

ROGUE TRADER

SHEDDING LIGHT



ROLEPLAYING IN THE GRIM DARKNESS
OF THE 41ST MILLENNIUM

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Product Code: PRT18

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THE FALL OF SOLACE

"What more honourable pursuit could there be than war profiteering? For indeed, what is more noble than helping others to help themselves?"

—Rogue Trader Verekk the Cold

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

BINDING CONTRACTS

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

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

FALLING STAR

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

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

SHEDDING LIGHT

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

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

SALVAGING SOLACE

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

Unfortunately, this is only the start of the Player Characters' troubles. As they struggle to bring Hive Solace under control, still more crises loom over them, and the troopers must go above and beyond their normal duties to have a chance of survival. With the lives of everyone on the planet—including their own—resting on their actions, the PCs are the last line of defence against the coming catastrophe.

TYING IT ALL TOGETHER

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

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

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



SHEDDING LIGHT

"Rough terrain of the Warp is my speciality, Lord-Captain, not rough terrain of the soil. Do you truly need my guidance on this...excursion?"

—Navigator Sylvos Ergos

Originally written for Gen Con Indy 2013, **SHEDDING LIGHT** is a scenario for **ROGUE TRADER**. Game Masters must have a copy of the **ROGUE TRADER** Core Rulebook in order to run the adventure. The adventure was originally intended for Explorers with 3,000 xp, but many of the foes within can provide a challenge for more seasoned Explorers as well. Players can use the premade characters on pages 21–32 or create their own unique Explorers using the rules in **ROGUE TRADER** Core Rulebook.

ADVENTURE SUMMARY

"In darkness, we find the truth as it really is. Not the truth as we see it, gilded by our misconceptions, but the desperate truth unadulterated by light. Not the truth that we wish to see, but the truth that we must see."

—Astropath Tokorin Scathacha

The adventure begins as the Explorers reach the Solace system. Their recent Warp journey went without incident, and they are carrying a massive cargo of raw materials and war materiel for the planet's orbiting warehouses. These goods are ultimately destined for the Spinward Front, after they have been properly prepared and sorted by the dutiful labourers of Solace. However, from the perspective of the Explorers, this unremarkable cargo shipment is little more than a cover story.

The Explorers have travelled from the Jericho Reach to the Calixis Sector following an unspeakably ancient and alien map. Though the destination has become clear to the Explorers, the purpose of the map is still unknown. Some legends claim that the map leads to unimaginable riches, while other, darker tales whisper that its only terminus is the grave of any foolish enough to follow it. Regardless of the truth, the Explorers have set forth to solve its mysteries (and expand their wealth astronomically in the process).

Upon their arrival in the Solace system, they need to fulfil their cover story—a contract to transport various products—and also work to obtain some goods to transport out of the system. This could be somewhat challenging, as the warehouse goods are under the authority of the Imperial Navy. Still, no Rogue Trader became a legend of the Koronus Expanse without taking a few monumental risks. Only the boldest of Rogue Traders succeed at carving their names into history, but this fact has hardly deterred countless others from attempting perilous and even foolhardy adventures chasing unimaginable riches.

Once they make their way through the bureaucratic barriers to their quest, they can make their way to Solace's surface. Once there, the Explorers need to find the target location on the surface, travel down, and open up the cache—all without drawing the attention of the local authorities, who would take a particularly dim view of their clandestine activities on Solace. Once the Explorers reach their destination, however, they soon discover that this ancient facility is not dead, but merely sleeping. And the things within do not wish to be disturbed, especially by those who would pilfer the ancient treasures that they rightfully own.

The supposed cache is actually a Necron tomb—a remnant of that forgotten civilisation that has slumbered unperturbed on Solace since aeons unremembered. By entering the tomb, the Explorers risk the wrath of its inhabitants. Trapped within the ancient burial site, surrounded by xenos threats, the Explorers find themselves in the direst of straits. Using their ingenuity, their skills, and their endless ambition, they must escape its labyrinthine passages to survive—and determine if they can still squeeze a profit out of this deadly predicament!

