded	100	T	WP 30
Peer (Underworld)	100	T	Fel 30
Pistol Training (Bolt)	100	T	—
Rapid Reaction	100	T	Ag 40
Street Fighter	100	T	—
Barter	200	S	—
Carouse	200	S	—
Evaluate	200	S	—
Forbidden Lore (Mutants)	200	S	—
Nerves of Steel	200	T	—
Paranoia	200	T	—
Sound Constitution	200	T	—
Sound Constitution	200	T	—
Talented (Inquiry)	200	T	Inquiry
Two-Weapon Wielder (Ballistic)	300	T	BS 35, Ag 35
Two-Weapon Wielder (Melee)	300	T	WS 35, Ag 35

Becoming a Member of the Blood Guild of Malfi

Becoming part of the Blood Guild is deceptively simple: the candidates must make their way to one of the guild's charter houses on the worlds of the Malfian sub-sector, offer payment of a thousand Throne gelt, and, as long as they themselves are not under subject to warrant and are not subject to "higher oath", they are given a "grey warrant" to execute. Grey warrants are those that have languished uncollected on the charter house's books for some time, usually because the money offered doesn't merit the danger involved in the collection. To become Bloodsworn, all they need to is successfully claim the warrant by any means necessary (which can include the help of others and might form a small adventure for the Player Characters). Once successful, the candidate must then swear a blood oath to

abide by the guild's rule. The candidate is given a guild symbol as credential and is entered on the charter list. They may then claim the right to the title of "Bloodsworn" and execute lawful warrants as long as they survive to do so.

Required Career: Assassin or Scum, and Guardsmen or Arbitrators who are no longer in overt Imperial service.

Alternate Rank: 5 or higher (3,000 xp).

Other Requirements: Must gain a charter from the Blood Guild of Malfi.

Special Elite Advance: Bloodsworn Charter

Upon successfully entering this career path, the character gains a Bloodsworn Charter and the privileges and rights outlined in the Alternate Rank description.

MECHANICUS SECUTOR

"...++CORPUS FINIS+MACHINA MAGNUS+
SANCTUS METALLUM+POTESTAS OMNISSIAH,
OMNISSIAH VULT+DEATH TO THE ENEMIES OF
THE MACHINE GOD++CORPUS FIN..."

— Repeating transmission, overwhelming all signal channels. The annihilation of House Caloclast, Hive Tarsus.

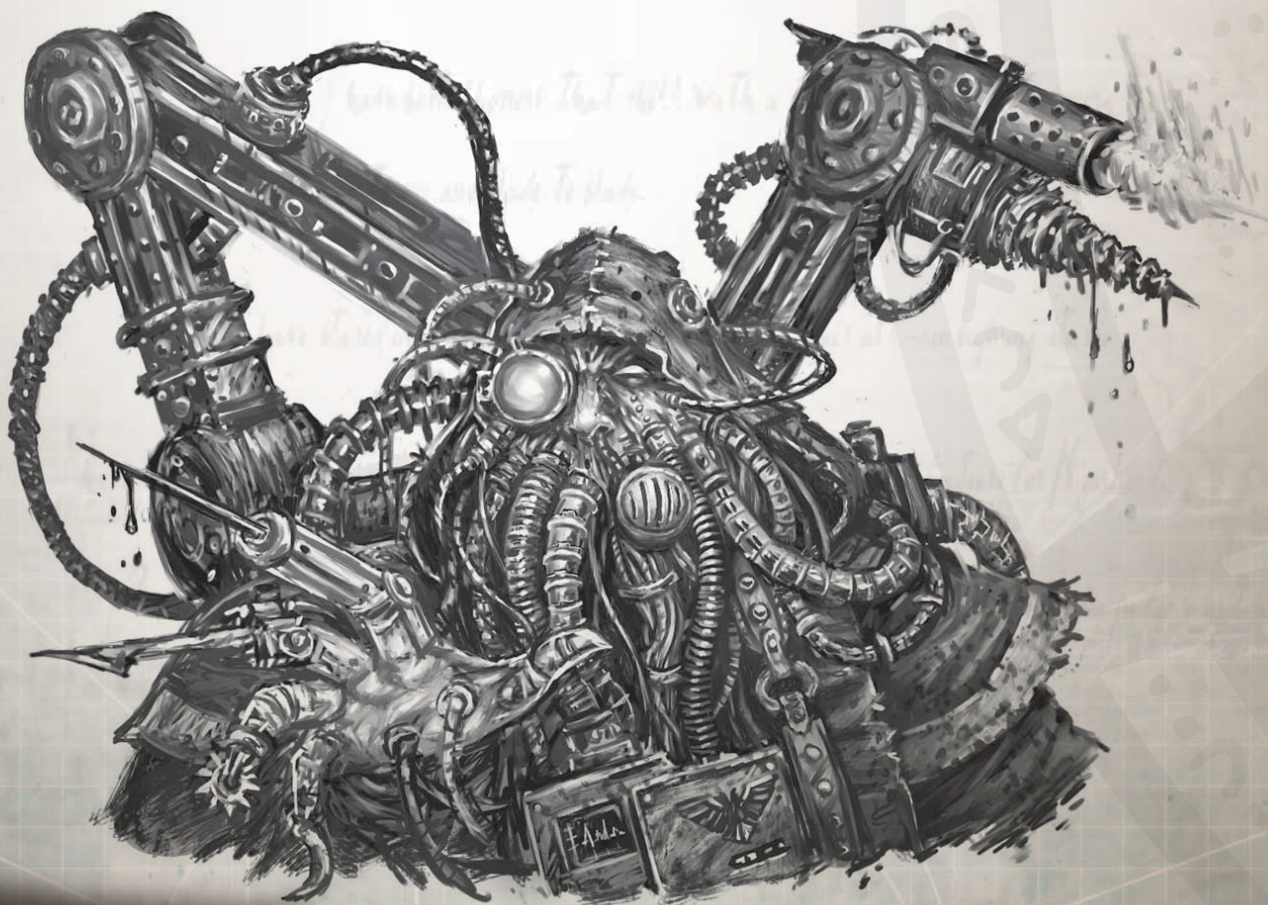
Although all initiates of the Machine God are versed to some extent in conflict and the skills of warfare, certain Mechanicus sects and military formations exist to study the art of destruction with the ardent fervour that their fellows might apply to the creation of machinery or the recovering of lost technoarcana. Chief among these in the Calixis Sector are the forces of the Auxilia Myrmidon, also known by some as the siege engineers or war-savants. Legend has it they came to the sector during the earliest days of the Angevin Crusade for reasons of their own, and have since remained to defend the Cult Mechanicus's possessions here. Myrmidons are expert killers, weapon masters and destroyers. At the behest of the ruling Archmagos of the Forge Worlds, they are sent to accompany explorators in investigating finds in the most dangerous sectors of space and retrieve the most hazardous xenos-specimens, while others are tasked to hunt down renegades accused of the foulest techno-heresies and terminate them with extreme prejudice.

Tech-priests who devote themselves to battle are often inducted into one of the militant sects as their knowledge and prowess increases over time, either through their own

application or the will of their distant Archmagos masters. The first rank of the Mechanicus militant is the Secutor, an ancient designation believed to date back, like much of the Auxilia's organisation and secrets, to the armed forces of the Mechanum of Mars in distant pre-Imperial antiquity. It is a fact that only adds to their mystery and makes them a subject for some concern to those in the Adepta whose arcane knowledge stretches to understand what this implies. Certainly this conclusion is backed-up by the ancient and terrifying weapons, relics of that distant past which they are known to sometimes employ.

Within the Calixis Sector, the undisputed centre of the Auxilia Myrmidon's power is the Lathe System and its vast forge network, and in particular their heavy fortified arsenal and base on the city-sized panopticon orbital station. From this mustering ground, the relatively few Myrmidons are dispatched in small bands to oversee the defences of the Mechanicus's domains, seek out and destroy their enemies. The Myrmidons, although largely independent, are closely linked to the Archmagos of the Lathes, who is one of their guarantors of their dominance.

They are not, however, the only militant Mechanicus faction in the sector, and over the last century a highly mystical tech-sect based at the forge facilities on the death world of Haddrak in the northern rim of the Adrantis Nebula has grown to prominence and increasing power. The Divine Light of Sollex, as they call themselves, are zealots in the Machine God's cause, as coldly fanatic and savage in their way as any Redemptionist of the Imperial Creed. To them, the preservation of the arcane mysteries of the Machine Cult from those who would misuse them



Advance	Cost	Type	Prerequisites
Command	100	S	—
Common Lore (Machine Cult) +20	100	S	Common Lore (Machine Cult) +10
Common Lore (War)	100	S	—
Common Lore (War) +10	100	S	Common Lore (War)
Ciphers (Myrmidon)	100	S	—
Ciphers (Myrmidon) +10	100	S	Ciphers (Myrmidon)
Demolition +10	100	S	Demolition
Drive (Hover Vehicle) +10	100	S	Drive (Hover Vehicle)
Drive (Walker) +20	100	S	Drive (Walker) +10
Intimidate	100	S	—
Navigation (Surface)	100	S	—
Pilot (Military Craft)	100	S	—
Ambidextrous	100	T	Ag 30
Basic Weapon Training (Bolt)	100	T	—
Basic Weapon Training (Flame)	100	T	—
Basic Weapon Training (Melta)	100	T	—
Concealed Cavity	100	T	—
Crippling Strike	100	T	WS 50
Ferric Lure	100	T	—
Heavy Weapons Training (SP)	100	T	—
Mechadendrite Use (Manipulator)	100	T	Tech-Priest
Mechadendrite Use (Optical)	100	T	Tech-Priest
Melee Weapon Training (Chain)	100	T	—
Pistol Training (Flame)	100	T	—
Pistol Training (Plasma)	100	T	—
Resistance (Cold)	100	T	—
Resistance (Heat)	100	T	—
Resistance (Poisons)	100	T	—
Sound Constitution	100	T	—
Sound Constitution	100	T	—
Total Recall	100	T	Int 30
Awareness	200	S	—
Ciphers (Myrmidon) +20	200	S	Ciphers (Myrmidon) +10
Command +10	200	S	Command
Common Lore (Imperial Guard)	200	S	—
Secret Tongue (Acolyte) +10	200	S	Secret Tongue (Acolyte)
Bulging Biceps	200	T	S 45
Exotic Weapon Training (Breacher)	200	T	—
Exotic Weapon Training (Shock Blaster)	200	T	—
Hatred (Tech Heretics)	200	T	—
Hatred (Xenos—Any One)	200	T	—
Heavy Weapon Training (Las)	200	T	—
Heavy Weapon Training (Launcher)	200	T	—
Mechadendrite Use (Gun)	200	T	Tech-Priest
Melee Weapon Training (Power)	200	T	—
Resistance (Fear)	200	T	—
Resistance (Psychic Powers)	200	T	—
Sound Constitution	200	T	—
Sound Constitution	200	T	—
Two Weapon Wielder (Ballistic)	200	T	BS 35, Ag 35
Two Weapon Wielder (Melee)	200	T	WS 35, Ag 35
Forbidden Lore (Archeotech)	300	S	—
Forbidden Lore (Xenos)	300	S	—
Forbidden Lore (Warp)	300	S	—
Die Hard	300	T	WP 40
Exotic Weapon Training (Graviton Gun)	300	T	—
Exotic Weapon Training (Needle Pistol)	300	T	—
Exotic Weapon Training (Rad Cleanser)	300	T	—
Machinator Array*	500	T	Tech-Priest, Mechadendrite Use (Gun)

*See sidebar

are of far greater worth than petty wealth, worldly power or the lives of their fellow men, or even other members of the Cult Mechanicus.

Towering figures of steel shrouded in blood-red robes and bedecked in hardpoint, mounted weaponry of arcane manufacture, the Myrmidons and other tech-priests militant are war makers whose knowledge of the arts of siege craft, weaponry and devastation is without peer. Although few in number, they are baleful opponents to face in battle. Heavily augmented, they are relentless, implacable, and the most powerful among them are all but impossible to kill. Myrmidons are held in no little fear and awe by other members of the Machine Cult, and have commonly subjected themselves to cybernetic reconstruction far beyond engineers or precepts.

You can find more information on the Mechanicus, their domains and their arms of war in Chapter V. Additionally, membership of the sect of the Divine Light of Sollex is available as an optional starting Background Package as detailed in Chapter I.



*MACHINATOR ARRAY (TALENT)

The tech-priest's cyber-mantle and potentia coil have been further upgraded to handle more powerful loads and heavy gear, as well as armour their vital organs against damage and reinforce their limbs to support the extra weight. This has an effect of increasing the Secutor's size and bulk somewhat and adding to their strength and durability.

Increase your Strength and Toughness Characteristics by +10 each and reduce your Agility and Fellowship both by -5. You now also weigh around three times as much as a normal person of your size and you may no longer swim. You also suffer a -10 to Move Silently Tests. Thanks to your additional augmetics any Ballistic Mechadendrite you possess may mount a single Pistol weapon or one-handed Melee weapon rather than the usual compact laser design (you must have the appropriate Talent to use it).

Becoming a Mechanicus Secutor

Some tech-priests are drawn to the path of the Secutor through a fascination with the unique and intellectual challenges warfare provides, while others feel themselves drawn to the intricacies and beauties of creation and destruction, or the sacred art of weaponsmithing. Others simply see this path as a means to an end, either for the protection of the Machine Cult, the furtherance of their own independent researches, or some other, hidden agenda. Regardless of their vocation, a tech-priest skilled in such destructive arts as the Secutor is an invaluable ally for an Inquisitor, and makes for a singularly lethal Acolyte. The only downside to such an association is that the Holy Ordos can never be fully sure where the tech-priest Secutor's loyalties lie—even more so than others of their kind—or what ancient and dark secrets they may themselves possess.

It is likely, as you spend xp on this Alternative Career, your character will advance several Ranks in the Tech-Priest Career Path. While doing so, you can use the following titles for your Mechanicus Secutor character within the Machine Cult instead of the standard ones listed for the Tech-Priest Career if you wish. After taking these Alternate Ranks, it's best to follow the path of the Technomancer on the Career Progression Table described in DARK HERESY, if you have not yet reached the point of division on the path.

Rank	Name	XP
4	Secutor	2,000–2,999
5	Myrmidon	3,000–5,999
6	Centurius	6,000–7,999
7	Tribune/ Magnus	8,000–9,999
8	Magos Militant	10,000–14,999

Required Career: Tech-Priest.

Alternate Rank: 4 or higher (2,000 xp).

Other Requirements: WS 35, BS 35, WP 35, any four Weapon Training talents.

METALLICAN GUNSLINGER

"They say he's fast, like chain lightning fast. I don't believe 'em, no one's that fast."

— Last words attributed to Kail Strom, bounty hunter, deceased.

The Gunslingers of Gunmetal City on Scintilla are the finest in the sector, the most infamous and the most lethal. In action, they are a blazing whirl of muzzle flashes, their hands so fast that their pistols seem mere extensions of their murderous will, and all around them people die. This is the craft of the Gunslinger, be they gang enforcers, famed arena champions or grim wanderers, a Metallican Gunslinger is worth the price if killing is involved. The Scintillan hive of Gunmetal adores the gun and honours above all others those who forge or wield them with great skill. With every man, woman or child packing at least one piece of cold iron, when a Metallican is said to be a skilled gunman, it is a stone cold truth, as they have managed to elevate themselves above a thousand others to be so named.

Among the ferocious gangs of the lower Infernis regions of the hive, one's choice of weapon, and skill with it, is a matter of gang honour, pride and renown and there are bewildering array of gunmen. Some consider a single shot kill the most sublime, honing their skills to become snipers the equal of any Guard veteran, while others prefer to be bedecked in weapons, spraying shells with wild abandon, knowing that they always have a backup piece should they hear that dreadful empty click. Others pay for crude grafts of slab muscle so they can heft the heaviest weapons crafted in the hive's fanes and forges. But above all in underworld status and popular myth are the Gunslingers, the duellists, the pistol

fighters—they are the true embodiment of Gunmetal in all its deadly glory.

Most fine Gunslingers are undoubtedly from the gangs of the Infernis. In the scalding hot deeps, duels between gangs' finest pistol wielders are used to settle matters of reproach or insult between rivals (short of a full-blown gang war), and anyone who even thinks about using their pistol around an Infernis gang had better know how to use it. It is in this deadly crucible that the Gunslinger is made. While most Gunslingers find employ with the gangs, not an inconsiderable number find more legal employment as "Regulators", hired muscle for the fanes and forges that are the true power in Gunmetal City. Some may take employ as high-priced bodyguards and others (often short-lived) as attractions seeking fame and fortune in the mid-hive arenas, depending on their skills to keep them alive before the baying crowd. The hivers and underhivers of Gunmetal City are not alone in their reverence of the Gunslinger's art. Noble-born duellists, so called "gunrakes", prowl the upper hive reaches in search of slights against their honour so they may exercise their skill on a living target. A few of the boldest gunrakes venture into the Infernis to test the true extent of their skill. A few even survive.

Though they all are dedicated to the deadly way of the pistol, Gunslingers are as different as the finely crafted weapons they wield. Some crave the renown and respect granted to the most infamous of their kind. The precision-crafted pistols gifted by a famous fane, the tremor and awe their name inspires, and the hush that descends on a room when they walk in are the finest things life can offer to them. Others are products of a freakish fusing of madness, flamboyance and skill, deadly strutting peacocks festooned with holstered weapons, as quick to flash a smile and make a mocking aside



Advance	Cost	Type	Prerequisites
Dodge	100	S	—
Ambidextrous	100	T	Ag 30
Blind Fighting	100	T	Per 30
Crack Shot	100	T	BS 40
Nerves of Steel	100	T	—
Rapid Reaction	100	T	Ag 40
Rapid Reload	100	T	—
Two-Weapon Wielder (Ballistic)	100	T	BS 35, Ag 35
Sleight of Hand	200	S	—
Deadeye Shot	200	T	BS 30
Independent Targeting	200	T	BS 40
Lightning Reflexes	200	T	—
Mighty Shot	200	T	BS 40
Pistol Training (Bolt)	200	T	—
Dual Shot	300	T	Ag 40, Two-Weapon Wielder (Ballistic)
Gunslinger	300	T	BS 40, Two-Weapon Wielder (Ballistic)
Hip Shooting	300	T	BS 40, Ag 40
Jaded	300	T	WP 30

as they are to slaughter a room full of people. If, however, you ask an Infernis ganger what is the most dangerous breed of Gunslinger, they are sure to tell you it is those who have seen too much, lived too long, killed too many, haunted, empty men and women with dead eyes, who say little, seem to drift aimless and alone, and can kill you before you even see them move. This cold breed of wanderers are the fear of even the deadliest ganger, and the most prized, if quixotic, of hired guns. They are the pale death, patient and inevitable waiting for all who follow the way of the gun.

Becoming a Metallican Gunslinger

Becoming a Gunslinger from Gunmetal City is a matter of desire and skill and is an excellent choice for a character seeking to be the epitome of brutal Gunmetal City itself. You may start play having already set on this course or come to it as your career develops. Inquisitors are likely to find a Gunslinger's destructive skills useful, but do be warned you are not alone in your adoration of the pistol's dance, and your showy demonstrations of skill may cause your master as many problems as it solves; that and, if you survive to become truly skilled, others may see you as a means to prove themselves. Infamy after all does have a price. When you become a Metallican Gunslinger, you automatically gain the Knave of Pistols trait, which imposes limitations on your character.

Required Career: Assassin or Scum.

Alternate Rank: Rank 1 or higher (0 xp).

Note this means you may opt to specify this at character creation as your Advance Scheme. This does not affect your basic starting Skills and Talents, only how and on what you can spend your starting xp.

Other Requirements: BS 30 and you must also have Gunmetal City as your Home World.

KNAVE OF PISTOLS (TRAIT)

Metallican Gunslingers are notoriously proud of their skill with pistols and eschew all other ranged weapons. With this Trait, you may not acquire new Basic or Heavy Weapon Training talents and may only take Exotic Weapon Training for pistols. If you already have training in ranged weapons that are not pistols, you may still use these Talents, but you take a -10 penalty on Ballistic Skill Tests.

MORITAT REAPER

"I never saw the killer fully, though I thank the Saviour-Emperor for her. We'd lost half the squad and Proctor Aeldred had just gone down with his throat bit open. I fired off the last round from my Puritan and had nothing left but my boot knife and a prayer on my lips when this dark shape dropped from the gantry above. The carrionates, well, the rotted things just came apart, black clotted blood and rancid flesh everywhere. The one in front of me went down in five twitching chunks and I swear I didn't see a single sword stroke fall... a miracle sir. The Emperor's own bloody work—like a death angel from the old hive tales."

— Deputy Provost Morcar, Report on the Morningside Incident, Hive Gloriana.

The Moritat are an ancient Imperial Death Cult devoted to the art of the blade and their own dark and bloody interpretation of the Imperial Creed. The Moritat's membership view themselves as a sect of assassin-mystics in service ultimately of the God-Emperor Himself, and deem their killings divinely licensed, if not directly ordained. In the Moritat's dogma (as it is with many death cults), blood holds a sacred place: it represents both beating life and the shed blood of the countless millions who have been martyred so humanity can continue to exist. Particularly, it embodies the sacrifice of the Emperor Himself. For the Moritat, then, there is no more sacred act than the spilling of blood and for this reason they prefer to do their work with the edge of the blade over any other implement of death.

Their secret rituals revolve around blood and, to them, no lesson is truly learned and no truth uncovered without

bloodshed to mark its moment. Central to the Moritat's doctrine and training is the "travail", the processes of struggle and lethal combat making up the course of their lives and serving to hone their skills. During this time, the Moritat makes their way as a contracted assassin, often only for a nominal fee or a bizarre or symbolic item of payment, or, just as often, as a murderer who seeks out worthy targets among those skilled enough to prove challenging or who they regard as the Emperor's foes—heretics, mutants, cultists and witches, although a particular Moritat has his or her own favoured targets. Many Moritat find service with the Holy Ordos during this period as the goals of the Inquisition and the Moritat's chosen victims marry well together. The sanction of Inquisitorial authority often serves to cover up the assassin's less orthodox habits. The Moritat assassin is watched in secret by members of their own cult throughout the travail and once their superiors deem they have grown sufficiently skilled enough, they are initiated into the cult's higher mysteries, becoming a thing of whispered legend—a Moritat Reaper.

A Moritat Reaper is a vision of death incarnate with a blade, skilled to an extent that few can match: agile, fanatical and merciless. They are also patient, capable of waiting still for hours in the shadows or stalking their prey for days before choosing the right moment to strike. Once unleashed in combat, they erupt in savage grace, their blades leaping, slashing and severing with seemingly wild abandon, belying the consummate precision with which their bloodletting is driven. Once drenched in the blood of their victims, only then is a Moritat satiated and offers up thanks to the Emperor in silent prayer in his or her own cult's tongue, laced, it is said, with a million metaphors of death.



Advance	Cost	Type	Prerequisites
Climb +20	100	S	Climb +10
Concealment +10	100	S	Concealment
Contortionist +10	100	S	Contortionist
Deceive	100	S	—
Intimidate +10	100	S	Intimidate
Meditation	100	T	—
Secret Tongue (Moritat) +10	100	S	Secret Tongue (Moritat)
Silent Move +20	100	S	Silent Move +10
Survival +10	100	S	Survival
Ambidextrous	100	T	Ag 30
Assassin Strike	100	T	Ag 40, Acrobatics
Combat Master	100	T	WS 30
Deceive +10	200	S	Deceive
Forbidden Lore (Cults)	200	S	—
Scholastic Lore (Legend)	200	S	—
Scholastic Lore (Occult)	200	S	—
Secret Tongue (Moritat) +20	200	S	Secret Tongue (Moritat) +10
Counter Attack	200	T	WS 40
Dual Strike	200	T	Ag 40, Two-Weapon Wielder (Melee)
Frenzy	200	T	—
Hatred (Heretics)	200	T	—
Hatred (Mutants)	200	T	—
Hatred (Psykers)	200	T	—
Insanely Faithful	200	T	—
Nerves of Steel	200	T	—
Sound Constitution	200	T	—
Sound Constitution	200	T	—
Sound Constitution	200	T	—
Step Aside	200	T	Ag 40, Dodge
Wall of Steel	200	T	Ag 35
Peer (Inquisition)	300	T	Fel 30
The Reaping [†]	300	T	WS 40, Combat Master

[†]New Talent, see sidebar.

The services of a Moritat Reaper as an Acolyte is a highly valuable commodity in the Holy Ordos of the Calixis Sector, particularly with those who prefer their killings and purges to take the shape of precisely orchestrated strikes and assassinations over public witch hunts and storm trooper raids.

Becoming a Moritat Reaper

To become a Moritat Reaper, you must have been created with the option of the Moritat Assassin Background Package, (see Chapter I), and this Career choice is designed to be a culmination of that that Origin and choice. Over the course of your adventures, you must also stay true to the Moritat's dogma and defeat several of the cult's favoured enemies in single combat with the edge of the blade.

Required Career: Assassin.

Required Experience: Rank 6: Death Adept or higher (6,000 xp).

Other Requirements: You must be a member of the Moritat and remain true to that Death Cult's code.

THE REAPING (TALENT)

The deadly fighting arts of the Moritat teach a special manoeuvre only made possible by their near preternatural skill with a blade, allowing one great devastating cut with which several opponents can be despatched in a great effusion of sacred blood.

By taking a Full Action in combat while using a sword or similarly edged weapon, you can make a single attack against every eligible target in close combat with you. You declare which target you attack first and then move in a clockwise or counter-clockwise direction (your choice) making an attack against each target in turn. Test Weapon Skill and roll Damage separately. These attacks can be Parried or Dodged as normal, but if an attack is successfully Parried, the Reaping blow is stopped and you can make no further attacks.

RECLAIMATOR

"Transters, primes, 'lthic cells, hand rippers, I can get 'em all, reconditioned and good as new—even a batch of good slaughter. Great wheel o' the steel god crush me if it's not so... The price? Let's not quibble about the price. You see, I know this up-hive guildier rolling in gelt and he needs a little intel you may have the knowing of yourself..."

—Obadiah Plex, Hive Magnogorsk Reclaimator.

Technology is a thing little understood and its workings lie shrouded in mystery and superstition for most of humanity. The Adeptus Mechanicus holds undisputed rights to the secret lore of science and technology, but the tech-priests themselves are comparably few in number and particularly set against the teeming billions of the hive worlds or the isolated crews of ships plying the void. Such people rely on technological infrastructure in great profusion simply to live, be it a hive water-recyk system or a ship's thermal heaters. The ongoing low-grade maintenance of such petty systems, along with the day-to-day workings of the more sophisticated parts of a manufactora's machinery and the like are left to an army of technomats, functionaries, duct-crawlers, void-walkers and work-prefects gifted by their Mechanicus masters with just sufficient knowledge to perform their tasks with due deference and supplication to the machine-spirits and nothing more.

Of this disparate group, arguably the most skilled and certainly least trusted are the Reclaimators. It is their task to redeem raw materials from old and damaged systems, to scavenge parts and be tasked with the endless cycle of minor repairs needed to keep a ship flying or a hive's infrastructure from collapsing under its own weight. By necessity, a Reclaimator's skills begin to stray into a higher understanding of machinery and technology than most and many learn to worship the Machine God in a fragmentary and superstitious manner, marking them apart from others. Added to which, the Reclaimators themselves are often sent in to dangerous or unsafe areas with little direct supervision, and they scavenge and salvage a good deal more than their masters know. As a result, most Reclaimators have a well-deserved reputation as suspicious, shifty characters who sell their skills and the items they retrieve or repair for a good profit on the black market. Many have links to criminal gangs and more than a few are willing to resort to robbery and even murder to build up their spoils if they think they can get away with it.

In the Calixis Sector, Reclaimators are common in the reaches of the hive-cities of Scintilla, Malfi and other worlds, as well as, serving on the great Chartist vessels and numerous small trader ships. Despite their vital purpose, rarely, however, do they enjoy a good reputation, although in some places their ill-renew is more deserved than others. In the depth of the Sibellus underhive, it is well organised networks of hereteks and "reks" that are the real power behind the infamous narco-gangs. On war-ravaged Tranch, the men and women who make up the numerous Reclaimator scav-packs that prowl the ruins are often little more than murderous bandits weighed down by dead men's plunder and broken trinket-fetishes. Among the void born it is no different; the weaker crews



The Path of the Tech-Heresy

The most gifted and reckless Reclaimators learn too much, either through acquiring knowledge forbidden to them through stealing data, by daring the tech-heresy of invention, or the blasphemy of reverse-engineering. In doing so they become something far worse, they become "hereteks". Subject to the harshest of penalties under law and the wrath of the Cult of the Machine God, hereteks are outlaws who use their skills to arm and equip criminal gangs and even cults and mutant renegades, as well as supply the underhive with a wealth of illegal drugs and forbidden technology for profit, or more rarely to fund their own dangerous experiments. The more common hereteks and those that pursue other, rarer tech-heresies such as the creation of artificial sentience (or the Filica Animus as the Machine Cult names it), illegal bio-constructs and xenos-technology, are subject not only to punishment by Imperial law and the persecution of the Holy Ordos, but also bring down the wrath of the Cult Mechanicus itself. Of those that pursue such anathema in the Calixis Sector, most notable are several militant sects of the Mechanicus such as the Myrmidon Secutors and the Divine Light of Sollex, both of whom care little for legal process or collateral damage.

Advance	Cost	Type	Prerequisites
Awareness +10	100	S	Awareness
Barter	100	S	—
Charm	100	S	—
Dodge	100	S	—
Dodge +10	100	S	Dodge
Drive (Ground Vehicle)	100	S	—
Evaluate	100	S	—
Search	100	S	—
Trade (Technomat)	100	S	—
Trade (Technomat) +10	100	S	Trade (Technomat)
Pistol Training (Las)	100	T	—
Pistol Training (Primitive)	100	T	—
Unremarkable	100	T	—
Sound Constitution	100	T	—
Sound Constitution	100	T	—
Barter +10	200	S	Barter
Chem Use	200	S	—
Common Lore (Tech)	200	S	—
Tech Use	200	S	—
Quick Draw	200	T	—
Common Lore (Machine Cult)	300	S	—
Scholastic Lore (Chymistry)	300	S	—
Tech Use +10	300	S	Tech Use

of breaker-ships and junkers are considered untrustworthy and accursed of their kind and the void families tell dark stories of death-scows, haunted vessels filled with scavengers driven to cannibalism and madness by want or by uncovering something best left alone in their desire for valuable salvage.

In one place in the sector, perhaps perversely, the Reclaimator is held in high esteem, and that place is Volg. In this most nightmarish of hives, the Reclaimator's knowledge is a vital part of sustaining life against the myriad hazards the hivers must struggle against on a daily basis. Given very little to work with in the city's environs, the Reclaimators of Volg have a reputation for coming up with nearly miraculous (if often crazed and dangerous) solutions to keep things running, and ever more inventively salvage weapons to drive away the bloated things crawling up from below. Some point to their unusual designs and the local worship of a debased form of the Machine God by the Reclaimators in the shape of "Ironskull" as evidence of the influence of rogue tech-priests exiled to Volg as punishment in times past.

Becoming a Reclaimator

Hive and void born Scum with a technically-minded bent, or those who fancy themselves as dealmakers and traders often start their careers as technomats and

Reclaimators before focusing on more "lucrative" work. While for those born in the iron canyons of a forge world's macro-industry, the path of the Reclaimator and perhaps ultimately the heretek is a natural one to follow. Likewise, the Inquisition sees them as a useful resource. Often a cut above their kind in terms of intelligence, a Reclaimator can make an excellent agent for infiltrating criminal gangs, contacting cult groups and passing unobserved through the hive and underhive, while their void born brethren are just as useful aboard ship or working orbitals and dockyards.

Regardless, it is wise for an Acolyte with such abilities and history to avoid too many entanglements and questions from the Mechanicus, or they run the risk of being labelled a heretek and suffer a fate even the sanction of the Holy Ordos might not save them from.

Required Career: Scum.

Alternate Rank: Rank 1 or higher (0 xp).

Note: This means you may opt to specify this at Character Creation as your Advance Scheme. Selecting this Alternate Rank does not affect your basic starting Skills and Talents; it only affects where you spend your starting xp.

Other Requirements: Int 30 and you must be from a Hive World, Forge World or Void Born Origin.

SISTER OBLATIA

"If I must die, I shall welcome Death as an old friend, and wrap mine arms around it."

— Oath of the Penitent.

For some sisters of the Sororitas, the desire to atone overwhelms them and they take up the oath of the penitent. To become a penitent is to throw aside any thoughts of advancement, self, or any lesser oaths of duty and to seek absolution through a glorious, martyr's death, willingly exiling themselves from their Order and any remaining ties to life in doing so. To their peers these penitent sisters are at once outcasts and revered as something sacred—pilgrims on a hard and noble quest at the end of which shines the pure light of the Emperor's grace. The most famed examples of those undergoing the oath of the penitent are the Sisters Repentia, who, through extreme self-inflicted suffering and the corporal mortification of their flesh, achieve a great and holy rage, hurling themselves with wild frenzy upon the enemies of the faithful, killing in a state of grace until they finally fall.

There are, however, other variations of the penitent's oath, rarer and more unusual but in their way no less remarkable. Once such is the oath of the Sister Oblatia: the oath of willing sacrifice for the sins of another. A sister who takes up this oath seeks not to atone for some direct misdeed of their own, but through profound spiritual conviction to take on the weight of

another's sins, most commonly a blood relative, some infamous ancestor or stain on their family line, or, more rarely, for the past transgression of a friend, a people, or a whole world. Although she seeks ultimate atonement by the manner of her death, the onus on her is to atone through her deeds, most specifically in defeating humanities' great enemies—combating and defeating the heretic, the mutant, the witch and the alien without regard to self, injury or hardship. Through the Oblatia's battles, victories and ultimately the manner of their death, they hope to gain for the object of their sacrifice some measure of forgiveness in the Emperor's eyes.

Oblatia are accorded a respectful distance and honoured place in the prayers of their fellow Sororitas. Like the Repentia, they are viewed as pilgrims on a dark and lonely road, but at the end of which lies a shining goal. The Oblatia themselves often seem mercurial compared to other Sororitas, quick to righteous anger, stubborn, independent and brought to a life of endless wandering in search of the foe. Many are led on by the signs and portents of the Emperor's will and others by the divination of His sacred Tarot. Others gravitate towards rumours of corruption, war zones, and places of ill renown. Many, however, find service in the retinues of the Holy Inquisition, where their desire for righteous battle tallies all too well with the Inquisitor's path. But to the Inquisitors who readily employ their zealous fanaticism and undoubted skills to the Imperial Creed, comes the knowledge that their oath comes before any other vow or loyalty.



Advance	Cost	Type	Prerequisites
Concealment	100	S	—
Inquiry	100	S	—
Interrogation	100	S	—
Intimidate	100	S	—
Silent Move	100	S	—
Ambidextrous	100	T	—
Blind Fighting	100	T	Per 30
Melee Weapon Training (Chain)	100	T	—
Melee Weapon Training (Power)	100	T	—
Melee Weapon Training (Shock)	100	T	—
Sound Constitution	100	T	—
Sound Constitution	100	T	—
Two-Weapon Wielder (Melee)	100	T	WS 35, Ag 35
Two-Weapon Wielder (Ranged)	100	T	BS 35, Ag 35
Dodge +20	200	S	Dodge +10
Scholastic Lore (Occult)	200	S	—
Tracking	200	S	—
Crushing Blow	200	T	S 40
Die Hard	200	T	WP 40
Frenzy	200	T	—
Furious Assault	200	T	WS 35
Lightning Reflexes	200	T	Ag 30
Rapid Reload	200	T	—
Swift Attack	200	T	WS 35
Forbidden Lore (Heresy)	300	S	—
Forbidden Lore (Cults)	300	S	—
Duty Unto Death (see sidebar)	300	T	WP 45
Fearless	300	T	—

Becoming a Sister Oblatia

Most Oblatia come to their vows through spiritual revelation or after deep meditation of the nature of their holy vocation, although some few may have the oath in mind as the central cause of becoming Sororitas in the first place. Regardless of reason, only fully ordained Sisters may take the oath, and they must go before a specially convened synod of their superiors who judge the oath's validity and purity of intent, to ensure it owes nothing to hubris or vanity. The Oblatia must then undergo ritual fasting, mortification, and a symbolic severance from her life and Order before taking up the blade and making her vows before the God-Emperor; turning her back on her Sisters as a requiem mass is sung for her as if she were already dead. Most Sister Oblatia come from the ranks of the Orders Militant, but it not unknown for others to undertake the oath, often choosing to put their

particular skills to lethal use in tracking down and defeating the enemies of the faith.

Required Career: Adepta Sororitas.

Alternate Rank: 5 or higher (3,000 xp).

DUTY UNTO DEATH (TALENT)

Requirement: WP 45, Pure Faith

Such is the power of your faith that it can sustain you where mere flesh would fail. You may spend a Fate Point to ignore the effects of injury (including critical hits that do not kill outright), Fatigue and Stunning during an encounter. This Talent does not stop you being injured, and you may still be killed normally. It just allows you to temporarily ignore the effects of your injuries while a particular combat lasts.

TEMPLAR CALIX OF THE SCHOLASTIA PSYKANA

"Will and blade, life and death, cause and consequence, mind and matter, soul's truth and warp's lie: all things indivisible and one."

— Temple Calix Training Mantra.

Operating within the ranks of Imperial Sanctioned Psykers, the Psykana Temple Calix is an order of elite militant psyker-warriors, battle mystics devoted to personal skill at arms and the focusing of their psychic might and abilities to augment their power in close combat.

The Scholastia Psykana is made up clusters of sanctioned schools, methods and traditions that focus on the use of psychic power, which, although overseen and regulated by the authorities on Holy Terra, can vary greatly from sector to sector, both in their methods and in their philosophy. Within the Calixis Sector, there are many such branches of the Scholastia, one of the smallest and most reclusive of are the Templars Calix, whose isolated temple-monastery is based in the polar wastelands of Scintilla. While several branches of the Scholastia focus on preparing sanctioned battlefield psykers for use alongside the armies of the Imperium in the battlefield, or their function as specialist advisors to military commanders, the Psykana Temple Calix focuses instead on martial skill, honing the mind and body together to create deadly superhuman warriors who can vanquish their foes in a blaze of power and with the screaming edge of a force blade.

Some say the traditions of the Templars Calix came from one of Angevin's closest advisors who was a scion of a militant branch of the Scholastia originating in a distant part of the Segmentum Solar. Others claim it was Drusus who founded the temple to provide him with specialist bodyguards after his near death on Maccabeus Quintus. No matter what their origin, the mystic training of the Templars Calix today focus on the use of their member's psychic ability in conjunction with deadly methods of close-quarter fighting. Personal loyalty to the Golden Throne, psyker-mysticism, self-discipline and the fighting arts, both armed and unarmed, are drilled into the Psykana Templars. Their skills encompass brutally simple methods of killing an opponent and more elaborate manoeuvres commonly attributed only to assassins, as well as defensive techniques and practiced agility. The use of all manner of exotic weapons is also taught but the central focus of a Templar's training is the use of force weaponry, the psychoactive properties of which make these weapons extensions of the wielder's own power. In the hands of a Templar Calix, such a weapon becomes a channel for the destructive forces both of this world and beyond. Usually clothed in plain midnight-blue robes or the dark storm coats of the Adeptus Terra, when overt in displaying who and what they are, the Psykana Templars Calix wear close fitting cowed mantles of black samite and cover their visages with masks of tarnished silver to show blank and emotionless faces to the world.

The Psykana Templars Calix are few, even in comparison to other Orders of Sanctioned Psykers, and are in constant demand throughout the sector and beyond. Military

commanders and high ranking adepts prize the presence of a Psykana Templar as a bodyguard above nearly all others. On rare occasions small units of Templars have been deployed as part of a full scale conflict, but such actions have not been seen for centuries. Of course, the psychic and martial skills of a Psykana Templar are of great use to the Inquisition, both as Acolyte agents and as highly effective executioners. No less than Lord Inquisitor Caidin himself, the Grand Master of the Ordos Calixis, is guarded and aided by a Psykana Templar Calix, known simply as Shade, a powerful telekine and swordsman of unearthly skill who is one of his most trusted servants.

Becoming a Templar Calix of the Scholastia Psykana

To become a Templar Calix you must achieve acceptance by the masters of the Psykana Temple Calix. These masters look primarily for a controlled and stable personality and psychic potential rather than martial skill (which they are supremely confident their training can impart). Joining the temple and going through training should occasion a period of several months "downtime" for the character between adventures. During this time they must help construct or obtain a force weapon of their own (see page 187 and 245), which may result in a small scenario for the Player Character at the GMs discretion.

It is likely that, as you spend experience on this Alternative Career, your character will advance several Ranks in the Savant Militant path. You can use the following titles for your Templar Calix character within the Order at those Ranks, instead of the standard ones listed for the Psyker Career.

Rank	Name	XP
4	Templar Tertius	2,000–2,999
5	Templar Secundus	3,000–5,999
6	Templar Primus	6,000–7,999
7	Templar Ordinator	8,000–9,999
8	Master Templar Calix	10,000–14,999

Required Career: Imperial Psyker.

Alternate Rank: 4: Savant Militant or higher (2,000 xp).

Other Requirements: You must have no more than 10 Insanity Points and 10 Corruption Points.

Martial Prowess

Owing to the Temple's focus on martial skill above intellectualism, at the point of becoming a Templar Calix, the psyker changes their characteristic advance scheme as follows:

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Intelligence	500	750	1000	2500

Any Advances purchased for these Characteristics prior to taking the Alternative Career still count towards the Characteristic's development. For example, a psyker who has already bought a Simple Weapon Skill Advance has only three further Advances possible for this Characteristic.