ADVENTURE BACKGROUND

"Some mysteries are too tempting for humans to ignore but too subtle for us to grasp. Thus, fools rush to their deaths, greedily digging up treasures they do not understand well enough to fear."

—Aristide de Balafrer, Exiled Navigator

During their travels through the Jericho Reach, the characters uncovered a star map, which was clearly of xenos origin. Based upon the circumstances of its recovery, they have reason to believe that it is real. In addition, they suspect it could lead them to powerful xenos artefacts, which could potentially be extremely valuable. Analysing the map revealed a significant complication. The world that they believe holds the xenos cache is within the Calixis Sector of the Imperium, where their Warrant would grant little authority. Worse yet, it seems that planet is already inhabited. The map points to Solace, an Imperial hive world, with strong ties to the Ecclesiarchy (see **Gazetteer: Solace** on page 6). Even if they were to recover the goods, they would need to pay at least a substantial finder's fee to the planetary authorities.

As neither of these seemed like good options, the group recognised they needed to create an alternative plan. Key to any plan would be a legitimate reason to visit Solace. The most obvious—particularly for a Rogue Trader vessel equipped with plenty of cargo capacity—was shuttling raw materials plundered in the Koronus Expanse to support the ongoing war in the Spinward Front. With its manufacturing capacity, Solace was already serving as a prime distribution hub. This could easily serve as a solid justification for visiting the planet. The Explorers quickly—and cheaply—assembled a cargo of materials and set about delivering them to Solace.

However, two unforeseen complications already existed. The first was set into motion millions of years ago, when the Necron dynasty established a massive tomb complex on Solace. The raw materials mined and refined to serve in the Angevin Crusade and to feed the hives came from the wreckage of an ancient Necron society. The map, which pointed to the seemingly priceless target, is actually an ancient map indicating a Necron Tomb. While the truth of what entities crafted the map and why they made it has been lost to the ages, the map actually reveals xenos technology that can fully protect itself from treasure hunters.

The second major complication involves the arrival and fate of the *Ardent Crown*. This Imperial cruiser has been lost in the void for centuries. However, it has returned, only to herald destruction upon the world of Solace. As the adventure progresses, the cruiser enters the atmosphere and crashes directly into Hive Solace. Its impact is sufficient to devastate the hive, leaving it a ruin in need of extensive repairs. Depending upon the situation, its arrival could potentially introduce an army of Tyranids to the world, or, worse yet, damn the entire planet into the perpetual service of Chaos. Agents of the Ruinous Powers have already rushed to Solace in an effort to pave the road to its destruction. Though this situation does not affect the Explorers' exploits in a direct way, it does end up complicating their journey into the darkness.

A vast treasure of xenos relics still sleeps beneath the world's surface. However, if their trespassing awakens this deadly hoard, it could threaten the stability of Solace as much as any of the other catastrophes this world is in the midst of suffering. The Explorers must decide if loyalty to the Imperium is valuable enough to compromise their potential profit.

Alternatively, they might attempt to determine the most effective way to exploit the risk. After all, making arrangements to be a primary arms dealer to a human population besieged by xenos could be almost incalculably profitable for a Rogue Trader and his crew.



GAZETTEER: SOLACE

"They say there is treasure to be found on Solace. They say there are dangers, too. But a treasure without a danger would hardly be a worthwhile prize, would it? Who would seek a treasure that bears no threat of a curse or some ancient, dark reprisal? In truth, I relish the danger near as much as the treasure, for it is the danger that gives the treasure its value. Send an envoy to the Navigator! We make for Solace with all haste!"

—Rogue Trader Sarvus Trask,

Head of the Trask Dynasty and Captain of the *Cerberus*

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

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

Of course, precise records from this period are fragmentary. The Imperial forces in the region were so focused upon prosecuting the crusade that minor details—particularly those associated with procurement—were often not properly recorded. However, the amount of raw materials extracted from the planet seems to have been truly extraordinary. Further, many of these materials seem to have been combined into alloys that were ready for manufacturing almost immediately, requiring very little refinement. Some historians have speculated that this was simply evidence that the materials had been illegally obtained from another, undocumented Imperial asset. Other, more radical elements have argued that this could be compelling evidence that the world was once home to a sophisticated xenos species capable of producing such alloys.