Advance	Cost	Type	Prerequisites
Acrobatics	100	S	—
Acrobatics +10	100	S	Acrobatics
Dodge +10	100	S	Dodge
Meditation	100	T	—
Psyniscience +10	100	S	Psyniscience
Secret Tongue (Temple Calix)	100	S	—
Secret Tongue (Temple Calix) +10	100	S	Secret Tongue (Temple Calix)
Secret Tongue (Temple Calix) +20	100	S	Secret Tongue (Temple Calix) +10
Ambidextrous	100	T	Ag 30
Armour of Contempt	100	T	WP 40
Blademaster	100	T	WS 35, Melee Weapon Training (any)
Blind Fighting	100	T	Per 30
Catfall	100	T	Ag 30
Corpus Conversion	100	T	Psy Rating 2
Deflect Shot	100	T	Ag 50
Disarm	100	T	Ag 30
Crippling Strike	100	T	WS 50
Crushing Blow	100	T	S 40
Hard Target	100	T	Ag 40
Melee Weapon Training (Chain)	100	T	—
Melee Weapon Training (Power)	100	T	—
Minor Psychic Power	100	T	—
Minor Psychic Power	100	T	—
Precise Blow	100	T	WS 30, Sure Strike
Resistance (Fear)	100	T	—
Sound Constitution	100	T	—
Street Fighting	100	T	—
Sure Strike	100	T	WS 30
Two-Weapon Wielder (Melee)	100	T	WS 35
Acrobatics +20	200	S	Acrobatics +10
Dodge +20	200	S	Dodge +10
Combat Master	200	T	WS 30
Counter Attack	200	T	WS 40
Discipline Focus	200	T	Psy Rating 3
Dual Strike	200	T	Ag 40, Two-Weapon Wielder (Melee)
Jaded	200	T	—
Lightning Reflexes	200	T	—
Sound Constitution	200	T	—
Swift Attack	200	T	WS 35
Psy Rating 3	200	T	Psy Rating 2
Psychic Power	200	T	—
Psychic Power	200	T	—
Forbidden Lore (Psykers) +10	300	S	Forbidden Lore (Psykers)
Assassin Strike	300	T	Ag 40, Acrobatics
Lightning Attack	300	T	Swift Attack
Peer (Noble)	300	T	—
Psy Rating 4	300	T	Psy Rating 3
Sound Constitution	300	T	—
Step Aside	300	T	Ag 40, Dodge
Wall of Steel	300	T	Ag 35

TYRANTINE SHADOW AGENT

"Lest the truth devour all."

— Memento Mori on the Tomb of Inquisitor Cassilda Cognos.

The Inquisition, some say, is an empire of secrets. To outsiders, this is certainly the case, for in stern judgement and shrouded in mystery the Holy Ordos sit above them like wrathful gods, little understood and rightly feared. But what is not so widely known by outsiders is that there are many secrets the Inquisition keeps from its own, either because it is expedient to do so, or because they are simply too dangerous even for some members of the Ordos to know. These secrets are often held through invisible webs of patronage, fealty and alliance, but sometimes manifest themselves through shadow empires: whole organisations hidden under the wider umbrella of the Holy Ordos whose nature and concerns remain mysterious even to other Inquisitors and Acolytes. Within the Calixis Sector one such group is the Tyrantine Cabal.

Inside the Calixian Conclave, there is no greater divider than the Hereticus Tenebrae, the Tyrant Star. The supreme danger of the Star is not known to all even within the Inquisition's own ranks. Within the Calixian conclave, even those who do know something rarely have anything but a piece of the puzzle. In no small part, the Tyrantine Cabal is responsible for maintaining this ignorance, just as much as it is investigating what the Hereticus Tenebrae represents and how to combat it.

As the years have progressed, this web of secrecy and control has taken on a life almost of its own, and methods and agencies have sprung up to support it and its master's goals. One such powerful agency is the Tenebrae Collegium—a shadow empire all of its own founded by the genius of the renowned Inquisitor Cassilda Cognos. The Collegium takes the most promising and suitable of Acolytes and transforms them into subtle and lethal instruments of deception, whose true allegiances can remain secret even from the Inquisitors they serve. These Acolytes are perfectly suited to keeping the Tyrantine Cabal's purposes hidden and enacting its will without remorse or apprehension. The existence of the Collegium and its so-called "shadow agents" is a matter officially denied by the Cabal and the source of much

secret debate and suspicion within the Conclave Calixis as a whole. How far does its reach stretch? How many agents does it have? And what darkness might go undiscovered lurking at the heart of such a strange and hidden power? Few know, but many outside the Cabal have grave misgivings, and some even have fashioned secret networks of their own in response.

The Shadow Agents

It is said Cassilda Cognos once quipped in a rare moment of levity that the Collegium "took outstanding dissemblers and accomplished liars and then began their work". Certainly, the results of the Collegium's conditioning do produce agents more than capable of moving through the Imperium in a carefully woven fog of falsity and misdirection. Using tiny gestures, key words and cadences, two agents can communicate vital information in the presence of others who remain none the wiser. Furthermore, using psychic and mental conditioning, a graduate of the Collegium can close his mind to all but the most destructive psychic probing, concealing his deepest secrets around a labyrinth of half truths and falsity to confuse, making them not only extraordinarily proficient spies and agents, but near-impregnable living vaults for the secrets of the Cabal.

The ultimate purpose of these Tyrantine agents is to firstly hold the Cabal above all other masters, to pursue knowledge of the Tyrant Star and to keep that knowledge safe from all outside the Cabal's jealous circle. In most cases, these goals coincide with the agent's duties as Acolytes of the Ordos Calixis. However, where their true loyalties have come into conflict with the Adepts or even immediate superiors outside of the Cabal, this has led to cold and brutal conflict with those the agent would ordinarily call their lords, comrades, or even friends. So far, the Cabal has managed to keep all such "difficulties" from wider knowledge. The time may come, though, when the fate of all is at stake and they will have to act no matter what the cost. Perhaps a civil war will erupt within the Ordos Calixis as a result. This is a nightmare, however, that this secret empire, this order within an order, must bear, for their own fearful secrets are as nothing to the dangers of the Hereticus Tenebrae, and some must be sacrificed lest its truth devour us all.

Born of Prophecy and Shadow: The Tenebrae Collegium

The birth of this shadowy brotherhood is rumoured to have occurred several decades ago when Lord Inquisitor Caidin granted leave to (the then) Inquisitor Zerbe to form a special conclave within the Calixian Conclave following new understandings of the revelations of the Propheticum Hereticus Tenebrae. The formation of such an organisation was deeply unpopular amongst many in the broader Calixian Conclave who saw Zerbe raising his own base of power in the Bastion Serpentis, and feared that the inner circle of the Cabal might begin to subvert the Ordos Calixis to one man's blind obsession. Zerbe, however, had trusted the full import of the prophecy to only his closest and most trusted peers, among them the ferociously intelligent and well-respected Inquisitor Cassilda Cognos. It was her voice that swayed Lord Inquisitor Caidin to their cause. It was also she who conceived the plan to form the Tenebrae Collegium, reasoning that while the effort of all the Ordos was needed to unravel the Tyrant Star's mystery, the Cabal's inner circle would need to find their own core of allies and servants—even amongst the vassals of their obstinate comrades if needs be—to carry out their work and ward off utter disaster. So was born the Tenebrae Collegium, a brotherhood of higher purpose, and into it Cognos poured all her skill and brilliance, although she was herself only to survive just long enough to see the first wave of agents "graduate". The Tenebrae Collegium endures as memorial both lasting and terrible to her vision.

Becoming a Tyrantine Shadow Agent

Taking this Alternate Career Path is not just a matter of passing the xp requirements, it means that you have been singled-out by the Tyrantine Cabal. You must secure your GMs approval before taking this Alternate Rank, since advancing into this Career makes you a conspirator and subject to the Tyrantine Cabal's secret orders and goals. So take care to hide your allegiance from others or face the consequences!

Required Career: Any except for Adeptus Sororitas or Tech-Priest.

Alternate Rank: 5 or higher (3,000 xp).

LABYRINTH CONDITIONING (TALENT)

Your mind is a carefully constructed maze of shut-outs and thought-dams designed to thwart the attempts of others who would learn what you wish to keep secret. You gain a +10 bonus on Deceive Tests when being questioned and to resist anyone using the Intimidate skill on you. You also have a +10 bonus to Willpower to resist Interrogation and mind reading effects such as Mind Scan. In the case of a Psychic Power effect, this bonus can be combined with bonuses to resist Psychic Powers from other Talents.

Advance	Cost	Type	Prerequisites
Ciphers (Tenebrae Collegium)	100	S	—
Ciphers (Tenebrae Collegium) +10	100	S	Ciphers (Tenebrae Collegium)
Ciphers (Tenebrae Collegium) +20	100	S	Ciphers (Tenebrae Collegium) +10
Deceive	100	S	—
Deceive +10	100	S	Deceive
Disguise	100	S	—
Disguise +10	100	S	Disguise
Inquiry	100	S	—
Scholastic Lore (Legend)	100	S	—
Secret Tongue (Tenebrae Collegium)	100	S	—
Secret Tongue (Tenebrae Collegium) +10	100	S	Secret Tongue (Tenebrae Collegium)
Secret Tongue (Tenebrae Collegium) +20	100	S	Secret Tongue (Tenebrae Collegium) +10
Labyrinth Conditioning (see sidebar)	100	T	Int 30
Mimic	100	T	—
Resistance (Psychic Powers)	100	T	—
Unremarkable	100	T	—
Deceive +20	200	S	Deceive +10
Disguise +20	200	S	Disguise +10
Forbidden Lore (Cults)	200	S	—
Forbidden Lore (Cults) +10	200	S	Forbidden Lore (Cults)
Forbidden Lore (the Inquisition)	200	S	—
Forbidden Lore (the Inquisition) +10	200	S	Forbidden Lore (the Inquisition)
Inquiry +10	200	S	Inquiry
Inquiry +20	200	S	Inquiry +10
Scholastic Lore (Legend) +10	200	S	Scholastic Lore (Legend)
Strong Minded	200	T	WP 30, Resistance (Psychic)
Mental Fortress	300	T	WP 50, Strong Minded

WARDEN OF THE DIVISIO IMMORALIS

"Sleep well tonight. Dream the sweetest of dreams and remember their careless touch. For it will be the last peaceful sleep you will ever have."

— Address to newly inducted Wardens by Senior Arbiter Kae Drusil.

Something festers in the fabric of the Calixis Sector, something that eats away at its foundations, deceives its people and gnaws at its sanctity. While some in high authority scorn such melodramatic conclusions, there are others who have the foresight and the will to confront this parasite of heresy and rip it out of the body of the population. This is a disease of deviant faith, a worship of false gods, corrupt ideologies and moral bankruptcy. It is spawning an epidemic of deluded citizens in its wake. It is these citizens who are the malignant flesh of this disease and it is this flesh that must be cut out. Such is the thesis of Senior Arbiter Kae Drusil. It was to combat this groundswell of recidivists, cultists and degenerates that under the authority of the Lord Sector himself, the Divisio Immoralis was founded. To some, Drusil's force is just another brutal tool of oppression built to placate the paranoia of Governor Hax and his inner circle, but to Drusil and those who follow her, they see themselves as nothing less than guardians of civilisation and order in the sector—although in practical terms the force is limited largely to Hive Sibellus itself.

THE WORK OF DIVISO IMMORIALIS

With authorisation to pursue their investigations throughout the sector, the wardens operate alone or in pairs beyond Hive Sibellus, and pursue their own leads, sifted data and lines of enquiry. Such autonomy is the cause for some contention within the Adeptus Arbites, but it is not due to laxness on Drusil's part—as she has explained repeatedly and at length to her contemporaries—but because with so few wardens and a sector to guard, she cannot be everywhere and sign every carta personally. Likewise, their roving and ill-defined remit and poor reputation is the cause of a frequent lack of cooperation by local enforcers and even other members of the Adeptus Arbites. They are often made painfully aware of the limits of their authority. This friction can manifest in ways ranging from a simple denial of resources or by hamstringing the wardens with red tape, to the unfortunate disappearance of several wardens looking into the affairs of the Sollex Tech sect. Though they may not be well-respected, they have been proved right on several occasions; certainly their presence has prevented several atrocities and revolts from occurring in the past.



Advance	Cost	Type	Prerequisites
Awareness	100	S	—
Common Lore (Adeptus Arbites) +10	100	S	Common Lore (Adeptus Arbites)
Drive (Ground Vehicle)	100	S	—
Drive (Hover Vehicle)	100	S	—
Forbidden Lore (Cults)	100	S	—
Inquiry +10	100	S	Inquiry
Scrutiny	100	S	—
Armour of Contempt	100	T	WP 40
Basic Weapon Training (SP)	100	T	—
Decadence	100	T	T 30
Melee Weapon Training (Primitive)	100	T	—
Peer (The Insane)	100	T	Fel 30
Pistol Training (SP)	100	T	—
Sound Constitution	100	T	—
Resistance (Fear)	100	T	-
Forbidden Lore (Cults) +10	200	S	Forbidden Lore (Cults)
Forbidden Lore (Heresy)	200	S	—
Scholastic Lore (Occult)	200	S	—
Flagellant	200	T	—

The Diviso is the child of Drusil's vision and obsession, and the task force of Adeptus Arbites all look to the grey-haired veteran as their mentor and leader. Drusil believes with total conviction that the rise in cult activity and the numbers of those turning against the Creed and law in recent years is no accident; somewhere behind the scenes a dread purpose pulls the strings to propel the sector towards some terrible dark future. Authorised and smiled on by the Lord Marshal it might be, but the Divisio has its opponents, and they are powerful.

Some Arbites within the sector see it as a needless eccentricity at best and a product of the burnt out veteran's paranoia at worst. A few see it as a deliberate overstepping of concerns that rightfully are the sole province of Ordo Hereticus and the Ministorum—just one more avenue by which Hax hopes to consolidate his power. As a result, many shield their most capable and talented officers from transfer to the task force and Drusil must make do with what she can get: eccentrics, burn-outs and the occasional promising novice. The Inquisition for their part have indulged the Diviso's existence at least for now.

That the Divisio Immoralis is comparably small and its senior is held in barely veiled contempt by the Adeptus Arbites across the sector does not detract from their remit or their fierce dedication to their appointed task. In the absence of the best-trained staff, Drusil has selected those who share her obsession. Though they may not be the toughest or most promising arbitrators, most of her “wardens” fully believe in their commander and are incredibly dedicated to the task that has fallen to them. Many have also come to believe some great and overarching moral threat seeks to

envelop the sector, and they have dedicated their efforts to combating the rot they see festering at the heart of Hive Sibellus in particular. They are undoubtedly dedicated, but few are prepared for the things they must encounter, lacking the esoteric learning or defences the Inquisition enjoys.

In an echo of their mistress, many wardens are strained and brittle men and women. Hard-drinking is a common, if hidden, vice in the Divisio. Trauma-fatigue and psychological burn-outs are not uncommon in those called to serve in this specialised taskforce.

Becoming a Warden of the Divisio Immoralis

Deciding to become a Warden of the Divisio at character creation may form an excellent explanation for your induction into the Inquisition. Somewhat equipped with specialised knowledge and a concern with subtle and subversive activity, wardens make excellent Acolytes for Inquisitors of all stripes, even if they have to be “disabused” of a few of the fallacies the Divisio believes true first. If you opt to join the Divisio later in your Career, it is undoubtedly with the consent of your Inquisitor who values having a servant embedded in the Divisio to see all that passes through the taskforce's cramped offices on Scintilla.

Upon becoming a Warden of the Divisio Immoralis, you gain 1d5 Insanity points.

Required Career: Arbitrator.

Alternate Rank: Rank 1 or higher (0 xp).

You may take this Alternate Rank during character creation. This does not affect your starting Skills and Talents. It only changes where you can invest your starting xp.

CONFESSOR

"There are many who have transgressions against the God-Emperor they need to confess. This simple act of admitting ones own heresy is the first step towards redemption. It is the duty of my Confessors to hear the sins of those in greatest need... the unwilling."

—Arch-Cardinal Ignato

With the ever present threat of heresy hiding in the souls of the weak-willed, the Ecclesiarchy can take no chances that an apostate is able to fool those who seek to bring their transgressions to light. Arch-Cardinal Ignato has established many training shrines in the Calixis sector to his prepare clergy for service as confessors. It is from these holy sites and institutions that many of the most talented interrogators hail.

Confessors are hardened servants of the Ecclesiarchy who know how to get the information they want in a timely fashion. Many Inquisitors will recruit a Calixian Confessor to serve in an Acolyte Cell. Such is their zeal for the discovery of heretical influence that a few Confessors who survive their tasks with any semblance of sanity became Inquisitors in their own right.

Confessors are filled with the power and fury of faith. There are legends of Confessors in the shrine worlds of the Calixis sector who have turned back armies with a word or incited entire cities to rebel against an apostate dictator. These individuals can be found on almost every world, commanding loyal servants of the God-Emperor to seek out foul heretics and purge them.

Imperial Guard and PDF Commanders often retain a confessor among their advisors, bringing their rhetoric and oratory to the soldiers on the eve of battle. Occasionally Cardinals will dispatch groups of fiery Confessors to lead Frateris Militia on wars of faith against the opponents of the Imperium of Man.

Every Confessor has his own unique brand of oratory and interrogation. The two are not vastly dissimilar practices in the mind of a Confessor. While many use speeches honed and practiced to perfection, others might call out to the crowd for responses to questions, correcting and praising them. In the confession chamber these men would ask questions of the shriven, demanding that they incriminate themselves to gain absolution. Others whisper the correct words in the ears of commanders so that they might deliver their own sermons and in the Confession chamber a whisper in the ear and a hot brand can be very persuasive, guiding the pliant subject to a clear conscious.

VENERIS QUARRY UPRISING

The world of Veneris is well known for its massive statues of the Emperor and Imperial saints so large they dwarf nearby mountains. These colossi must be maintained with constant repairs to fend off the elements. The quarry, therefore, near the planet's southern pole is one of the most important locations on the planet.

When the quarry was infected with recidivists who believed their toil too great, the mining of stone halted and demands were sent to the local Ecclesiarchal authorities. Confessor Von Schteil rallied a force of unknowable size from the pilgrims come to Veneris to weep. He whipped his Fraeteris Militia into a frenzy with sermons on the heresy of sloth and fuelled the hatred for those who would allow the monuments to die rather than perform their sacred duty.

Over the course of three bloody days the Fraeteris Militia killed nearly half of the workers. Confessor Von Schteil accepted the confession of the leaders and they were put to death in front of an ocean of praying pilgrims.



BECOMING A CONFESSOR

The majority of Confessors operating in the Calixis sector are trained at one of the Adeptus Ministorum special shrines. The process is not dissimilar to the training of an Arbitrator or a Cleric, in that the Confessor is drilled with the Imperial Creed and the price of straying from it. Along with physical training, the Confessors ply their new found trade upon each other in an attempt to cleanse the weakness and sin from the group. Some keep the scars of this experience for life as a reminder of the pain they must deliver to others as an opportunity to be pure and whole. While many clergy are selected to join the ranks of the Confessors directly from the Schola Progenium or other Ecclesiarchal recruiting grounds, there are many more who attend the training facilities at the behest of Judges or Inquisitors. Those who are not educated at one of the approved Adeptus Ministorum sacred places are trained in private by experienced Confessors, often for a specific duty.

Required Career: Arbitrator or Cleric

Alternate Rank: 1 or higher (0 xp)

Starting Skills: A character who replaces Rank 1 with Confessor also replaces his starting skills. A Confessor begins play with:

Speak Language (Low Gothic) (Int), Common Lore (Imperial Creed) (Int), Interrogation (WP), Literacy (Int).

Starting Equipment: A character who replaces Rank 1 with Confessor also replaces all starting equipment with a Stub Revolver and 6 bullets, Excruciator Kit, Aquila Necklace, a Charm (Skull), 4 Candles, a backpack and Shield Robes (see page 120).

Income: The Characters income becomes Supine Class.

CONFESSOR ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	S	—
Chem-Use	100	S	—
Interrogation	100	S	—
Intimidate	100	S	—
Lip Reading	100	S	—
Medicae	100	S	—
Scrutiny	100	S	—
Sound Constitution	100	T	—
Disturbing Voice	200	T	—
Pure Faith	200	T	—
Air of Authority	300	T	—
Faith Talent [†]	300 ^{††}	T	Pure Faith

[†]Faith talents may be taken up to two times and then one additional time per rank above 1. For instance a Rank 4 Cleric may have purchased up to 5 Faith Talents in total during his career.

^{††}Confessors pay only 200 xp for Emperor's Sign Faith Talents.



FRATERIS MILITIA

"My militia of faithful, you may not be clad in the blessed flak armour of the Imperial Guard. You may not bring the Emperor's wrath through the barrel of the righteous Lasgun. What you lack in the Imperium's most blessed weapons of war you replace with fervour and faith. No army forged can stand before the might of the Emperor's judgement wrought by our hands."

—Abbot Von Schteil at the Veneris quarry uprising

Since the dark days of Sebastian Thor's great reformation, the Ministorum has been prevented, by the dictates of the Decree Passive, from maintaining forces that consist of "men at arms." Although this statute put an end to the vast standing armies of the ancient Ecclesiarchy, the archaic wording of the decree has been subjected to many abuses over the centuries, and only a fool would assume that the Ecclesiarchy lacks military power.

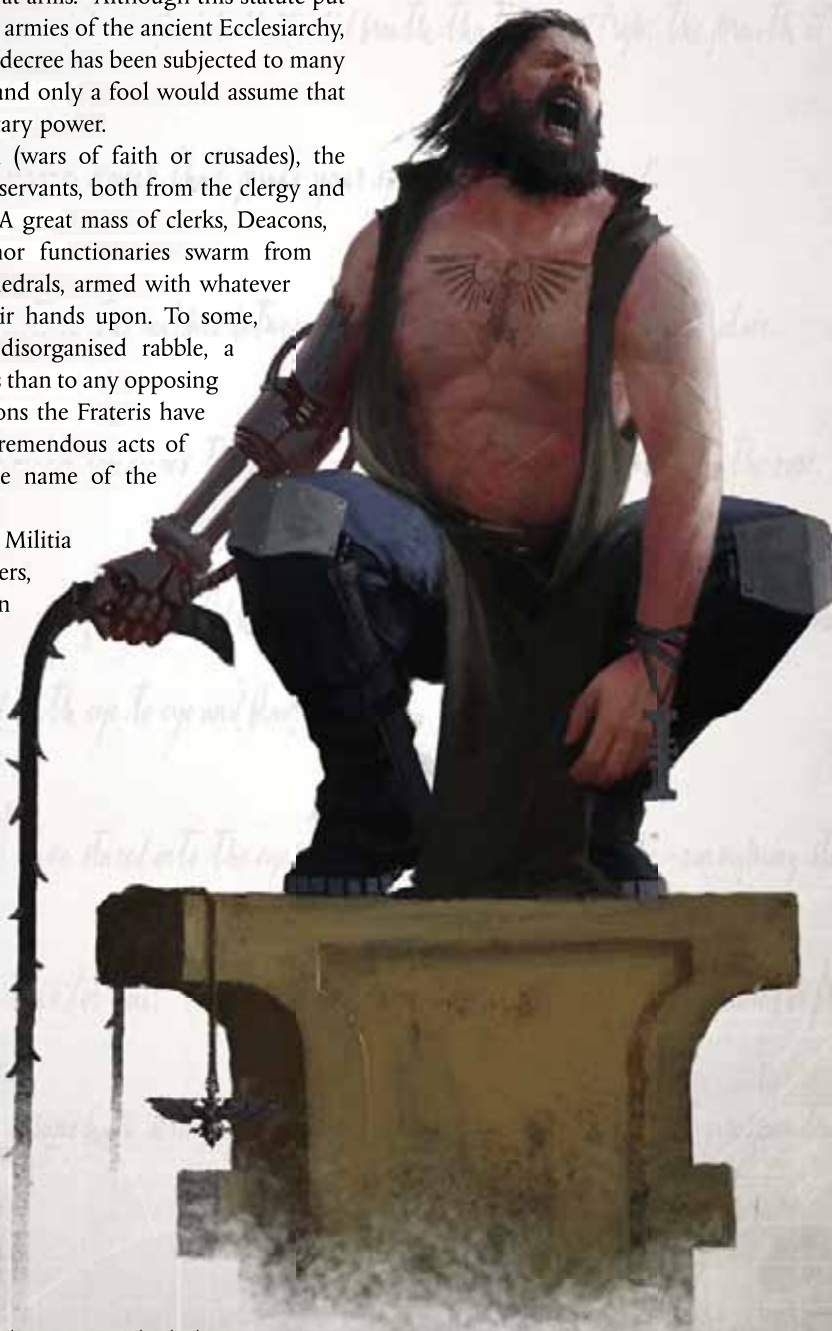
In times of great need (wars of faith or crusades), the Ecclesiarchy arms its male servants, both from the clergy and the mass of lay followers. A great mass of clerks, Deacons, Pardoners and other minor functionaries swarm from the great temples and cathedrals, armed with whatever weapons they can lay their hands upon. To some, they are nothing but a disorganised rabble, a greater threat to themselves than to any opposing force, but on many occasions the Frateris have been known to perform tremendous acts of courage and valour in the name of the Emperor.

Members of the Frateris Militia are not professional soldiers, and receive no training in their role. However, their faith is strong, and they often go on to perform great and terrible deeds in the name of the Master of Mankind.

One of the many legends of St. Drusus involves a close friend and confidant, Abbot Rempsi. As a young man Rempsi had been drafted into the Frateris Militia and joined the crusade to retake the Calixis sector. He was a fiery orator whose rage was barely contained even when not surrounded by the bloodshed of combat. The survival rate of the Frateris Militia during the Angevin Crusade was low by any standards but Rempsi manage to survive a

dozen conflicts before he met Drusus.

While in warp transit the vessel carrying both the Imperial Guard and the Frateris Militia was assailed by daemons blinded with rage and intent on severing the heads of the crew. Locked in a bulkhead with several dozen Frateris Militia, Drusus battled alongside Rempsi, holding the choke point leading to the Navigator's chambers. Eventually overrun, dozens of daemons rushed through the corridors. The young Rempsi bellowed with rage and his militia followed him headlong towards the enemy and then abruptly stopped. Peaceful calm washed over them as they began to recite litany. The daemons were repelled, unable to come within striking distance of the Frateris Militia and Drusus new that he had witnessed a miracle. Abbot Rempsi was forever changed and Drusus travelled with him for years until the Abbot eventually died in battle.



BECOMING AN FRATERIS MILITIA

Those who serve the Ecclesiarchy are often drafted into the Frateris Militia to serve in times of need. While not formally trained or given a wage as members of a proper military would be, they are excused from other official duties during their service. Anyone with strong loyalty to the Ecclesiarchy could have served in a Frateris Militia and an Inquisitor or Cardinal values those who bring experience at arms to an Acolyte Cell in the field.

Required Career: Adept, Cleric or Scum only.

Restrictions: This Alternate Career Rank is only open to male characters.

Alternate Rank: 1 or higher (0 xp).

Starting Equipment: A character who replaces Rank 1 with Frateris Militia also replaces all starting equipment with a Las Carbine or Hunting Rifle and 2 reloads, Aquila Necklace, a Charm, a Knife, a backpack and a Flak Vest.

FRATERIS MILITIA ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	S	—
Common Lore (Ecclesiarchy)	100	S	—
Common Lore (Imperial Creed)	100	S	—
Common Lore (Imperium)	100	S	—
Common Lore (War)	100	S	—
Dodge	100	S	—
Swim	100	S	—
Basic Weapon Training (Primitive)	100	T	—
Basic Weapon Training (SP)	100	T	—
Melee Weapon Training (Primitive)	100	T	—
Pistol Training (Primitive)	100	T	—
Pistol Training (SP)	100	T	—
Sound Constitution [†]	100	T	—
Frenzy	200	T	—
Insanely Faithful	200	T	—

[†]This talent may taken up to two times.

THE CALIXIAN FRATERIS MILITIA

While reviled as a useless and disorganised pitchfork-wielding mob by professional military strategists, the Frateris Militia have proven their worth time and time again in low-level conflicts throughout the Calixis Sector. Veterans of the Frateris Militia often identify strongly with on another as brothers, just as any other military unit. On many shrine worlds organizations of ex-militia can grow very powerful as the tight knit nature of the group assures mutual support.

In 799.M41 a million strong mob of Frateris Militia on Maccabeus Quintus, whipped into a frenzy by the exhortations of the Grand Hierophant and his entourage of Black Priests, conducted a brilliantly successful prosecution of a deadly False Prophet of the Pilgrims of Hayte, with only a few thousand innocent victims.

707. M41 saw the Frateris Militia literally crush an uprising by disgruntled marble miners on Veneris by toppling a two kilometre high Macrostatue of St. Bervus onto the assembled rioters.

While strategy isn't usually associated with the militia, in 681. M41 Deacon Ollenburger and his rabble group carved a defensible position by crashing the remnants of their badly damaged Jericho class transport. Their force of around 3000 Frateris Militia armed with nothing more than handguns and improvised weapons beat off an attack from over ten thousand hardened slavers on the frontier world of Faldon Kise.

It is true that the Frateris Militia are by no means professional soldiers on many worlds they are in effect the dominant military power, and high ranking clerics repeatedly turn to them to prop up their theocratic regimes. The Inquisition has a mixed view of the Frateris Militia. On the one hand individual Inquisitors are often inspired by the insane acts of courage and faith exhibited by poorly trained and led congregants, frequently recruiting Acolytes from the ranks of the survivors of heroically doomed wars of faith. Yet on the other hand the Inquisition as a whole—and in particular the Ordo Hereticus—is mindful of the historical precedent of the Age of Apostasy, where the military forces of the Ministorum grew too powerful.

REDEMPTIONIST

"There are none above redemption at the end of a Chainsword. Should I fall, it is because it is my sublime reward to have been chosen for absolution by the God-Emperor."

—Redeemer Cosler

The Imperial Creed is not a forgiving doctrine of faith. Those who observe it in the strictest possible way know that redemption is only found in death. Many seek their own redemption on the battlefield for the sins they have committed against the God-Emperor. The Redemptionist seeks to bring redemption to others. Many Redemptionists find one sin particularly offensive and seek any opportunity to bring final salvation to Xenos, Heretics or those who traffic with Daemons.

Redemptionists will often congregate in cults whose focus of hatred is similar. A few Cardinals see these cults as breeding grounds for assassins of the faith. They will provide the cults with resources as well as targets. Confessors or other clergy will often accompany them to document and bear witness to the faithful cleansing. Those Redemptionists who prove themselves competent or especially devoted are often recruited into the service of a Cardinal or into an Acolyte Cell.

Large groups of Redemptionists are known to pose a serious threat to stable populations. The task at hand is never truly done in their eyes, if all of the Xenos are purged then all those who aided them must be purged. All those who failed to fight the Xenos must then be purged, then all those who might fail in the future and so on until everyone is persecuted for the failure to prevent such heretical acts. Planetary governments must often act quickly before the frenzied need to put the blasphemous to the pyre spreads. Clever leaders will find new targets or crusades for the Redemptionist cults. More drastic means may also be utilized including condemning the cult as heretics themselves.

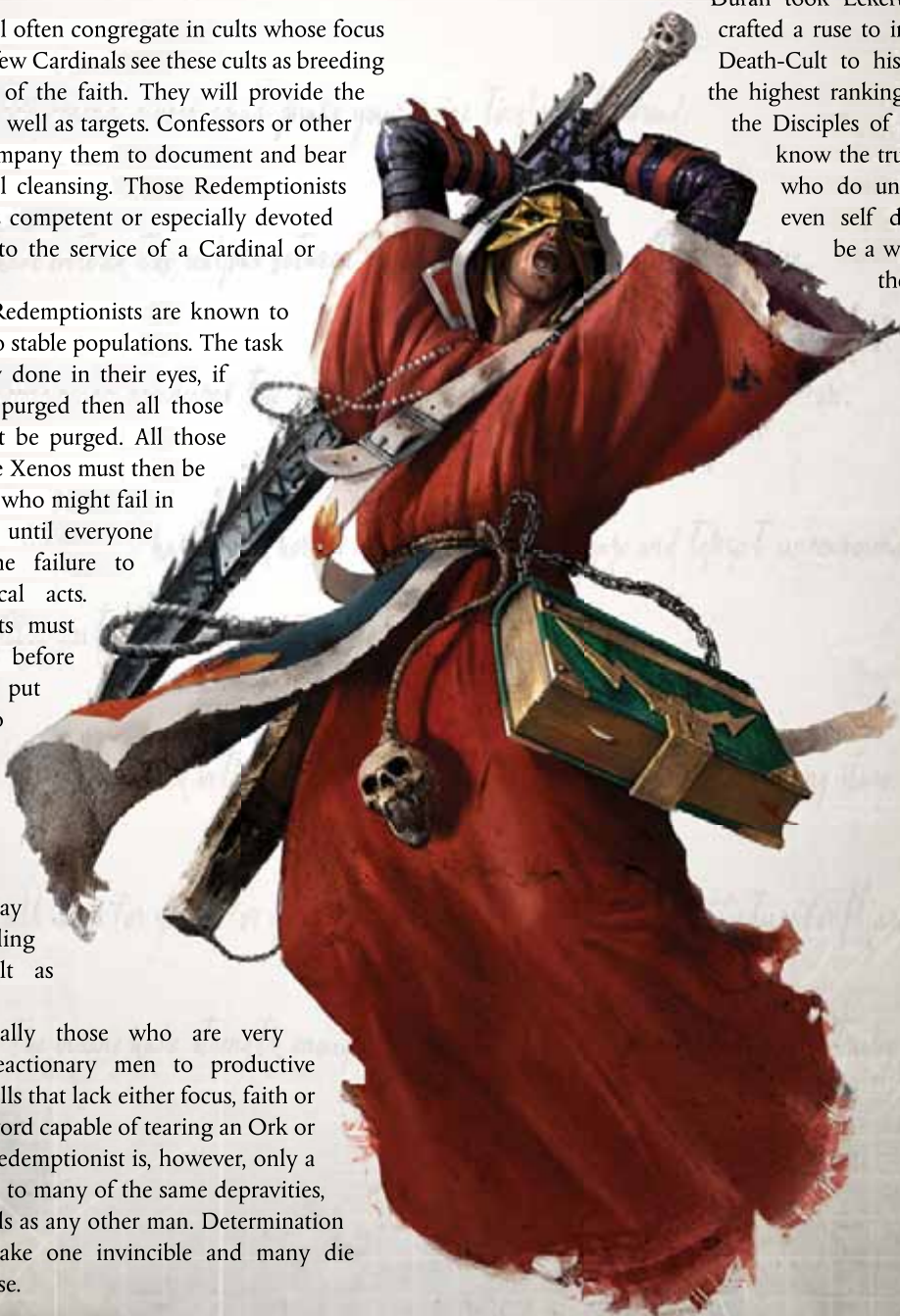
Inquisitors, especially those who are very zealous, put such reactionary men to productive purposes in Acolyte cells that lack either focus, faith or simply a large chainsword capable of tearing an Ork or Heretic in half. The Redemptionist is, however, only a man and is susceptible to many of the same depravities, confusions and wounds as any other man. Determination and Faith do not make one invincible and many die willingly for their cause.

THE DISCIPLES OF DURAN ECKERT

The Drusus Shrine World (also known as Sentinel) is home to a sect of Redemptionists born from the works and service of an Acolyte cell. The legend tells that Duran Eckert was an assassin of considerable skill in service of the Inquisition. He grew weary of the endless killing required of him, performing his duties without passion and risking corruption as a result. In time he was nearly killed in the line of duty and received a vision of St. Drusus leading armies in the name of the God-Emperor. His new found faith gave purpose to his slaughter and other assassins fell to his Redemptionist creed.

The truth behind the legend is, however, very different. Duran Eckert was in fact two people. Duran, a faithful cleric, served alongside Eckert for many years, and they learned to trust each other. When Eckert became corrupted by the warp, Duran had little choice but to end his heresy while on assignment. Desperately needing to complete their mission,

Duran took Eckert's name and crafted a ruse to inspire a small Death-Cult to his cause. Only the highest ranking members of the Disciples of Duran Eckert know the truth, and those who do understand that even self deception can be a weapon against the enemies of mankind.



REDEMPTIONIST ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	S	—
Intimidate	100	S	—
Basic Weapon Training (Primitive)	100	T	—
Basic Weapon Training (Flame)	100	T	—
Melee Weapon Training (Chain)	100	T	—
Melee Weapon Training (Primitive)	100	T	—
Thrown Weapon Training	100	T	—
Frenzy	100	T	—
Hatred (Any, Pick One)	100	T	—
Sound Constitution [†]	100	T	—
Dodge	200	S	—
Scrutiny	200	S	—
Pure Faith	200	S	—
Chain Weapon Expert	300	T	Melee Weapon Training (Chain)
Flame Weapon Expert	300	T	Basic Weapon Training (Flame)
Faith Talent ^{††}	300 ^{†††}	T	Pure Faith

[†]This talent may be taken up to two times.

^{††}Faith talents may be taken up to two times and then one additional time per rank above 1. For instance a Rank 4 Cleric may have purchased up to 5 Faith Talents in total during his career.

^{†††}Redemptionists pay only 200 xp for Emperor's Wrath Faith Talents.

BECOMING A REDEMPTIONIST

A strict adherence to the vengeful spirit of the Imperial Creed is the first step down the road of the Redemptionist. Faithful communities from all across the Imperium of Man produce Redemptionists and their cults. It is possible for these men and women to be a member of one of these cults (perhaps coming from a Redemptionist monastic community). It is equally likely that a Cardinal or Inquisitor had a Redeemer prepared from birth to serve in a specific capacity.

Required Career: Assassin or Cleric

Alternate Rank: 1 (0 xp)

Starting Talents: A character who replaces Rank 1 with Redemptionist also replaces Basic Weapon Training (Primitive) or Thrown Weapon Training with Melee Weapon Training (Chain) or Basic Weapon Training (Flame).

Starting Equipment: A character who replaces Rank 1 with Redemptionist also replaces all starting equipment with a Common Quality Chainsword or Common Quality Flamer, and Shield Robes (see page 120)

Income: The Character's income becomes Supine Class.

TALENT: CHAIN WEAPON EXPERT

Prerequisite: Melee Weapon Training (Chain)

The character knows that fear is for the enemy, fear and wrath. When wielding a Chain Weapon that has a chance of striking the user, like an Eviscerator, the user deftly turns the blade to its side after the swing and only takes damage equal to his unmodified Strength Bonus in Impact damage rather than the weapon's full damage when he hits himself. He reduces this damage as normal with armour and Toughness of the location.

TALENT: FLAME WEAPON EXPERT

Prerequisite: Basic Weapon Training (Flame)

When wielding a Flame Weapon, the character knows exactly when to release the trigger to avoid jamming the weapon or when to push its functions in the glorious name of the God-Emperor. A character with this talent may treat all Flame weapons as reliable.



ARCH EXORCIST

"I charge thee, foul spirit, whatever thy corrupt nature, along with all thy twisted minions now possessing this servant of the God-Emperor, by the mysteries of his holy ascension and enduring sacrifice in the sacred chains of the golden throne, that you tell me by some sign thy name, and the day and hour of thy departure. I compel thee, moreover, to obey me to the letter, I who am a humble servant of the God-Emperor. Depart, then, despised transgressor. Depart and burn forever in the outer darkness that awaits thee and thy benighted kin!"

—Extract from the Codex Exorcismis

The senior members of the Adeptus Ministorum are aware that there are unclean and unquiet spirits lurking in the warp, seeking to devour the souls of the faithful. The senior clergy fear the influence of these beings, and rightly so, for they are the antithesis of all for which the God-Emperor's church stands.

The Calixian Ministorum is not tasked with combating these entities: that is the role of the elite Daemonhunters of the Ordo Malleus. However, some within the Calixian Ministorum chafe at such political restrictions. A large proportion of those clerics who are aware of the existence and nature of Daemonkind yearn to take the fight to them, to dispel them and cast them out of the material realm and back to the myriad hells that spawned them. For these zealots, combating the Daemonic is a holy work that follows the example of the Emperor himself.

A few senior clergy of the Calixis sector, including Cardinal Ignato himself, maintain a small and secretive order of specialist clerics devoted to the expelling warp fiends from the material realm. This is a dangerous measure, for the Cardinal risks offending the powerful and secretive Ordos. He reasons, however, that in these dark days, command of a cadre of skilled and devout holy warriors sworn to destroy Daemons is a treasure beyond measurable price.

This gamble paid off during the events on the world of Redemption. Inquisitor Octus Enoch desperately fought to avoid invoking the Exterminatus in the face of a daemonic incursion. Unable to procure Ordo Malleus resources due to a warp storm, he petitioned the Ecclesiarchy to raise a Frateris Militia to combat the threat. Instead the local diocese sent three Arch Exorcists. To this day Inquisitor Enoch works closely with the Ecclesiarchy when pursuing daemonic threats and works to ensure that Arch Exorcists are available to members of the Ordo Malleus. Where the Daemonhunters assist the Ordo Hereticus, Ignato and other Cardinals with Arch Exorcists among their staff often lend their services to Inquisitors of the Ordo Malleus.

The Arch Exorcists use faith itself as a weapon to scour a Daemon. Their prayers and hymns madden and deafen

THE POWER OF THE GOD-EMPEROR COMPELS ALL THINGS. IT COMPELS THE STARS TO SHINE, THE BLOOD TO FLOW, AND THE FIRES TO BURN. THIS POWER IS LIMITLESS, FAR MORE SO THAN ANY FOUL WARP BEAST'S MASTER.