Regardless of whether or not the materials came from Solace, one factor is clear. Assignment to the mining facilities on Solace was a death sentence. Few, if any, of the tens of thousands of colonists sent into these facilities ever returned. Official

Imperial records indicate that this was due to toxic elements present in the mines and a lack of faith amongst the workers.

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

THE FIRST HIVES

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

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

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

PLANETARY LEADERSHIP

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

THE CASTUS LEVY

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

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

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

Because of the piety of its rulers, the populace of Solace has shown few deviances from the Imperial Creed over the centuries. There are remarkably few known incidents of heresy on Solace. The world has consistently paid all necessary tithes to the sector government, including consistent surpluses of soldiers, labourers, and processed materials.

BEYOND THE HIVES

Even before its great hive spires and the fires of industry blackened the sky, Solace was never a world hospitable for colonisation. Its surface is harsh and largely devoid of water, and its atmosphere was only technically breathable before the fires of human industry poured countless pollutants into the air. The mineral resources beneath its surface, however, were reason enough for the Imperium to claim Solace and condemn millions to toil in vast, cavernous mines, extracting ore and other valuable materials.

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

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





THE SPINWARD FRONT

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

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

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

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

RESOURCES AT HAND

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

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

As word spreads of this manufacturing and storage capacity, it is likely that elements from beyond the Imperium might take an interest. This could include both xenos and heretical threats. Just as this wealth of equipment and supplies can contribute in a meaningful way to the war that the Imperium wages, they could also be used against it. While enlistment in the Castus Levy is high, Solace's defensive plans are not designed for a world as desirable as it has suddenly become. If a well-organised attack plan were implemented, it could be vulnerable. This would place many extraordinarily useful assets at a level of tremendous risk. Currently, the Calixis Sector can ill afford a loss of this magnitude, but it also lacks the available resources to reallocate for improving the planet's defences.



STAGING

"It's not about exploration. It's not about faith. It's not even about glory. It's about profit. Never forget that."

—Rogue Trader Sun Lee

This scene sets the stage for the adventure, offering a bit of backstory to the situation and providing the characters with a framework for the adventure that lies ahead. This begins by imparting a significant amount of information to the players. The adventure begins part way through the story, which is necessary given the constraints of the time available to run it. Game Masters should begin the scene by reading the following aloud, modifying the text as necessary based upon the composition of the party and personalities gleaned from the character introductions:

It has taken far longer than you would have hoped, but your vessel has finally transited out of the Warp, entering the Solace system. The ancient map you recovered deep in the Jericho Reach clearly points toward this world as the home to a cache of xenotech. It even specifies the location on the planet and the necessary landmarks. However, humanity long ago colonised this part of the Calixis Sector, and you needed a good cover story to make landfall. Your ship's cargo hulls are filled with materiel destined for the planet's orbiting warehouses, before it is sent on to the Spinward Marches. In the meantime, you just hope you can manage to turn some additional profit from those same warehouses while you try to quietly make your way to the surface to investigate the map—and recover whatever might be stored there.

At this point, the players may have some questions about the backstory or about Solace. Refer to **Gazetteer: Solace** (see page 6) to answer those questions. Information about the map is more complex. The characters know nothing of its history or origins. It clearly indicated several sites containing strange and ancient relics within the Jericho Reach, which lends it some credence. However, it has not yet brought them a substantial profit. The Explorers hope that this could be the big payoff that justifies their search.

LOCAL INTRODUCTIONS

The Explorers face their first challenge when communicating with the Imperial Navy and local authorities that monitor the warehousing systems surrounding the planet. There are more than a dozen transport vessels currently in the system. Several have been entering and exiting the system daily, bearing materials that are eventually destined for the Spinward Front. The sheer volume of traffic is far more than the system's traffic coordinators are capable of managing. The Explorers' vessel manages to nearly reach Solace's orbit before the Imperial Navy station coordinating orbital traffic challenges them and asks for their identification. Initial requests ask them to hold station before entering planetary orbit, and it takes several hours before the traffic controllers can even assign them an orbit berth, much less a docking assignment at one of the orbital warehouses.