THE POWER OF THE GOD-EMPEROR COMPELS ALL THINGS AND TODAY IT COMPELS THEM TO LEAVE THIS PLANET, TO SUFFER UPON US NO LONGER. HE COMPELS THEM THROUGH ME TO DIE.

the servants of the archenemy, and their holy symbols and gestures blind them. They castigate and berate the possessed, driving the Daemon forth before them and freeing the victim—often with fatal consequences for both.

Such is the faith of these individuals that they are permitted to study the foul texts of the enemy in order to learn the wiles of the Daemon. However, unlike the radicals of the Ordo Malleus, they scorn using the methods of the archenemy against him. They know better than anyone that such methods are inherently corrupting, eventually turning the user into that which he fears most.



BECOMING AN ARCH EXORCIST

Clerics who have shown a particular aptitude for defeating Daemonic opponents will be gently nudged by their superiors in the direction of Cardinal Ignato's secret order of Arch Exorcists. Based in an obscure side chantry of the Cathedral of Illumination on Scintilla, the order poses as a harmless order of choristers, devoted to study and song. Here they peruse arcane and forbidden texts and memorise hundreds of holy exhortations crafted to smite the Daemon.

Required Career: Cleric

Alternate Rank: 7 or higher (8,000xp)



ARCH EXORCIST

Advance	Cost	Type	Prerequisites
Forbidden Lore (Daemonology)	100	S	—
Speak Language (High Gothic) +10	100	S	Speak Language (High Gothic)
Speak Language (High Gothic) +20	100	S	Speak Language (High Gothic) +10
Hatred (Daemons)	100	T	—
Command +20	200	S	—
Forbidden Lore (Daemonology) +10	200	S	Forbidden Lore (Daemonology)
Scholastic Lore (Occult) +10	200	S	Scholastic Lore (Occult)
Armour of Contempt	200	T	WP 40
Litany of Hate	200	T	Hatred
Orthoproxy	200	T	—
Pure Faith	200	T	—
Resistance (Fear)	200	T	—
Resistance (Psychic Powers)	200	T	—
Strong Minded	200	T	WP30, Resistance (Psychic Powers)
Forbidden Lore (Daemonology) +20	300	S	Forbidden Lore (Daemonology) +10
Scholastic Lore (Occult) +20	300	S	Scholastic Lore (Occult) +10
Faith Talent†	300††	T	Varies
Fearless	400	T	—

†Faith talents may be taken up to two times and then one additional time per rank above 1. For instance a Rank 4 Cleric may have purchased up to 5 Faith Talents in total during his career.

††Arch Exorcists pay only 200 xp for Emperor's Wrath Faith Talents.

It is with high hopes that I thank you for your continuing assistance in this matter. When Sister Measha first told me of your order of—shall I call them specialists? When she told me of them I was sceptical. My heir is no apostate and I could not believe that his maladies could be related to anything that your servants would concern themselves with.

Deacon Reege arrived this morning and already I have renewed faith. The pax is receding even now and my heir's future, and by extension the future of the entire city, has been secured. There are more prophecies even now. Perhaps that is what the disease's true purpose was, perhaps they wished to silence the truth that the God-Emperor gifted my family.

DRILL ABBOT

"No no no! By the Throne, boy, how many times? Depress the loading catch before removing the drum feed, not while removing the drum feed! You'll jam the weapon! (smack) Oh stop bawling, child. You're ten years old, you should have learned basic autogun procedures by now. Fifty press ups and fifty Pax Imperiums. And certainly there will be no dinner."

—Drill Abbot Kross Vorgt

Drill Abbots are decorated veterans of the Imperium's wars who tirelessly work at converting the orphans of martyred Imperial servants into driven and dedicated fanatics prepared for the trials of Imperial life.

The Imperium has many layers of government, but those who rise to the top tend to be the survivors of the Schola Progenium, a brutally effective institution which every year produces untold numbers of planetary governors, commissars, Adeptus Arbites, Navy officers, Storm Troopers and Inquisitors. Such prodigies require tutors capable of driving home hard lessons and able to instil discipline into the souls of the scared and lonely young.

The Drill Abbots are technically full preachers of the Ecclesiarchy, but are excused from a preacher's normal duties of ministering to the faithful in favour of a more specialised role in teaching the future leaders and special forces of the Imperium. This sacred duty is fulfilled through the focussed application of devotional teachings, exercise and weapons training. They stalk the hallways of the Schola, striking the fear of the Emperor into the hearts of youths who one day shall have the power of life and death over millions. Even the most ruthless Lord Inquisitor may still, centuries later, remember his time in the Schola Progenium with a mixture of fear and awe due to the work of these fearsome individuals.

Drill Abbots come from a wide variety of backgrounds, but most have served at least half their lives in one branch or another of the Imperial military. They have seen first hand the enemies of the Imperium, and are anxious to impress upon their young charges the absolute necessity of faith in the Emperor and skill at arms. They are charismatic and inspiring, caring in their own harsh way, and famed for their unbending stubbornness and strength of will. They seek to maintain their fighting edge throughout their lives, and remain fierce and skilled combatants and warriors.

Many Drill Abbots forge lifelong bonds of mutual respect with the Progena in their care, which can result in useful contacts years later with some of the most senior figures in the Sector. Indeed, it is not unknown for Inquisitors to recruit their old tutors for their retinues, as a sign of the tremendous debt they owe for the gift of the light of the Emperor.

After serving so long within the Schola Progenium, some Drill Abbots find it difficult to return to active duty or to be drafted to an Acolyte cell. While these men serve the God-Emperor to the best of their ability, it is often a surprise when their commands are not met with cowering obedience.

So harsh are many of the methods Drill Abbots employ that many students fear for their lives. The more fearsome Drill Abbots have been known to employ branding, freezing cold and sleep deprivation to motivate their charges, which is the source of the understandable terror that some Progena feel. This fear is not typically necessary, however, as Drill Abbots wish to prepare them for service to the God-Emperor and it is well known that service only ends in death.

Regardless of their past, Drill Abbots are well known for their uncompromising and stubborn natures. Coupled with their faith in the God-Emperor of mankind they have considerable martial prowess and the respect of even the most season guardsman. A Drill Abbot has suffered and knows how to administer it in turn; they are not people to be trifled with.



BECOMING A DRILL ABBOT

A Drill Abbot is typically an experienced Imperial Guardsman who is ordained as an Abbot by the Adeptus Ministorum. They are drawn from decorated NCOs of the Imperium's military, as such men and women already have the experience and skills necessary to forge warriors from the rabble and raw material of the Progena. Although the process of indoctrination into the Schola's more arcane educational techniques takes some time, most Drill Abbots are thrown in at the deep end and can go from fighting Orks to fighting for the souls of troubled adolescents in just a few short weeks. Encouraged to treat these children just as they would treat soldiers, the task of a Drill Abbot is not one for the merciful of heart. A certainty of purpose is required, one must know that to show a pupil mercy is to lie to them about the nature of the galaxy.

Required Career: Guardsman

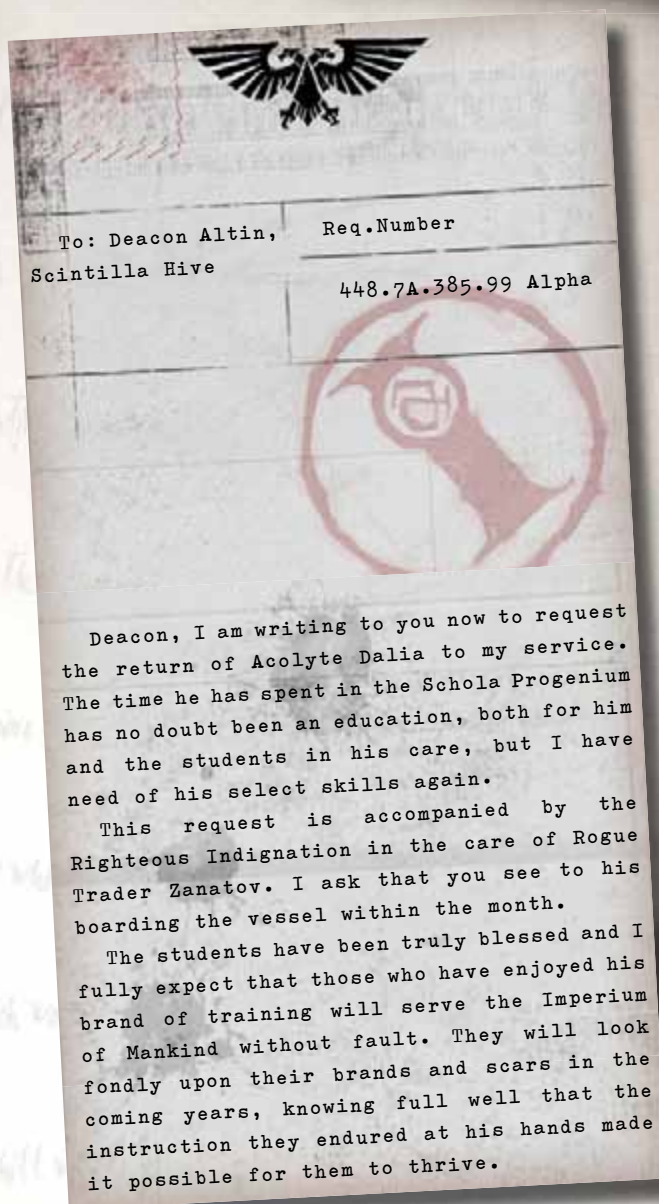
Alternate Rank: Rank 5 or higher (3,000 xp)

Other Requirements: 20 Corruption or less. In addition the character must take a leave of absence from any other duties to teach at a Schola Progenium for no less than a year.

TALENT: DRILL INSTRUCTION

The character may bellow commands to all those in earshot. So precise are these commands that all those who obey find that they are able to perform in ways they are unaccustomed to.

The character chooses a single Basic, Pistol or Melee weapon training skill that he has and makes a **Challenging (+0)** Command Test. If successful, anyone under his command or who chooses to obey (including other Acolytes) are treated as if they too have that weapon training talent until the end of the encounter or until this talent is used again.



DRILL ABBOT ADVANCES

Advance	Cost	Type	Prerequisites
Command	100	S	—
Common Lore (Imperial Creed)	100	S	—
Interrogation +10	100	S	Interrogation
Search	100	S	—
Air of Authority	100	T	Fel 30
Heightened senses (Hearing)	100	T	—
Iron Discipline	100	T	WP30 Command
Sound Constitution [†]	100	T	—
Unshakeable faith	100	T	—
Drill Instruction	200	T	—
Hatred (Heretics)	200	T	—
Iron Jaw	200	T	—
Peer (Ecclesiarchy)	200	T	Fel 30
True Grit	200	T	T 40

[†]This talent may be taken up to two times.

CALIXIAN WITCHFINDER

"...be fired into ye heart of a sun lest heresies spread even unto death.

2496. Place ye suspect in an airlocke and remove all air for a period not less than one standard Terran hour. If ye suspect survives, then he is a Witch and should be placed in ye vessel's plasma core until he is reduced to ash.

2497. Chain ye suspect and bury him in a desert up to his neck. Fill his mouth with salt and sew it shut. Observe ye suspect for one week. If ye suspect survives, he is a Witch and should be rendered into four parts, burned, and his ashes scattered to ye winds..."

—Extract from Ye Book of Trials, a common Calixian Witchfinder text.

The teachings of the Ministorum can provide immense comfort to oppressed humanity. They are often couched in terms that can appeal to the meanest understanding, with appeals to hope and faith in the darkest of times. Yet they can also be vituperative and hateful, inflaming billions of fanatics against the enemies of the Imperium. This outpouring of righteous ire unites humanity against its darkest foes. Internecine conflicts between sects can arise over minor doctrinal points. Pilgrims riot over access to holy sites. Restless populations overthrow planetary governors, and the Pax Imperialis is threatened. Worse are the heretics and the apostates who threaten the very souls of the Imperial citizenry. The Ordo Hereticus uses its vast influence and resources to root out cults that corrupt the populace.

The Calixian Ministorum, under Cardinal Ignato, needs individuals who, in service of the Holy Ordos, bring witches to justice. These Witchfinders are Inquisitorial agents trained by the Synod Calixis to investigate and move against unsanctioned psykers, thus enabling the Imperial Church to protect the populace. The Ministorum lauds particularly successful Witchfinders with the title *Peritus Malificarum*, a formal designation in the eyes of the Calixian Ecclesiarchy that the holder of the rank is an expert at facing a witches' wiles. Together with the Ordo Hereticus it equips them with sealed warrants empowering them to requisition resources as they act against such witches, as well as against other deviants such as heretics and mutants.

Many of the more successful Acolyte Clerics are recruited by the Inquisition, particularly by those in the Monodominant faction, as their paranoid views mesh well

together. Consequently, some Ordo Hereticus Inquisitors select Acolytes already in their service to become Witchfinders. It is not unheard of for an Inquisitor to maintain the title Witchfinder well into their career.

Witchfinders are colourful, charismatic, and terrifying individuals, with a strong taste for the theatrical. Having legal and moral mandates for their actions makes them brazen in their use of religious iconography and texts to justify the fear they inspire. Well-travelled and experienced, their speciality is the show trial, with dizzying, shifting, and occasionally contradictory accusations, obscure evidence, horrific trials and tests, and nigh inevitable executions. Motives vary between individuals, though most are inspired by a genuine holy zeal for the rooting out of witches.

Witchfinders, to some extent, create their own status. A Witchfinder who quietly and cautiously investigates witches without causing any collateral damage is not worthy of the name: witchfinding at its core is theatre and drama, providing the masses of humanity with both a warning against heresy and instruction on how to act when confronted by it. A Witchfinder is a demagogue and to some extent a showman, who is nevertheless a profound man of faith. His loyalties are principally with the Ordo Hereticus, but also with the Ecclesiarchy, who have sponsored him. He rarely finds these two in conflict and when he does it is, in his eyes, because members of on organization were lead astray from the path of righteousness..



BECOMING A CALIXIAN WITCHFINDER

All Calixian Witchfinders are of the Ordo Hereticus and are Inquisitors in training. Prepared to uncover heretical cults and withstand truths that would decimate a lesser mind, the Witchfinder requires practical experience that prepares him for the rigours of facing psykers. A Witchfinder is in many ways a junior Interrogator in service of the Ordo Hereticus. They are trained men of faith who turn their hard earned wisdom to the service of the Inquisition.

Required Career: Cleric

Alternate Rank: Rank 5 or higher (6,000xp)

Other Requirements: WP 40+, Command

Special: The character must have served an Ordo Hereticus Inquisitor and proven himself a potential Throne Agent.

Note: Witchfinders are powerful servant's of the Inquisition with strong ties to the Ecclesiarchy. They have authority that allows them to pursue their own agenda's to some degree. GMs should consider this when a player wishes to take the Calixian Witchfinder as an alternate Career Rank.

CALIXIAN WITCHFINDER ADVANCES

Advance	Cost	Type	Prerequisites
Deceive +20	100	S	—
Forbidden Lore (Psykers)	100	S	—
Forbidden Lore (Heresy) +10	100	S	Forbidden Lore (Heresy)
Inquiry +20	100	S	Inquiry +10
Intimidate	100	S	—
Scrutiny +10	100	S	Scrutiny
Search	100	S	—
Interrogation	100	S	—
Air of Authority	100	T	Fel 30
Disturbing Voice	100	T	—
Frenzy	100	T	—
Hatred (Heretics)	100	T	—
Litany of Hate	100	T	Hatred
Paranoia	100	T	—
Forbidden Lore (Daemonology)	200	S	—
Forbidden Lore (Psykers) +10	200	S	Forbidden Lore (Psykers)
Forbidden Lore (Heresy) +20	200	S	Forbidden Lore (Heresy) +10
Interrogation +10	200	S	Interrogation
Intimidate +10	200	S	Intimidate
Intimidate +20	200	S	Intimidate +10
Armour of Contempt	200	T	WP 40
Resistance (Psychic Powers)	200	T	—
Talented (Scrutiny)	200	T	—
Deadey Shot	300	T	—
Interrogation +20	300	S	Interrogation +10
Mental Fortress	300	T	WP 50, Strong Minded
Strong Minded	300	T	WP 30, Resistance (Psychic Powers)

Transcript from the Trial of the Heretic Maybry

Witchfinder Farrer: I have before us, sir, the deposition of an Acolyte in service of the Holy Inquisition who is also a powerful psyker sanctioned by the Imperium of Mankind. He has born witness to your crimes Legate, and I use the term as a favour to your father, as it is clear that you will soon be stripped of any title along with your life.

Legate Maybry: I have committed no crimes. How can you, of all people, level the words of a witch against me. Your witch possesses a side arm that is clearly of xenos construction, his loyalty is more suspect than my own!

Witchfinder Farrer: How do you know it is of xenos construction? Only those who traffic with xenos would even suspect such a thing. You add conspiracy against mankind to your list of heresy. By your own admission of forbidden knowledge I sentence you to death by void. Take him to an airlock!

CHASTENER

"Who can truly return to the grace of the God-Emperor without the searing pain which accompanies having one's sin revealed in His just light? This brand I have here is but a small thing by comparison, but the pain you feel should serve as a sufficient representation. Now, shall we begin?"

—Marcus Danturian, Chastener of The Pendulum

To be gunned down in the street, cornered by a squad of black-armoured Arbitrators, is the deserved end for those who have threatened the stability and constance of the Imperium of Man, but some Calixian Precincts believe that this is not the only end. For every criminal who is laid out on a hive street by the blast of an Arbites shotgun, there are those who have warranted a different, though certainly no less terrifying, fate. To warrant such an end one must only show the briefest chance of rehabilitation or contrition, for this is what Lord Marshal Goreman's Chasteners demand. It is the duty of the Chasteners to return the body and soul of such criminals to the service of the Emperor, which He so rightly requires. To achieve this, each Chastener is trained within the Precinct Fortress on Scintilla in a network of specialised simulation rooms to fight to subdue and restrain any prisoner, regardless of the environment. They are also skilled in torture and coercive force, the better to exact confessions and repentance from their wayward captives. For those criminals who would prefer a quick and heroic death, standing against the might of the Adeptus Arbites encountering a Chastener will put a quick end to their dreams of glory, for when one is sought by the Chasteners, death is an escape they will not be afforded.

The purpose of the Chasteners is rooted in the needs of Lord Marshal Goreman, who holds to the notion that each man's first duty is to serve the Emperor in life and deed. To act contrary to the law is to not only disobey this duty, but to spit in the face of everything the Emperor has built. It is for this reason that Chasteners seek to rehabilitate their prey rather than execute them right off, as it is not the Chastener's place to take from the Emperor one who might still serve the purpose for which he was born. If a Chastener succeeds in his task, not only will he have returned a wayward soul to the service of the God-Emperor, but he will have also saved a soul from damnation.

The ways in which crime is punished non-lethally are many and varied, but only a few outcomes exist for the criminal. In the eyes of the Lord Marshal's Chastener, the most desired outcome is to return the prisoner to Imperial

society, entirely free of his lawless ways and truly repentant of his crimes. This is a rarity, but it is not unknown. Less rarely, a subject serves the God-Emperor in other ways, as servitor candidates or service within the Penal Legions of Kommitzar are always a viable punishment. Some may think this a dangerous prospect, for who can say whether the Chastener's torments ever truly succeeded, but the minuscule number of released prisoners who have ever returned to their criminal ways speak to the validity of the Lord Marshal's decision.

Since the most likely fate for one taken by the Chasteners is a term of service on a penal world or among the ranks of a penal legion, the criminals who deserve this end are largely those who serve the cause of the God-Emperor only under extreme duress. It is likely that this sort of recalcitrant scoundrel has thus far resisted the ministrations of the Chasteners and is beyond hope of voluntary rehabilitation. The final option left to criminals against the God-Emperor's Law is execution. When it appears that no amount of coercion or torture will have any lasting effect on a prisoner, they are instead put to death in order to ensure that their treasonous ideas and ways are eliminated once and for all. The Chasteners do not hesitate to put a criminal to death, often weighting the efforts a subject would require against more pressing duties, sometimes executing a redeemable citizen for the sake of expediency.

To reach any of these ends is no easy thing, for those who have started down the path of impiety and criminality have already forsaken their duty to mankind in the Lord Marshal's eyes, favouring their own desires, fears,

and cowardice. In order to return a prisoner to

the lawful path, the deviant mind must first be broken free of the taint of lawlessness. In order to do this, Chasteners are masters of not only physical torture but methods of psychological readjustment. Breaking the subject's errant spirit is only the first stage of the process of rehabilitation, but an important one. Only after they have been reduced to little more than gibbering shells of the criminals they once were are the prisoners prepared to be reformed by the Chasteners into proper Imperial citizens. This process has been known to take years for truly heinous villains, but can be done as quickly as a few solid months for criminals less dedicated to befouling the Imperium.

However, a Chastener's job does not start in the interrogation room. While Arbitrators are perfectly capable soldiers of the law, they are merely that—soldiers. The art of capturing and detaining prisoners is one left to Goreman's Chasteners of the Arbites, men who are trained with a mind to finesse and restraint rather than overwhelming force. As a result, Chasteners receive extensive training in all sorts of subdual weaponry,



including shock-weaponry, stun grenades, disabling toxins, and grapple-nets. In addition, Chasteners are trained to use their bodies as weapons with which to restrain their prey. These agents of the Arbites are masters of martial traditions which focus on grappling and holds to subdue one's opponent. Chasteners are trained in a specialized form of martial art which combines specific aspects of several combat regimens in order to most effectively control and restrict their quarry without endangering their life.

All of these skills combine to make Chasteners dangerous foes to criminals and valuable agents of Imperial law. Indeed, for these reasons, Inquisitors of the Holy Ordos often conscript Chasteners to complete their retinues. Their collection of skills and training makes them uniquely capable for work as an investigator and interrogator for their Inquisitorial masters. Truly it is no rare thing for the target of a Chastener's mission to be the target of an Inquisitorial investigation; a convergence of goals which is rarely displeasing for either party.

BECOMING A CHASTENER

Joining the ranks of the Chasteners is as much a choice as joining the cadre of an Imperial Inquisitor. While some may strive for the position, ultimately it is up to the Precinct Command on Scintilla to choose capable men and women for service. The time and effort placed into training these individuals (who may be called upon to perform alone or in the service of the Inquisition) makes recruitment a serious affair. Those in charge of putting prospective Chasteners through the program beneath the Precinct Fortress are encouraged to create tasks that escalate in danger and require ever increasing creativity on the part of the candidate. Arbitrators who have shown significant skill in interrogation and uncommon restraint in the apprehension of criminals are natural candidates for the rank of Chastener. Few chosen deny the position, for while many Arbitrators prefer a more straightforward approach to dealing with criminals, the rank and honour paid to a Chastener is a valuable asset to anyone wishing to one day command a Precinct of his own.

Required Careers: Arbitrator, Assassin, or Guardsman

Alternate Rank: Rank 3 or higher (1,000 xp)

Requirements: Inquiry and Interrogation Skills.

CHASTENER ADVANCES

Advance	Cost	Type	Prerequisites
Chem-Use	100	Skill	—
Common Lore (Underworld)	100	Skill	—
Common Lore (Underworld) +10	200	Skill	Common Lore (Underworld)
Concealment	100	Skill	—
Concealment +10	200	Skill	Concealment
Inquiry +10	200	Skill	Inquiry
Interrogation +10	100	Skill	Interrogation
Intimidate	100	Skill	—
Intimidate +10	100	Skill	Intimidate
Scholastic Lore (Judgement)	100	Skill	—
Scrutiny	100	Skill	—
Scrutiny +10	100	Skill	—
Shadowing	100	Skill	—
Silent Move	100	Skill	—
Silent Move +10	200	Skill	Silent Move
Disarm	200	Talent	Ag 30
Iron Jaw	200	Talent	T 40
Melee Weapon Training (Shock)	200	Talent	—
Nerves of Steel	200	Talent	—
Peer (Adeptus Arbites)	200	Talent	Fel 30
Sound Constitution (x2)	200	Talent	—
Takedown	200	Talent	—
Sure Strike	200	Talent	WS 30

CYBER-MASTIFF HANDLER

"Augur scan indicates target is spire-bound on tertiary deck thoroughfare. Initiate attack pattern omicron-delta. Confirming kill-order. Chain-jaws active. Awaiting confirmation. Kill-order confirmed. Implement attack pattern. Happy hunting!"

—Borus Vhalkov, Arbites Cyber-mastiff Handler

The heavy scraping of metallic claws, the static of heavy breathing transmitted through rough vox-casters, the roar of data barks coordinating a hunt, these are the sounds of doom for criminals throughout the Precincts of the Calixis Sector. The Subrique-pattern Cyber-mastiffs are a well-known sight on those worlds which have a strong Arbites presence. When not needed for a man-hunt, they remain within the walls of the Calixian Precinct Fortresses or in the training yards, running coordinated attack and subdual patterns with their master and a specially trained Tech-adept. When on the hunt, these plasteel beasts hound their prey, sniffing their trail using rare chemicals from the ocean of Landunder in cybernetic sense-nodes, resting only when they have their prey or are commanded to stop. At the signal from their master's unique augmetic, the beasts engage their quarry and either dispatch or disable the criminal, depending on their master's instruction. To their comrades within the Calixian Precincts, the Cyber-mastiff Handler is not just a single valued ally, but often acts with the effectiveness of an entire Arbites squad.

A Judge (or similarly high ranking Adeptus Arbites official) may choose to use some political might or call in a few favours to have Arbitrators trained to command a Subrique-Pattern Cyber-mastiff. This is a rare instance (often only for Arbitrators serving away from their Precinct Fortress, such as those working with the Inquisition) and their skill with the charge is limited by their lack of augmentation. The vast majority of Cyber-mastiff Handlers are Tech-Priests, agents of the Adeptus Mechanicus, who serve the Imperium within the Precincts of Calixis Sector, and caring for their charges.

Handlers spend years with their hounds, training them for the hunt and the kill. They spend countless hours running their charges through drills and training simulations, implanting commands and attack patterns into their cogitator-augmented brains through sheer repetition and rote. All of this training is culminated on the beasts' first actual hunt, in which the handler takes his charges into the field to be put to the test. Giving signals directly to their built-in vox receivers, the Cyber-mastiff Handler is able to coordinate extremely complex engagements through a dizzying number of pre-programmed patterns. Using powerful auspex arrays and visual sensorium data from the beasts themselves, Handlers can control their beasts at incredible ranges, directing their attacks from several miles distant.

Many Cyber-mastiff Handlers do more than instruct and train their charges. When chosen for their position, many who become Handlers are chosen for their proficiency with machine-spirits. While the construction and imprinting of such beasts is a mystery to all save the Tech-Priests involved in their fabrication, it is not unknown for Handlers to perform battlefield repairs and make minor but effective modifications to the original design of the Cyber-mastiff. These modifications are often expressive of the particular needs of the Tech-Priest.

Those who favour close-quarters combat often apply circuit-rune scribed armour plating, and rare unguents and sacred oils to grease the melee weaponry, honing the already substantial original armaments. Handlers who specialize in tracking are known to burn rare chemicals to train the Cyber-mastiffs' olfactory sensor vanes. Still others might require their charges to carry powerful remote auspex scanners for patrol work and sniff-scan assignments. Indeed it is fairly common for a Cyber-mastiff Handler to train and maintain a stable of several constructs, modified in a number of ways, so that he might be prepared for any situation.

Within the training grounds on Landunder, the specific modifications of a Cyber-mastiff Handler's creations are a point of pride among his peers. It is common for the Tech-Priests deep within Hive Subrique to build different specializations and to add an element of competition to their work, making each construct unique to the Handler or Precinct where it will serve. This competition is most often a simple matter of friendly boasting and jest, occasionally boiling over into minor rivalries. Despite this, in the face of true danger to a pack, Precinct, or Imperial peace, the hounds of several Handler's packs will work together or even sacrifice themselves for one another at their master's command; for when truly threatened they form a single, greater pack whose safety outweighs petty rivalries.

Just as a Handler's Cyber-mastiffs become valued and specialized members of his own personal retinue, so too do



the Acolytes of an Imperial Inquisitor form a trusted and capable cadre to be used by the Inquisitor himself, however they might be best used to combat threats to the Imperium. When requisitioned by an Inquisitor, a Cyber-mastiff Handler provides combat and retrieval as well as surveillance and security; each a service of great importance to those who serve the in the Inquisition. Indeed, what better device with which to ferret out the horrors of the Warp, which would

drive a man's mind to madness, than with a pack of steel hounds as immune to madness as they are to fear itself?

BECOMING A CYBER-MASTIFF HANDLER

Those Tech-Priests who are chosen to train on Landunder, and maintain and command a Precinct's stable of Cyber-mastiffs are those who have shown remarkable promise in either technical capacity or pack-hunting skills. This decision is usually made during the early stages of training and the Tech-Priest, therefore, is likely to spend brief periods among Arbitrators who he must become accustomed to serving alongside. They spend their first several months on Landunder among the technical staff of the Precinct Tech-Priests learning the proper procedures to maintain the mechanical bodies of their future charges as well as the rituals and commands to appease and direct the machine-spirits housed within. This training is supplemented with more experience working with the Arbites, and when they have completed their instruction, the Cyber-mastiff Handler is able to work closely with both his mechanical beasts as well as the Adeptus Arbites.

Required Careers: Tech-Priest

Alternate Rank: Rank 1 or higher (0 xp)

Benefits: Upon taking this career the Acolyte automatically receives one "Bloodhound" Cyber-mastiff (see page 73 and a Constructor Interface Augmetic (see page 77).

TALENT: PACK HUNTER

By relaying sensory data from multiple cybermastiffs to one another, the Handler is able to combine their efforts into a single hunting party far more capable than any individual within the group. For every cybermastiff controlled by the Handler participating in the hunt, the Handler receives a +10 bonus to Tracking Tests. In addition, he may gain bonuses from Heightened Senses talents or applicable gear possessed by one of his controlled hounds.

TALENT: WOLF PACK TACTICS

Some Cyber-mastiff Handlers are adept at working alongside their charges, even in the thick of battle. These front-line Handlers often fight beside their hounds as trusted and familiar allies. When ganging up on an opponent with his cyber-mastiff, a Cyber-mastiff Handler imposes a -20 penalty to all Dodge or Parry Skill Tests made by his target.

CYBER-MASTIFF HANDLER ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	—
Common Lore (Tech)	100	Skill	—
Search	100	Skill	—
Shadowing	100	Skill	—
Tech-Use	100	Skill	—
Tracking	100	Skill	—
Trade (Technomat)	100	Skill	—
Trade (Technomat) +10	100	Skill	Trade (Technomat)
Wrangling	100	Skill	—
Wrangling +10	100	Skill	Wrangling
Basic Weapon Training (Pistol)	100	Talent	—
Basic Weapon Training (SP)	100	Talent	—
Melee Weapon Training (Primitive)	100	Talent	—
Pack Hunter	100	Talent	Tracking
Pistol Training (Las)	100	Talent	—
Pistol Training (Primitive)	100	Talent	—
Pistol Training (SP)	100	Talent	—
Sound Constitution	100	Talent	—
Wolf Pack Tactics	100	Talent	Wrangling
Peer (Adeptus Arbites)	300	Talent	Int 30

MALIFIXER

"Silence yourself and count your heartbeats lest I end them. I'll need a vat of bio-waste, some corpse starch, and a lot of rocrete. Oh, and I'll need you to stop bleeding everywhere, it's breaking my concentration."

—Artonias Scopralo, Agent of the Kasballica

The criminal underworld in the Calixis Sector is by no means forgiving. It is a harsh, cruel existence punctuated by violence and the fleeting hope of a quick payoff. Organisations such as the Kasballica and the Beast House make their way on the backs of the poor, unfortunate individuals that they have collected into their ranks as much by desperation as by ambition or even simple greed. This is not to say that those lowly scum who make up the bulk of such criminal enterprises are not, themselves, enterprising and opportunistic. Indeed, while many lackeys of the Calixian underworld are broke-souled underdogs, they are matched by those who would seek only to better their lot, either through criminal advancement or by escaping the harsh life to which they were born. While the most cruel and brutal often rise through the ranks of their organisation through sheer self-serving strength, others must play a more dangerous game, relying on their cunning and quick wits. An organisation like the Kasballica or the Beast House is no simple matter. Indeed, most such organisations treat their membership as life-long, with no exceptions. A former comrade, once deep in the secrets and schemes of their enterprise now left out to the mercy of the wider world is a dangerous loose-end. For this reason, most who live deep within the criminal underground must work tirelessly to avoid the watchful eyes of the Enforcers or Adeptus Arbites. Instead of some protective agent or organisation to shelter them, these lowly scum must take drastic measures when they falter, if they wish to save their lives and that of their organisation. It is to this end that many criminal organisations employ a skilled Malifixer.

Malifixers are men and women whose skills are broad, and their understanding of Imperial Law vast. They watch the Arbitrators and the Enforcers as closely as their organisations are watched; often living for years near the Calixian Precinct Fortresses, just observing. Some of the most talented Malifixers will even engineer attacks or plant information, leading investigators to rival criminal groups. The most skilled Malifixers are never caught, and may live their entire lives narrowly escaping execution.

The Kasballica makes extensive use of Malifixers, using them to spy on their own organisation as well as their enemies. It is not unheard of for a Malifixer to live for years within a rival group only to turn on them at a vital moment, or deliver key evidence into the hands of the authorities. Once positioned securely within an organisation, the Malifixer must simply watch and learn, reporting and interpreting what he sees to his superiors. Given the consequences should a Malifixer's true loyalty ever be discovered by his comrades in crime, only the most dedicated and skilful agents ever survive for long enough to be of any true use. Those who do survive become masters at the art of deception and observation, able

to willingly perform any deed their criminal masters demand, all the while keeping watch on those around them for a key piece of information.

As they are criminals themselves, Malifixers already possess abundant resources and connections within the Calixian underworld. Cultivating these contacts is one of the key tools in their arsenal, as they serve as an extension of the Malifixer's ability to make problems go away. These contacts can prove useful in other ways as well. Mainly, should the Arbites' eyes and ears be trained on an organisation, these underworld contacts can prove invaluable.

When a Malifixer is captured, he often spends years being interrogated, his vast knowledge of the underworld making him a resource worth a dozen lives. On more than one occasion, a Malifixer has not been executed, but instead given a chance to earn "penance" in service of the Inquisition, turning his skills against those he previously aided and uncovering secrets so terrible that they threaten his sanity.



BECOMING A MALIFIXER

While many criminals would consider the idea of courting capture by the Adeptus Arbites insane, those who have a quick mind and little to lose face a slightly better prospect. No two Malifixers come to the task from the same path. Some begin their lives as low level functionaries who discover additional income or pleasures by taking bribes or offering services. Others are simply intelligent criminals able to think on their feet and escape capture. Still others are trained by Malifixers to follow in their footsteps, providing their valuable service to a criminal enterprise. Most rarely, are those trained by the Inquisition to serve the role as a part of an Acolyte cell, their knowledge of the underworld and fast thinking an asset to those who must survive for months in the underhive.

Required Careers: Scum

Alternate Rank: Rank 3 or higher (1,000 xp)

Requirements: Peer (Underworld)



"TAKING CARE" OF THEIR OWN

While rare in the Calixis Sector, those criminal syndicates that do exist are extremely professional. They know that operating beneath the notice of the Adeptus Arbites' is imperative to their success. The Kasballica in particular conduct themselves as honest businessmen and nobility at all times. They operate their less reputable ventures through middle men, keeping their hands as clean as possible. It is a common saying that the Kasballica "Takes Care of Their Own."

While this is certainly a promise to protect and support each other, it is also a threat. If an operative draws too much attention to himself, it is far easier to execute him and let the Enforcers deal with the body. More than one Kasballica operative has let his guard down when a Malifixer comes to "take care of it." Assuming the Malifixer is there to help, this unacceptable risk finds the barrel of a stub pistol in the back of his head instead of advice on how to elude capture.

This is not uncommon for many of the organisations that make use of Malifixers, they are known for their ruthless professionalism, and an in-house hit isn't much of a stretch of their skills.

MALIFIXER ADVANCES

Advance	Cost	Type	Prerequisites
Blather	100	Skill	—
Blather +10	100	Skill	Blather
Carouse	100	Skill	—
Carouse +10	100	Skill	Carouse
Ciphers (Underworld)	100	Skill	—
Common Lore (Adeptus Arbites)	100	Skill	—
Common Lore (Underworld) +10	100	Skill	Common Lore (Underworld)
Common Lore (Underworld) +20	100	Skill	Common Lore (Underworld) +10
Deceive	100	Skill	—
Deceive +10	100	Skill	Deceive
Inquiry	100	Skill	—
Lip Reading	100	Skill	Lip Reading
Search	100	Skill	—
Scrutiny	100	Skill	—
Scrutiny +10	100	Skill	Scrutiny
Security	100	Skill	—
Sleight of Hand	100	Skill	—
Light Sleeper	100	Talent	Per 30
Paranoia	100	Talent	—
Heightened Senses (Hearing)	200	Talent	—
Basic Weapon Training (SP)	300	Talent	—
Talented (Blather)	300	Talent	—

MAGISTRATE

"The law required that we take action! The crimes of House Torald could not go unpunished. Of course we had justification to intervene. The Lex Calixis, vol 65c is clear on the matter. Chapter 2076, subsection 776, paragraph 876, widely recognized as the 'Warp-time disjunction clause' clearly excuses the apparent lack of evidence and probable cause for action against the accused House. Should this court find the aforementioned action against House Torald unlawful and thereby strip all findings from the accumulated evidence, this court would be setting a dangerous precedent, which could have disastrous repercussions for Arbites actions throughout the whole of the Calixis Sector. I trust this Honourable Court, in its infinite justice and wisdom will make the right decision. Your Lordships."

-Gevlan Hesk, Magistrate

To enforce every mandate within the Lex Imperialis is a nearly impossible task; even the truncated Lex Calixis is a daunting endeavour. These codices of law are so enormous and erudite that few individuals can claim to know all of their secrets or loopholes. Even the Judges of the Arbites must regularly confer with archive-savants and librarium cogitation engines in order to make their rulings. Working for the Enforcers or powerful Nobles during the all-too-rare trials, the legal experts, known to the people of Hive Sebelis as Magistrates, make up a group of rare legal minds. These steadfast scholars spend decades poring over the Lex Calixis, learning its every nuance and interpretation. Magistrates of each Calixian sub-sector are tasked with mastering not only the greater Lex Calixis, but also their own planet's specific laws as well. As such, the Magistrates stationed on the Calixis Sector's central world may aid Nobles and Governors across the Sector. They are the undisputed experts of Sector law.

Simply knowing the Lex Calixis is not all that the Magistrates are tasked with by their lords. Every world in the Calixis Sector is governed by its own set of laws. As long as the Imperial tithe flows, and they do not fall into heresy, these worlds are left to their own devices. These local traditions and practices may have been enshrined into planetary law for hundreds of years. Nobles (and Inquisitors) often need this information, so that they may interact with the world in an official capacity without raising eyebrows or resorting to more aggressive tactics. Many a Magistrate, calmly at study within massive libraries have found themselves rounded up to accompany a cell of Acolytes, a Rogue Trader, or a Noble to some far off world that they have only studied in dusty tomes.



As well, it is the purview of the Magistrates to assert the legal rightness of the actions of their lords. Whether it is to give legal resistance for Arbites action before they are taken or, post hoc, to legitimize hostile movements long under way, it is up to the Magistrates to make sure that their masters are always within the edicts of the Lex Calixis. To this end it is the duty of the Magistrates to know the ways in which the Lex Calixis is lacking—to know the loopholes within the law which might be stretched to allow necessary, but otherwise illegitimate, action. This directive is particularly useful for Inquisitors whose investigations have brought them into conflict with the Adeptus Arbites. Though Inquisitors are officially above Imperial law, most Judges and Precinct Marshals bristle at the self-righteous actions of Inquisitors who skirt it. A Magistrate capable of interpreting Imperial legal texts in such a way as to avoid conflict with local Precincts is a valuable asset, one most Inquisitors would be glad to have among their cadre of Acolytes.

Unfortunately, there are those who view such treatment of the law as the gravest of sins. These zealots of Imperial law see those who would use the letter of the Lex Calixis for their own ends as little more than clever criminals who deserve nothing but the most severe punishment; that they be made an example for those who would pervert the spirit of the law. Combined with the occasional distrust felt for overly scholarly members of the Arbites, Magistrates are not a popular lot in the Calixis Sector. Nevertheless, the expertise of the Magistrates is necessary for many, and they are therefore mostly tolerated by their peers. Due to this tolerant distrust and disdain, it is not uncommon for those wishing to join the ranks of the Magistrates to undergo their education on Scintilla, privately tutored by other Magistrates. Indeed, many Magistrates are foreign adepts assigned to the Calixis Sector as a post of service. This is little comfort to the more sceptical members of the Adeptus Arbites, who see the goings on of the Magistrates within the Calixis Sector as being meddled with by outsiders.

A great many Magistrates are master orators as well, not only versed in the law, but capable of swaying stalwart Judges and uncompromising Arbitrators with their legal rhetoric. This is yet another skill for which they are valued and distrusted. With a keen mind and a powerful force of personality, a Magistrate can be either a righteous agent of the Imperium or a canny scofflaw, flaunting the edicts they so rigorously claim to love. For this reason they must work hard to earn the trust of their peers, a task which can take decades, if not centuries. Despite this distrust, Magistrates are present throughout the halls of power, and by their actions Imperial criminals are brought swiftly and securely to justice, for few within the Calixis Sector, can boast so comprehensive a knowledge of Imperial law as a Magistrate. This is ultimately the only test which a Magistrate must undergo to prove their allegiance, and it is by this measure that their loyalty will be decided, not popular opinion.

BECOMING A MAGISTRATE

When an Adept wishes to journey into the legal libraries, they normally need only make their intentions known to their superiors. Unfortunately for such Adepts in the Calixis Sector, the stigma against such scholarly pursuits makes for a difficult road in the journey to legal expertise and oration. Many of those wishing to become Magistrates find that tutelage by other Magistrates on Scintilla is the only option. Such Magistrates follow a more traditional legal course and are often viewed as soft and compromising by the Calixian Arbites, a questionable allowance in the mighty halls of justice. Those Magistrates who receive their education often see the law a hard and concrete tool with which to crush criminality and lawlessness, not as a malleable and living thing.

Required Careers: Adept

Alternate Rank: Rank 7 or higher (8,000 xp)

Requirements: Literacy Skill and either Common Lore (Administratum) or Scholastic Lore (Judgement) Skill

TALENT: LEGALESE

The Acolyte is adept at flooding a target with legal jargon and facts to beffuddle and scare them. The Acolyte may use Scholastic Lore (Judgement) as if it were Blather or Intimidate. This ability only works on targets for whom the laws of the Imperium hold at least a modicum of fear. A ganger or Imperial citizen is very wary of the law, a Chaos Legionaire, however, is probably not. At the GM's discretion, some targets (usually those not a part of the Imperium of Mankind) may not be affected by this Talent.



MAGISTRATE ADVANCES

Advance	Cost	Type	Prerequisites
Charm	100	Skill	—
Charm +10	100	Skill	Charm
Charm +20	100	Skill	Charm +10
Command	100	Skill	—
Command +10	100	Skill	Command
Common Lore (Adeptus Arbites) +10	100	Skill	Common Lore (Adeptus Arbites) +10
Common Lore (Adeptus Arbites) +20	100	Skill	Common Lore (Adeptus Arbites) +20
Common Lore (Administratum) +10	100	Skill	Common Lore (Administratum)
Common Lore (Administratum) +20	100	Skill	Common Lore (Administratum) +10
Scholastic Lore (Bureaucracy) +10	100	Skill	Scholastic Lore (Bureaucracy)
Scholastic Lore (Bureaucracy) +20	100	Skill	Scholastic Lore (Bureaucracy) +10
Scholastic Lore (Judgement) +10	100	Skill	Scholastic Lore (Judgement)
Scholastic Lore (Judgement) +20	100	Skill	Scholastic Lore (Judgement) +10
Scrutiny +10	100	Skill	Scrutiny
Sound Constitution	100	Talent	—
Chem-Geld	100	Talent	—
Foresight	100	Talent	Int 30
Air of Authority	200	Talent	Fel 30
Legalese	200	Talent	Fel 40
Resistance (Fear)	200	Talent	—
Resistance (Psychic Powers)	200	Talent	—
Total Recall	200	Talent	Int 30
Master Orator	300	Talent	Fel 30
Strong Minded	300	Talent	WP 30, Resistance (Psychic Powers)

SLATE-AGENT

"And who am I to be this year, hmm? Perhaps a wealthy functionary in a dubious merchant guild? No? Hmm, perhaps a pampered Ecclesiastic keeping watch for detestable heresy within a suspect sect? Still no, eh? Well then, can I spend the majority of this mission indoors at least? Another Imperial Guard unit? Front lines? Well at least I won't remember any of it after retrieval. No sir! Happy to, sir!"

-A Slate-Agent, currently named Cavel Posdanik

Few agencies of the Imperium of Man, save the Inquisition, are as paranoid and watchful as the Adeptus Arbites. Both of these organisations were founded on the notion that the teeming masses of mankind cannot be trusted to safe-guard themselves independently, and that if left to their own devices, the vast population of the Imperium would eventually fall into lawlessness and damnable heresy. Thus the watchfulness of the Arbites and the Inquisition is a service to mankind, not an attempt to control the masses through fear. It is the necessity of their work which drives the agents of the Arbites and the Inquisition to such paranoia, for it is they alone who know the stakes of failure.

On the planet of Malfi, the men and women of the ruling class play a vicious game of politics and favour. This game is played not on any game-board, but in every palace, mansion, and villa. It is not played with pieces, but with the livelihood of their dynasties. The strategy of this game lies with political manoeuvring and favourable alliances. The stakes of this game are neither bragging rights nor pride, they are the very existence of the noble family, and the rights of rulership. The greatest advantage in this game of political infighting is information, preferably that which could shame and discredit a rival. In the pursuit of this sort of information the houses of Malfi have each developed methods particular to their own dynasty. It was for this purpose that the first Slate-Agents were trained. The Malfian house which first created the Slate-Agents is long forgotten, whether fallen to obscurity or risen to heights

beyond all recognition, none can say. The value of their achievement is evident by the wide-spread use of Slate-Agents by a multitude of Malfian houses.

Masters of subterfuge and disguise, each Slate-Agent is a perfect operative of infiltration and observation. It is the process of their creation which makes a Slate-Agent so ideal for their intended job. The first stage of a Slate-Agent's conditioning is aimed at wholly annihilating any sense of self possessed by the recruit, reducing them to little more than a biological machine in the service of their masters. It is from this state that Slate-Agents receive their moniker, as from this point forward, each Agent is a "blank-slate" on which new identities can be written. To achieve this, recruits are deprived of sleep, food, water, and dignity, as well as forced to endure horrific psychological torments, all the while they are watched for signs of opposition or rebelliousness. Once the recruit has been reduced to a workable state, the trainers begin the slow process of rebuilding their charge. Using hypno-indoctrination techniques they prepare the recruit's mind to take shape around cover-identities, each of which includes skills, history, profession, and contacts, as well as personality and mannerisms, all combined to provide a flawless cover for the Slate-Agent. The trainers use psycho-conditioning to thread the recruit's psyche with triggers and fail-safes, in order to reset the conditioning. Oft-times the conditioning of Slate-Agents is so complete that during

their missions they are wholly unaware of their true identity until their loyalty is tested, at which point, deep-planted hypno-barriers close off the mind to any possibility of traitorous or mutinous thoughts.

Gathering information about one's target is the primary directive of each Agent. Infiltrating a rival house, gaining access to its members' most heavily guarded secrets, and leaving no doubt as to their unfaltering loyalty to their target, these are the core objectives of each Slate-Agent's mission. The specifics may change depending on the controlling house and the target organisation, but information is the primary stock and trade of the Slate-Agent. Having an ally so flawlessly inserted into an enemy's ranks often proves a dangerous temptation for the controlling house, for it is a simple thing to include a kill-order alongside the multitude of mundane orders during the templating process. This form of assassination is frowned upon by the lords of Malfi, for it is little more than a means of mutually assured destruction.



After becoming involved in a particularly convoluted plot of treason and sedition which had been set in motion by a ruling Malfian lord, the Arbites discovered the existence of Slate-Agents among the various political houses. While officially condemning such duplicitous action on the part of powerful Imperial citizens, the Judge in charge of the investigation gathered information about the training and conditioning of Slate-Agents, so that such operatives might one day be utilised by the Arbites themselves. Within two generations, the Marshall of the Court commanding the Pendulum Precinct had made provision for the creation of Slate-Agents to be placed within organisations throughout his charge. The dozens of Agents to undergo the conditioning were placed within political and criminal organisations, as well as Imperial institutions such as the Ministrorum and the Administratum, and were implanted with orders to keep ever vigilant for the taint of criminality. Given the ever-changing nature of Inquisitorial work, those Slate-Agents who have been conditioned for use by agents of the Inquisition are often more aware of their true identity, at least subconsciously, and have even been known to have been templated with a multitude of identities at the same time, flawlessly switching from one to the next, as each mission dictates.

BECOMING A SLATE-AGENT

There is no set procedure by which men and women are chosen to become Slate-Agents. The process, unique to Malfi and its nobility, allows for a temporary mind-cleansing, but it is no less painful or harrowing. Arbitrators and Inquisitorial agents are sometimes chosen by their masters for the job, whether they desire it or not. In some rare cases, devoted souls volunteer for the thankless task. Regardless of their original intent, Slate-Agents universally end up in the same situation; devoid of all knowledge of their previous existence and routinely conditioned to become whoever their new masters require. No matter the intention or method of their induction into the life of a Slate-Agent, the process itself exacts a horrific toll on the mind and soul of the participant and it is, therefore, rarely taken up lightly.

Required Careers: Any

Alternate Rank: Rank 6 or higher (6,000 xp)

Requirements: Unremarkable Talent

Benefits: Blank Slate (Trait)

NEW TRAIT: BLANK SLATE

Upon acquiring this Talent, the Acolyte is imprinted with several psychic triggers, known only to his handler. These triggers serve as prompts for the Slate-Agent's identity programming. One trigger wipes the Slate-Agent's mind clean of previous imprinting. Another prepares the Agent's mind for re-programming. When a Slate-Agent is imprinted, the GM and the player may choose three Common Lore, Forbidden Lore, Scholastic Lore, or Trade skills appropriate for the Acolyte's cover identity. Until the Agent's imprinting is wiped clean, the Slate-Agent is considered to possess all chosen Skills, and gains a +10 bonus on related Tests.

SLATE-AGENT ADVANCES

Advance	Cost	Type	Prerequisites
Deceive	100	Skill	—
Deceive +10	100	Skill	Deceive
Deceive +20	100	Skill	Deceive +10
Scrutiny	100	Skill	—
Scrutiny +10	100	Skill	Scrutiny
Scrutiny +20	100	Skill	Scrutiny +10
Search	100	Skill	—
Search +10	100	Skill	Search
Search +20	100	Skill	Search +10
Security	100	Skill	—
Security +10	100	Skill	Security
Jaded	100	Talent	WP 30
Paranoia	100	Talent	—
Resistance (Psychic Powers)	100	Talent	—
Light Sleeper	100	Talent	Per 30
Strong Mind	200	Talent	WP 30, Resistance (Psychic Powers)
Total Recall	200	Talent	Int 30
Mental Fortress	300	Talent	WP 50, Strong Mind

SUFFERING MARSHAL

"You eluded me in Port Suffering. Your trail was faint through the wastelands, but I caught wind of your passing at Misk. You stayed out of sight, but your comrades let slip your destination before I gave them the justice of my boltgun. Finally, I find you here. You have run as far as you can, Vai Los, but you shall elude me no longer. Justice belongs to the God-Emperor, but your death shall be mine."

—Stavlar Darius, Suffering Marshal

Iocanthos is a harsh and brutal world, known for its chief export of Ghostfire, a crop used to make combat drugs. Many lawless criminals and scoundrels make use of the vast stretches of untamed wild and the feuding warlords to evade prosecution and cheat the fate they so rightfully deserve. Indeed, it is fairly common for more skilled fugitives to flee to Iocanthos with whatever resources they can manage in an attempt to build a new powerbase. It takes a stalwart and resourceful agent to track down this sort of criminal—a man whose dedication to the Imperium and its laws drives him on, alone, for as long as it takes to catch those who would jeopardise the harvest of Ghostfire. This can often take months, and a Suffering Marshal must remain true to his purpose for the duration. For this reason, only those Arbitrators with specific qualities are chosen for the arduous duty of Suffering Marshal—those steadfast in their love of the law, those who have shown an aptitude for the hunt, a cunning mind, and a ready willingness to adapt to any situation or environment. It is these sorts of men and women who are chosen by their superiors to hunt down and mete out justice to dangerous gang leaders on Iocanthos.

Stationed at the small Precinct house on Iocanthos, Suffering Marshals are a necessary deviation from typical Adeptus Arbites practice. The world's unique crop and the tentative stability created by King Skull make larger military actions questionable. While King Skull (and many other Vai) respect the authority of the Suffering Marshals, it would be politically unwise to move in force to take a quarry who threatens the Ghostfire tithe. To this end, Judge Porvin created the Suffering Marshals to be roving agents throughout the outskirts of Port Suffering and beyond. Granted wide jurisdiction through the whole of the planet, Suffering

Marshals are free from the usual bureaucracy and oversight of the traditional Adeptus Arbites. This gives Suffering Marshals a great deal of personal discretion in so far as how they go about their duties, a necessity of their work, but one that many more traditional Arbites consider to be dangerous. Given too much operational leeway, these traditionalists fear, a Suffering Marshal will become a law unto himself, a violent predator, and a disgrace to the reputation of the Adeptus Arbites. In order to avoid this outcome, the Precinct Marshals only nominate the most steadfastly loyal members of the Imperium of Mankind to the Iocanthos post of Suffering Marshal, often pulling from those Arbitrators who have served an Inquisitor and are accustomed to acting with such authority.

While each Marshal is called upon sooner or later to track down specific fugitives and deliver the righteous punishment of his Arbites, it is also their duty to know intimately the frontiers in which these criminals will eventually try to hide. They are free to travel the planet, with massive banners to signal their position and to the locals. Called "Flags" by many, local settlements and tribes will flock to the Marshal for judgement in tribal affairs. In this way, these solitary agents of the Adeptus Arbites become experts of the customs, environments, and populations of dozens of frontier outposts and locales, and are adept at learning new customs quickly. When they are not actively hunting a quarry, it is their prerogative to familiarise themselves with the stretches of Iocanthos. In many such places Suffering Marshals are welcome operatives of a distant Adeptus Terra, known and trusted by local tribal chiefs and leaders. In others, they are considered as good as the criminals they hunt—violent vigilantes or harsh agents of an unwanted, tyrannical

Imperium. Regardless of their reputation, it is the duty of each Suffering Marshal to cultivate contacts and personal resources. It is these contacts on which the Suffering Marshal must rely for information of the goings on in the surrounding area, for even men and women as well-

travelled as a Suffering Marshal cannot possibly know all the secrets of an entire world. Suffering Marshals become adept at making contacts in new locations and quickly ferreting out dissenters.

While it is an Inquisitor's duty to root out heresy and treason, it is also his duty to apprehend those who perpetrate such vile crimes against humanity. To this extent, a Suffering Marshal's craft is often coterminous with that of the Inquisition. An Inquisitor on the hunt for a dangerous heretic in an unfamiliar region (such as the Koronus Expanse or Jericho Reach) would do well to acquire the services of such an Arbitrator, for their knowledge and ability to develop contacts quickly will



surely point the way to the whereabouts of their quarry. Already tasked with apprehending dangerous criminals, a Suffering Marshal is the perfect operative to act with his master's proxy, should an Inquisitor wish to keep his hunt quiet and leave his own presence hidden from his prey.

As it is a Suffering Marshal's duty to put to death those who have already been pronounced guilty by the Arbites courts, they are notoriously unconcerned with evidence gathering procedure. Their talents and training lie largely within the scope of tracking their prey, driving them to ground, and overcoming them in violent confrontation. For this reason, Suffering Marshals tend to be straightforward, inelegant individuals, often considered violent and thuggish by the already blunt-minded Arbites and especially so by the more technical Adepts. This is also likely the result of the theatre of operation in which they exist—a harsh frontier populated by hard-bitten Imperial citizens and malcontents. In such an unforgiving environment and among such no-nonsense people, elegance and pretension are merely signs of weakness, not sophistication. Suffering Marshals are experts at confronting their quarry man-to-man, and more often than not a Suffering Marshal's grit will be put to the test on the wrong end of a bolt-pistol, though the fugitive able to come out the better for such an exchange is rare indeed.

BECOMING A SUFFERING MARSHAL

The most common means of becoming a Suffering Marshal is through service to the Holy Ordos of the Inquisition. Those Calixian Arbitrators who show great promise in this area are usually given a temporary promotion to the rank of Suffering Marshal and provided a quarry whose capture is the test by which their worthiness will be measured. They are delivered to the Precinct in Port Suffering, and expected to return with their target. In rare circumstances, a criminal will so vex an Arbitrator that their capture and prosecution becomes his sole purpose, consuming his every thought and deed. In cases such as this, an Arbitrator may request special dispensation to pursue their prey. These sorts only rarely become true Suffering Marshals, though their experience and accommodation lead them to similar skills and circumstances.

While only an Arbitrator would be considered for the assignment to Iocanthos and the rank of a true Suffering Marshal, the Holy Ordos have been known to send their Acolytes along with a Suffering Marshal for training. These agents are jokingly called "suffering fools" but they none-the-less gain the same skills and training as a Suffering Marshal, if not the title.

Required Careers: Arbitrator, Assassin, Guardsman, or Scum

Alternate Rank: Rank 5 or higher (3,000 xp)

Requirements: Tracking and Shadowing Skills

SUFFERING MARSHAL ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +10	100	Skill	Awareness
Awareness +20	100	Skill	Awareness +10
Common Lore (Underworld)	100	Skill	—
Common Lore (Underworld) +10	100	Skill	Common Lore (Underworld)
Inquiry	100	Skill	—
Inquiry +10	100	Skill	Inquiry
Navigation (Surface)	100	Skill	—
Navigation (Surface) +10	100	Skill	Navigation (Surface)
Scrutiny	100	Skill	—
Shadowing +10	100	Skill	Shadowing
Survival	100	Skill	—
Survival +10	100	Skill	Survival
Tracking +10	100	Skill	Tracking
Tracking +20	100	Skill	Tracking +10
Wrangling	100	Skill	—
Wrangling +10	100	Skill	—
Fearless	200	Talent	—
Hatred (Criminals)	200	Talent	—
Iron Jaw	200	Talent	T 40
Nerves of Steel	200	Talent	—
Pistol Training (Bolt)	200	Talent	—
Die Hard	300	Talent	WP 40
Talented (Tracking)	300	Talent	—
True Grit	300	Talent	T 40

VERISPEX ADEPT

"There is here such a wealth of evidence, that the perpetrator has all but signed his name to the crime. One needs only the proper knowledge and tools to find it. Your culprit will be condemned presently."

—Adept-Officer Kilvarek at a murder scene on Vaxanide

There are times when the Precinct Fortress on Scintilla needs more than a heavy hand and a riot shield to bring noble suspects to justice. There are times when the Adeptus must find a criminal before they can arrest him. Indeed, there are times when the actual hand behind a crime is so far removed from the act itself that only the barest of clues can connect the two. In circumstances like these, the clues are often all but invisible to even the most highly trained Arbitrator. It falls to an entirely different sort of operative to not only find these clues, but to analyse them and wring from them what information they have to offer. During the first purging of House Thrungg, Inquisitor Archtulus found it necessary to work closely with the Adeptus Arbites as the fallen noble family used their vast resources to escape capture. Decades of work was required in the purge, and in the process Inquisitor Archtulus worked closely with Adeptus Arbites Judges to train Adepts in a variety of detection arts.

These agents are known as Verispex Adepts, a rare instance of Adeptus Arbites and Ordo Calixis collaboration. It is the Verispex who use their own immense knowledge, both learned and implanted, to follow the minute traces of physical evidence left by even the most careful suspect, in service of the Imperium of Mankind. The Adepts saw minor use in the Tricorn palace, their training carefully overseen by trusted Sages. With the resurgence of House Thrungg in recent years, Lord Marshal Goreman has requested aid from allies within the Inquisition, training additional Verispex Adepts for a variety of purposes, in the hopes that their skills will prove invaluable across the sector.

The path of a Verispex begins much earlier than that of a typical Adept, often during the first two decades of life. This is due to the extensive education the specialised program requires of its Verispex Adepts. From an early age, potential Adepts are taken from the Schola Progenium

and drilled in the specifics of Imperial doctrine that will apply to their task. As rigid loyalty and dogmatic obedience is instilled they are trained in identity capture techniques by skilled Arbitrator population monitors. Next, they are drilled in the customs and mannerisms of citizens from all walks of life by well-travelled Inquisitorial Acolytes. Lastly, they learn to interpret the data that a wide range of detection servitors and auspex scanners are capable of uncovering. Such is the breadth of these techniques that Adepts often specialize in one specific aspect of their work, such as the chemical composition of plasteel manufactured on specific worlds, at specific manufacturers throughout the Calixis sector, or the genetic legacy which marks the members of different houses on Prol IX from one another. Such minutia takes decades to collect and catalogue, and few Verispex are put to work on active cases before their fourth decade of service. Due to the extreme investment the Adeptus Arbites and Holy Ordos must make in order to train a single Verispex, these scholarly agents are highly valued and often kept far from the front line of Imperial law-keeping. This is, however, not always a possibility. Whenever a Verispex Adept is sent into the field they are accompanied by an Inquisitor or Judge's most capable retainers.

The sort of trivium which Verispex are routinely called upon to examine requires an incredibly powerful mind to process. While they are, to a man, often the most intelligent and well educated Acolytes, many Verispex Adepts receive cortex implants and internal cogitation engines to aid them in their work. Scanners, pict-recorders, processing engines, and chemical and metaphysical analysis arrays are all familiar tools of the Verispex Adept. As well, the banks of cogitators and legions of technical servitors at the disposal of the Verispex corps are enormous on a scale rarely seen outside the Adeptus Mechanicus. Indeed, the ties between the Verispex and the Priesthood of Mars are many and varied. The technical skills required to become a Verispex Adept are sometimes considered borderline heretical, and it is not unheard of for an ancient Verispex to be "re-purposed" by a politically savvy Arch-Magos. For this reason, many forge worlds and Mechanicus enclaves have tenuous pacts of mutual alliance and service with nearby Arbites Precincts. The Martian Priests still guard their secrets jealously, but they are willing to share the barest insights in return for protection and privacy when it comes to Mechanicus affairs.



BECOMING A VERISPEX ADEPT

Like many positions within the Adeptus, becoming a Verispex Adept is rarely a matter of choice. The skills required to stand among the forensic experts of the Inquisition are both extensive and specific, and demands lengthy education in the libraries of the Tricorn Palace. The vast majority of those who become Verispex Adepts begin their career at an extremely young age, though the rare candidate is taken after spending time among a cell of Acolytes. After a relatively brief span of years, the recruits are given a speciality based on their performance and accomplishment. These hopeful adepts are assigned to a senior Verispex Adept sharing their specialization for a lengthy apprenticeship in which their knowledge of esoterica and minutia is increased to proportions rarely witnessed. After this apprenticeship, which can last anywhere from several years to decades, the Adept is finally sent into the information cataloging halls of the Tricorn Palace.. or into the service of an Inquisitor.

Required Careers: Adept

Alternate Rank: Rank 1 or higher (0xp)

TALENT: UNPARALLELED PROFICIENCY

The Adept has spent years studying a single subject, and knows minutia that would baffle even other scholars. So skilled is the Verispex Adepts at memorization of facts that he adds half his Unaugmented Intelligence Bonus (rounding up) to the Degrees of Success of any successful Scholastic Lore Test.

TALENT: SEEN THIS BEFORE

The Adept has witnessed so many crime scenes that he begins to quickly identify. The Adept may make an Intelligence Test in place of any skill Test with the Investigation skill descriptor.



VERISPEX ADEPT ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	—
Awareness +10	100	Skill	Awareness
Chem-Use	100	Skill	—
Common Lore (Tech)	100	Skill	—
Logic	100	Skill	—
Medicae	100	Skill	—
Scholastic Lore (Any) [†]	100	Skill	—
Search	100	Skill	—
Tech-Use	100	Skill	—
Foresight	100	Talent	Int 30
Heightened Senses (Sight)	100	Talent	—
Heightened Senses (Hearing)	100	Talent	—
Jaded	200	Talent	WP 30
Logis Implant	200	Talent	—
Resistance (Fear)	200	Talent	—
Seen This Before	200	Talent	Jaded, Total Recall
Total Recall	200	Talent	Int 30
Unparalleled Proficiency	200	Talent	Talented (Scholastic Lore), Total Recall
Talented (Scholastic Lore) ^{††}	500	Talent	—

[†]This skill may be purchased up to four times.

^{††} This talent functions as Talented for all Scholastic Lore skills, a character may only benefit from one Talented bonus at a time.

AGENT OF RELIQUARY 26

"Ours is not an easy task. We gather those most important relics, those symbols of the culture of Mankind. We dare the darkness and travel across the stars clinging to rumour and legend as our guide."

—Marcius Dans, Agent of Reliquary 26

Entombed more than twenty-two hundred feet beneath the majestic Tricorn Palace is the Grand Reliquarium, a series of vaults that are home to many artefacts and powerful relics of the Calixis Sector. In these hallowed halls rest hundreds of items of power, from crafted trinkets of the Dark Age of Technology to the blessed weapons of venerable martyrs or even saints. Each of these countless vaults are heavily guarded, monitored, and tended to by the Custodiatix, a small organization of curator assassins, each charged with the safety of the artefacts and assigned to one of the vaults. Reliquary 26 contains the relics of the Scholariate at Arms.

In addition to housing artefacts, Reliquary 26 also employs a great number of Agents, men and women who scour the Calixian worlds in search of more items of renown to add to the vaunted collection. Whether through negotiations with powerful nobles or more violent means, the goal of these Agents is a simple one: ensure the safety and survival of the relics of Man. To do so, they must first identify such items of power, decide whether or not the current ownership is valid, and reclaim the item in question, by force if necessary. Often, Agents act alone or in pairs, though it is not uncommon for an entire cadre of mercenaries to be hired if an acquisition proves particularly difficult. It is rumoured that the Scholariate at Arms once hired an entire house of assassins to reclaim a shoulder piece from the blessed armour of Saint Drusus, though such rumours have no solid evidence behind them.

As one might expect, Agents of Reliquary 26 are very well outfitted. Although they are relatively unknown as an organization, members often find themselves at odds with Calixian nobles, who value their possessions and do not wish to part with them simply because the Inquisition asks. As a result, many Agents have at least one or two enemies in the upper echelons of Imperial society. Though the agency occasionally attempts to reimburse the owners of the relics they acquire, often they have to pry relics from the lifeless fingers of some greedy soul.

Reliquary 26 works quite closely with the larger Ordo Malleus as well. Often, Inquisitors find themselves with items of interest left over from an investigation. In exchange for the safe return of any relics or artefacts found by an Inquisitor in the course of his duties, Reliquary 26 will sometimes loan out an item of great power. Inquisitors will often make use of an Agent of Reliquary 26 as a member of their Acolyte cells, trusting in their skills at handling and wielding ancient artefacts.

BECOMING AN AGENT OF THE SCHOLARIATE RELIQUARIUM

An experienced servant of Reliquary 26 is an indispensable resource to an Acolyte cell. When dealing with nobility, or in areas where ancient (or even xenos) technology may be encountered, an Inquisitor may requisition an Agent of Reliquary 26. More rarely, an Inquisitor may have one of his trusted Acolytes trained by the Custodiatix to serve him outside the vaults.

Required Career: Any Career

Alternate Rank: Rank 4 or higher

Other Requirements: Must have acquired one item of Near Unique Availability or rarer, and turned it over to his Inquisitor, or directly to the Grand Reliquarium.

Rival: Noble of GM's choice

Rare Equipment: The Grand Reliquarium has resources that include ancient equipment often entrusted to those Acolytes serving an Inquisitor. At the beginning of each mission (as determined by the GM) the character gains one item from **Table 2-2: Reliquarium Assignment**. This item must be returned after the mission. Failure to do so may have grave consequences (as determined by the GM).



TABLE 2-2: RELIQUARY ASSIGNMENT

1d10	Result
1	Reliquary 26 maintains a xenos beast known as a Jokaero in stasis for study. On occasion it is released and provided with a weapon to enhance. This lasgun is identical to all others in appearance and function except that it has a RoF of S/3/6.
2	The Reliquary has placed an Ulumeathi Plasma Siphon in the Agent's possession so he can test it in the field.
3	Following a vision by one of the Reliquary's psykers, the Acolyte has been issued a Condemner Bolt Gun and a single silver stake.
4	The agent may choose a digital weapon that blends in with his clothing.
5	This ancient scope attaches to the Acolyte's weapon and serves as a Psyocculum when looked through.
6	The origin of these alien devices is unknown, but the Reliquary calls them "Brain Mines" and they are capable of rendering an opponent catatonic without harming him physically.
7	This Hellrifle is designed for taking out heavily armoured targets, and is issued "just in case."
8	This suit of Truesilver Platemail has minute wards engraved on every inch of its surface and is anathema to the Daemonic. This is a Best Craftsmanship suit of Feudal Plate.
9	The effects of this Psychotroke Grenade are impossible to predict, but it is just as impossible to deny their usefulness.
0	The agent may roll twice on this chart and choose which of the two relics he will be issued.

GMs may wish to choose the item given to the Acolyte based on what they feel is appropriate to the Acolytes mission. The GM may also wish to make some assignments more permanent rather than having the Acolyte randomly determine the relic.

AGENT OF RELIQUARY 26 ADVANCES

Name	Cost	Type	Prerequisites
Barter	100	Skill	—
Barter +10	100	Skill	Barter
Charm	100	Skill	—
Chem-Use	100	Skill	—
Chem-Use +10	100	Skill	Chem-Use
Deceive	100	Skill	—
Deceive +10	100	Skill	Deceive
Evaluate	100	Skill	—
Evaluate +10	100	Skill	Evaluate
Inquiry	100	Skill	—
Inquiry +10	100	Skill	Inquiry
Scholastic Lore (Archaic)	100	Skill	—
Scrutiny	100	Skill	—
Search	100	Skill	—
Search +10	100	Skill	Search
Trade (Technomat)	100	Skill	—
Air of Authority	100	Talent	Fel 30
Chem Geld	100	Talent	—
Exotic Weapon Training (Choose one)	100	Talent	—
Command	200	Skill	—
Forbidden Lore (Archeotech)	200	Skill	Int 40
Intimidate	200	Skill	—
Tech-Use	200	Skill	—
Foresight	200	Talent	Int 30
Iron Discipline	200	Talent	WP 30, Command

BANISHER

"To defeat the Daemon, you must hate the Daemon. To hate the Daemon, you must know the Daemon. To know the Daemon is to know madness."

—Banisher proverb

In the eternal battle against the Enemy Beyond, faith and knowledge are weapons. Few Acolytes wield these weapons with greater prowess than the Banisher. Whether stalking the darkest halls of a hive librarium in search of omens or enacting the Rites of Dispossession in the fields of battle, Daemonic lore is vitally important to the servants of the Collegia Exterminatus.

Banishers in the Calixis Sector are a relatively new phenomenon. In 335.M41, a small cabal of Ordo Malleus Inquisitors came to the Calixis Sector on the trail of a prophecy regarding a greater Daemon. Lord Inquisitor Caidan found himself most impressed with their retinue of scholar-priests, who studied a rare copy of a book called the *Liber Daemonica* to learn their enemy's tricks. Although the Inquisitors and their tome soon moved on, Caidan's interest in the scholar-priests only grew. The Calixian Conclave decreed that Ecclesiarchal resources could not be adequately spared for the task of researching Daemonic threats in the vast quantities required, while Adepts did not typically have the faith necessary to fortify themselves against the information they might uncover. Thus, the Calixian Ordo Malleus began to formalize the training of the Banishers, a type of holy warrior who would be equally skilled at researching and eradicating Daemonic forces. An Inquisitor would be wise to have several of these individuals among his immediate companions, with many more acting behind the scenes to uncover a Daemons' dark secrets.

Banishers in the Calixis Sector are, like many other agents of the Ecclesiarchy, chosen at a young age from the most pious children. Their training takes a great deal of time as they are armed with the tools to seek out forbidden knowledge while maintaining their faith. As a result, many Banishers are relatively advanced in age by the time they become Acolytes. The intensity of their training often leaves them with scars and augmetic replacements. Their bodies show the sacrifices they have made for their purity.

Not all Banishers are trained by the Ministorium. On many Calixis Feudal or Feral worlds, wise men steel themselves to study that which dwells in the dark, seeking wisdom to help them vanquish Warp-spawned entities. While these elders are not usually steeped in the tutelage of the Ecclesiarchy, they are no less devout to the Imperial Creed, and can be quite useful in rooting out long forgotten omens and ancient secrets in Imperial archives. Many Inquisitors have also been known to train Banishers to combat specific daemons.

Banishers hold a delicate position in an Acolytes Cell. Experienced Acolytes revere them for their wisdom and temperance in the face of terrible secrets, and often owe their survival and success to the madness the Banisher has interpreted for them. Yet these same Acolytes know that no mind can understand the unknowable and walk away unscathed. Therefore Banishers are seen with a distant respect and watched closely for fear that they may suddenly snap under the weight of their dark knowledge.

Though occasionally found within other Ordos, Banishers are usually under the employ and oversight of the Ordo Malleus. A Malleus Inquisitor may employ dozens, or hundreds of Banishers all working diligently to uncover the details of a Daemonic incursion into the materium.

Many Banishers work in groups, though not for the sake of efficiency. There have been cases of Banishers using their knowledge to gain personal power or to traffic with daemons. Thanks to their training, however, these instances have been few, and placing them in a larger group allows other Acolytes to keep an eye on them as needed.



CREATING A BANISHER

To be a Banisher is to seek out knowledge many believe is best left buried. They combine lore with faith, without failing to bring a flamer to bear should it be necessary. Their will is fortified against the madness which accompanies such endeavours, for they must go where few dare. They must be prepared to face many horrors in their search for manuscripts, ancient legends, and even the true name of a powerful Daemon.

Required Career: Cleric

Alternate Rank: Rank 1 or higher

Starting Talents: A character who replaces Rank 1 with Banisher gains the Hatred (Daemons) Talent.

Starting Gear: A character who replaces Rank 1 with Banisher replaces his starting equipment with a Best Quality Staff (with the Sanctified Trait) or a Stub Revolver with 6 Sanctified rounds, chain coat or flak vest, aquila necklace, Ecclesiarchy robes (Good Quality), charm (Skull) and a backpack.

Income: The character's Income becomes Learned Class.

BANISHER ADVANCES

Name	Cost	Type	Prerequisites
Awareness	100	Skill	—
Common Lore (Ecclesiarchy)	100	Skill	—
Common Lore (Imperial Creed)	100	Skill	—
Inquiry	100	Skill	—
Literacy	100	Skill	—
Hatred (Daemons)	100	Talent	—
Melee Weapon Training (Primitive)	100	Talent	—
Pistol Training (Primitive)	100	Talent	—
Drive (Ground Vehicle)	200	Skill	—
Forbidden Lore (Daemonology)	200	Skill	—
Scholastic Lore (Occult)	200	Skill	—
Chem Geld	200	Talent	—
Speed Reading	200	Talent	—
Unremarkable	200	Talent	—
Aura of Faith	300	Talent	Rank 3
Intellectualization	300	Talent	Rank 2
Total Recall	300	Talent	Int 30
Rite of Banishment	400	Talent	Rank 4

TALENT: INTELLECTUALIZATION

The character is adept at rationalizing words and text and stripping them of their power over him. If called to make a Test against Fear, Insanity or Corruption as a result of reading or hearing forbidden words or language (such as from reading a corrupted tome), the character may reroll any failed Willpower Tests substituting his Intelligence for Willpower on the reroll.

TALENT: SPEED READING

Through years of practice the character has developed the ability read text at an astonishing rate. The character may make a Challenging (+0) Literacy Test to read text at the rate of 20 pages per minute, plus an additional 5 pages per minute per degree of success. The character automatically passes any Total Recall Tests required of him to recall the information within the book.

TALENT: AURA OF FAITH

Daemonic entities reel from the Acolyte, their daemonic powers cleansed in his presence. Any Daemon within a radius equal to the Acolyte's Willpower Bonus in meters suffers 1d5 damage if it fails a Warp Instability Test plus an additional 1d5 damage per degree of failure. This damage is not affected by armour or Toughness Bonus.

TALENT: RITE OF BANISHMENT

This rite is closely guarded, written only in the most sacred texts and taught only to experienced Banishers. With this rite the Daemonic can be banished from the material world. The character chooses a single daemonic entity and spends three Rounds inscribing holy symbols into the floor in up to a 10m radius. The targetted daemon need not be present at the time of the inscribing. While in the area the chosen daemon does not benefit from the Daemonic Trait and may not enter or leave the area unless it passes a Very Hard (−30) Willpower Test.

CULT-STALKER

"We are at war with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the correct course. Mercy destroys us; it weakens us and saps our resolve. Put aside all such thoughts. They are not worthy of Inquisitors in the service of our Emperor. Praise His name for in our resolve we only reflect His purpose of will."

—The Verses of Inquisitor Octus Enoch

One of the greatest threats facing the Holy Inquisition within the Calixis Sector is that of recidivism. There are cults devoted to the Dark Gods hidden within all levels of society and it is the Inquisition's job to root them out. Each Chaos cult plans its own way to escape detection until it can grow to the point of dominating society. Mere survival is particularly important on Imperial worlds, where Chaos worship is the greatest of heresies and Inquisitors are always vigilant for any taint of Chaos. Extremist political organizations make especially good fronts for cults, since they naturally attract power-hungry and mentally unbalanced individuals, who are often well-suited to becoming cult members. A very successful cult can even gain enough power to become the governing body of its home planet without having to resort to rebellion. Thus, many Calixis Adeptus Arbites precincts keep dedicated squads of Cult-Hunters on hand. The Arbites' Judges prefer to take care of cult problems quickly and quietly as the knowledge of a cult's ongoing survival within their sphere of influence could lead to further civil unrest, or draw the attention of heavy-handed Inquisitors.

Often, cults lair in unsavory parts of cities where no Arbitrator would dare go without formidable backup. As they do not want to call attention to this problem, a "troubleshooter" is occasionally brought in from the local criminal element to assist the Adeptus Arbites by infiltrating the cult. Usually this service comes at the price of a pardon for the troubleshooter's lesser crimes, but some rare street scum are willing to help with an investigation purely out of devotion to the God-Emperor.

One notable success took place on Malfi when the Adeptus Arbites conscripted several small Hive gangs to infiltrate a suspected blood cult. Judge Chal York coerced a troubled Kestrali noble dynasty to enter into the slave trade, selling his Cult-Stalkers into the pit fights. York was assassinated shortly afterwards. The nobles of the Kestrali dynasty, unable to prove their innocence in the sanctioned operation, were put to death in the wake of the Judge's death. The Cult-Stalkers were forgotten to the Adeptus Arbites.

Nearly a decade later, Inquisitor Medina uncovered the blood cult in her investigations. The ex-gang's numbers had dwindled to only a handful, but they were now the elite guard and some of the cults most trusted members. Never failing in their duties or faith, these former criminals had proven that they were loyal to the God-Emperor above all else. They presented their years of meticulously gathered information to the Inquisitor, and on her authority executed over a thousand citizens in one bloody night, and presented themselves for execution. Their sacrifice ended a daemonic incursion before it even began.



BECOMING A CULT-STALKER

Cult-Stalkers need to have a keen eye for detail and strong, inquisitive minds. Those that come from the Scum career are more often than not con-men who use their silver tongues to gain access to a cult and infiltrate its ranks. They pass any information they gain on to their Arbiters contacts, who can then swiftly and mercilessly destroy the cult.

Required Career: Arbitrator or Scum

Alternate Rank: Rank 1 or higher

Income: The character's Income becomes Outcast, but uses **Table 2-3: Cult-Stalker Income** rather than the **Scum Income Table** presented in the **DARK HERESY** Rulebook.

TABLE 2-3: CULT-STALKER INCOME

D10	Result	Earnings
1-3	Scrounge	10+1d10
4-5	Confidence	20+FB d10
6-7	Exort	25+SB d10
8-9	Embezzle	35+IB d10
10	Luck	50+FP d10

FB=Fellowship Bonus

AB=Agility Bonus

IB=Intelligence Bonus

FP=Fate Points

SB = Strength Bonus

CULT-STALKER ADVANCES

Name	Cost	Type	Prerequisites
Blather	100	Skill	—
Ciphers (Underworld)	100	Skill	—
Deceive	100	Skill	—
Inquiry	100	Skill	—
Interrogation	100	Skill	—
Scholastic Lore (Judgement)	100	Skill	—
Scrutiny	100	Skill	—
Forbidden Lore (Cults)	100	Skill	—
Concealed Cavity	200	Skill	—
Unremarkable	200	Talent	—
Hatred (Cults)	200	Talent	—
Forbidden Lore (Cults) +10	200	Skill	Forbidden Lore (Cults)
Inquiry +10	200	Skill	Inquiry
Cult Briefing	400	Talent	—

NEW TALENT: CULT BRIEFING

The character has undergone indoctrination so that he may blend into a Chaos cult. Depending on the type of cult he has been tasked with infiltrating, he gains the following benefits:

Political: The character has spent weeks memorizing the intricate relationships of noble families, powerful local Governors, cabinet advisors and military personnel. The character may treat all Common Lore Skills as Basic Skills. In addition, he is treated as having the Total Recall Talent when attempting to recall someone's name within one world's political or social elite.

Heretek: The character has spent hours alongside Tech-Priests, learning their ways and examining their mannerisms. He has been implanted with a single augmetic designed to appear "questionable" to Mechanicus observers. He is trained in the Tech-Use Skill and gains one of the following Talents: Autosanguine, Logis Implant, Orthoproxy or Technical Knock.

Pleasure: Steady doses of poison within controlled environments, chemical treatments, and dozens of surgeries have prepared the character to resist the call of a pleasure cult while simultaneously making them look like a perfect candidate. The character gains +5 Fellowship and chooses either the Chem-Geld or Decadence Talent.

Infestation: These cults can be some of the hardest to infiltrate, requiring years of training and surgery to prepare an Acolyte to be a plausible candidate. The character is trained in the Medicae Skill and gains the Hardy Talent.

Blood: Endless hours of martial training and physical conditioning have prepared the Acolyte to impress cult members with his martial prowess. The character gains the Melee Weapon Training (any, choose one) and Frenzy Talents.

Culture: Hypno-indoctrination and months of linguistic drills have prepared the character to blend seamlessly in with a society alien to his own and work his way into the halls of power. The character chooses one Homeworld other than his own and gains all the Traits associated with that Homeworld (both negative and positive).

DAEMONYM SEEKER

"The most ideal of conditions for defeating the daemon: be on a first-name basis."

—High Banisher Segrin

Within the Collegia Exterminatus it is considered a blessing that summoning a powerful Daemon is not easy; it can take a lifetime of devotion and hundreds of years of preparation. Generational cults of worship exist that have secretive agendas hidden behind layers of faithful rhetoric. However, banishing or controlling a Daemon is a far less difficult task if the summoner or banisher possesses the True Name of the Daemon.