It becomes clear at this point that there is an unusual degree of bureaucratic stagnation. The Explorers can choose to ignore this scene blithely, generate their own plans, or try to use this as an opportunity to establish a connection within the traffic and warehousing control authorities. If they either wish to gain faster or premium access to the warehouses—to speed up the process of unloading their cargo—the characters must persuade their contact to reprioritise them in the queue. This requires a **Challenging (+0) Opposed Interaction Skill Test**. Which Skill is most relevant is entirely dependent upon how the characters approach the discussion. The controller's opposing Skill value should be set at 25. A bribe can offer a +10 or +20 bonus to the Test, depending on how valuable the bribe (simple Thrones should give +5 or +10, while a rare and interesting item the Explorers possess should be +20). One to three Degrees of Success on the Test are enough to establish a relationship with the contact in traffic control so that the vessel has more freedom to move later as needed. Four or more Degrees of Success indicate that the Explorers manage to arrange an advantageous deal for selling their supplies, increasing their Profit Factor by 1. Three degrees of failure earns them the controller's enmity, which delays their docking by another full twenty-four hours.

During their discussion with the traffic controller, she asks for their vessel's information. When it becomes clear in the discussion that they are representatives of a Rogue Trader dynasty, she explains that they are expected to establish contact with the planetary government at their earliest convenience. Apparently, Solace has a tradition of working with Rogue Traders to establish mutually beneficial relationships. She provides them with a channel identifier and encryption information so that they can speak with Cardinal Heilgrave, the planetary governor.

Cardinal Heilgrave, Solace's secular and spiritual leader, is unable to speak with the Explorers over the vox. However, his adjutant—a snivelling man who identifies himself as Deacon Coleridge—is more than happy to set up a meeting. He offers to have them meet at the Cardinal's earliest open appointment. This is, by default, three months from the time of the conversation. Of course, the vessel is expected to wait in orbit until after such a discussion could take place, as the Cardinal might need its assistance. Craft controlled by the Imperial Navy or Chartist Captains are not subject to such requests. Negotiating an earlier appointment or less stringent conditions requires a **Challenging (+0) Opposed Interaction Skill Test**. Once more, the Skill involved is subject to the approach the characters take. Clear signs of religious devotion or respect do provide a +10 bonus to this Test. Disregard for the Cardinal's authority imposes a penalty (ranging from -10 to -30 depending on how blatantly insulting the Explorers are). Whatever the Skill they use, the deacon's opposing Skill should be 40. If the characters succeed on the Test, they manage to accomplish their primary goal in the negotiations, gaining unfettered access to the surface. If they score three or more Degrees of Success, they also manage to gain an audience with the Cardinal in the next few days (although, given that the hive is about to be destroyed by a crashing warship, this is mostly a moral victory—just don't tell the players that!).

If the Explorers do not succeed in getting permission to land on the surface of the planet, they can still make the journey. This just requires a **Challenging (+0) Pilot (Voidcraft) Test** as the group takes their Aquila (or other) lander to the planet's surface, flying stealthily enough to avoid the orbital augur scans. If the group fails the Test, they attract the attention of a pair of Imperial Navy Fury interceptors, who shadow them and demand identification. The pilot can lose the Furies with some inspired manoeuvres and an **Opposed Challenging (+0) Pilot (Voidcraft) Test** against the Fury pilots' Pilot (Voidcraft) Skill of 48. The GM should give the pilot two chances to evade the Furies; if the Explorers fail both Tests, the Furies lock on to the Aquila lander and shoot it down in a barrage of lascannon fire. The Aquila lander crash-lands in the wastes of Solace, but the Explorers survive the wreck and (at the GM's discretion) can make a **Routine (+20) Survival Test** to track down the ruins or taking other appropriate measures to rectify their situation. This should generally not be excessively difficult—after all, the core of the adventure is the Explorers skulking around a xenos tomb, not meandering through the irradiated desert chasing mirages of water. Still, a short, memorable scene wandering the wastes can add ambiance and show how vast and empty most of Solace's surface truly is. They also must contact their ship for a new shuttle (which, due to the enhanced scrutiny after they attempted to sneak down to the planet the first time, should wait until the cruiser crashes into Solace and everyone is somewhat distracted).