The True Name of even the most minor Daemon is a closely guarded secret among Warp entities. Knowing the True Name of a Daemon gives one power over that Daemon, any minions of that Daemon, and possibly even its worshippers. Most daemons are known by a variety of pseudonyms, should they desire to be called anything at all. However, among the Banishers, there are some who would seek out the True Name of a Daemon; they are called the Daemonym Seekers.

When a Banisher wishes to become a Seeker, there is no training or ceremony; he simply begins to hunt for the name of a specific Warp entity. This may be a Daemon who has given his Inquisitor trouble in the past or simply a beast that caught his attention during the course of his normal studies. Whatever his reasons, the Seeker devotes himself completely to the pursuit of this daemon's True Name.

The path of the Daemonym Seeker is rooted in the work of Inquisitor Adorjin. She was a potent psyker, and employed a great number of Banishers. Many of her Banishers considered her one of their own, as she pursued Daemons with zealous determination. Adorjin devoted her life to hunting one vicious and particularly powerful Warp entity. For nearly two centuries, she studied the creature, learning its True Name and tracking it to the Calixis Sector. She brought with her several Banishers who had studied with her, a small squad of Grey Knights, a powerful relic weapon, and an ancient copy of the *Liber Daemonica*. Though she fell in the battle, her strategies were adopted by a great many Banishers, and her name was remembered by all of the Calixis Ordo Malleus.

Daemonym Seekers employ every resource they can in their search for the names of daemons, from the study of ancient prophesy to dangerous séances. The majority of Seekers devote their entire careers to the study of one greater Daemon, declaring that Daemon their nemesis and often growing to be obsessed with the target of their study. Daemonym Seekers are rarely trusted by any but the most radical of Inquisitors, and more than a few Seekers have had

their quests and lives cut short by puritanical Inquisitors who did not approve of the dark path their Acolyte was travelling. The Puritans' judgment is not unwarranted; more than a few Seekers have attempted to harness a Daemon for the benefit of the Imperium, but such a noble effort almost always ends in tragedy. Even more dangerous are those who secretly grow to respect or worship the Daemon they obsess over.

BECOMING A DAEMONYM SEEKER

To become a Daemonym Seeker is to take up the single-minded cause of exterminating a great evil from the galaxy. There is no ceremony; there are no badges of office. Once you have set out on the path to discover the True Name of a fiend, you have taken it upon yourself to become the hunter, dogging your prey across the sector. It will not be long before the beast knows that you are its enemy.

Required Career: Adept or Cleric

Required Experience: Rank 5 or higher



DAEMONYM SEEKER ADVANCES

Name	Cost	Type	Prerequisites
Ciphers (Occult)	100	Skill	Ciphers (Occult) +10
Evaluate	100	Skill	—
Evaluate +10	100	Skill	Evaluate
Forbidden Lore (Daemonology)	100	Skill	—
Forbidden Lore (The Black Library)	100	Skill	—
Forbidden Lore (The Black Library) +10	100	Skill	Forbidden Lore (The Black Library)
Scholastic Lore (Legend)	100	Skill	—
Scholastic Lore (Occult)	100	Skill	—
Search	100	Skill	—
Minor Daemonym	100	Talent	Forbidden Lore (Daemonology)
Talented (Forbidden Lore (Daemonology))	100	Talent	Forbidden Lore (Daemonology)
Scrutiny	200	Skill	Scrutiny
Search +10	200	Skill	Search
Basic Weapon Training (Bolt)	200	Talent	—
Deadeye Shot	200	Talent	BS 30
Die Hard	200	Talent	WP 40
Lesser Daemonym	500	Talent	Minor Daemonym
Greater Daemonym	500	Talent	Lesser Daemonym

TALENTS: DAEMONYM (MINOR, LESSER, AND GREATER)

Daemonym is a series of Talents available to the Daemonym Seeker, reflecting the character's growing knowledge of the daemon's True Name and special training in how to use that name against the daemon. This is a difficult undertaking, as the True Name of a Greater Daemon is usually very long and quite complex. Pronunciation must be exact, and the name may even have a melody, requiring the name to be sung. The GM should create the Daemon, if there is not a suitable one already in the campaign, and careful planning should be taken with regards to the character's motivations and how this zealous pursuit will effect the game.

MINOR DAEMONYM

The character has begun to understand the very basics of the subject's True Name, granting a certain level of control over the worshippers of the daemon. While the devoted cult may know nothing of the daemon's true nature they are still susceptible to coercion and subtle manipulation by those who do understand the nature of the beast.

Effect: When dealing with human cultists who are servants of the chosen daemon, the character gains a +10 bonus to any Interaction Tests and may even command them as if the cultists are his subordinates per the GM's discretion.

LESSER DAEMONYM

At this stage of his studies, the Seeker understand the True Name of the daemon on a conceptual level, giving him a great deal of power. While not in full control, the Daemonym allows the Seeker to sap much of the fearsome strength away from their powerful foe.

Effect: The character gains +10 WS on any melee attacks against his chosen daemon and any of its minions. The GM has the final say on what counts as such a minion. Furthermore, any melee weapon counts as Sanctified against the daemon and his minions when the character wields it.

GREATER DAEMONYM

The Acolyte has mastery over his foe's True Name, understanding all its subtle nuances and pronunciation. While many may view this knowledge as heresy, some within the Ordo Malleus know that this gives the Seeker great power against his chosen enemy.

Effect: The character is capable of performing the intricate reading of the daemon's True Name from the Liber Daemonic (or similar text) and may banish the daemon with this knowledge. As a Full Action the character makes a Literacy Test opposed by the daemon's Willpower or Toughness (player's choice) dealing 1d10 damage per degree of success that cannot be reduced by armour (but may be reduced by Toughness). The damage counts as Sanctified and is of any type the GM feels is appropriate. The daemon's True Name may require more than a Full Action to recite, but the mere act of doing so deals damage to the daemon every round.

ORDO SICARIUS INITIATE

"Some may be able to avoid the Judges of the Adeptus Arbites, fewer may be able to face off against the Imperial Guard and the Adeptus Astartes, but let it be known that none can stand against the Officio Assassinorum."

—Officio Assassinorum

Following the Age of Apostasy and Goge Vandire's despotic rule came the Wars of Vindication within the Officio Assassinorum. The Officio had become riddled with corruption and the Grand Master of Assassins was forced to kill many of its members in order to fully eliminate the heretics. The Officio's hierarchy was shattered and needed to be rebuilt from the ground up. Following a thorough investigation, Inquisitor Jaeger deemed that a special order of the Inquisition was needed to monitor and to control the Officio much more closely. His proposal was accepted and the Ordo Sicarius was created to monitor the Officio for signs of corruption. As the Officio Assassinorum is a highly secretive branch of the Imperial hierarchy, the only way to properly monitor them was to plant Assassin-Acolytes and Inquisitors within their ranks. Acolytes of the Ordo Sicarius often find themselves placed within the trusted circles of many high-ranking members of the Imperium or on loan to Inquisitors of other Ordos where their skill set is extremely useful.

One notable example dates from the early years of the 39th Millenium. Praetor Golgenna Angevin was raised to the rank of Lord Militant and granted a writ to prosecute a crusade to liberate and dominate the area of space known as the Calyx Expanse. At his side was a man he believed to be his trusted chamberlain. In fact, this servant was Inquisitor Treyus Godan, of the Ordo Sicarius. Inquisitor Godan's purpose was to monitor Angevin's crusade and to determine, on behalf of the Inquisition, whether or not he was faithfully carrying out his duties. If he was not, then it was Godan's duty to eliminate him. As the Crusade entered its third and final stage, Godan personally witnessed Saint Drusus slain by a rogue assassin. Before his life was ended, Godan saw Drusus rise anew, reborn as Saint Drusus. Capitalizing on this, Godan ended his charade as a servant to Lord-Militant Angevin and began impersonating an Inquisitor of the Ordo Malleus. Using the Ordo's resources as his own, he threw his support behind Drusus during his persecution of the turncoats within the crusade forces. At the crusade's glorious end, the Ordo Malleus sent an Inquisitor Lord to serve as Master of the Ordo within the newly named Calixis Sector. Inquisitor Treyus Godan was brought up on charges of impersonating an Inquisitor, but was granted clemency due to the undeniable results of his duplicity. He was stripped of rank and spent the rest of his life as a servitor in service of the Holy Ordos. To this day, the Ordo Malleus of the Calixis Sector often calls upon members of the Ordo Sicarius to assist them with the elimination of Daemonic cults and to provide trained Acolytes for clandestine cells.

BECOMING AN ORDO SICARIUS INITIATE

Becoming an initiate of the Ordo Sicarius is no simple feat. The Assassin in question must be both a skilled warrior and adept at subterfuge. When a prospective initiate is chosen by the Ordo Sicarius, he is merely given a dataslate with the name of a target, and a stated goal of "Interrogation and Extermination required" written underneath. How the prospect goes about this mission is his decision. Upon successfully completing his assignment, the prospect is taken to the Ordo Sicarius' main temple and begins his training in the ways of the Assassin-Inquisitor.

Required Career: Any

Alternate Rank: Rank 4 or higher



ORDO SICARIUS INITIATE ADVANCES

Name	Cost	Type	Prerequisites
Ciphers (Underworld)	100	Skill	—
Deceive	100	Skill	—
Deceive +10	100	Skill	Deceive
Disguise	100	Skill	—
Forbidden Lore (Officio Assassinorum)	100	Skill	—
Forbidden Lore (Cults)	100	Skill	—
Interrogation	100	Skill	—
Concealment	200	Skill	—
Forbidden Lore (Officio Assassinorum)+10	200	Skill	Forbidden Lore (Officio Assassinorum)
Forbidden Lore (Cults) +10	200	Skill	Forbidden Lore (Cults)
Inquiry	200	Skill	Inquiry
Shadowing	200	Skill	Shadowing
Hip Shooting	200	Talent	BS 40, Ag 40
Minor Psychic Power (x2)	200	Talent	—
Resistance (Fear)	200	Talent	—
Sicarius Training	200	Talent	—
Psy-Rating 1	300	Talent	—

NEW TALENT: SICARIUS TUTORING

Each Acolyte receives different training from their Ordo Sicarius contacts before returning to the service of the Ordo Malleus. When this Talent is purchased the Acolyte gains a different benefit depending upon his career, as follows:

Adept: The character is forced to memorized a staggering number of reasonable responses to common inquiries, allowing him to craft logical lies quickly. The character may use Intelligence in place of Fellowship for all Deceive Tests.

Arbitrator: The character has spent countless hours tracking masters of the arts of stealth, honing an ability to notice even the faintest traces of a target's passing. The character gains the Talented (Shadowing) Talent.

Assassin: The character is forced to remain motionless for days a time, his exact position monitored by servitors for even the slightest twitch. The character gains the Talented (Concealment) Talent.

Battle Sister: Learning from some of the most skilled swordsmen the Ordo Sicarius has to offer, the Battle Sister learns to trust the Chainsword as she would her Bolter. The character gains the Swift Attack Talent.

Cleric: Months of working alongside the most resolute murderers in the Calixis Sector has taught the character how to unnerve even these hardened men. The character gains the Disturbing Voice Talent.

Guardsmen: The weapon training of the character is augmented further by experts within the Ordo Sicarius. The character gains an Exotic Weapon Training Talent of his choice.

Imperial Psyker: The Ordo tests the physical limitations of the character mercilessly. The character gains one additional Wound.

Scum: A myriad of false identities, pulled strings, and brazen lies has created a persona with contacts in a useful organization. The Acolyte gains a Peer Talent of his choice.

Tech-Priest: The character studies hundreds of logistaristic formulae that map out the most successful line of questioning for advantageous results. The character may use Intelligence in place of Fellowship for all Inquiry Tests.



PYROCLAST

"You must face the truth squarely and without flinching from duty. Our enemies are mortal no longer. Mercy for such as they is a chimera, self-deception is its only ally. Dedicate this weapon, given unto your hand at the behest of the Emperor, to their destruction. Regard its function as your only duty: you live only to bring cleansing fire. Take up your rod and staff, your armour and psycannon, and go forth."

—Lectures to the Ordo, Inquisitor-Historical Galbus Heer

What others of the Inquisition do through stealth and guile, the Pyroclast does through the cleansing flame of righteousness. Originally created as a group by Inquisitor Malachai Heritor in 643.M40, the Pyroclasts were intended to be sent in when the only hope of ending a xenos infestation was through the application of holy fire. The success of the Ordo Xenos Pyroclast squads led the Ordo Malleus to apply the same principles to Daemon hunting. Original records of which Inquisitor first attempted this have been lost to time, but the results cannot be overstated. The first recorded use of Pyroclasts happened on the Agri-world of Dreah. Grain that had been tainted by Chaos was planted in the fields of many unsuspecting farmers. During the harvest, the stalks of this grain poisoned the tithe of Dreah. Learning of this tragedy, Inquisitor Helden Karros equipped three full regiments of Imperial Guard to combat this menace. Within a single month, the entire crop of questionable grain had been incinerated under the relentless onslaught of the flamers of the Pyroclasts. To be sure that the taint had been rooted out sufficiently, Inquisitor Karros ordered a cleansing of all vegetation with a thousand kilometre radius of the original planting site.

With the Cleansing of Dreah complete, the Calixian Ordo Malleus created a training bastion on the Shrine World of Reshia for Inquisitorial agents specializing in the use of Incinerators. Within this bastion recruits are schooled in the nature of flame and the cleansing power that it holds. Other Inquisitors are known to maintain elite groups of such Guardsmen, either privately trained or sent to Reshia for instruction.

BECOMING A PYROCLAST

Pyroclasts are mostly recruited from experienced Guardsmen. Those chosen must already have an instinctive understanding of the nature of fire. During Pyroclast training, this grows into an almost religious love and faith. Once selected, the majority of Pyroclasts are sent to Reshia for a period of six months for indoctrination and training, and then returned to their Inquisitor with the skills necessary to illuminate the dark shadows of corruption with the light of the Incinerator.

Required Career: Guardsman

Alternate Rank: Rank 5 or higher

Other Requirements: Basic Weapon Training (Flame)



PYROCLAST ADVANCES

Name	Cost	Type	Prerequisites
Common Lore (Imperial Creed)	100	Skill	—
Demolition +10	100	Skill	Demolition
Bulging Biceps	100	Talent	S 45
True Grit	100	Talent	T 40
Common Lore (Imperial Creed) +10	200	Skill	Common Lore (Imperial Creed)
Intimidate +20	200	Skill	Intimidate +10
Armour of Contempt	200	Talent	WP 40
Cleanse and Purify	200	Talent	Basic Weapon Training (Flame)
Hatred (Daemons)	200	Talent	—
Litany of Hate	200	Talent	Hatred (Any)
Resistance (Fear)	200	Talent	—
Resistance (Heat)	200	Talent	—
Unshakeable Faith	200	Talent	—
Blessed Flame	300	Talent	Cleanse and Purify
Flames of Faith	500	Talent	Unshakeable Faith, Cleanse and Purify

TALENT: BLESSED FLAME

Specialized training in holy litanies of maintenance combined with blessed promethium allows the Acolyte to bring his flamers to bear against daemons with potent effect. The character treats all Flame weapons as having the Sanctified Trait (see page 66). So skilled is the character with flamer weaponry that he can even use an Astartes Incenerator (see page 132) without the penalty for not being an Adeptus Astartes.

TALENT: FLAMES OF FAITH

The Acolyte's faith in both the God-Emperor of Mankind and his trusted weapon causes Psyflame ammunition to burn even brighter. The acolyte is treated as having a Psy Rating of 3 when using weapons loaded with Psyflame Ammunition.

The training regimen for specialist Guardsman capable of making use of the psychically infused promethium is necessarily harsh. Only the most disciplined and hardened of veterans are suitable for such duties and even those who would otherwise be capable of surviving the ordeal lack the honed sense required to succeed in the more delicate aspects of the program.

I have trained nearly a dozen Guardsmen successfully in this manner; more than any other, to the best of my knowledge. My most recent attempts have met with nearly a thirty percent success rate, which is high because of my strict selection of subjects.

The program begins with such a selection. I observe the recommended candidate during normal field drills, making sure that their Sergeant has them working with holy fire in the heaviest flamer available. If their control proves satisfactory I will request their transfer to my facilities on Idumea.

Next a single limb will be seared away over the course of a several weeks to a month. The chosen limb is typically their non-primary arm, but in the case of ambidextrous candidates, or other circumstances, I have allowed a leg to be taken instead. Brands give way to

TECHSORCIST

"When uttering the incantation, mark well that the rod is upon and not within the intake. The second incantation should not be uttered until all the fumes have come forth, then the way shall be clear for the sacred words to penetrate unto the heart of the engine. If the mounting be hot say the third rune, if it be cold the fourth rune is more appropriate. For if the wrong rune is used, the wrath of the engine will be aroused..."

—From the "Book of Five Runes"

Some Forge world Tech-Priests develop an interest in analyzing corrupted machine spirits. Unusually for Tech-Priests, Techsorcists are capable of intuitive thinking, speculation, and improvisation, and are famous for their lateral and often unorthodox process when strict logic and standard procedures fail. This is an invaluable tool for an Inquisitor trying to understand his foe's weaknesses. In the service of the Inquisition, a Techsorcist performs all the typical tasks of a Tech-Priest, but has a deeper understanding of how Chaos mutates and adapts technology. Created by Magos Eremor in the latter half of M36 in response to the reappearance from the Warp of the Space Hulk Fatum Posterus, the Techsorcists have long been on the front lines whenever heretical technology has been found. The success of this branch within the Calixis Sector has caused their ranks to swell as the demand for trained Daemon-hunting Tech-Priests has grown. In fact a quiet, but popular, joke within the Ordos Calixian is that there are four Ordos of the Inquisition: Xenos, Hereticus, Malleus, and Mechanicus. This is a view which the Adeptus Mechanicus is more than happy to foster, as it allows their representatives to be the first to deal with any strange technological discoveries found during the course of an investigation.

A trained Techsorcist, if not several, are in the employ of nearly every Ordo Malleus Inquisitor in the sector. On the tidally-locked world of Barsapine the Adeptus Mechanicus has over a dozen highly trained Techsorcists poring over the logs and remains of several technological devices of dubious origin. The Ecclesiarchy keeps a close eye on their research after the Macharian Incident. The call for additional assistance is strong, and many Inquisitors investigating the remains of the devices found there have petitioned for the Tech-Priests in their employ to be trained as Techsorcists.

BECOMING A TECHSORCIST

Becoming a Techsorcist is a simple affair for members of the Mechanicus. First, a petition of transfer must be filed with their superiors, countersigned by the Inquisitor whom they are assigned to. Then, a special mehadendrite is installed that includes hexagrammic data-gates. Finally, the potential is given three hours to access selected records regarding corrupted machine spirits, then three more hours to complete a 7,000-question test. Assuming he passes, the Tech-Priest is now officially recognized as a Techsorcist and is given clearance to request additional texts from the Ordo Malleus.

Required Career: Tech-Priest

Alternate Rank: Rank 6 or higher (6,000 xp)



TECHSORCIST ADVANCES

Name	Cost	Type	Prerequisites
Common Lore (Imperial Creed) +10	100	Skill	Common Lore (Imperial Creed)
Common Lore (Imperium) +10	100	Skill	Common Lore (Imperium)
Forbidden Lore (Tech-Heresy)	100	Skill	—
Armour of Contempt	100	Talent	WP 40
Autosanguine	100	Talent	—
Mechadendrite Use (Techsorcist)	100	Talent	Tech-Priest,
Sound Constitution	100	Talent	—
Forbidden Lore (Adeptus Mechanicus)	200	Skill	—
Forbidden Lore (Archeotech) +10	200	Skill	Forbidden Lore (Archeotech)
Forbidden Lore (Ordo Malleus)	200	Skill	—
Forbidden Lore (Tech-Heresy) +10	200	Skill	—
Fearless	200	Talent	—
Furious Assault	200	Talent	WS 35
Independent Targeting	200	Talent	BS 40

NEW TALENT: MECHADENDRITE USE (TECHSORCIST)

The Techsorcist has chosen to alter one of his mechadendrites to assist in his duties. This mechadendrite has special electronic wards put in place to resist the effects of corruption from Chaos-infested machine spirits. It also houses a small memory unit for storing proscribed documents and is set to automatically wipe itself upon removal of the mechadendrite or the death of the Techsorcist. When using a mechadendrite the Techsorcist gains a +10 to Forbidden Lore (Tech-Heresy) rolls, and a +10 to all Tech-Use Tests when interfacing with a corrupted machine spirit.

+++

Communication sub-litany four null-response four.

Mech-Deacon Stachi, Lathe attachment: Ordo Malleus

M39.undetermined

+++

It is unknown how long this vessel has been within warp transit, as I suspect the Gellar field is not operating within acceptable parameters but as yet have not had access or opportunity to properly discuss the litanies performed by the ship's Explorator who is kept to his duties by the necessities of such a new ship. We have had to translocate into realspace several times simply to prepare for further travel.

Thus it was my interface with the primary cogitator on the "Last Haul" that led me to my discovery. A sub-cogitator had been installed within the primary process of the seventeenth atmosubstation redistribution anex. As this was obviously unnecessary, I tasked Guie with quietly discovering who would perform such a litany without the Explorator's knowledge, as obviously no true disciple of the Machine-God would perform such a rite under any calculable scenario.

The sub-cogitator was indeed infested with a machine spirit whose designation I do not dare commit to data-memory. Had the Explorator attempted to interface with the device his success rate would have approached null as cycles approached seventy-eight, the scrapcode assailing his systems. Only the electro-graft warding of my mechadendrite protected me from such a fate. Indeed it was the source of our Gellar field instability. Further, it has begun to re-route power within the atmosubstation redistribution anex so as to create a graft feedback loop in the heavenward deck hydroporium. I leave it to Inquisitor Octus Enoch to decipher the purpose of such a creation, although trans-warp matter shift is not out of the question. I have since removed the sub-cogitator and informed the Explorator, you should expect his communication shortly.



THEOMANCER

"Though Mankind is at the brink of this great apotheosis, you must be ever vigilant for the stillborn harbingers of this change. Where you seek the pure and strong, there too will you find the impure and weak. But be ever vigilant, for even should you find one with the gift, only one in a thousand psykers will be strong enough to resist the perils of the Empyrean and be allowed to live."

—Admonitions on the Duty of the Witch Finder, Inquisitor Malich (Suppressed, M38)

Theomancy has its roots in the disciplines of soothsaying common amongst the Feral worlds in the Calixis Sector. Ancient practitioners of this art would use crude objects such as chicken bones and dice in the hope of a glimpse of the future. As the Ecclesiarchy's influence spread with the Angevin Crusade, these practices were more and more seen as counter to the Imperial Creed. Those who attempted to use these skills were hunted down as heretics. The practice was eventually replaced by the reading of the Emperor's Tarot. The Collegiate Exterminatus began training psykers to aid Inquisitors with divination from the Drusian Emperor's Tarot; which includes the Shattered World, the Chalice, and the Tyrant Star among its portents. While the debate on what these symbols represent is ongoing within the Calixian Scholastica Psykana Divinatio, it is generally accepted that the Shattered World represents war when aligned normally and the end of a war when inverted. The Chalice is seen to represent life, but also death, or even the Calixis Sector as a whole. The Tyrant Star is the card that is most often debated within the Calixian sector. Many scholars believe that it was never part of the original design of the Tarot, but nonetheless it appears in the current version.

Many Inquisitors employ Theomancers to help them learn about the nature of upcoming threats. When Artemis Thoth, a psyker in the service of Inquisitor Lord Caidin, performed a reading regarding the outcome of the Tranch Insurrection, the seven portents he received included signs that rendered the diviner catatonic for nearly six months. Upon his recovery he could speak only to Inquisitor Caidin. It is unknown what transpired there, but a cell of Caidin's most trusted Acolytes was immediately dispatched to locate Justicar Maligante and beg his assistance on the world of Kulth.

The Tarot itself is a closely guarded mystery. It is impossible to tell what the Emperor's Tarot actually is. Some have even claimed that no such object actually exists and that the Psyker is simply a charlatan. If that were true the frequency of their correct predictions would, at least, be a statistical anomaly of miraculous proportions.

So potent is the Theomancer's powers of prediction, that there are some within the Ecclesiarchy who view their powers as so heretical that there can be no true sanction of the practice. Some go so far as to hire assassins to discreetly deal with Theomancers.



BECOMING A THEOMANCER

A Theomancer is usually drawn from the ranks of the Calixis Scholastica Psykana Divinatio. Using the skills learned during the sanctioning process, combined with the formidable schooling of the Inquisition, the Theomancer becomes a potent weapon in the Calixian Ordo Malleus' arsenal. The Theomancer is able to use his skills at Divination to augment his combat skills in a much more fluid manner than the typical Imperial Psyker. He can see glimpses of the future and choose the correct path for his Inquisitor to follow.

Required Career: Imperial Psyker

Alternate Rank: Rank 4 or higher (2,000xp)

Other Requirements: At least one Psychic Power from the Divination Discipline.

TALENT: EMPEROR'S TAROT

Once per Game Session, the Psyker may read the portents of the Emperor's Tarot. This requires a psychic power roll with a Threshold of 12. Should he succeed, the character has divined the truth of a situation, reading the strands of time to see a fragment of the future and past at once. The character may make a single Common Lore, Scholastic Lore, or Forbidden Lore Test treating the Skill as trained. If the Acolyte has the Skill trained he may instead reroll the Test if failed.

The character is also prone to visions of the future during his use of the Emperor's Tarot and the GM may wish to seed prophetic glimpses into the use of this psychic power.

THEOMANCER ADVANCES

Name	Cost	Type	Prerequisites
Deceive	100	Skill	—
Psyniscience +10	100	Skill	Psyniscience
Psyniscience +20	200	Skill	Psyniscience +10
Forbidden Lore (Psyker) +10	100	Skill	Forbidden Lore (Psyker)
Logic	100	Skill	—
Medicae	100	Skill	—
Search	100	Skill	—
Search +10	100	Skill	Search
Psy Rating 3	200	Talent	Psy Rating 2
Discipline Focus (Divination)	200	Talent	Psy Rating 3
Emperor's Tarot	200	Talent	—
Foresight	200	Talent	Int 30
Psychic Power (Personal Augury)	200	Talent	—
Power Well	200	Talent	Psy Rating 2

Upon the shutting of the blinded eyes vision became all the clearer. Small moments were no longer small, but instead the turning of a key that unlocked a door. Behind the door was an abyss of change, or tumbling dice hammered by choices into existence. Only by the grace of the God-Emperor would divination be possible.

The Tarot spoke, quietly at first, and the blinded eye listened. As you should listen now.

Upon the world where there is eternal day and eternal night, where twilight and dusk give life. There the Cathedral of the Sky will guide the learned to its sister. A Cathedral of bloody ruined lives, sleeping. It sleeps and dreams of a secret so dire that no prognostication can hope to know it. A cloudy past to make clear the future. A future where the chalice burns.

FORSAKEN PRIEST

"Any grace that was mine is gone. I am a priest of a church of bones and all my flock are grinning skulls and ashes. I am no longer a man: I am a thing made of bleak knowledge, squandered purity and regret."

—Confessor Adso, Acolyte in the service of Antonina Mesmeron

A Forsaken Priest is faithful priest of the Ecclesiarchy who has been drawn into the service of an Inquisitor of a Radical creed and has sacrificed himself to the learning of dark knowledge and the forbidden arts of sorcery. The knowledge and use of sorcery are blasphemous acts that eat away at those who acquire and wield such dark arts. Nevertheless, the power of sorcery and daemon lore is a potent weapon against the manifold threats faced by the Imperium, and so it may be wielded by those who know that they are damning themselves but are willing to sacrifice their souls in the defence of humanity.

Forsaken Priests are rare, even in the ranks of the radical factions of the Inquisition, and though exceptions exist, they are almost exclusively found among those who follow either the Xanthite or Oblationist doctrine, often for very different reasons.

The Oblationists: Only the pure and just who sacrifice themselves to damnation in the service of the Oblationist creed may do so; all others are vile heretics who deserve only fire and death. So the Oblationists believe, and the Forsaken Priests are an ultimate expression of this fanatical belief. This is a maxim taken to heart by Oblationists, and when they need a sorcerer in their service, they create them from the purest of sources: the best and most pious of the priests of the Adeptus Ministorum. These clerics are long-serving and trusted Acolytes of an Oblationist who have accepted and embraced the self-annihilating creed of their master or mistress, and so have been charged to become a weapon against the enemies of the Imperium.

The Xanthites: The Xanthite goal is to master and dominate the powers of the Warp and of Chaos and bind them into mankind's service, a deadly pursuit that requires women and men of unfailing will and vision to accomplish. To this end the Xanthites seek out and draw clerics whose faith has been sorely tried or whose own creeds have strayed far from the Ministorum's narrow path into their service, the better to slowly mould and shape to their own ends and to embrace the darkly visionary Xanthite ethos. Raised up in forbidden knowledge, these Forsaken Priests serve the Xanthite cause as trusted Acolytes, exorcists, and daemon-binders whose faith in the God-Emperor, though no less fervent than before, has changed as through a mirror darkly.

The strength of character required to stand with one foot in heaven and the other in hell is a rare thing indeed, and the investiture of a Forsaken Priest is a process of learning and dark transformation. With ritual care the once-pure priest studies and practices the vile skills of warp craft and in so doing is transformed from a priest of unsullied faith to a

hollow shell who has nothing left but sacrifice and service. From this point on, a Forsaken Priest will be one of his Inquisitor's most trusted Acolytes, and may in time be raised to the rank of Inquisitor to perpetuate the dark arts to another generation of Inquisitors.

BECOMING A FORSAKEN PRIEST

Becoming a Forsaken Priest is a profound change for a Cleric Acolyte; he is crossing the line into undeniable Radicalism in how he operates. This Alternative Rank also represents the progression of trust that an Oblationist or Xanthite Inquisitor (for example) has in the Acolyte and is an agreed and conscious choice on the part of both servant and master. Given this, a player should consult closely with his GM before taking this career for his Cleric character.

Once a Cleric has set himself on the path of a Forsaken Priest, he will undergo a period of purification, prayer and fasting alongside his schooling in the malefic arts. At the end of this period the cleric will lose any Pure Faith-based Talents (see page 50 of *THE INQUISITOR'S HANDBOOK*) that they may have acquired. The Cleric also gains 1d10 minus his Willpower Bonus in Corruption Points.

Required Career: Cleric.

Alternate Rank: Rank 5 or higher (3,000 xp).



Advance	Cost	Type	Prerequisites
Armour of Contempt	100	T	Wp 40
Dark Soul	100	T	—
Forbidden Lore (Warp)	100	S	—
Forbidden Lore (Warp) +10	200	S	Forbidden Lore (Warp)
Forbidden Lore (Daemonology)	100	S	—
Forbidden Lore (Daemonology) +10	200	S	Forbidden Lore (Daemonology)
Hatred (Daemons)	100	T	—
Invocation	100	S	—
Invocation +10	200	S	Invocation
Litany of Hate	100	T	Hatred (any)
Psyniscience	100	S	—
Psyniscience +10	200	S	Psyniscience
Scholastic Lore (Occult)	100	S	—
Scholastic Lore (Occult) +10	200	S	Forbidden Lore (Occult)
Scholastic Lore (Occult) +20	300	S	Forbidden Lore (Occult) +10
Sorcerer	200	T	Int 35, Wp 35, Forbidden Lore (Demonology or Warp) +10, Scholastic Lore (Occult) +10
Minor Arcana	200	T	Sorcerer
Minor Arcana	200	T	Sorcerer
Minor Arcana	200	T	Sorcerer
Major Arcana	300	T	Wp 45, Sorcerer
Major Arcana	300	T	Wp 45, Sorcerer
Major Arcana	300	T	Wp 45, Sorcerer
Master Sorcerer	600	T	Int 40, Wp 50, Sorcerer



HERETEK SAVANT

“++No Secutor, you may not move++ Even now conduction filaments are piercing your neural systems and unworthy flesh++ So they sent you to find me, did they?++ To carry out the Ommissiah's judgment on me? ++ Well you found me —or more accurately I found you, foolish puppet of meat and iron ++ Well, now you will dance on my strings not theirs ++ Ah yes, your last paltry defences fall++ In a way I envy you; in a moment you will experience the most exquisite of agonies as I rip apart and overwrite your synapses one-by-one, it should be quite the experience++ Now Secutor, open wide, Here...I... Am.”

—Cognitive data-chain forensically recovered from Secutor Rho-456-0, aftermath of the destruction of Forge-Control Lathe-Het Delta-9

The strictures and dictates of the Adeptus Mechanicus are many and harsh; they form a labyrinthine and iron-clad code that defines every aspect of the lives of the Ommissiah's priesthood, their outlook and practices. Their purpose is as simple as it is unwavering: to control and regulate knowledge and its use, stifle innovation, and above all maintain the Machine Cult's stranglehold on the Imperium's technology. To become a Heretek Savant by that phrase's purest definition is to abandon this code, at least in the Tech-Priest's private thoughts. It is to embrace individual

innovation, experimentation, and free will and stray from the path ordained by the teachings of the Archmagos Doctrinal. For a Tech-Priest to do so is every bit as rare, as radical and heretical as a Confessor of the Ministorum straying away from the Imperial creed, and the consequences for those that do stray, should their deviation be discovered, is every bit as harsh. Although rather than a pyre, Heretek Savants can look forward to having their implants ripped bodily from them while alive and whatever meat that remains useful recycled into servitor components to pay for their sins.

Heretek Savants can come to their renegade position for a variety of reasons, the most common of which are to do with the simple exercising of their free will away from the structured environments of the Machine God's domains. Such tech-heresy is particularly prevalent among those Tech-Priests who serve in the Explorator cadres or are assigned to the Inquisition's service. The consequences of self-reliance and forced adaptation in the field away from help can affirm the Ommissian faith for some Tech-Priests, but for others it can lead them increasingly to question and to innovate in order to overcome adversity and seek their own answers. Others come to tech-heresy for darker reasons, such as personal ambition and the obsessive quest for power and knowledge which will allow them no respite and lead them to increasingly rail against the narrow confines of the Cult Mechanicus' approved technologies and patterns. Regardless, the path of tech-heresy is a dangerous one and as perilous in its way as tampering



with the powers of the warp. Exposure to the artefacts and lore of the alien and the sins of humanity's ancient past can be every bit as corrupting, both for the body and soul.

Secrecy is as vital for Heretek Savants as for any other whose knowledge and actions would condemn them in the eyes of the Imperium because discovery will lead to sanction and destruction by the power of the Cult Mechanicus. This

usually leads to a slow distancing of themselves from their fellows in the Mechanicus and a deep-seated paranoia of discovery. As a result Heretek Savants rapidly gain a merciless and suspicious streak centred on their own self-preservation, increasingly favour implanting (often heretical) weaponry and defensive systems into their own bodies, and will stop at nothing in the service of the quest for knowledge.

Advance	Cost	Type	Prerequisites
Forbidden Lore (Archeotech)	100	S	—
Forbidden Lore (Archeotech) +10	200	S	Forbidden Lore (Archeotech)
Forbidden Lore (Archeotech) +20	300	S	Forbidden Lore (Archeotech) +10
Forbidden Lore (Adeptus Mechanicus)	100	S	—
Forbidden Lore (Adeptus Mechanicus) +10	200	S	Forbidden Lore (Adeptus Mechanicus)
Forbidden Lore (Adeptus Mechanicus) +20	300	S	Forbidden Lore (Adeptus Mechanicus) +10
Forbidden Lore (Warp)	100	S	—
Exotic Weapon Training (choose one)	100	T	—
Exotic Weapon Training (choose one)	100	T	—
Exotic Weapon Training (choose one)	100	T	—
Forbidden Lore (Warp) +10	200	S	Forbidden Lore (Warp)
Forbidden Lore (Warp) +20	300	S	Forbidden Lore (Warp) +10
Forbidden Lore (Psykers)	100	S	—
Forbidden Lore (Psykers) +10	200	S	Forbidden Lore (Psykers)
Forbidden Lore (Psykers) +20	300	S	Forbidden Lore (Psykers) +10
Forbidden Lore (Xenos)	200	S	—
Forbidden Lore (Xenos) +10	200	S	Forbidden Lore (Xenos)
Forbidden Lore (Xenos) +20	300	S	Forbidden Lore (Xenos) +10
Nightmare Field	300	T	Tech-Priest
Anima Aura	400	T	Tech-Priest
Aetheric Resonator	500	T	Tech-Priest

BECOMING A HERETEK SAVANT

Becoming a Heretek Savant is a matter of choice and opportunity rather than induction into a secret cult or service to a master, and all that is needed is for the Tech-Priest to turn his back on the sacred doctrines of the Omnissiah and have the will to do so. From this point on, they risk censure and destruction by the Cult Mechanicus if their heresies are discovered, and while there is nothing to stop them furthering their rank and position in the Adeptus Mechanicus, they are forever more false of heart and must remain eternally vigilant.

Breaking from the engrammatically reinforced strictures and cortical routines of obedience to the Omnissiah's dictates is a profoundly disturbing experience, and this revelatory shock inflicts 1d5 Insanity Points on the Tech-Priest when this Career Rank is first taken.

Heretek Talents: This career gives access to several additional Tech-Priest only Talents, however the technologies used for them are considered heretical and forbidden by the Cult Mechanicus. Discovery of them by close examination, or their perceived use by other Tech-Priests might well lead to trouble.

Required Career: Tech-Priest.

Alternate Rank: Rank 6 or higher (6,000 xp).

Other Requirements: WP 35+, at least one Forbidden Lore Skill.



HERETEK SAVANT TALENTS

ANIMA AURA

Prerequisites: Tech-Priest (Potentia Coil)

You have integrated the forbidden principles of the vile Sarcosan Wave Generator into your augmetic systems, allowing you to generate a field of energy that can keep what remains of your flesh animate even after it has been damaged or necrotised. By spending a Half Action you may activate the Anima Aura. The aura last for a number of Rounds equal 1d10 plus your Toughness Bonus. For as long as the Anima Aura is active, you have the Stuff of Nightmares Trait (see page 332 of the **DARK HERESY** Rulebook). While active, the aura also creates discordant moaning like the keening of damned souls. Each time you use this Talent you gain 1d5 Insanity Points and a level of Fatigue.

NIGHTMARE FIELD

Prerequisites: Tech-Priest (Potentia Coil/Cranial Circuitry)

You have integrated strange arcane devices into the field generation capabilities of your Potentia Coil and Cranial Circuitry. These proscribed augmentations allow you to produce a mixture of subharmonic and electromagnetic interference patterns that generate a primal terror that you can taste and tune through your Cranial Circuitry. By spending a Half Action, you may produce an effect which is the same as that of the Terrify Psychic Power (see page 180 of the **DARK HERESY** Rulebook) but with no power roll, psychic phenomena or possible Overbleed. The effects of the Nightmare Field are not psychic and so will not be affected by rules which govern psychic powers. When the field is activated, it makes a noise like an unearthly shrieking. Each time you use this Talent you gain 1d5 Insanity Points and a level of Fatigue.

AETHERIC RESONATOR

Prerequisites: Tech-Priest (Potentia Coil/Electoo Conductor)

You can use the power of your Potentia Coil to power a hidden lattice of techno-arcane circuitry wards which create a resonant aetheric disruption field that can bar the passage of the warp energies and blunt psychic force directed against you—but not without risk of dangerous feedback contamination. The field is triggered by passing a **Difficult (-10) Toughness Test** and can be kept active for up to your Toughness Bonus in combat Rounds before it must re-activated again. If the Test is failed, the Tech-Priest suffers a level of Fatigue; if it is passed, the field is successfully charged and the Tech-Priest's body and any armour he is wearing counts as being Hexagramatically Warded (see page 189 of **THE INQUISITOR'S HANDBOOK**). Additionally, at the end of every combat Round the Resonator is active roll 1d10; on a roll of a '9' you suffer 1d5 Corruption Points from the twisting energies of the warp bleeding into your body and mind.

The blazing white of the plasma torch flared out, and he was plunged into momentary blindness as his auto-senses adjusted. As the lock burned through, the cutting servitor staggered slightly as it backed away from the ancient rusted hatch. The radiation levels in the wreckage were appallingly high and its organic components were starting to fail, its dead skin visibly blistering.

"At last!" He hissed aloud into the dead air as he reached out reverently with a metal hand and opened the way to the ship's inner compartments. The hinges protested at first but yielded as he uttered the prayer of unfastening.

Who knew what secrets the wreck would hold? Such a rare find: an ancient star vessel non-compliant or perhaps even pre-Imperial in origin—but obviously human from the design and markings. Truly a prize beyond any price, and well worth the lives of the score of servitors it had taken to unearth it, and the hundred human captives pirated from the pilgrim barge whose bone-marrow he had needed to pay off the Voraxan Dervishes to keep clear.

Warning runes flashed on his optic-scan as he edged further into the ship with excited trepidation. The level of contamination here was extraordinary, even after thirty millennia broken and buried in the chasm where the long range auger-probes had found it.

His artificial lungs whirled and clicked as they strained oxygen from air dead a thousand years and more. He went along fingers outstretched, touching, sensing, recording every detail. The mechadendrites laced into his spine licking out delicately to touch and scan, he groped reverentially along like a blind penitent in a church, whispering prayers of reverence to the ancient machine that surrounded him.

Along his path he found long-blind pict-viewers and silent banks of controls, torn plating and pinpoint blast marks that could have only been caused by high-energy weapon fire. The warnings flashed ever more urgently as he dared to go further. He came upon a body, nothing more than a few bone fragments and dust now, but the ancient vac-suit it had worn was still intact.

'What a supreme relic,' he thought, marvelling at its condition beneath the layer of ancient dust. It was still whole, save for the blast-burn in the side that must have surely spelled the doom of its occupant.

With sudden excitement he detected something still held in the suit's empty gauntlet, a small metal box. Kneeling and muttering incantations of preservation, he retrieved the tiny box with the most sensitive of his mechadendrites. It was a wonder to behold; delicately carved and filigreed in gold, he could see workings of cogs and wheels on its side so blessed and perfect and like the Omnissiah's own symbol it must indeed be a thing beyond price. A tiny handle protruded from the side of the box, and ignoring the increasingly angry warning runes flashing he hovered a moment in awed trepidation, before he delicately turned the handle and a faint tune jangled out.

Behind him, the stillness of the dead ship seethed, and he realised suddenly the warning runes indicated not only the hazard of radiation but of nearby movement.



IMPERIAL DIVINER

"He who stares long into the Abyss should take care, lest the Abyss begin to stare back..."

—Ancient Terran Proverb

Imperial Diviners are Sanctioned Psykers who have focused their powers and abilities on the hazardous and fickle art of prophecy and prediction. This is a dangerous path, fraught not only with the difficulties and inaccuracies of foretelling itself, but also holds great risks to the sanity and soul of the Psyker involved. The rewards however can be great, and for many radical Inquisitors, the chance to detect and purge the guilty before they have the chance to commit their atrocities is more than worth the risk.

The prediction of the future, or to be more accurate the foreshadowing of things that may yet come to pass as might be imagined is a thing of great interest to many within the Inquisition, just as it is to the Chaos Cult, witch, or indeed any other member of the Imperium's great and powerful who lend credence to the diviner's abilities. Such prognostications are never fully reliable however, and for many who distrust such arts, particularly those in the Puritan factions of the Holy Ordos, one might as well listen to the lies that pour direct from a Daemon's mouth as trust a diviner's visions.

Many of those who have gazed long into the Warp for answers and omens have been changed profoundly and come to know things that no mortal mind should for sanity's sake. Some break and flee in terror from their visions, or succumb to madness, while others endure but come to view their gifts as an agonising curse, and yet one they can neither resist nor escape. A few, despite the assurance of their Imperial sanctioning come to embrace what the Warp shows them, and in doing so may damn their very souls.

Of all the radical Calixian factions, the little understood and highly secretive sect known as the Ocularians are singularly obsessed with foretelling and the casting and fulfilment of Prophecies, and many of Imperial Diviners found within the Inquisition's ranks in the sector count among their number. However, other factions, notably the Xanthites and certain fringe followers of the Istvaanian doctrine, are also known to employ diviners of their own.

BECOMING A IMPERIAL DIVINER

Becoming an Imperial Diviner simply requires a conscious choice on the part of a character with a suitable divinatory power to hone their psychic perceptions and open their minds more fully to the Empyrean seas beyond. This of course can prove dangerous. When this career choice is first taken, the character must take a **Difficult (-10) Psyniscience Test** to represent the meditative and revelatory processes involved. If this is failed they suffer 2d5 Insanity points. (They may then enter this career option regardless of the result of this roll).

Required Career: Imperial Psyker.

Alternate Rank: Rank 5 Scholar Materium or higher (3,000 XP), and you must also have the Personal Augury Power.

NEW EQUIPMENT: DIVINATION FOCI

The diviner's arts are strange and esoteric, even in comparison with many other psychic disciplines, a factor not aided by the tendency of the Psyker's mind to filter the Warp's revelations through convoluted dreamlike visions, allegory, symbolic representation and subconscious imagery. As a result frequent misinterpretation and obscurity are continued risks even for the most potent Psykers. In order to counteract this and attempt to reach a clarity of vision, since ancient times diviners have used special foci to try and give form and constancy to their divinations. In the Imperium the most widespread of these is the Emperor's Tarot, a sacred deck of symbolic pictographic cards with labyrinthine levels of meaning believed by some not only to be blessed but indeed to reveal the God-Emperor's own mind to his chosen people. Aside from the Tarot, there are many other regional and traditional methods, from the carved human knuckle bones favoured on Iocanthos by the Death Singers, to the interpretations of vapour patterns of secret coolant mixes boiling away in frozen zero gravity favoured by many void mystics on the great Chartist vessels.

Whatever their shape a divination foci takes, it can be placed into one of two types, a lesser one which may be hand crafted by the diviner themselves and imbued with resonance or even sold commercially by certain dealers in the esoteric, and those of greater provenance and history, sacred items made either from arcane materials such as the psychoactive Wraithbone of the Eldar or Fra'al night shards, saint's relics or the tools of diviners of legend.

When any divination psychic power is used by the psyker using the special focus (this requires at least a single full action), a bonus is given to Invocation and Perception-based Tests made to interpret the results. For a lesser divination focus, this bonus is +10; for a greater one, the bonus is +20.

Item	Cost	Availability
Divination Foci		
Lesser	200	Rare
Greater	1000+	Very Rare

NEW TALENT

VISONS OF THE ABYSS

Prerequisites: Personal Augury Power

To progress as an Imperial Diviner is to have survived gazing into the seething Chaos of the Warp time and again, and the Psyker must become partly inured to its visions or have long since succumbed to madness. Whenever called on to suffer Corruption Points due to Warp Shock (See page 238 of **DARK HERESY**) or similar circumstances, they reduce the amount taken by -1.

Advance	Cost	Type	Prerequisites
Ciphers (Occult)	100	S	—
Ciphers (Occult) +10	200	S	Ciphers (Occult) +10
Ciphers (Occult) +20	300	S	Ciphers (Occult) +20
Discipline Focus (Divination)	100	T	Psy Rating 3
Forbidden Lore (Warp)	100	T	—
Forbidden Lore (Warp) +10	200	T	Forbidden Lore (Warp)
Forbidden Lore (Warp) +20	300	T	Forbidden Lore (Warp)+10
Invocation +10	100	S	Invocation
Invocation +20	100	S	Invocation +10
Psychic Power	100	T	—
Scholastic Lore (Numerology)	100	T	—
Scholastic Lore (Numerology) +10	200	T	Scholastic Lore (Numerology)
Scholastic Lore (Numerology) +20	300	T	Scholastic Lore (Numerology) +10
Scholastic Lore (Occult)	100	T	—
Scholastic Lore (Occult) +10	200	T	Scholastic Lore (Occult)
Scholastic Lore (Occult) +20	300	T	Scholastic Lore (Occult) +10
Trade (Soothsayer)	100	T	—
Trade (Soothsayer) +10	200	T	Trade (Soothsayer)
Trade (Soothsayer) +20	300	T	Trade (Soothsayer) +10
Minor Arcana	200	T	Sorcerer
Minor Arcana	200	T	Sorcerer
Psychic Power	200	T	—
Psy Rating 3	200	T	Psy Rating 2
Visions of the Abyss	200	T	Personal Augury Power
Major Arcana	300	T	WP 45+, Sorcerer
Sorcerer [*]	400	T	Int 35, Wp 35, Forbidden Lore
Warped Psyker ^{**}	400	T	Psy Rating 2, Special

^{*} See page 170 for the effect the Sorcery talent has on Psykers

^{**} New talent, see page 169

THE PERILS OF PREDICTION

"The future exists as a seething quagmire of possibilities and allegories of things yet to be, and its dark and shadowed reflections, echoing backwards through time can be glimpsed in the turbulent and nightmarish realm of the Warp by those with the courage and ability to do so. For some psykers whose powers tend towards the arts of the diviner, the prediction of the future can too readily become an obsession and a dangerous one. The Warp is a fickle and perilous thing, and for each fragment of truth that can be glimpsed there, there are a thousand falsehoods and lies, shades of possibility and futures made and unmade with each passing second."

—The Reflections of Inquisitor Katuwe Orne, Cantos Ocularis I{XVI}

MALEFIC SCHOLAR

"If you wish him dead I can oblige, though you may be able to affect such an end yourself without recourse to my arts. My speciality is the manipulation of events to violent ends by malign artifice; chiefly war, tragedy and rebellion. If that is not what you desire then perhaps it is not I that you seek."

—Corwainious Tare

A Malefic Scholar studies and acquires proscribed knowledge concerning the nature of the warp, the power and nature of daemons, and the manipulation of warp by the arts of ritual and sorcery. These are the wizened masters of warp craft who can summon daemons, open portals into the ether, see things far off and days remote, and create artefacts of occult and unclean power. Such dedication is motivated by an obsession with knowing what should not be known, or by the desire to wield unnatural power that is beyond that open to most humans. The power of a Malefic Scholar has potential that is only bound by the weakness of the human mind when confronted with truths greater than it can cope with.

Forbidden knowledge is bought with unspeakable acts, obsessive pursuit of foul tomes, occult artefacts, incunabula, and long study. Given the fragmentary and often contradictory nature of the Dismal Texts, the practice of warp craft requires long experimentation and a considerable intellect. The effects of such study and practise are corrosive to body and soul. Most Malefic Scholars go mad and are slowly eaten by the cancerous nature of the things they know. Many succumb to daemonic influence and possession or become monstrous things ruled by their malignancy and dwindle into darkness and a life lived in nightmares. Some simply vanish and are lost to an eternity of suffering at the hands of the forces they sought to understand and control.

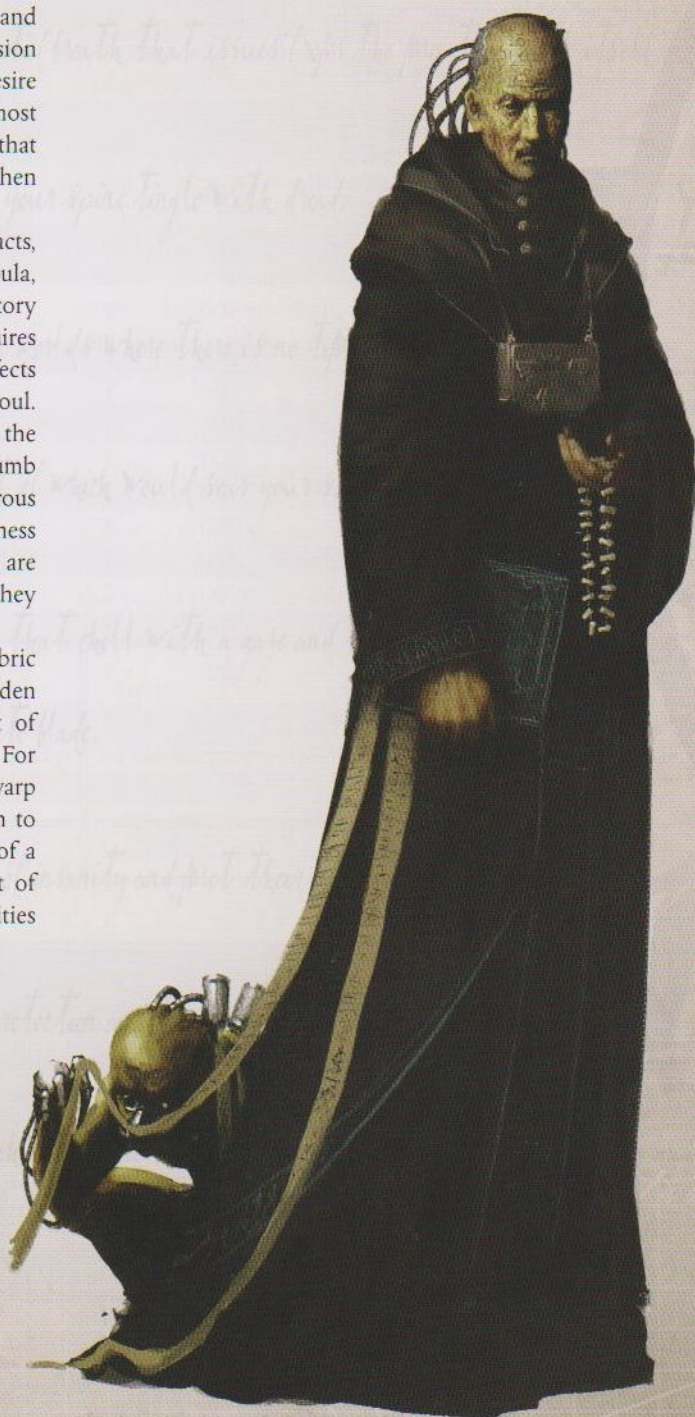
Most Malefic Scholars are an obvious threat to the fabric and security of the Imperium; their pursuit of forbidden knowledge can unleash warp entities, provide a point of incursion for daemons and may corrupt all they touch. For Inquisitors of Radical factions which embrace the use of warp craft, a Malefic Scholar is a valuable servant and weapon to be used to fight the enemies of mankind. In the service of a Radical Inquisitor a Malefic Scholar will find undreamt of access to sources of forbidden lore and endless opportunities to expand their knowledge.

BECOMING A MALEFIC SCHOLAR

Becoming a Malefic Scholar is a conscious choice on the part of an Adept who wishes to pursue forbidden knowledge and sorcery. Beyond this the character must have in-game access to a source of Forbidden Lore (Daemonology) and or Scholastic Lore (Occult), such as a tome containing arcane writings, or contact with an individual who has such knowledge. On entering this career, an adept gains 1d10 Corruption Points and 1d10 Insanity Points.

Required Career: Adept.

Alternate Rank: Rank 4 or higher (2,000 xp).



Advance	Cost	Type
Ciphers (Occult)	100	S
Ciphers (Occult) +10	200	S
Ciphers (Occult) +20	300	S
Favoured by the Warp	100	T
Forbidden Lore (Warp)	100	S
Forbidden Lore (Warp) +10	200	S
Forbidden Lore (Warp) +20	300	S
Forbidden Lore (Daemonology)	100	S
Forbidden Lore (Daemonology) +10	200	S
Forbidden Lore (Daemonology) +20	300	S
Invocation	100	S
Invocation +10	200	S
Invocation +20	300	S
Minor Arcana	100	T
Minor Arcana	100	T
Minor Arcana	100	T
Minor Arcana	100	T
Minor Arcana	100	T
Psyniscience	100	S
Psyniscience +10	200	S
Psyniscience +20	300	S
Major Arcana	200	T
Major Arcana	200	T
Major Arcana	200	T
Major Arcana	200	T
Major Arcana	200	T
Scholastic Lore (Occult)	100	S
Scholastic Lore (Occult) +10	200	S
Scholastic Lore (Occult) +20	300	S
Sorcerer	200	T
Sublime Arts	300	T
Master Sorcerer	400	T

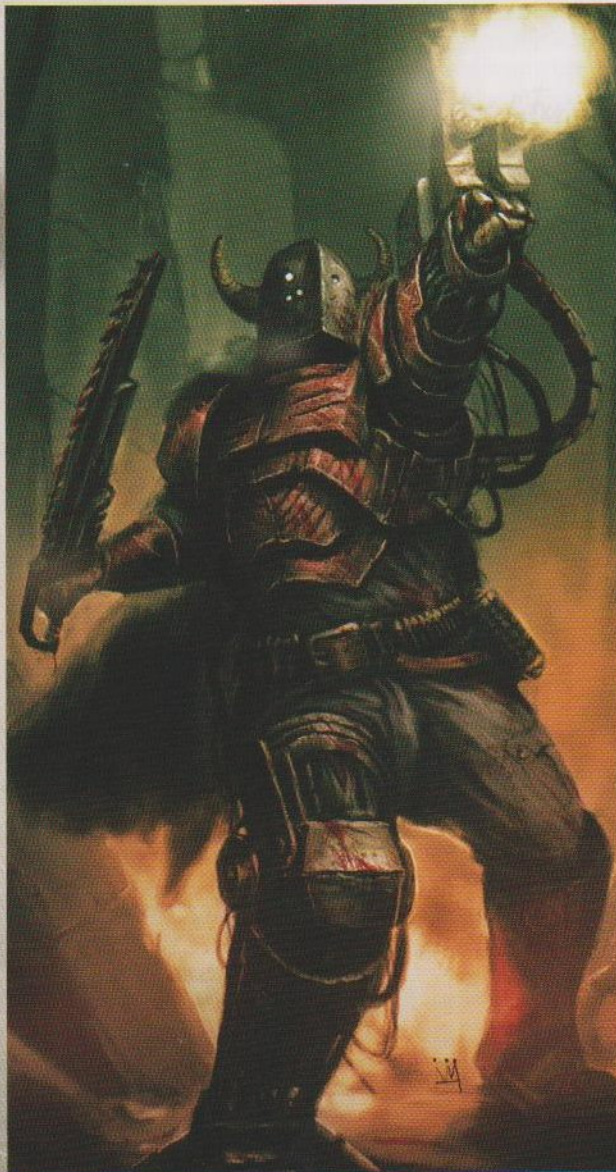
MALTEK STALKER

"Scream for me..."

—Charnel Black Omega, Hand of the Phaenonites

The chosen assassin and favoured agent of the outlawed and malign Phaenonite faction of the Inquisition, the Maletek Stalker is a living fusion of murderous skill, profane technology and the power of the warp. These dark weapons given form are nightmarish shadows that serve only the Phaenonite cause, sowing terror and death among the faction's enemies, and by their very diabolic nature epitomise the horror and malice of the Phaenonite doctrine.

Maletek Stalkers are built rather than made. First, the Phaenonites select a trained killer of consummate ability from the ranks of their tried and tested servants. This candidate must also be of considerable mental and physical fortitude to stand a chance of surviving the process, and the Phaenonites have long known that a body and soul that has already felt the touch of Chaos is likely to yield the best results. The candidate is then taken by the sect's Dark Magos and heretek



and subjected to a series of nightmarish occult rituals and a grueling series of cybernetic and bionic implants. Not all those chosen survive the heretek's attentions, but those that do are profoundly transformed, their killing powers drastically augmented and possessed of a daemon's taste for slaughter.

The Stalker's augmetics are twisted mockeries of those gifted to the Machine Cult's priesthood, attuned and powered by the malefic energies of the warp, which suffuse the Stalker's body with unnatural vigour. These systems react more like flesh than metal, and thanks to the malign power that courses through them can even heal when damaged, and have been seen to scar and weep steaming blood, and may even 'evolve' as time progresses to better reflect the dark soul within. The most potent and terrible effect of the Stalker's maletek implants, however, is to allow the assassin to feed on the lives taken to bolster his own, ultimately acquiring an unnatural hunger for murder even the Phaenonites find hard to control.

BECOMING A MALETEK STALKER

At the point that he takes this Alternate Rank, the Assassin gains the Mechanicus Implants Trait (see page 27 of the **DARK HERESY** core rulebook) and the new Talent Maletek Warp Coil (see further on in this entry.) For the purpose of these implants and any further advances, the Stalker is assumed to meet any prerequisite which specifies "Tech-Priest." He also automatically gains two good-quality Concealed Bionic Weapons (see page 138 of **THE INQUISITOR'S HANDBOOK**). These tools are fitted in the arms of the Stalker and are initially classed as Mono-knives. Additional weapon options can be taken as part of the Maletek Stalker's advance scheme and are marked with a *. When these advances are taken, these options are automatically added as weapons that can be deployed from the Stalker's concealed forearm rig in addition to any other existing weapons. The process of becoming a Maletek Stalker is an agonising one, and should remove the character from play for an 'in-game' time period of 1d5 months when this Career Rank is taken. During this time the character suffers 1d5 permanent loss to his Fellowship score and suffers 1d5 Insanity Points and 2d5 Corruption Points, and also permanently loses 1 Fate Point.

Required Career: Assassin, T 35+, WP 35+, 10+ Corruption Points.

Alternate Rank: Rank 5 or higher (3,000 xp).

Other Requirements: The character must have already received the Mark of the Phaenonite (see page 72) Elite Advance.

Additionally, the Phaenonites are jealous masters and will tolerate no other allegiance in their servants. An assassin may not take this alternate career if he has any other cult or faith affiliation he wishes to continue, and must foreswear any that exist, losing any special Talents or contacts specific to that group (such as The Reaping Talent associated with the Moritat for example; see page 75 of **THE INQUISITOR'S HANDBOOK**). The character may not later take such Elite Advantages or Alternate Career Options after becoming a Stalker, nor gain any Faith-related Talents.

Advance	Cost	Type	Prerequisites
Autosanguine	100	S	—
Logis Implant	100	T	—
Melee Weapon Training (Power)	100	T	—
Prosanguine	100	T	Autosanguine
Orothoproxy	100	T	—
Dark Soul	200	T	—
Feedback Screech	200	T	Tech-Priest
Luminen Blast	200	T	Tech-Priest
Luminen Shock	200	T	Tech-Priest
Maglev Grace	200	T	Tech-Priest
Chain Knives Implantation* (THE INQUISITOR'S HANDBOOK page 124)	200		Special
Rite of Awe	300	T	Tech-Priest
Rite of Fear	300	T	Tech-Priest
Energy Cache	300	T	Tech-Priest
Power Blades Implantation* (DARK HERESY Rulebook page 139)	400		Special

* These special Advances add one of the specified weapons to the concealed bionic weapons implanted in the Maltek Stalker's forearms. When these advances are taken, one of these weapon options is fitted to each of the Maltek Stalker's forearms (a total of two weapons) for the cost of the experience points spent.

NEW TALENT

MALETEK WARP COIL

Prerequisites: Tech-Priest (Potentia Coil).

The potentia coil powering the Malettek Stalker's implants is a dark fusion of ancient technology and occult science, engraved with dark runes and suffused with the energies of the warp. As a result, a Stalker's implants may 'heal' on their own if damaged just as normal flesh would, slowly re-knitting and repairing themselves (he still may not be healed by first aid, only by the Stalker's natural healing and Talents). Additionally, every time the Malettek Stalker personally kills (that is to say strikes the fatal blow) a living sentient creature, he may immediately restore 1D5-2 (with a minimum result of 1) lost Wounds up to the character's starting total. Damage which has been caused by 'Holy' weapons may not be healed in this manner. This baleful regeneration may also heal the effects of Critical Damage, but cannot be used to restore severed limbs.

When a Malettek Stalker suffers Critical Damage to his body location, roll on the Psychic Phenomena table (see page 162 of DARK HERESY) and apply -20 to the result. The effects occur just as if the Stalker were a psyker.

MORTIURGE

"...The Guild-Dame was shot twice at close range while seated at her desk, once to the heart and once to the head, either wound would have been immediately fatal. The killer had gained access though the front door, posing as a Provost-Captain, and left the premises by walking calmly out the way he entered. Evidence recovered at the scene implicates the Guild-Dame and several other prominent Guilders of bribery of cinq-port officials and cadre enforcers. Arbites Castigation Detachments dispatched. See attached log of execution warrants Ω#77-134..."

—Excerpted from Case-file Monograph, Inhumation of Lady Clasis Hortva, Arbites Marshal Gregor Lund reporting

In the Imperium, totalitarian control and summary justice are often the norm rather than the exception, particularly among the teeming multitudes of a hive world, and that judgement is uniformly harsh and often fatal. Accordingly, both the Adeptus Arbites and many local enforcer cadres have need of hardened men and women whose talent lays in dealing death and summary execution rather than upholding the law or maintaining order. These troopers make up the infamous kill squads under the direct jurisdiction of the local Imperial Commander and are used to guarantee their power; they also form the feared Arbites Castigation Detachments tasked to deliver the Emperor's wrath on the recidivist and those who would contravene high Imperial Law without fear or favour. Even among these cold-blooded killers, however, there are those whose particular skill and callous dedication to their lethal duty makes them stand out from the ranks. Singled out and specially trained to operate independently both as snipers and close-quarter gunfighters, the Adeptus Arbites refer to these specialists as Mortiurges.

By the nature of their work a Mortiurge works alone, singled out from his fellows by his differences in purpose and the blood on his hands. In truth little more than judicially recognised assassins, they are often also employed to keep other law-enforcers in check when needs require. As such, these singular killers are often shunned by their colleagues and quickly learn to keep their distance, lest one day they be called on to slaughter a friend.

Perhaps unsurprisingly, some in the Holy Ordos, particularly those Radical factions whose doctrines and intrigues take them into direct and often covert conflict with the Imperium's own authorities, find ready use for these disreputable agents of order and social control. Inquisitors find unique advantage in a servant who is not only a highly trained killer, but who is also intimately familiar with law-enforcement procedures and willing to take out any target without passion or regret.

BECOMING A MORTIURGE

Arbitrators who take on the role of the Mortiurge seldom do so voluntarily, as it makes them sanctioned killers rather than servants of the law, but their presence in the Adeptus Arbites itself is considered by most a necessary evil. Those that do embrace becoming a Mortiurge often fall into two categories; the embittered and jaded veteran whose skills make them a valuable asset worth saving, perhaps despite their increasingly disruptive and rogue attitudes, and the cold-blooded killer, to whom the role of judge, jury and executioner appeals on some dark and fundamental level.

Required Career: Arbitrator.

Alternate Rank: Rank 5 or higher (3,000 xp).



Advance	Cost	Type	Prerequisites
Marksman	100	T	BS 35
Shadowing	100	S	—
Shadowing +10	100	S	Shadowing
Shadowing +20	100	S	Shadowing +10
Scholastic Lore (Judgment) +10	200	S	Scholastic Lore (Judgement)
Scholastic Lore (Judgment) +20	300	S	Scholastic Lore (Judgement) +10
Talented (Security)	200	T	
Talented (Shadowing)	200	T	
Crack Shot	200	T	BS 40
Mighty Shot	200	T	BS 40
Exotic Weapon Training (Needle Rifle)	200	T	—
Exotic Weapon Training (Needle Pistol)	200	T	—
Sharpshooter	300	T	BS 40, Deadeye Shot
Last Killer Standing	300	T	Nerves of Steel

NEW TALENT

LAST KILLER STANDING

Prerequisites: Nerves of Steel.

Veteran of a hundred gun battles, summary executions and black operations, you have learned to stay alive regardless of the odds when the bullets and las-bolts fly by, using the environment to your best advantage. You are immune to pinning caused by small arms fire (pistol and basic weapons), and additionally you add +1 AP to the defensive value of any cover protecting you against ranged weapons fire while you are deliberately hiding behind it.

SPECIAL AMMUNITION TYPE: EXECUTIONER SHOTGUN SHELLS

These rare and specialised shells (whose use is often limited to the upper echelons and important members of the Castigators and Mortuurses of the Adeptus Arbites) contain miniaturised propulsion and stabilisation systems allowing the shell to lock on and track its target. The mechanisms that achieve this are little understood and extremely hard to replicate, and so remain within the purview of those Magos-Munitorium that provide the Arbites with their sanctioned and ordained arms.

Effects: The weapon loses the Scatter Quality, but adds +4 to its base Damage and +1 to its base Penetration. Ballistic Skill Tests for shots that miss at short or standard range may be re-rolled, and the defensive value of any cover for your target is ignored. When firing Executioner rounds, the weapon may not be used for Semi-Automatic or Automatic fire.

Weapons: Shotgun, Pump Action Shotgun, Combat Shotgun.

Cost/Availability: Not offered for commercial sale, within the Arbites and Inquisition for procurement purposes this ammunition type should be considered Very Rare and having a base cost of 150/1.

PENAL LEGIONNAIRE

"The Emperor loves me. Oh yes he does, otherwise why would he be so keen to keep me alive?"

—Sirius Tan, 2nd Calixian Penal Battalion deployed to the Tranch Soot Warrens

The penal legions are filled with scum of the worst kind. These murderers, rogues, deserters, cowards, madmen, seditionists, and drunkards fight for the Emperor in the bloodiest warzones—whether willing or not. The penal units in which these villains serve are the product of the harsh discipline enforced in the Imperial Guard. With millions of men and women under arms, all armed and trained to kill for the God Emperor, there can be no leniency if order and combat effectiveness are to be maintained. The breaking of any number of tenets of military law and the exhaustive wealth of Munitorium regulations up to and including murder are all punishable by death—or service in a penal battalion.

The will of condemned criminals is not easily bound to the Emperor's service, and so many methods may be applied to get these forlorn wretches into battle. These methods may include the generous application of lashes by electro scourges,

or fitting the penal legionnaires with auto-injectors to flood their bloodstreams with frenzon, slaughter, or other combat drugs and turn them into raving berserkers. Decimation of a penal legion that fails to advance is also a common motivational tool. In some cases legionnaires may be fitted with explosive collars which can be detonated remotely to reinforce an order or give instant punishment.

The penal legions are thrown into the most dangerous and suicidal of engagements where the chances of survival are minimal. Some go into battle filled with remorse for their crimes. Others walk like men already dead, their limbs trembling with fear. Some embrace the carnage and the prospect of their own death with madness born of fear. Most die in the first moments of such engagements and pay a quick price for their crimes—but a few may survive to be cast once again into the cauldron of blood and fire again and see if the Emperor is yet done with their service. These rare survivors are a savage breed who can walk into the mouth of hell and emerge screaming their defiance at death. In the end, however, death finds all, and even the most indomitable survivor will find the only release from their crimes that there can be. A very few of these rare and dangerous survivors may find themselves performing new and more lethal service for an Inquisitor who has use for resourceful and hardened killers.

BECOMING A PENAL LEGIONNAIRE

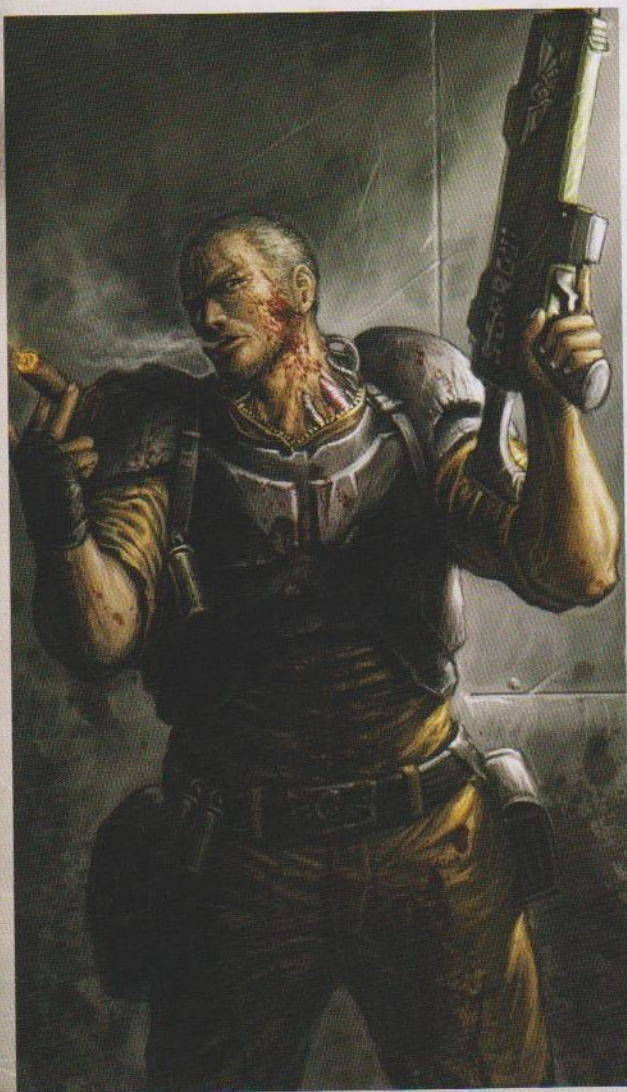
Becoming a Penal Legionnaire for a member of the Imperial Guard requires being condemned for a crime that is punishable by death and taking the choice to meet that death by surviving in a Penal Legion. It means a decision to meet the death at the hands of the enemies of mankind rather than at the hands of the firing squad or Commissar's bolt pistol. It is therefore preferable that the penal legionnaire Alternative Rank be taken at the point of character creation to represent a rare individual plucked from the ranks of the condemned to serve the Inquisition. It is ideal for characters created with more than the basic 400 xp to spend at the point of character creation. It is possible that a character on the Guardsman Career Path may opt to take this Alternative Rank later in his career, in which case it must be consistent with the character being condemned to serve in a penal legion for a crime he has committed.

A character who becomes a Penal Legionnaire automatically is fitted with either an Injector Rig (see page 138 of **THE INQUISITOR'S HANDBOOK**) or an Explosive Collar (see page 147 of the **DARK HERESY** Rulebook). The remote control for either of these items will be kept by either another Acolyte or an NPC in the service of the Inquisitor that the Penal Legionnaire now serves.

Required Career: Guardsman.

Alternate Rank: Rank 0 or higher (0 xp).

Note that this means that you may opt to specify this at character creation as the first rank of your Advance Scheme. This does not affect your starting Skills and Talents, only how and on what you can spend your starting xp.



Advance	Cost	Type	Prerequisites
Berserk Charge	100	T	—
Deceive	100	S	—
Deceive +10	200	S	Deceive
Hatred (pick any one)	100	T	—
Intimidate	100	S	—
Intimidate +10	200	S	Intimidate
Intimidate +20	300	S	Intimidate +10
Jaded	100	T	—
Light Sleeper	100	T	Per 30
Nerves of Steel	100	T	—
Paranoia	100	T	—
Resistance (Fear)	100	T	—
Sound Constitution	100	S	—
Sound Constitution	100	S	—
Sound Constitution	100	S	—
Streetfighting	100	T	—
Die Hard	200	T	Wp 40
Hard Target	200	T	Ag 40
Iron Jaw	200	T	T 40
True Grit	200	T	T 40

THE MEROV PENAL LEGION

The Hive world of Merov is home to an infamous unit of the Imperial Guard culled from Magistratum prisons and Arbites Precinct wards across the Calixis Sector. This unit is commonly known as simply "The Merov Penal Legion," although there are rumors that its official designation is much more complex and exists only in some forgotten Administratum data-vault. Nevertheless, the Legion has a long history of celebrated victories, and enormous kill-banners flutter from every spire in Tsares Hive upon the anniversary of the Penal Legion's founding.

The Merov Penal Legion is made up of desperate men, each a hardened criminal seeking redemption through service to the Emperor. The thirty Brother-Generals who command the Legion often engage in cruel games, pitting their units against each other in gladiatorial war-bouts described as "training missions" to the Munitorium. A rare few of the Brother-Generals act as more military commander than warden, training and disciplining their men like nearly any other unit of the Imperial Guard. However, for the majority of the Legionnaires, their existence is short, brutal, and unforgiving—each day merely another chance to die in bloody combat.

One tradition of the Merov Penal Legion offers hope to the thousands of troopers amongst its ranks. It is said that if the Legion is deployed in battle against the Emperor's Foes and only one man survives, that man is set free, absolved of all his crimes. Regardless of the truth, stories about this tradition regularly circulate amongst the Legionnaires, fostering both a determination to survive no matter the odds, and a bloodthirsty, ruthless streak of pure aggression. Such men often volunteer for extremely hazardous missions, such as planting death-gas canisters or joining the battle-drugged demolition teams. Naturally, both of these tactics are commonly used by the Brother-Generals.

SIN EATER

*"I am damned,
My soul is forfeit,
I who was pure am now darkened.
This service I must do,
This sacrifice I must make,
For the Emperor and His glory."*

—From the forbidden words of Oblation

Sin Eaters are the chosen and sanctified warrior-executioners in the service of an Inquisitor who follows the Radical Oblationist creed. These grim men and women have been trusted with the truth of Oblationism: that the ways of the warp, alien and heretic are paths to utter damnation, but that a few pure servants of the Emperor must tread those paths and walk willingly into damnation if all are to be saved. Having accepted this truth and proved their loyalty to their Inquisitor, an Acolyte may be submitted to terrible ordeals, invested with a dictate to destroy any who stray into damnation, and so become a Sin Eater. Grim in aspect and nature, a Sin Eater is a merciless warrior who is prepared and trained to meet the powers of the witch and the daemon head-on.

The ordeal that creates a Sin Eater is a ritual of pain and damnation. While choirs of blind priests chant sacred verses, prospective Sin Eaters must confess every sin of thought, word, or deed that they have ever committed. No matter how slight the sin they must give it voice, and with every confessed sin their body is charred by a brand, cut with a blessed knife, or tattooed with ink mixed from the blood of heretics. The marks themselves are variously sacred, diabolic, or arcane and the ordeal persists until all of the subject's sins have been confessed and their body is sheeted in marks of damnation and sacred power. Finally the Sin Eater is anointed with crematorium ash and proclaimed to be amongst the lost and damned and so capable of no further or greater sin.

Once created, the sacred charge of a Sin Eater is the destruction of the daemon and the execution of the unclean without mercy or exception, saving only those who follow the ways of the Oblationist. Many Oblationists entrust their Sin Eaters with weapons of daemonic or malefic power, trusting that the will of the Sin Eater is enough to wield such weapons and stay true to his purpose. Thus unhallowed, scarred, and armed, the Sin Eater is a foe that any heretic within the Imperium, outside its bounds, or beyond its truth must fear.



BECOMING A SIN EATER

Becoming a Sin Eater is as much an investiture of authority and trust from an Oblationist Inquisitor in an Acolyte as it is a choice on the part of that Acolyte—though the willingness of the Acolyte is paramount. The process of becoming a Sin Eater is a harrowing ordeal in which the Acolyte must mediate and pray while his skin is tattooed with arcane symbols and branded with marks both sacred and profane. At the end of this agonizing process the Acolyte has been born anew as an eater of sin and has acquired 2d10 Corruption Points and the Sin Scarred Trait.

Required Career: Arbitrator, Assassin, or Guardsman.

Other Requirements: Must be a follower of the Oblationist faction (see page 111)

Alternate Rank: Rank 4 or higher (2,000 xp)

Advance	Cost	Type	Prerequisites
Armour of Contempt	100	T	Wp 40
Berserk Charge	100	T	—
Combat Master	100	T	WS 30
Crushing Blow	100	T	S 40
Dark Soul	100	T	—
Flagellant	100	T	—
Hatred (Daemons)	100	T	—
Hatred (Heretics)	100	T	—
Hatred (Mutants)	100	T	—
Hatred (Psykers)	100	T	—
Jaded	100	T	—
Mediation	100	T	—
Melee Weapon Training (Power)	100	T	—
Orthoproxy	100	T	—
Resistance (Psychic Powers)	100	T	—
Sound Constitution	100	S	—
Sound Constitution	100	S	—
Sound Constitution	100	S	—
Forbidden Lore (Warp)	200	S	—
Forbidden Lore (Daemonology)	200	S	—
Forbidden Lore (Psykers)	200	S	—
Scholastic Lore (Occult)	200	S	—
Strong Minded	200	T	Wp 30, Resistance (Psychic Powers)
Fearless	300	T	—
Mental Fortress	300	T	Wp 50, Strong Minded

NEW TRAIT

SIN SCARRED

Your flesh has been covered with tattoos, brands and ritual scars. These marks, both sacred and profane, grant you the Unnatural Toughness (x2) Trait when reducing Damage from daemons (both ranged and melee attacks), Psychic Powers, psy-active weapons (such as Daemon Weapons or Force Weapons) and Holy Damage. You also gain a +20 bonus to your Willpower for the purposes of Daemonic Mastery Tests or when determining the character's Willpower in comparison to that of a Daemon Weapon (see the Beast Within rule for Daemon Weapons on page 179 of the Dark Arts chapter in this book).

TAINTED PSYKER

"We are shackled gods. It is not others that restrain our potential but ourselves. We shackle ourselves because we know what we dream ourselves to be and fear it."

—attributed to the rogue psyker designated as "The Burning Princess"

Tainted Psykers are psykers who have given themselves over to the raw power of the warp. These psykers are teetering on the brink of complete damnation and being drawn into the thrall of dark and thirsting gods. Though it is fraught with risk and peril, the power that can be achieved by opening oneself further to the possibility of the warp is immense. Like opening a crack in the casing of a blast furnace to realise the roaring inferno contained inside, the power of the Tainted Psyker is as awful as it is terrifying. Storms of psychic force, uncanny control of flesh, and terrible ways of using the power of the warp are the weapons the Tainted Psyker has bought at the cost of his mind, body, and soul.

The touch of the warp is corrosive and dangerous to even a trained mind, filled as it is with echoes of vast and malign intelligences and the rawness of warp power. By opening themselves to the wider possibilities of psychic power and the undiluted warp energy, their minds begin to crumble, their bodies warped or crippled by the powers they are mediating. Many psykers, once they begin down the tainted path to power, find themselves consumed by emotions and inclinations that they cannot control as the warp echoes and amplifies their dreams, obsessions, and fears. This warping process can end with monstrous madness on the part of the individual psyker or one final fall to damnation and service to the dark gods.

Despite the dangers of cultivating the rawness of warp power, it is a risk taken by Radical Inquisitors who wish to put the abilities of such an individual to work for the ultimate good of the Imperium. Some Radicals even push the psykers in the service towards tainted and forbidden paths of psychic power. Some do this to create more potent walking weapons against the manifold threats that they must confront; others, such as those of the Horusian persuasion, use their own Acolytes as test subjects to be pushed and observed as part of their research into the creation of divine avatars.

BECOMING A TAINTED PSYKER

Becoming a Tainted Psyker simply requires a conscious choice of the part of a character to embrace the darker, corruption-laden possibilities of his abilities. There is no corruption or insanity gained on entering this rank, though it will surely follow as the psyker unlocks his darker potentials.

Required Career: Imperial Psyker, 15+ Corruption Points

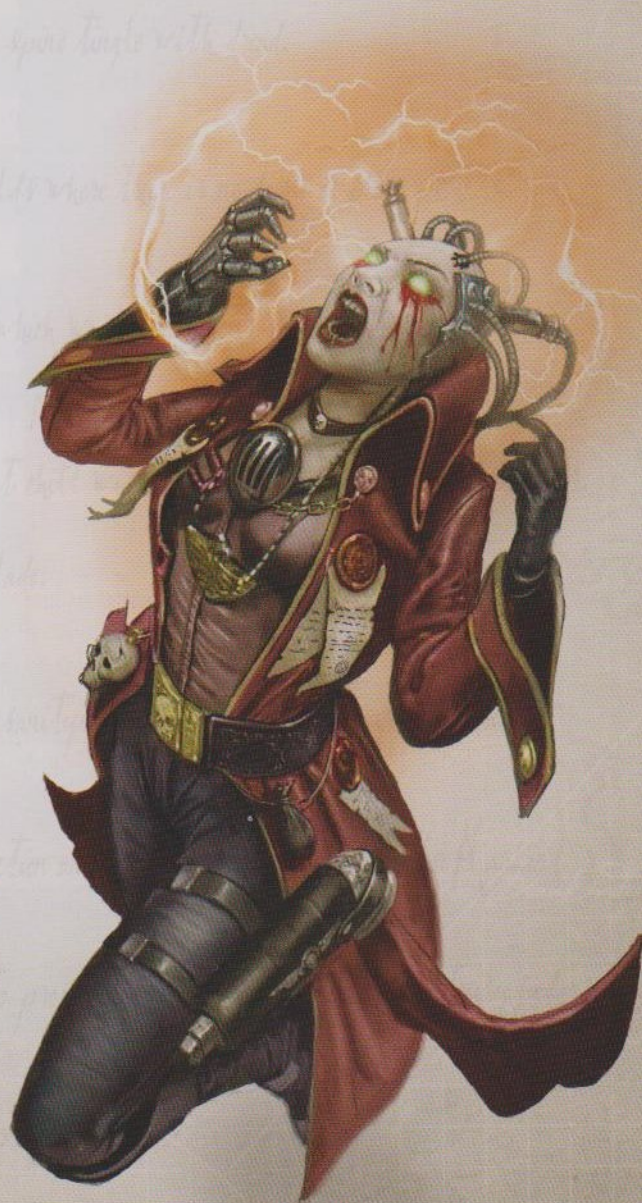
Alternate Rank: Rank 5 or higher (3,000 xp)

NEW TALENT

WARPED PSYKER

Prerequisites: Psy Rating 2, must have suffered Corruption Points because of the Perils of the Warp at least once previously.

Psykers who allow the taint of the warp to sink into them skirt increasingly closer to the edge of madness and daemonic corruption at every turn, and have been plagued with dark dreams and nightmarish visions of the chaotic realms beyond. This stain of the soul can have some advantages, however, as it provides a degree of tolerance to the reality-shattering touch the daemon can cause by its very intrusion into the mortal plane. With this Talent, you are immune to the effects of Daemonic Presence.



Advance	Cost	Type	Prerequisites
Forbidden Lore (Warp)	100	S	—
Forbidden Lore (Warp) +10	200	S	Forbidden Lore (Warp)
Forbidden Lore (Daemonology)	100	S	—
Forbidden Lore (Daemonology) +10	200	S	Forbidden Lore
Forbidden Lore (Psykers)	100	S	—
Forbidden Lore (Psykers) +10	200	S	Forbidden Lore (Warp)
Scholastic Lore (Occult)	100	S	—
Scholastic Lore (Occult) +10	200	S	Forbidden Lore (Occult)
Psychic Spite	200	T	Psy Rating 4, Corpus Conversion.
Psychic Vampire	200	T	Psy Rating 4, 30+ Corruption 1+, one or more Psychic Powers that can be used to directly kill with psychic energy
Psychic Power	200	T	—
Psychic Power	200	T	—
Minor Arcana	200	T	Sorcerer
Minor Arcana	200	T	Sorcerer
Major Arcana	300	T	WP 45+, Sorcerer
Major Arcana	300	T	WP 45+, Sorcerer
Warped Psyker	200	T	Psy Rating 2, Special
Sorcerer*	400	T	Int 35, Wp 35, Forbidden Lore (Demonology or Warp) +10, Scholastic Lore (Occult) +10
Fuelled by Flesh**	200	T	Sorcerer

* See page 170 for the effect the Sorcery Talent has on Psykers.

** See page 169



WARP DABBLER

"She would have been just a petty recidivist and peddler of harm, but then the warp found her and she became a true monster. I am just grateful that she is a monster loyal to me."

—Inquisitor Soldevan, spoken of his Acolyte Lotus Zan

Warp Dabblers, sometimes referred to as warplocks and petty sorcerers, are individuals tampering often blindly with the malignant arts of the warp sorcery. Whether cultists, non-compliants, recidivists or even servants of the Inquisition, these individuals have had contact with forbidden knowledge and have decided to succumb to the possibilities it can offer. These are not true sorcerers or savants of the forbidden, but instead are dark-hearted warriors, soiled enforcers, spiteful adepts, and twisted killers who have acquired a degree of warp lore and have made the perilous decision to put it into use. Although they may never achieve the terrible heights of occult power and knowledge that the true masters of sorcery can, a little knowledge is a dangerous thing. This knowledge, in particular, makes most Warp Dabblers very dangerous indeed.

Warp Dabblers may have walked almost any path before they begin their dalliance with warp craft. In the case of recidivist heretics, they may be cultists, criminals, smugglers or even gang bosses. The intelligence and strength of will to study the forbidden is not something that all can do, but should one with the potential be presented with forbidden power, he will often seize it and put it to imaginative and horrible use.

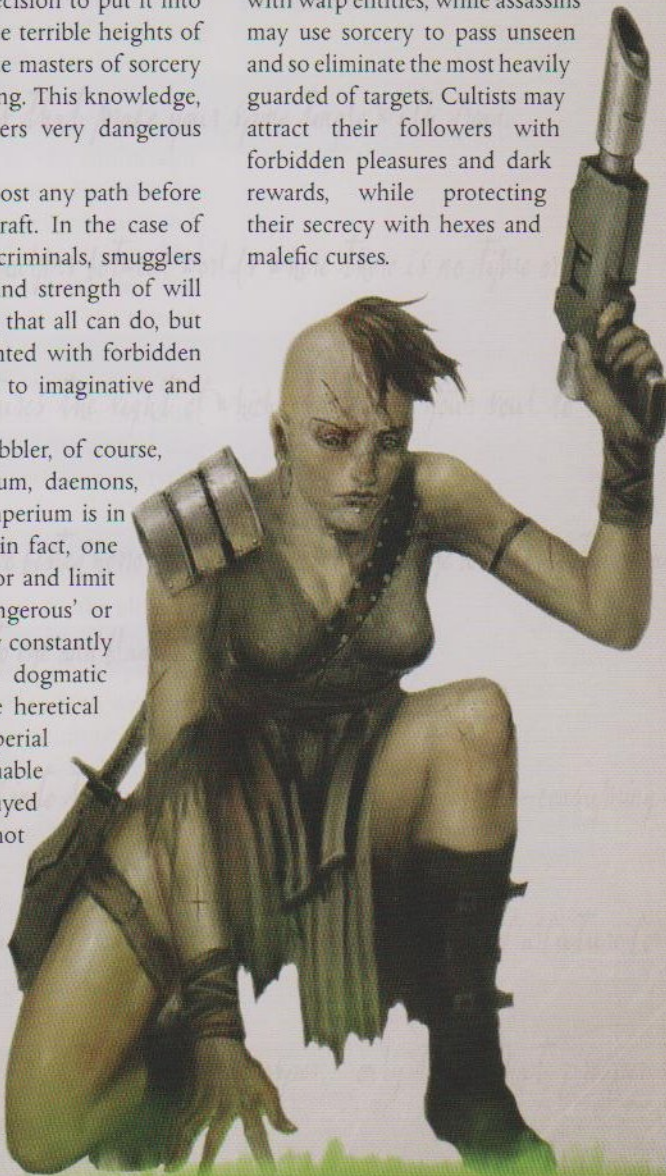
The trick for the would-be Warp Dabbler, of course, is to find information on the immaterium, daemons, and warp craft in the first place. The Imperium is in general a closed and ignorant society—in fact, one of the Inquisition's vital tasks is to censor and limit the spread of information deemed 'dangerous' or 'corrupting.' Meanwhile, the Ecclesiarchy constantly preaches rhetoric designed to inspire dogmatic obedience and abject abhorrence of the heretical in equal measure. To the average Imperial citizen, an education is an unobtainable luxury, daemons are distant horrors portrayed in morality plays, and the warp does not exist.

In this social climate, it is onerous to the extreme to obtain texts or information about daemonology, the occult, and the immaterium. However, it is by no means impossible. There are few things more consistent in human nature than the desire to possess the forbidden and unobtainable. In the darkest corners of Imperial society (and all too often, its loftiest heights), proscribed texts, forbidden tomes, and other instructions in

warp craft can be bought, traded, and stolen by someone with the right connections or resources.

The sad irony of this is that due to the Imperium's tireless efforts to suppress forbidden malefic knowledge, those who do manage to obtain such information often have no understanding of just how dangerous it can be. To them, the rituals and incantations are just another tool to obtain their goals, or worse, an amusing dalliance. Only when it is far, far too late, does the average Warp Dabbler realize how his actions has doomed him.

That is not to say, however, that Warp Dabblers are not formidable foes. On the contrary, the combination of low skill, resourcefulness, and ruthless cunning they need to obtain the forbidden knowledge in the first place makes them competent adversaries. In addition, the warp-fueled powers and daemonic allies they can draw on makes them even more dangerous. Warp Dabbling crime bosses may take down rivals with warp entities, while assassins may use sorcery to pass unseen and so eliminate the most heavily guarded of targets. Cultists may attract their followers with forbidden pleasures and dark rewards, while protecting their secrecy with hexes and malefic curses.



Advance	Cost	Type	Prerequisites
Ciphers (Occult)	100	S	—
Forbidden Lore (Warp)	100	S	—
Forbidden Lore (Warp) +10	200	S	Forbidden Lore (Warp)
Forbidden Lore (Daemonology)	100	S	—
Forbidden Lore (Daemonology) +10	200	S	Forbidden Lore
Invocation	100	S	—
Invocation +10	100	S	Invocation
Scholastic Lore (Occult)	100	S	—
Scholastic Lore (Occult) +10	200	S	Forbidden Lore (Occult)
Decadence	100	T	T 30
Minor Arcana	200	T	Sorcerer
Minor Arcana	200	T	Sorcerer
Psyniscience	200	S	—
Fuelled by Flesh*	200	T	Sorcerer
Sorcerer			
Major Arcana	300	T	Wp 45, Sorcerer
Dark Soul	400	T	—
Favoured By the Warp	400	T	Wp 35

*See page 169

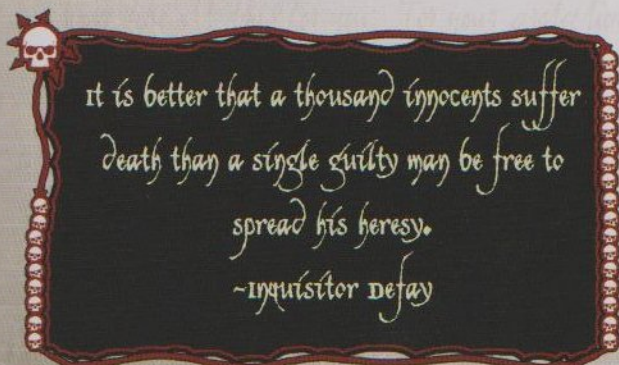
All this makes a Warp Dabbler an all-too-common quarry of the servants of the Inquisition. However, it also makes such an individual extremely useful to those Inquisitors willing to use the warp to their own ends. Warp dabbling Acolytes can call on their knowledge to bend the powers of the warp to pursue and defeat their targets, or use it to gain a better understanding of the motives and operations of their adversaries. There are few truer examples of the very nature of Radicalism than a Warp Dabbler Acolyte.

BECOMING A WARP DABBLER

Becoming a Warp Dabbler requires both motive and opportunity; the Acolyte must have a source from which he could acquire Forbidden Knowledge (Warp), Forbidden Knowledge (Daemonology) or Scholastic Lore (Occult). The Acolyte's Inquisitor might be a source of such possibility, while contact with warp cults or forbidden tomes might be other possible routes. Once a character chooses to dabble in warp lore, he must spend an amount of time studying or being tutored, at the end of which he enters this rank and gains 2d10 Corruption Points.

Required Career: All except Tech-Priest and Adepta Sororitas.

Alternate Rank: Rank 6 or higher (6,000 xp)



ACUITOR MECH-ASSASSIN

"We still have no explanation for the death of the passenger. The only witness claims the void-lock unexpectedly opened just as that poor soul walked nearby, while the outer lock was also open. For both to be open is impossible when the auspex registers open void against the hull, yet it happened. I doubt we will ever know why he was so desperate to leave that system, though I am relieved he did pay in advance."

—Captain Artesia Carnelline, *Killian's Prize*

Killers come in all sizes and shapes, some silent and subtle, others brazen, some clad in flesh, some in cloth, and some in steel. There are countless orders dedicated to the art of death in the Calixis Sector, and one among them is the Acuitor Set of the Lathes, less formally called the Mech-Assassins. These executioners are answerable only to Magisters Samadhi of their own order, and usually move according to their masters' will without scrutiny, hidden beneath heavy red robes. Though most are trained in the art of stealth, initiates of the Acuitor Set often infiltrate in plain sight; after all, the Priesthood of Mars is a wholly inscrutable order to all but the most knowledgeable outsiders, and even the greatest citizens across the Calixis Sector do well to treat these strange, mechanical half-men with reverence and fear. It is rare for lay folk to question the actions of even a lowly initiate of the Adeptus Mechanicus, odd or arcane as his behaviours may be, and so the Acuitors pass, seen but ignored. To anyone but the great lords of the Machine Cult, and certain individual Inquisitors with close ties to the Adeptus Mechanicus (or bitter enemies within it), nothing distinguishes an Acuitor Mech-Assassin from the shuffling, augmented, and veiled ranks of Tech-Priests who fulfil the innumerable duties that allow the Sector to grind forward one more day. Nothing, at least, until it is far too late. It is, in no small part, this anonymity that makes the Acuitor Set so very deadly.

Though the truth of the origins of the Acuitor Set is scattered throughout the Lathe Worlds like scraps of data disrupted with an ferromagnetic purge, some shadowy records still remain. During the days of the Angevin Crusade, a pious Magos by the name of Samadhi led his modest forces to several key victories in the Mechanicus' grand campaign against the Adrantians in what would eventually become the Calixis Sector. After the Grant of the Lathes in 380.M39, when the Lathe Worlds were granted to the Cult Mechanicus for their efforts in the Crusade, Samadhi used his new-wrought influence to form a secret organisation. Some stories say that this was with the tacit permission of the already-powerful Lords Dragon, based on a promise of future service to their cause. He then trained and dedicated the members of this sub-cult to the art of eliminating the enemies of the Omnisiah. Samadhi established the hidden fortresses scattered throughout the realm of the Lathes, such as Rasamal on Lathe-Hesh and Tumala in the heart of the shrouded Panopticon, in which his disciples could be sharpened into perfect tools of the Omnisiah and terrifying instruments of death.

TALENT: COGS WITHIN COGS

Prerequisites: Int 35

An Acuitor Mech-Assassin who interfaces with any machine may make a **Challenging (+0) Tech-Use Test**. If he succeeds, he may pre-set that machine to activate, deactivate, or follow another such simple protocol within its usual repertoire, at either a given time within the next 24 hours or upon his remote command, provided that he is within a number of kilometres equal to his Intelligence Bonus of the machine when he wishes to activate it. The Acuitor must choose the machine's action upon making his Tech-Use Test, and makes any other necessary Tests (such as Security to bypass a guarded cogitator's internal defences or Forbidden Lore (Archeotech) to decipher an ancient device's function) while programming the action.

TALENT: WHISPER OF SAMADHI

Prerequisites: Int 35, Mimic, Deceive

Acuitor Mech-Assassins are consummate infiltrators, and while they have little trouble passing as normal Tech-Priests when dealing with commoners across the Sector, their targets are hardly limited to those outside of the Adeptus Mechanicus. Part of the ancient data tracks of Samadhi helps them to overcome this problem, however. When dealing with other Tech-Priests, an Acuitor may lace portions of the Secret Archive of Samadhi into his binaric cant, subtly scrambling the judgement of the listener. As such, when dealing with other Tech-Priests, Acuitor Mech-Assassins may use their Intelligence Characteristic instead of their Fellowship when using the Deceive Skill, and may use the Mimic Talent to copy the subtleties of the vocal codes and ciphers of any Tech-Priest they impersonate with it.

It is whispered that, one day, Samadhi himself vanished into the depths of the archive of Tumala, perhaps finally betrayed by the frailty of flesh, or perhaps becoming one with the ancient cogitators contained in the fortress. No matter the circumstances of his departure, Samadhi's disciples rallied around the data-tracks that the first Grand Magister of the Acuitor Set left in his wake. His adherents believe that these data-tracks, based on recordings of his own cogitations, contain his ultimate scheme—a plan in which all disciples participate, but that none fully understand. Decanting his stored knowledge into their own minds, the agents of the Acuitor Set followed in their patron's footsteps and tirelessly hunted any they saw as obstacles to the Adeptus Mechanicus. Starting with the first disciples to succeed the patron of the Acuitor Set, all those who have claimed the title of Magister within the organisation have taken on the cognomen "Magister Samadhi" upon their ascension to this elevated rank, and through them, Samadhi's name has become death itself.

In this day and age, the Acuitor Set has quietly expanded, and though its members are still fleetingly rare, there are several worlds upon which they recruit those gifted in treading the Ommissiah's darker paths. Most of the recruits are already seasoned Tech-Priests, those who have already had to call upon their unique skills to slay their foes, either because of battlefield appointments, poor luck, or a logical reason that required violent conflict. After passing rigorous trials, recruits are infused with the data-tracks of the order's long-missing founder. Though recruits remain individuals, each carries a part of the vast, calculating mind that spun the Acuitor Set into being. With the knowledge contained in the ancient data-tracks, all Acuitor Mech-Assassins can act according to a single, immense plan without ever setting eyes on other agents after their training or even grasping the true extent of the design. The labours of all become one in the shadows, casting the grim silhouette of Magister Samadhi over the Calixis Sector long ages after his disappearance.

So it is that these disguised agents roam the Sector, maintaining voidships, repairing cogitators, unjamming weapons, and occasionally slaughtering their unsuspecting prey. The methods by which a Mech-Assassin can kill are varied; some value a clean kill at a distance, while others prefer to slay with elaborately created traps or carefully scripted malfunctions. There are also those who like to feel the "wet-iron" of their victims run in crimson rivulets down their bladed mecadendrites. Many Acuitors also train themselves to enter a state of terrible frenzy on command, flooding their minds with the Samadhi data-tracks that it might guide their movements in the thick of battle. This practice makes them fearless in the knowledge that all proceeds according to the Grand Magister's plan. These counterpoints—clinical, razor-sharp forethought, and savage battle-fury—balance to make a fully trained Acuitor Mech-Assassin one of the deadliest individuals the Lathes have ever honed.

In all cases, however, the sharpest weapon an Acuitor possesses is his mind. Whenever possible, an Acuitor elaborately plans a kill, running simulation after simulation in his augmented cranium and including a wide array of factors that few without the gifts of the Ommissiah could effectively consider. He might stalk his target for months or years at a time, gathering ever more information to be filed away for his grim purpose.

An Acuitor Mech-Assassin's honed, clicking mind allows him to utilise nearly anything as a lethal weapon; steam pipes become a scalding trap to an unwary passer-by, a firearm becomes a time-bomb for its user, and an ancient cogitator becomes a shadowy maze from which a known Heretek's mind cannot escape, even as his body sits helpless before it. Even if he cannot kill with his surroundings, an Acuitor might depressurise a voidship's cabin or redirect a reactor's vent into a nearby air duct, all to force an enemy into a vulnerable position. Infinite possibilities for murder unfold before a member of the Acuitor Set, and finding the best one for an enemy of the Ommissiah is simply his role in the great Quest for Knowledge.

BECOMING AN ACUITOR MECH-ASSASSIN

Tech-Priests who are chosen to become Acuitors are pulled from across the Lathes and beyond, and instructed in secret fortresses scattered throughout the Calixis Sector, such as Tumala and Rasamal. Most candidates are those who have proven both faithful and capable of using the skills of the Adeptus Mechanicus to deadly effect. To become an Acuitor is to become a part of a pattern greater than oneself, as all members of the Set mentally carry the data-tracks of Magister Samadhi, which guide them to the targets of their wrath and aid them in making short work of those who oppose the Lathes. Those who can survive the weight of the data-tracks and even begin to decipher the ancient, inscrutable memories, become killers of the greatest calculable efficiency and ruthlessness.

Required Career: Tech-Priest

Alternate Rank: Rank 2 or Higher (500 xp)

Requirements: Logic

Benefits: Cogs Within Cogs (Talent)



ACUITOR MECH-ASSASSIN ADVANCES

Advance	Cost	Type	Prerequisites
Concealment	100	Skill	—
Contortionist	100	Skill	—
Deceive	100	Skill	—
Demolition	100	Skill	—
Security	100	Skill	—
Silent Move	100	Skill	—
Sleight of Hand	100	Skill	—
Shadowing	100	Skill	—
Tracking	100	Skill	—
Arms Master	100	Talent	BS 30, Basic Weapon Training (any two)
Blind Fighting	100	Talent	Per 30
Deadeye Shot	100	Talent	BS 30
Marksman	100	Talent	BS 35
Mimic	100	Talent	—
Orthoproxy	100	Talent	—
Paranoia	100	Talent	—
Quick Draw	100	Talent	—
Sure Strike	100	Talent	WS 30
Silent Move +10	100	Skill	Silent Move
Tech-Use +10	100	Skill	Tech-Use
Battle Rage	100	Talent	Frenzy
Exotic Weapon Training (Any One)	100	Talent	—
Frenzy	200	Talent	—
Whisper of Samadhi	300	Talent	Int 35, Mimic, Deceive



AGENT OF THE LORDS DRAGON

"The phrase 'be seeing you' has a different meaning for us, my dear Inquisitor Caidin. When we say this, it is to be taken quite... literally."

—Arch-Magos Karolinious Benz,
Magos-Drago of the Lords Dragon

Shrouded in mystery, and whispered about only by fools and madmen, is the legend of the Panopticon. Supposedly hidden deep within the Lathes System, this orbiting void station is rumoured to be the real authority behind the Calixian Mechanicus, and the seat of power for an organisation whose name is synonymous with dread: the Lords Dragon.

Dispatched to the then-unconquered Calix Expanse thousands of years ago through Logis-Prophesies, secretive Tech-Priests sought out worlds to eventually bring under the Mechanicum's control. They were to locate any sites that would be advantageous once the upcoming Angevin Crusade had finished, and to ensure that the Mechanicum claimed the most important worlds as their own, before the Adeptus Ministorum gained a foothold in the new Sector. The first agents to arrive quickly discovered a small system colonised aeons ago during Mankind's earliest steps into the galaxy. The irregular orbits of its main worlds created violent shifts of gravity, and had resulted in the formation of three unusual asteroid belts. Only the bravest or most foolish of ship captains could ever hope to safely navigate the gravitic nightmare of the system's asteroids, and thus the Lords Dragon, the ancient cabal of Arch-Magos tasked with policing the Mechanicum within the Sector, took the hidden centre of these belts as their new home.

The Panopticon Orbital was built as a habitat and headquarters for the Lords Dragon, but more importantly as a hub of observation. The Lords Dragon knew that they would need to observe the emerging Calixis Sector to ensure that tech-heresy and affronts to the Machine God never went unpunished. Using scarcely understood devices from the Dark Age of Technology, the Lords Dragon established an extensive monitoring network—the Praecursor Grid—across the Pondus system, using the space around their new home as a field test. If their system allowed observation without direct interference, then they knew that they could expand the grid to cover all the forge worlds that would eventually be built, and even some worlds outside the Mechanicus' sphere of authority.



They soon discovered that the surviving descendants of the original colonists had actually thrived in their cruel environment, and performed genetic modifications to improve their usefulness even further. Lest others such as the Ecclesiarchy claim them, the population was interred into massive Great Holds and kept in stasis in the fringes of the cometary clouds surrounding the system. When the Crusade arrived in the system many years later, it would find a group of harsh, uninhabited worlds suitable only for the Adeptus Mechanicus, and once established, the Lords Dragon could bring the population back, each one of them ready and willing to work for the glory of the Ommissiah. Such is the scope of the Lords Dragon and their guidance for the greater good of the Machine Cult.

With the success of their observation technology, the Lords Dragon began to involve themselves directly in the Angevin Crusade. They went back to their usual methods of seeking out corruption from within, ensuring that the worlds the crusade conquered were purged of tech-heresy. They took steps to ensure that the Explorator fleets found their way to what would become the Lathes System, and then did what they could to engineer the ceding of the worlds to the Mechanicum. As each new forge world was lit, the

Lords Dragon monitored. Within each new voidship hull laid or Skitarii regiment raised, their surveillance kept close watch for any signs of deviant thought or deed. Hardly a moment went by when the Lords Dragon were unable to view exactly what the Mechanicus was doing within the gestating Calixis Sector, or, at least, that is what they would wish all who dwell in the Lathes Worlds to believe.

The Lords Dragon have always made the Inquisition wary. From the Inquisition's perspective, only it has the proper remit and power to safeguard humanity against the terrors within, without, and beyond, and it does not relish the idea of others, operating outside of its purview, attempting to do the same. The Tricorn Palace has spent many fruitless years petitioning the Lathes for access to the Panopticon Orbital, but every request has been denied. To make matters worse, the Inquisition is seemingly unable to even prove its existence, though many suppose this is unlikely given the nature of the Holy Ordos.

More disturbing are the continued reports that the Praecursor Grid extends beyond the borders of the Cult Mechanicus, and that the Lords Dragon have the ability to spy upon many important Ecclesiarchical holdings, the domain of Sector Lord Hax, and the Tricorn Palace itself. Some even believe that all

the cybernetics manufactured within the Calixis Sector are part of this Grid, and that everyone who has ever received a bionic is actually an unwitting spy in service to the Lords Dragon. If such a revelation were found to be true then the outrage, especially from groups such as the Cult of the Pure Form, would be immense, and the Calixis Sector could find itself in a civil war the likes of which it has never seen. The Inquisition has mounted numerous operations to infiltrate the Lords Dragon but has not met with any reported success, their agents either returning empty-handed, or simply not returning at all.

Yet for all their clandestine work and surprisingly adroit political manoeuvring, the Lords Dragon are surprisingly willing to work alongside the Inquisition when the situation demands (and often when it does not). Unlike most within the Calixian Mechanicus, the Lords Dragon are not especially secretive when it comes to cooperation with other organisations, as long as they can stay behind the scenes. This has given the Lords Dragon a fearful reputation amongst the Lathe populations, and they seem to intentionally foster this dread. They actively encourage the servants of the Mechanicus to believe the stories—that they are always watching, that they can operate in plain sight without anyone knowing, and that the fabled Dragon Secutorii are waiting for the moment when they will swoop down and destroy everyone who has ever cursed at a machine. This could be a ruse to disguise possible gaps in their observational systems or limitations of their power, creating the impression that the Lords Dragon are more effective than they actually are. Some even whisper that the dreaded Praecursor Grid does not exist at all, and only the threat that it exists acts to keep the Lathe Worlds properly respectful of the Omnisiah. Few are willing to determine if these rumours might be correct, and only those dwelling within the Panopticon Orbital know the real truth.

To be such an agent is to act in the name of the Omnisiah and to always watch for tech-heresy in any form, no matter the source. Such deviance within the Sector often comes from the highest Magos as well as the least disciplined novice Tech-Priests, as well as from unsanctified xenos abominations that would pollute the Machine Spirit. Their extensive surveillance technologies across the Lathe Worlds are not absolute, and only through extensive travel and investigation can they properly act to ensure the preservation of the Mechanicum. Agents may have differing standards as to what constitutes tech-heresy, however, despite what appear to be rigid definitions. The cabal is remarkably united in its goals, though, for the Cult of the Machine God's survival is of paramount importance. Only through the proper worship of the Omnisiah and his blessed technologies can humanity continue, let alone achieve the perfection of the Holy Machine. All who serve the Dragon in the Lathes know that Mankind is but one blasphemous experiment or unholy xenotech activation away from falling once again into darkness, and it is their duty to prevent this, no matter what the rest of the Sector might wish.

TALENT: ALL-SEEING EYE

At some point during his service to the Lords Dragon, an Agent will be instructed in how to gain limited access to the Praecursor Grid. To access to the Praecursor Grid, the Acolyte should make a **Hard (-20) Tech-Use Test**. If he succeeds, the Acolyte gains the most recently recorded information, usually no more than a day old. If the Acolyte gains 3 or more Degrees of Success, he gains complete access to the Grid on that planet, and may look through any pict feed and access any archived data. Access to the Praecursor Grid must be gained personally, and the GM has final determination on whether the Acolyte can access the Grid, as well as whether the Grid is functioning within the requested area.

TALENT: METAL FATIGUE

Tech-heresy is a grave matter, and one that the Mechanicus does not take lightly. Hereteks and others who would misuse the Omnisiah's gifts are the greatest enemies of the Lords Dragon, and they have developed many ways to drive information from those they capture. One of the more insidious interrogation methods is that of Metal Fatigue, where a small bionic implant is used to slowly disintegrate the subject's cybernetic components. This causes an excruciating pain that very few can resist, and those who do often die in agony, bereft of their bionics. The Acolyte can use Metal Fatigue by making an **Opposed Tech-Use Test** against the subject's Toughness. For every Degree of Success the Acolyte gains, the subject takes 1 Damage and suffers a -10 penalty to the Interrogation Test that follows. If the subject takes Damage equal to his Toughness Bonus, he permanently loses one randomly chosen cybernetic. The subject of the interrogation must have at least one cybernetic implant for the Acolyte to use this Talent.

BECOMING AN AGENT OF THE LORDS DRAGON

Like the Inquisition, the Lords Dragon are quite cautious when it comes to whom they pick as their representatives. Each carefully selected Agent must be trustworthy and incorruptible, and they must take the secrets of the Lords Dragon to their graves. To join the Lords Dragon is to gain knowledge of one of the greatest secrets in the Calixis Sector, the Praecursor Grid, and although most Agents never see the Panopticon Orbital, all are aware of its unique ability to use this Grid to observe and gather data from every forge world across the Calixis Sector. Agents of the Lord Dragon are loaned to Inquisitors on a surprisingly regular basis, although many within the Inquisition see this apparent high level of assistance as just another example of the Lords Dragon's desire to infiltrate all aspects of the Sector.

Upon becoming an Agent of the Lords Dragon, the character gains the Rigor Mentis Trait.

AGENT OF THE LORDS DRAGON ADVANCES

Advance	Cost	Type	Prerequisites
Common Lore (Machine Cult)	100	Skill	—
Common Lore (Machine Cult) +10	100	Skill	Common Lore (Machine Cult)
Common Lore (Tech)	100	Skill	—
Common Lore (Tech) +10	100	Skill	Common Lore (Tech)
Deceive	100	Skill	—
Inquiry	100	Skill	—
Interrogation	100	Skill	—
Scrutiny	100	Skill	—
Search	100	Skill	—
Shadowing	100	Skill	—
Silent Move	100	Skill	—
Tech-Use	100	Skill	—
Hatred (Tech-Heretics)	100	Talent	—
Resistance (Fear)	100	Talent	—
Resistance (Psychic Powers)	100	Talent	—
Strong-Minded	100	Talent	Willpower 30, Resistance (Psychic Powers)
Deceive +10	200	Skill	Deceive
Forbidden Lore (Adeptus Mechanicus)	200	Skill	—
Forbidden Lore (Adeptus Mechanicus) +10	200	Skill	Forbidden Lore (Adeptus Mechanicus)
Forbidden Lore (Heresy)	200	Skill	—
Forbidden Lore (Inquisition)	200	Skill	—
Inquiry +10	200	Skill	Inquiry
Interrogation +10	200	Skill	Interrogation
Scrutiny +10	200	Skill	Scrutiny
Search +10	200	Skill	Search
Shadowing +10	200	Skill	Shadowing
Silent Move +10	200	Skill	Silent Move
Tech-Use +10	200	Skill	Tech-Use
All-Seeing Eye	200	Talent	Willpower 40, Tech-Use
Mental Fortress	200	Talent	Willpower 50, Strong-Minded
Metal Fatigue	200	Talent	Interrogation
Peer (Adeptus Mechanicus)	200	Talent	Fellowship 30

Required Career: Adept, Arbitrator, Assassin, Tech-Priest

Alternate Rank: Rank 4 or higher (2,000 xp)

Monthly Income: The Acolyte changes to Mechanicus Class for income.

Other Requirements: Cannot have Peer (Ecclesiarchy) or Good Reputation (Ecclesiarchy).



TRAIT: RIGOR MENTIS

The Lords Dragon might enjoy the level of dread that they inspire within the Lathe Worlds, but even they would not risk their greatest secrets for something as trivial as a reputation. Those who find themselves selected to join the Lords Dragon's ranks undergo significant hypnoath conditioning that makes them resistant to interrogation, specifically interrogation related to the Lords Dragon themselves or anything to do with the Panopticon Orbital. It is an unconscious form of mental defence, and even if the Agent were aware of it, he would be unable to crack it intentionally.

The Acolyte may re-roll any Interaction Test made to resist the effects of Interrogation, Charm, Deceive, or any other method that an adversary might use to gain information relating to the Lords Dragon, the Panopticon Orbital, or anything related to the Praecursor Grid.

CALIXIAN MALATEK

"They think me mad... but I shall show them! Their very eyes will burn with the power of my genius!"

—Tech-Priest Nohant Wyller,
after ejection from the Diogenes Sect

The Quest for Knowledge has always been the guiding light that all in service to the Ommissiah throughout the Sector follow in one way or another, but this is most frequently displayed in the form of gathering lost knowledge, not expanding upon existing knowledge. The sheer quantity of data that is known to be lost from ages long ago would keep most Tech-Priests of the Lathes content with such tasks. Combined with glacial approval processes, as well as factional rivalries that tend to stifle what little progress is ever made, the final dictates governing the proper manners for the expansion of technology is enough to frustrate even the most serene of Calixian researchers.

Not all Tech-Priests are willing to follow such dictates, and there are some in the region who break this obstructed method of thinking, not just out of necessity, but because they believe they have a duty to do so—a divine duty in some cases. These radicals often choose to take a more intuitive or practical approach to the gathering and expansion of knowledge, even when that approach goes against the cold logic of typical Mechanicus doctrine. These individuals take risks with existing technologies, and spend long years studying devices deemed worthless, unsafe, or too powerful. Many develop eccentricities beyond even the norm within the Cult Mechanicus. In most cases, these traits cause them to be shunned by their colleagues, and often they have been cast out from their forge worlds.

Nevertheless these Tech-Priests within the Sector are not considered Hereteks, but are instead are branded with the epithet Malatek. Their actions are not considered criminal or heretical, but at the same time they cannot be allowed to continue either—at least within view of anyone who might consider them heretical. Tech-Priests branded in this manner tend to flee into exile away from the Lathes, but most consider their expulsion to be a minor setback. They usually take their research to a new location, far from the blessed trio of worlds, to begin from scratch, all the while hoping that they can one day return to their forge world in triumph, proving their detractors wrong with a string of undeniable technological successes and scientific marvels.

Some within the Inquisition of the Sector see useful tools amongst these apostates. The Ordo Xenos takes a particular interest in many such Tech-Priests, as so many of them are attempting to use or study xenos technology in ways that others within the Mechanicum would not dare. Those Inquisitors and their Acolytes whom their peers have deemed Radical often have Calixian Malateks at their side when conducting investigations into these and other areas. Already operating outside of the usual dogma of the Inquisition, these Inquisitors gain the power of science run rampant when taking on Malateks as Acolytes and Throne Agents. Better yet, they can often justify the use of these wild and unpredictable individuals to their fellow Inquisitors by ensuring that they are guarding against tech-heresy, even if they might be exploiting it.

BECOMING A CALIXIAN MALATEK

There is no set process for a Tech-Priest of the Lathes System or from the Lathe Worlds to becoming a Malatek, and in most cases the title is bestowed by others, rather than voluntarily selected. What is common, though, is that the Tech-Priest reaches a point in his life where his own goals and beliefs start to exist at odds with the predominant line of thinking within the Mechanicus, enough so that the Tech-Priest's peers form the opinion that he is uncontrollable and potentially destabilising to the sanctity of the forge world. Nevertheless, some Tech-Priests may

see the adoption of the title Malatek as a liberating experience, something that frees them from the bonds of their superiors, and allows them to achieve their true potential in the eyes of the Ommissiah. Still, whatever the reasoning or circumstances that led to the Tech-Priest's branding as apostate, there is often no way back, and even those who consider themselves successful in their extreme endeavours often fail to regain their status among their former colleagues on the Lathes.

Upon becoming a Malatek, the character gains the Outside Looking In Trait.

Required Career: Tech-Priest

Alternate Rank: Rank 6 or higher
(6,000 xp)

Other Requirements: At least one Forbidden Lore Skill.



CALIXIAN MALATEK ADVANCES

Advance	Cost	Type	Prerequisites
Deceive	100	Skill	—
Forbidden Lore (Pick One) †	100	Skill	—
Inquiry	100	Skill	—
Scholastic Lore (Pick One) †	100	Skill	—
Scrutiny	100	Skill	—
Armour of Contempt	100	Talent	Willpower 40
Exotic Weapon Training (Pick One) †	100	Talent	—
Paranoia	100	Talent	—
Peer (Academics)	100	Talent	Fellowship 10
Peer (Astropaths)	100	Talent	Fellowship 20
Peer (Inquisition)	100	Talent	Fellowship 20
Peer (Underworld)	100	Talent	Fellowship 10
Forbidden Lore +10	200	Skill	The same Forbidden Lore Skill
Forbidden Lore +20	200	Skill	The same Forbidden Lore +10 Skill
Search	200	Skill	—
The Power Within ††	200	Talent	Armour of Contempt, Forbidden Lore (Psykers) and/or Forbidden Lore (Warp)
The Power Without ††	200	Talent	Armour of Contempt, Forbidden Lore (Archeotech) and/or Forbidden Lore (Xenos)
The Power Beyond ††	200	Talent	Armour of Contempt, Forbidden Lore (Daemonology) and/or Scholastic Lore (Occult)
Scholastic Lore +10	300	Skill	The same Scholastic Lore Skill
Scholastic Lore +20	300	Skill	The same Scholastic Lore +10 Skill

† May be taken up to 3 times at this Rank.

†† Can only select one of these.

TRAIT: OUTSIDE LOOKING IN

Despite the fact that Calixian Malateks are not hunted outlaws or hated hereteks to be executed on the spot (at least, not yet), they do stand apart from their Mechanicum brethren in the Sector. They may continue to hold whatever titles they once had, and in rare cases may even be allowed to stay on their forge world, but they will never shake the stigma of being one who stands on the outside of Mechanicum society, looking in at what they once were. Malateks treat the Disposition of any member of the Adeptus Mechanicus as being two steps lower than whatever it would normally be. This effect is cumulative with other Malateks that happen to be part of the same cell of Acolytes, as larger concentrations of these outsiders are likely to make the Mechanicum trust them even less than they already do.





TALENT: THE POWER WITHIN

The Malatek's dangerous experiments with captured psykers lead him to believe that either true progress can be made by looking inwards to the emerging psychic race that is humanity, or that there is a technological means to stop the psychic downfall of Mankind. The Acolyte is treated as having the Resistance (Psychic Powers) Talent, takes all Fear Tests caused by psychic powers at one level lower (Fear (2) becomes Fear (1), Fear (1) is ignored, etc), and once per session may automatically pass a **Forbidden Lore (Psykers)** or **Forbidden Lore (Warp)** Test with the Degrees of Success equal to his Intelligence Bonus.

TALENT: THE POWER WITHOUT

The Malatek's iconoclastic work with Cold Trade prizes lead him to believe that the lack of true divinity is what makes xenos technology so inferior, or that only by harnessing the power of xenos technology can the alien's foul presence be vanquished from the Omnisiah's domain. The Acolyte can use all xenos weapons and wargear with only a -10 penalty to their operation, takes all Fear Tests caused by xenos at one level lower (Fear (2) becomes Fear (1), Fear (1) is ignored, etc), and once per session may automatically pass a **Forbidden Lore (Archeotech)** or **Forbidden Lore (Xenos)** Test with the Degrees of Success equal to his Intelligence Bonus.

TALENT: THE POWER BEYOND

The Malatek's unsanctioned tests on captured heretek devices lead him to believe that the power of Chaos is something to be pitied, as it will never know the purity of the machine, or that harnessing the weapons of the Warp in conjunction with the blessings of the Omnisiah is the true path to defeating Chaos. The Acolyte can use all daemonic weapons and wargear, as well as any equipment deemed "corrupted" by the power of the Warp, with only a -10 penalty to their operation, takes all Fear Tests caused by Daemons at one level lower (Fear (2) becomes Fear (1), Fear (1) is ignored, etc.), and once per session may automatically pass a **Forbidden Lore (Daemonology)** or **Forbidden Lore (Occult)** Test with the Degrees of Success equal to his Intelligence Bonus.

CRIMSON GUARD

"They came upon our position like a river of red; an unbroken line of armour and guns stretching across our battle lines. Without a word they opened fire, and I witnessed destruction the likes of which I had never seen. Minutes passed, and still they kept firing. With so few of us left, I knew it was the end, and at that moment, as I took one last look at the grim facades of these soldiers, I knew the Machine God was real. I threw my weapon away and awaited his judgement."

—Last recorded testament of Vasallis Noch, the Butcher of Sahcrin

In the wake of the War of Brass, the Skitarii Legions of the Lathe Worlds were in utter ruin. Entire forge worlds found themselves with virtually no troops left, their warrior cohorts smashed and their command structures decimated. Outside of the wounded Legio Venator, the Mechanicum of Calixis lacked a strong standing army, and for the first time in hundreds of years were suddenly vulnerable.

To alleviate this weakness, High Fabricator Kovikal Quietus used the Iron Wall of Silence to start a discreet rearmament drive throughout the Calixian forge worlds. A number of the more militarily minded Tech-Priests were moved into positions where they could work to replenish the fighting ranks, and the remnants of the Calixian Explorator Fleets were used to ferry these new recruits to various training installations, usually under the guise of supply runs to keep their true nature hidden.

It took many years to bring this grand plan together, but once everything was in place Quietus found himself with a new force consisting of some of the best-trained and best-equipped troops in the Sector. He dubbed this new force the Venatorii, the new hunters of the Calixis Sector, a force that was to remain separate to the recovering Skitarii forces and act as the true elite of the Lathes. With their unique organisation and frightening red armour, the few outside of Mechanicum circles aware of them soon began to call this untested army the Crimson Guard.

The Calixian Conclave, always watching when new powers appear in the Sector, took a keen interest in the formation. Quietus may have instigated a wall of silence, but the eyes and ears of the Inquisition were everywhere, and hidden agents of the Ordo Hereticus watched

each step of the Venatorii's development. But the Conclave unexpectedly decided this Crimson Guard was not a threat for their concern. They would keep their eyes upon them though, and perhaps even call upon them should the need arise.

The Inquisition has called upon the Venatorii on numerous later occasions since their formation, most dramatically during the Meritech Wars. The savagery with which the Venatorii fought cemented their reputation throughout the Calixis Sector, but the Inquisition soon found themselves shut off once again as the Iron Wall of Silence slid back into place.

It took another five hundred years, and a new heresy born of the Tech-Priest Malygris, to end this era of exclusion. Those Inquisitors whom the Mechanicum approve of have received Venatorii support. The Inquisition guardedly uses such forces, knowing that they are undoubtedly reporting back to their Mechanicum masters, but viewing it as an opportunity to see these Crimson Guards in action and gauge their prowess.

To be a single Venatorius within the Crimson Guard is to walk at a level above common warriors, even the Skitarii. Equipped with powerful integrated weapon technologies that draw their energy from the soldier's own Potentia Coil, a single maniple of Venatorii can unleash a ceaseless storm of death at their enemy. The Venatorii wear thick crimson carapace armour recovered from the deepest data crypts of Lathe-Het, and use millennia-old designs for powerful lasrifles. This unique armour, itself a product of the peculiar gravity of the Lathe Worlds, covers their features entirely, leading to a solid and inexorable wall of faceless red and black that can often defeat enemies with fear before a single shot is even fired.

The higher ranks of the Crimson Guard are more frightening still. The Triarii maniples are amongst the most experienced, their bodies altered with additional cybernetics and ancient las technologies that few outside of the Lathes can match. The graceful Celerii, taken from the best the Triarii have to offer, rise on broad Alatus-pattern jump packs and act as the Venatorii's shock troops. The elite Celerii Tribuni officers, far more machine than man, represent not only the best fighters but also the finest strategic thinkers within the Crimson Guard. These dread commanders can bring a terrifying array of weapons to bear, and their presence can quickly turn the tide of a conflict.

Through the power of their unique organisation, their training, their augmentation, and the weapons technology each soldier carries, the Crimson Guard rival any of the armed forces within the Calixis Sector, and the Fabricators of the Lathes have done everything in their power to make sure this fact is well known among their would-be rivals.



TRAIT: HEART OF STEEL

Not known for being warm or personable, the soldiers of the Crimson Guard are unforgiving, blunt, and at times quite harsh to those unfamiliar with the cold, logical way the Adeptus Mechanicus operates. The same things that make them difficult to relate to for others actually make them more trustworthy in the eyes of the Adeptus Mechanicus, and thus a Crimson Guard soldier may substitute their Intelligence Characteristic for their Fellowship Characteristic whenever interacting with other members of the Cult Mechanicus.

TRAIT: SKIN OF IRON

Mechanical augmentation and cybernetic replacements are not only common, but also expected for the Machine Cult. By the end of their careers, most Tech-Priests have very little of their original body remaining; their flesh, blood, and sometimes even parts of their brain replaced by pure synthetic and mechanical components. The Crimson Guard are no different in this respect, and as a Venatorius advances through the ranks he usually gains more and more enhancements. Upon selecting this Alternate Rank, the character must select one Common Quality cybernetic that their character automatically gains. Every two Ranks after this (so Ranks 3, 5, and 7) the Acolyte must either select an additional cybernetic, or upgrade one of his existing cybernetics to Good Quality.

BECOMING A CRIMSON GUARD SOLDIER

Although originally built from the remnants of the Lathe's Skitarii legions, modern Venatorii are recruited far earlier in their military careers. Taken from the most promising of recruits, they are further augmented with additional cybernetics and implants, including the Potentia Coil that powers their unique and dangerous integrated weapons. Once their basic training and augmentation is complete, a process that usually takes between five and eight years, they join the lower ranks of the Venatorii cohorts, and are stationed on the various Mechanicus installations and forge worlds throughout the Calixis Sector. Those who prove more skilled than their fellow soldiers might find themselves fast-tracked for Triarius augmentation training, or even secondment to the Inquisition should such a request be made.

All Starting Skills, Talents, Traits, Gear, and Wealth listed here fully replace the Rank 1 Guardsman listing on pages 25 and 68 of the **DARK HERESY** Core Rulebook.

Required Career: Guardsman

Starting Skills: Common Lore (Machine Cult, Tech), Speak Language (Low Gothic), Tech-Use.

Starting Talents: Exotic Weapon Training (Integrated Melee Weapon), Exotic Weapon Training (Integrated Ranged Weapon), Melee Weapon Training (Primitive).

Starting Traits: Heart of Steel, Mechanicus Implants, Skin of Iron.

Starting Gear: Crimson armour, red Mechanicus robes (Good Quality clothing), Venator Blade, charm (Mechanicus devotional icon), Integrated Lathe-Lasrifle.

Starting Wealth: 100+1d10 Thrones

Monthly Income: Military Class

Restrictions: Must have the Forge World Home World Origin.

ALTERNATE RANK STRUCTURE

It is likely that as the Acolyte spends experience on this Alternative Career, he will advance several Ranks in the Crimson Guard path. Players can use the following titles for their Venatorius within the Crimson Guard at those Ranks, instead of the standard ones listed for the Guardsman Career. These titles do not change the paths the Acolyte may choose when moving through the Guardsman Career.

Rank Name	XP
1 Venatorius Novicius	0-499
2 Venatorius	500-999
3 Venatorius Veteranus	1,000-1,999
4 Venatorius Decani	2,000-2,999
5 Triarius	3,000-5,999
6 Triarius Executus	6,000-7,999
7 Celerius	8,000-9,999
8 Celerius Tribuni	10,000-14,999

FORGE TRAINING

The Venatorii differ from the Imperial Guard in virtually every way, and as a result the skill sets and personality traits that they bring into combat are quite removed from the norm. Crimson Guard do not use **Table 2-6 Guardsman Characteristic Advances** from page 69 of the **DARK HERESY** Core Rulebook, but instead use **Table 2-1: Crimson Guard Characteristic Advances** below.

TABLE 2-1: CRIMSON GUARD CHARACTERISTIC ADVANCES

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	100	250	500	750
Strength	250	500	750	1,000
Toughness	100	250	500	750
Agility	500	750	1,000	2,500
Intelligence	100	250	500	750
Perception	500	750	1,000	2,500
Willpower	250	500	750	1,000
Fellowship	N/A	N/A	N/A	N/A

CRIMSON GUARD ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	—
Drive (Ground Vehicle)	100	Skill	—
Secret Tongue (Tech)	100	Skill	—
Speak Language (High Gothic)	100	Skill	—
Speak Language (Low Gothic)	100	Skill	—
Basic Weapon Training (Las)	100	Talent	—
Electro-Graft Use	100	Talent	—
Exotic Weapon Training (Pick One) †	100	Talent	—
Luminen Charge	100	Talent	Mechanicus Implants
Melee Weapon Training (Chain)	100	Talent	—
Pistol Training (Las)	100	Talent	—
Pistol Training (Plasma)	100	Talent	—
Sound Constitution †	100	Talent	—
Technical Knock	100	Talent	Intelligence 30
Common Lore (Machine Cult) +10	200	Skill	Common Lore (Machine Cult)
Common Lore (Tech) +10	200	Skill	Common Lore (Tech)
Drive (Hover Vehicle)	200	Skill	—
Forbidden Lore (Adeptus Mechanicus)	200	Skill	—
Logic	200	Skill	—
Pilot (Alatus Jump Pack)	200	Skill	Mechanicus Implants
Security	200	Skill	—
Binary Chatter	200	Talent	—
Disturbing Voice	200	Talent	—
Electrical Succour	200	Talent	Mechanicus Implants
Ferric Lure	200	Talent	Mechanicus Implants
Luminen Blast	200	Talent	Mechanicus Implants
Luminen Shock	200	Talent	Mechanicus Implants
Maglev Grace	200	Talent	Mechanicus Implants
Mechadendrite Use (Pick One)	200	Talent	Mechanicus Implants
Melee Weapon Training (Power)	200	Talent	—
The Flesh is Weak †	200	Talent	Mechanicus Implants
Forbidden Lore (Archeotech)	300	Skill	—
Pilot (Alatus Jump Pack) +10	300	Skill	Pilot (Alatus-Pattern Jump Pack)
Secret Tongue (Tech) +10	300	Skill	Secret Tongue (Tech)
Tech-Use +10	300	Skill	Tech-Use
Tech-Use +20	300	Skill	Tech-Use +10
Energy Cache	300	Talent	Mechanicus Implants
Ferric Summons	300	Talent	Ferric Lure, Mechanicus Implants
Luminen Shield	300	Talent	Mechanicus Implants
Peer (Adeptus Mechanicus)	300	Talent	Fel 30
Luminen Barrier	400	Talent	Luminen Shield, Mechanicus Implants
Luminen Flare	400	Talent	Luminen Blast, Mechanicus Implants
Luminen Surge	400	Talent	Luminen Shock, Mechanicus Implants
Maglev Transcendence	400	Talent	Maglev Grace, Mechanicus Implants

†May be taken up to 2 times at this Rank.

CULT OF THE PURE FORM

"The flesh is strong!"

—Common Pure Form maxim

The Adeptus Ministorum and the Adeptus Mechanicus have never enjoyed a healthy working relationship within the Calixis Sector. Conflicts between the two organisations tend to be wars of words, though, political battles fought in the capital worlds of the Sector, rather than outright conflict between men and machines. Nevertheless, there have been several overt conflicts, such as the attack on the Explorator vessel Omega Inquiry from an Adepta Sororitas strike force on the far edges of the Halo Stars. There are no official records of the encounter, but the Tricorn contains sealed datavaults hinting at an abhuman strain that the Mechanicus had uncovered far from civilised space, and the Ministorum's reactions of horror when their spies reported the discovery. Retaliatory bombardments obliterated two outpost convents, and was about to escalate further before secretive diplomacy and unnamed offerings settled the matter. Such incidents are still rare, but with the gradual rise of a group calling itself the Cult of the Pure Form this could begin to change.

It is not known exactly who founded the Cult of the Pure Form, but their influence began in the Malfian Sub-Sector in the immediate aftermath of the Malygrisian Heresy. The traitorous Tech-Priest and his followers decimated untold worlds with their devastating weaponry, and some began to think that the existence of the Adeptus Mechanicus would lead to another, inevitable war. The followers of this emerging cult feared that this coming doom would scour humankind from the galaxy, leaving only the cold, barely-human flesh and machine hybrids of the Mechanicum behind. This twisted line of logic grew quickly until the first major anti-Mechanicum movement of the Calixis Sector's history began to swell, with loud marches and violent demonstrations.

In an unexpected move, and one that likely came about due to Cult Mechanicus political manoeuvring on Scintilla, the Sector Synod declared the leaders of the emergent cult Apostate. Over the next fifty years these leaders began to disappear, some dying in mysterious accidents and others in outright assassinations. Some thought that the Inquisition was to blame, and others whispered of the Officio Assassinorum's involvement, but very few were aware that the Lords Dragon had carried out this early intervention, and that their clandestine methods had managed to stifle the movement before it could truly become established. Displeased that the Lords Dragon had stepped beyond their usual bounds and were acting outside of the domains of the Lathes Worlds, the Inquisition sought to move against them. To appease the Calixian Conclave, the Lords Dragon handed over what information they had on the new sect. Their hope was that the Inquisition would continue the aggressive work against the Cult, but the Inquisition instead scaled back these efforts to more passive monitoring.

For a time, it seemed as though this early intercession had succeeded, but, like an unchecked weed, the Cult of the Pure Form rose once again. This time, the cult threw out its previous methods in favour of a slower approach, and rather than attempting to whip the people of a single sub-sector into a frenzy, the new Pure Form leaders

instead chose to let their hatred for the Mechanicus simmer on worlds across the entire Sector. Unlike before, the Sector Synod made no moves to denounce the Cult of the Pure Form; some even whispered they had begun to covertly support it. Many Inquisitors began investigating the cult to see if they had been motivated by something other than a fervent love of the Emperor, but over time, some members of the Calixian Conclave—especially puritans of the Ordo Hereticus—began to see them as actually displaying agreeable philosophies, as well as acting as a valuable check against the Mechanicum within the Sector. This has not gone unnoticed in the Lathes. Slowly but surely, the rising cult is sparking a conflict, one that has edged closer to ignition with each passing year.



TALENT: REFORMED SKIN

Either because he has decided to bring the word of the Pure Form to the Calixis Sector, or because he simply cannot live without his cybernetic implants, the Acolyte has chosen to take on the new flesh and join the ranks of the Reformed. A member of the Cult of the Pure Form can take this Talent as many times as he has missing limbs/senses/respiratory systems/etc. due to removing them via the Purity of Flesh talent, or any time he loses a limb due to Critical Damage. When taken, he gains a replacement that will either be a vat-grown limb, or perhaps the reclaimed and purified flesh from a Servitor. Treat this replacement as a Poor-Quality cybernetic of the same, although it is not a cybernetic and does not add to the his Toughness Bonus. There are no vat-grown equivalents for Auger Arrays, Cortex Implants, Cranial Armour, Mechadendrites of any type, Mechanicus Implants, Mind Impulse Units, or any other form of cybernetic from any other **DARK HERESY** supplement. Any Fate Points gained from the Purity of Flesh Talent are lost when the limbs/senses/etc. are replaced. This Talent costs no experience to purchase, and other than in life-threatening situations the character is under no obligation to replace his missing limbs with vat-grown alternatives.

The Cult of the Pure Form's members differ from other Ministorum sects within the Calixis Sector in that they do not hate the Adeptus Mechanicus purely for their worship of the Omnisiah (although that certainly is part of it). They are not anti-technology either; they simply wish to wrest control of such power away from the Mechanicum so that "uncorrupted" humans might control it. Their true ire stems from the extensive use of cybernetics and other mechanical implants that virtually every member of the Adeptus Mechanicus possesses. To the cult, the most pure form in the universe is that of the human body, and to defile it by removing untainted flesh and grafting on artificial limbs is nothing short of heresy.

Many of the members of the Cult of the Pure Form have cybernetic implants when they join, and soon undergo a ritual known as the Purity of Flesh to remove the implants from their bodies. This violent ritual usually leaves the participant missing limbs or eyes, and can rob them of their ability to hear or even speak, but once completed the new cult member enters the ranks of the "Shriven," blessed men and women who have seen the purity of Mankind, have unshackled themselves from their prisons of cybernetic augmentation, and who now walk the path of the God-Emperor. The bulk of the cult's ranks are made up of those lucky enough to have lived without the defilement of cybernetics, and are referred to as the "Untouched." Each Untouched member comes to the sect for different reasons, but most are spurred on by a love of the God-Emperor and an inherent mistrust of the Adeptus Mechanicus.

However, the Cult of the Pure Form does not sit by and wait for people to see its point of view, and has instituted their own group of missionaries. This third group is the most powerful within the cult, and are known as the "Reformed." Acting as the

TALENT: GIFT OF PURITY

The Acolyte has forsaken the cybernetic, cast out the desire for the bionic, and joined the ranks of the Untouched. Never will sacred flesh be sullied by the implantation of devices that rob the Acolyte of his purity. The character cannot, under any circumstances, choose or accept the implantation of cybernetics/bionics, even if the result of refusing them would be death. If the character finds himself implanted with cybernetics/bionics against his will, then he must remove them as soon as possible, exchanging this Talent for the Purity of Flesh Talent. This Talent costs no xp to purchase, and is automatically granted to members of the Cult of the Pure Form who have no cybernetics/bionics when they take the alternate rank.

TALENT: PURITY OF FLESH

The Acolyte has participated in the Purity of Flesh ritual and emerged alive. Taking his place amongst the Shriven, he has become truly blessed, and despite his missing limbs, eyes, and other organs, he feels more complete now than he ever did with his soulless metallic attachments. Truly the God-Emperor of Mankind is watching him! All cybernetics/bionics that the character had previously must be removed, including internal cybernetic implants. If doing so would normally result in the character's death, such as in the case of a Bionic Respiratory System, the character instead permanently reduces his Toughness by 1d5 and Wounds by 1 (and the character must immediately take the Reformed Skin Talent to stop himself from dying). The effects of removing these cybernetic implants follow the rules for Critical Damage (see page 201, **DARK HERESY** Core Rulebook), and for implants that have additional effects (MIUs, Cranial Armour, etc.), these benefits are lost once the cybernetics have been removed. The character gains 1 additional Fate Point for every two bionics that he has removed (with the exception of Mechadendrites) and the character *must* remove all his cybernetics/bionics. This Talent costs no experience to purchase and is automatically granted to members of the Cult of the Pure Form who have cybernetics/bionics when they take the Alternate Rank. The character counts as having the Gift of Purity Talent for the purposes of refusing new cybernetics.

public face of the cult, the Reformed are a large, sector-spanning network. They commonly preach that the God-Emperor had not a single cybernetic in the days when He walked amongst mortals, and that if He was pure of flesh, then so too should His subjects be. The Reformed consist of Shriven who have reversed the process of bionic implantation, creating implants not of unholy cybernetics, but instead made out of pure flesh. These vat-grown limbs and organs are often quite crude, and in many cases misshapen, but in the eyes of the cult they are pure and represent the future that it sees for Mankind.

CULT OF THE PURE FORM ADVANCES

Advance	Cost	Type	Prerequisites
Blather	100	Skill	—
Charm	100	Skill	—
Ciphers (Cult of the Pure Form)	100	Skill	—
Common Lore (Ecclesiarchy)	100	Skill	—
Common Lore (Imperial Creed)	100	Skill	—
Basic Weapon Training (Primitive)	100	Talent	—
Flagellant	100	Talent	—
Hatred (Adeptus Mechanicus)	100	Talent	—
Peer (Ecclesiarchy)	100	Talent	Fellowship 30
Pistol Training (Primitive)	100	Talent	—
Command	200	Skill	—
Common Lore (Machine Cult)	200	Skill	—
Deceive	200	Skill	—
Intimidate	200	Skill	—
Basic Weapon Training (Melta)	200	Talent	—
Air of Authority	200	Talent	Fellowship 30
Iron Discipline	200	Talent	Willpower 30, Command
Pistol Training (Melta)	200	Talent	—
Medicae	300	Skill	—
Litany of Hate	300	Talent	Hatred
Peer (Inquisition)	300	Talent	Fellowship 30
Gift of Purity †	Free	Talent	—
Purity of Flesh †	Free	Talent	—
Reformed Skin †	Special	Talent	Gift of Purity or Purity of Flesh

† Can only be taken under specific circumstances. See page 43 for details.

BECOMING A CULTIST OF THE PURE FORM

There are many ways to be tempted to join the Cult of the Pure Form. For some, it is due to a feeling of betrayal, where replacement cybernetics have caused more harm than good, and the poor soul shackled by them is looking for a form of release among the ranks of the Shriven. Others, after hearing the words of the Reformed, have come to understand that the continued existence of the Adeptus Mechanicus is nothing but a disaster waiting to happen, and that it is their holy duty to do something to stop them. Others join out of a fear that if they begin to receive cybernetics that they will lose something of their own souls, and eagerly join the ranks of the Untouched to avoid this horrific fate. A select few might even be contacted directly by the cult's senior members, as their membership would greatly benefit the cult's standing and appeal across the Sector. The cult also offers a strong brotherhood and a cause to motivate new meaning into previously meaningless lives. Those who achieve such purity in their flesh may find their spirit even stronger than before, and certainly stronger than those who foolishly trust their bodies to the machine.

Upon becoming a member of the Cult of the Pure Form, the character gains the Excommunicate Mechanicum Trait.

Required Career: Adept, Arbitrator, Assassin, Cleric, Guardsman, Imperial Psyker, Scum

Alternate Rank: Cleric—Rank 2 or higher (500 xp); All others—Rank 4 or higher (2,000 xp)

Other Requirements: Any Acolyte who possess any bionics/cybernetics when taking this Alternate Rank *must* take the Purity of Flesh Talent before he may take any further advances. Acolytes who do not possess any bionics/cybernetics when selecting this Rank *must* select the Gift of Purity Talent before they may take any further advances.

TRAIT: EXCOMMUNICATE MECHANICUM

The Cult of the Pure Form is not a secretive group, in which members meet covertly in dank basements or crumbling hab blocks. They have made their presence felt and do not feel the need to hide their beliefs. The Mechanicum, in turn, view them as dangerous, misguided fools, and treat them with open disdain at best. Should any member of the Machine Cult learn of the Acolyte's true allegiance, there could be dire consequences. If discovered, treat any member of the Mechanicum as having the lowest possible Disposition towards the character (and vice versa). The GM may even, in extreme situations, determine that acts of violence might be called for. Additionally, all forms of Interaction—even just speaking with members of the Machine Cult—are to be treated as **Arduous (-40)** before factoring in other modifiers.

FACTOR OF THE LATHES

"The subtleties of human society are often dismissed by our brothers and sisters, but these mysteries too tick in accordance with the ordered principles of the Omnissiah. Like a fine chronograph, the human mind clicks and grinds in complex patterns set out in His image. And like a cogitator or a manufactory or a voidship, this machine must be understood—and mastered—by some Priests of our order, so that the grand Quest for Knowledge can continue."

—Factor Jhuston, to his disciples

Many members of the Adeptus Mechanicus often choose to ignore the niceties of Imperial society, cleaving instead to their own esoteric, arcane practices. The Priests of Mars, however, must oftentimes negotiate, wheedle, and bargain with the flesh-flapping and uncouth individuals who hold themselves highly in the Imperium, that they might further the Quest for Knowledge. Within the Lathes, the Magos devised a common solution to this problem, through the use of specialisation. The Lathes trains their Magos Metallurgicus to refine the secrets of the true flesh, Magos Alchemys to create mystic unguents, and even Magos Biologos to unwrap the riddle of the helix; therefore, the Magos of the Lathes determined that they would utilise specialised personnel here as well. Instead of wasting the valuable cognitive-cycles of its highest members, the

Lathes instead trains a small portion of its initiates to read the muddy and inscrutable outputs generated by outsiders as well as the pure, precise language of the machine. The Factors of the Lathes are ambassadors to the wider Sector, used when the Lathe Worlds find the most expedient path is to deal with the uninitiated on their own fleshy terms.

Myth has it that a forgotten Mech-Deacon created this class, in the wake of a cataclysmic misunderstanding that began with a Scintillan Priest mistaking a particularly venerable Adept of Mars for a malfunctioning cogitator, and ended with several orbital bombardments. Since then, the Factors of the Lathes have served for centuries with distinction as ambassadors between the Lathe Worlds and the rest of the Calixis Sector. While the Factors are not loved by all members of the Cult Mechanicus, they nonetheless efficiently bring about the desired results, and thus are supported and employed heavily within the Lathes. Those chosen undergo decades of intense training and physical modification in the Hesh Protocol Academies, that they might become optimised instruments of the Omnissiah. As a result, not only do Factors of the Lathes lack the typical look of a Tech-Priest, having shed their bulky augmetics in favour of subtle but no less potent equivalents, but they are also capable of regurgitating vast amounts of data that most of their brethren would deem worthless. Such information ranges from a clinically thorough knowledge of the political history of the Calixis Sector to truly inscrutable subjects, such as the how to properly input and cycle nutrients when meeting with the hive nobles of various planets.

To be a Factor is to accept that imperfection itself can be a part of a perfect plan. The Omnissiah's purity may be found in steel and circuitry, but a Factor must also be able to understand, and even appreciate, what he sees as the inferior workings of bone, blood, and tissue. Though Factors are often as heavily augmented as their brethren, they bear few visible signs of their metallic ascension. Their augmetics are instead crafted with loving precision to resemble flesh; usually the Factor conducts this work himself, as few others within the Priesthood of Mars would deign or desire to make such things. Mechadendrites are kept small, subtle, and hidden in clothes, or able to collapse into sub-dermal compartments when not needed. Few Factors permanently incorporate larger mechadendrites into their bodies, but some of these ambassadors find servo-arms and other artificial limbs too useful for their tasks within the Machine Cult to forgo entirely, and thus have studied the difficult art of attaching and removing their external augmetics as required.

Whether a Factor revels in his unique position or bemoans the travails that it entails, all ambassadors of the Lathes maintain a certainty of purpose. Time and time again, the Factors have been critical to the successes of the Adeptus Mechanicus of the Calixis Sector, moving one Lord Governor to support a purge of a unique new form of tech-heresy, or securing promises of assistance from a Rogue Trader whose resources can reach a becalmed Explorator Fleet in the Koronus Expanse. Certain Factors are even involved with the Inquisition, using these invaluable connections to further the causes of the dread Lords Dragon, and some become Acolytes of Inquisitors who value their subtlety, or simply find their company less grating than that of others from the Martian Priesthood. Further, while their order does not specialise in such things, Factors can be excellent infiltrators, as each is a fully trained Tech-Priest in his own right, whose form betrays



FACTOR OF THE LATHES ADVANCES

Advance	Cost	Type	Prerequisites
Blather	100	Skill	—
Blather +10	100	Skill	Blather
Carouse	100	Skill	—
Charm	100	Skill	—
Deceive	100	Skill	—
Diplomacy	100	Skill	Fel 30
Disguise	100	Skill	—
Inquiry	100	Skill	—
Inquiry +10	100	Skill	Inquiry
Logic	100	Skill	—
Scholastic Lore (Bureaucracy)	100	Skill	—
Scholastic Lore (Heraldry)	100	Skill	—
Scholastic Lore (Imperial Creed)	100	Skill	—
Mimic	100	Talent	—
Peer (Administratum)	100	Talent	—
Peer (Government)	100	Talent	—
Peer (Military)	100	Talent	—
Peer (Nobility)	100	Talent	—
Charm +10	200	Skill	Charm
Deceive +10	200	Skill	Deceive
Diplomacy +10	200	Skill	Diplomacy
Scrutiny	200	Skill	—
Master Orator	300	Talent	Fel 30
Talented (Diplomacy)	400	Talent	Diplomacy +10

no overt signs of its true nature. While their apparent lack of augmentation is usually used to put others at ease, several Factors have become embroiled in political and even military conflicts, catching foes unawares thanks to their appearance.

As they are not immediately recognisable as Priests of the Machine Cult, Factors of the Lathes often signify their office via their garb or other ornamentation. They usually wear heavily adorned Mechanicum robes, and sometimes even have shifting electroos embedded in their skin, emblazoned with the sign of the Cogwheel, visible when they wish to state their allegiance but vanishing if they need to act more covertly.

BECOMING A FACTOR OF THE LATHES

Calixis Sector Tech-Priests chosen to become Factors train on Lathe-Hesh, where their bodies and minds are shaped so that they can fulfil the function for which they have been selected. This training and augmentation (or modification of existing augmetics) can take a highly variable span of time—some Factors pass through the Protocol Academy within years, while others take decades to integrate the subtle etiquette sub-routines needed for proper interaction with the myriad factions of the Calixis Sector.

Required Career: Tech-Priest

Alternate Rank: Rank 1 or Higher (0 xp)

Benefits: Fabricated Flesh (Trait)

Characteristic Advancements: The Agent may purchase Fellowship Advances at 100 (Simple), 250 (Intermediate), 500 (Trained), and 750 (Expert), replacing that Characteristic entry in Table 2-9: Tech-Priest Characteristic Advancements on page 89 of the DARK HERESY Core Rulebook.

TRAIT: FABRICATED FLESH

Prerequisites: Tech-Priest

A Factor of the Lathes bears few of the usual marks of being a Tech-Priest; his cyber-mantle is fully hidden by false flesh or even vat-grown skin, and any augmetics or bionic limbs that he possesses appear to be a part of his body, or at least as common augmetics that many within the Imperium possess.

The Tech-Priest retains all of his standard abilities and Traits as described on page 27 of the DARK HERESY Core Rulebook, but it requires a **Hard (-20) Scrutiny** or **Tech-Use Test** to notice any significantly off-putting signs of his mechanical parts that mark him as a Tech-Priest. If he possesses mehadendrites or other large attachments that would obviously set him aside as a member of the Adeptus Mechanicus, he may attach or remove any number of them at will, in a ritual that takes 1d5 hours to complete and causes 1 level of Fatigue but has no other deleterious side-effects. So long as his augmentations are not distractingly noticeable to those he is interacting with, a Factor of the Lathes gains a +5 bonus to all Fellowship-based Tests when dealing with Imperial citizens outside of the Adeptus Mechanicus.

LATHESMASTER

"It should be working now! If not, try praying some more, or strike it again!"

—Foreman-Primus Sarnia Maufry

The public face of the Adeptus Mechanicus—or the portion they allow Calixian society to see—are the Tech-Priests and Enginseers that roam the Sector. Bedecked in their deep crimson robes and adorned with all manner of machines and mechatendrites, these arcane beings talk of the great Omnissiah, pray before machines of all shapes and sizes, and speak in a language indecipherable to the average citizen. What most do not know is that the Mechanicus in the Sector is made up of far more than just Tech-Priests. There are, of course, the legions of servitors, but within the Lathes, and across their various Calixian enclaves, there is a secondary class of workers—the Lathesmasters. These people make up most of the population of many Calixian forge worlds, and it is their skilled labour and mechanical expertise that has kept the Lathes functioning for generations.

There are few surviving records detailing the origins of the Lathesmasters. Many simply assume they are natives of the system, but most records indicate there were no inhabitants when the Mechanicum took possession of the Lathes. Common tales say they were imported as labour at some later time, just as the Mechanicus would import any required tool. Some even whisper of improbable genetic experiments of the Lords Dragon, surely another of the cabal's self-aggrandising rumours. Whatever their origins, the Lathesmasters appeared to be perfectly adapted to forge world life. Each is far stronger and visibly shorter than most other humans in the Sector, but this was not seen as a downside as their stocky bodies made for tough, rugged workers. They possessed innate resistances and immunities to the harsh, polluted environments typical of most forge worlds, and seemed unaffected by the unforgiving and ever-changing gravity that was common to the Lathes. They were, in essence, the perfect workforce for the system, smaller in number but even better than the standard servitor complements most forge worlds use exclusively.

As decades passed and the Lathes grew in power, a strong family-lodge mentality began to grow. This impressed into their work, and forge-groups developed fierce rivalries over

performance. Soon, these transformed into direct competition between the three main Lathes. The Tech-Priest overlords fostered this competition, channelling the Lathesmasters' drive back into their work, and soon work quotas were filled at an ever-faster rate. Motivated by their leaders and the divinity of the Omnissiah, this unseen worker army helped shape the earliest days of the Calixis Sector.

Eventually this drive for exceptional work effort decreased. When the reward for meeting a work quota ahead of schedule was simply to move onto the next quota, certain elements began to question not only their purpose, but also their place within the Omnissiah's plans. In response, large swathes of Lathesmasters organised into groups called "Cores," and made demands that the priesthood of the Lathes were unwilling to grant. On Lathe-Hadd, a world where primary production was focused around ammunition, discontent was at its highest, and if not for the Forge-Provost's swift response, a rebellion might have spilled out across the world.

Deciding that the risk to productivity was too great, a collection of Tech-Priests from Lathe-Het gathered to create what would be called "Rerum Novarum." This charter described the exact requirements of the workforce, but at the same time also made provisions to reward those that met their work quotas with something other than just another work quota. Most importantly, however, it declared that there would be no distinction between the work conducted by the priesthood and that of the Lathesmasters—all work, no matter who completed it, was to be done in the name of the Omnissiah, and therefore all work was considered divine. It was a mostly symbolic declaration, and in truth much of the priesthood saw the edict as nothing more than a hollow appeasement of a society one step above the servitors, but the Lathesmasters accepted it, and soon quotas were being filled once again.

For decades, the Lathes returned to peaceful production, with only the occasional flare of civil unrest. The Lathesmasters were allowed to keep their work-groups, and canny members of the priesthood used these groups against one another in competition. It was not until after the War of Brass that the spectre of rebellion from the Cores once again appeared, but this time it was the fault of the priesthood, specifically the Divisio Genetor, a highly experimental faction within the Lathes consisting of Tech-Priests with little or no oversight.





Fascinated with the Lathesmasters' biological differences, the Divisio Genetor began to delve deeper into the genetic history of the Lathesmasters. Some scattered reports from the time indicated that the Divisio Genetor's sudden interest was actually prompted by the Lords Dragon, but if true it has never been confirmed. The Divisio Genetor had lofty goals for their experiments, and planned to see if further modifications of the Lathesmaster genome were possible. If successful, they could move Lathesmaster populations to other forge worlds with even harsher conditions, creating a workforce that did not rely on programmed servitors but rather comprised motivated workers dedicated to the glory of the Omnisiah.

Starting with coerced and abducted Lathesmasters who worked in the Lathe's harshest conditions, the Divisio Genetor set to work on modifying their genetics to acclimatise them to extreme temperatures and areas of low oxygen. These invasive experiments, which would later be called the Grinder Atrocities, had an unusually high mortality rate, and once news of cruelty and mass fatalities spread the Cores of Lathe-Hesh rose as one in anger. Word travelled quickly to Lathe-Het and Lathe-Hadd, and soon all the Cores were demanding the cranial drives of the Divisio Genetor's leaders. Thinking that previous suppression tactics would suffice, the Forge-Provosts were sent in to quell the populace. This backfired horribly, and three of Lathe-Hadd's most prominent Cores—nearly a half-million men and women—were massacred. All work within the Lathes came to a grinding halt.

With pressure on all sides, and rumours that the vengeful Dragon Secutorii might soon involve themselves in the conflict, the priesthood delivered a series of encyclicals in the hope of bringing the matter to rest. Edict 1311-188-7 gave over much of the freedoms that the work-guilds desired and put an end to the experiments. At the same time, the edict gave the Mechanicum greater authority to transplant Lathesmasters to other areas of the Calixis Sector. The Cores never got their desired retribution for the actions of the Divisio Genetor, but numerous leading Genetor Magos soon found themselves transferred to the Panopticon Orbital, where they were never heard from again. After a ceremony of reunification within the Nidus Omega on Lathe-Het, a place where, until that day, no Lathesmaster had ever set foot, the Lathesmasters collectively agreed to the new conditions, and production started once again.

As it turned out, the Divisio Genetor's experiments had been rather prescient, as it was not long before Lathe-Het was stripped of its manufacturing capability and the vast Lathesmaster population found itself transferred to other forge worlds across the Sector. With so many different areas needing the expertise of these skilled workers, the information from the Divisio Genetor's experiments allowed the Mechanicus to ensure that Lathesmaster populations were always the right fit for whatever environment they found themselves in. As for the Lathesmasters that now inhabit almost every major Mechanicus installation across the Sector, they have yet to rebel again, and seem genuinely content with their position in the Omnisiah's plan and their place in Calixian history.

TALENT: RITE OF IGNITION

The Adeptus Mechanicus has many rites and rituals associated with coaxing machine spirits to life, so many, in fact, that knowing all of them would be quite impossible. Lathesmasters tend to be more practical than their Tech-Priest masters, and often there are tense conditions when it is not always practical to chant a three hundred line Cantic of Initiation. Most have their own, self-taught "rite of ignition," a form of prayer to the machine-spirit that involves striking the object in question several times, usually with sufficient force for activation. They tend not to enact this rite in the presence of Tech-Priests, as many would consider it heresy, but few can argue with its effectiveness. The Lathesmaster may substitute their Strength Characteristic for their Intelligence Characteristic when making a **Tech-Use Test** to start or activate machinery. More sophisticated or delicate machinery may not respond well to the Rite of Ignition, so GMs have the final say regarding which objects this Talent may be used upon.

TALENT: STRENGTH OF THE LATHES

Blistering heat, dense smog, toxic fumes, open flames, and exposed electrical conduits are all common sights on the forge worlds of the Calixis Sector. To most people this sort of environment would be a death sentence, but to the Lathesmasters it is home. After long years in such settings, these hardy workers never shy away from such conditions, and most even thrive in such dreadful environments. Any time a Lathesmaster would gain a level of Fatigue, except those caused by psychic powers, he may make a **Challenging (+0) Toughness Test** and if successful, he does not gain the level of Fatigue. Additionally, Lathesmasters take half as long to recover from Fatigue as normal.

BECOMING A LATHESMASTER

A Lathesmaster is not something a citizen becomes, but is more something he is born into. They are the hardy and intractable workers of the Lathe Worlds, immune to the extremes of forge life, and differ considerably from other Calixian populations. Shorter, bulkier, and far stronger than the average hiveborn, a Lathesmaster could almost be considered genetically designed for heavy manual labour. Some Inquisitors respect these traits, as well as their technical expertise and familiarity with the Cult Mechanicus, and take promising Lathesmasters from their guilds so that they might serve a higher purpose. Their Mechanicum Masters often encourage such efforts, perhaps the better to gather information, and implant their own agents within rival organisations.

All Starting Skills, Talents, Traits, Gear and Wealth listed here totally replace the Rank 1 Scum listing on pages 27 and 83 of the **DARK HERESY** Core Rulebook.

Required Career: Scum

TRAIT: GENETIC PANTROPY

Lathesmasters are capable of withstanding more extreme environments than most humans, and have their own unique traits and abilities that make them such a hardy workforce. The Grinder Atrocities took this one step further, actively manipulating their genes in order to prepare them for varied environments, especially dangerous ones. In the years since these controversial experiments, most have undergone some level of genetic manipulation and are capable of surviving in very difficult conditions. A Lathesmaster may re-roll any Test that is the result of extreme environments, such as very hot or cold conditions, areas of low oxygen, or even toxic atmospheres. Additionally, he suffers no adverse effects in areas of slightly higher and lower gravity, and can move normally in them.

TRAIT: LABOURER BUILD

Whilst they are still very much human, Lathesmasters have certain physical aspects that mark them apart from what might be considered "normal." They are thick and heavyset, with broad shoulders and large, tightly packed muscle groups. They are not quick on their feet, but make up for that with their endurance levels and above-average strength. Lathesmasters do not use the Fit for Purpose Trait that is usually part of the Forge World Homeworld Origin. Instead, they gain +3 Strength and +3 Toughness upon creation, but start with -5 Agility.

Starting Skills: Climb, Contortionist, Common Lore (Machine Cult, Tech), Speak Language (Low Gothic), Survival, Tech-Use.

Starting Talents: Iron Jaw, Melee Weapon Training (Primitive), Melee Weapon Training (Power), Pistol Training (SP).

Starting Traits: Dark Sight, Genetic Pantropy, Labourer Build.

Starting Gear: Light Flak Coat, Flak Helmet, work tunic (Common Quality clothing), charm (Mechanicus devotional icon), vial of Sacred Machine Oil, Combi-Tool *or* Lascutter, Good Quality Bionic Arm *or* Common Quality MIU, Stub Automatic with 2 reloads, Percussion Mallet.

Starting Wealth: 40+1d10 Thrones

Monthly Income: Drudging Class

Restrictions: Must have the Forge World Home World Origin.

RUGGED GENETICS

Lathesmasters are naturally strong and quite sturdy, and tend to get stronger as they grow older. They also have a natural affinity for technology, a trait needed for the role they play in the Adeptus Mechanicus. Lathesmasters do not use **Table 2-8 Scum Characteristic Advances** from page 83 of the **DARK HERESY** Core Rulebook, but instead use **Table 2-2: Lathesmaster Characteristic Advances** on page 50.

TABLE 2-2: LATHESMASTER CHARACTERISTIC ADVANCES

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	250	500	750	1,000
Ballistic Skill	250	500	750	1,000
Strength	100	250	500	750
Toughness	100	250	500	750
Agility	500	750	1,000	2,500
Intelligence	100	250	500	750
Perception	250	500	750	1,000
Willpower	250	500	750	1,000
Fellowship	500	750	1,000	2,500

LATHESMASTER ADVANCES

Advance	Cost	Type	Prerequisites
Intimidate	Skill	100	—
Survival +10	Skill	100	Survival
Tech-Use +10	Skill	100	Tech-Use
Tech-Use +20	Skill	100	Tech-Use +10
Trade (Any One) †	Skill	100	—
Trade (Any One) +10 †	Skill	100	The same Trade Skill
Basic Weapon Training (Las)	Talent	100	—
Blind Fighting	Talent	100	Perception 30
Bulging Biceps	Talent	100	Strength 45
Die Hard	Talent	100	Willpower 40
Hardy	Talent	100	Toughness 40
Pistol Training (Las)	Talent	100	—
Resistance (Cold)	Talent	100	—
Resistance (Heat)	Talent	100	—
Resistance (Poison)	Talent	100	—
Rite of Ignition	Talent	100	—
Sound Constitution ††	Talent	100	—
Strength of the Lathes	Talent	100	—
Talented (Trade) (Any One) †	Talent	100	The same Trade Skill
True Grit	Talent	100	Toughness 40
Awareness	Skill	200	—
Demolition	Skill	200	—
Logic	Skill	200	—
Trade (Pick One) +20 †	Skill	200	The same Trade Skill +10
Binary Chatter	Talent	200	—
Crushing Blow	Talent	200	Strength 40
The Flesh is Weak ††	Talent	200	—

† May be taken up to 4 times at this rank.

†† May be taken up to 2 times at this rank.