When the Explorers decide to dock with a warehouse to begin transferring cargo or to visit the planet's surface, proceed to **Landing**.

LANDING

"Value is not inherent in an object. Value comes from understanding desires and fulfilling them."

—Rogue Trader Sun Lee

The characters have two primary objectives to accomplish through this scene. The first is to find something profitable to take from the system so that they are not travelling away with empty cargo holds. The system is full of goods, but most of them are already on Imperial manifests destined for the Spinward Front. The second is to make their way to the planet so that they can take advantage of the mysterious and ancient map. Travel to the surface could be permissible, but visiting the barren wastelands is likely to draw the attention of the planetary government—which is certain to want a cut. The characters must consider both of these dangers and respond appropriately.

SCANNING SOLACE

Before the Explorers can head to Solace's surface to make use of the map, they first need to orient it to the world's features. The map is hundreds of thousands of years old. The planet has undergone significant geological change on its own, and humanity's arrival caused even further

significant changes to its geography. Orienting it requires a scan of the planet—something that is hard to do when the planet is inhabited and the scanner wishes to go unnoticed.

The biggest concern at this stage is the native government discovering the Explorers' interest in a seemingly unimportant location. Possession of xenos technology within the boundaries of the Imperium is a crime. Other explanations—such as mining for goods or seeking a wreck—are certain to draw the attention of the planetary government. Essentially anything that the Explorers might find of value would also be of value to Solace's economy. If they are to have any hopes of safely securing the goods and reselling them, they need to do so without drawing any external attention.

Finding the site indicated by their map requires a total of five Degrees of Success generated on an **Extended Hard (-20) Scrutiny Test**. With that information in hand, reaching it is merely a matter of travelling to the surface to begin their exploration. Proceed to **Exploration** (see page 12) when they are prepared to depart.

However, if the characters manage to accrue five Degrees of Failure prior to succeeding, then they have drawn the attention of Solace's traffic controllers. They want to know why the Explorers were engaging in repeated scans of the surface and what they were seeking. If they can talk their way out of this—a **Difficult (-10) Deceive Test**—they are simply asked to cease the scans. If they cannot, the Explorers must either admit what they are doing or come up with an unconvincing lie (at which point, the planetary authorities icily inform them that they'll be stuck in orbit for several months waiting to meet with the Cardinal, and if they had access to the planet, it is revoked). If the Explorers admit to what they are doing, the planetary authorities demand half of the Profit Factor from any goods recovered in their search of the surface. This value can be bartered up or down through a **Challenging (+0) Opposed Commerce Test**, with Heilgrave's Commerce Skill of 51. Their opponent in the Test is Cardinal Heilgrave, who suddenly becomes available to meet with them. Game Masters should provide bonuses to either side based upon the calibre of the roleplaying and the effectiveness of the arguments presented. Every Degree of Success on the Test grants the winner an additional 1 Profit Factor's worth of the goods recovered (to a maximum of the entire amount). Completing this negotiation also insures that planetary assets either stay out of the way or provide some minimal support to the Explorers in their search.

In any case, their scanners combined with the map coordinates eventually pinpoint the xenotech cache; it is merely a question of how long this takes and what complications ensue during the process. Once the Explorers locate the cache, they must still fly down to the surface. If they made a deal with the planetary authorities, they can travel to the location without trouble. If they gained access to the surface, but did not tell anyone their true purpose, the Explorers may fly down to the surface and then use their Aquila lander to break off from heading to the main hive and fly into the wastes; doing so while evading detection requires a **Routine (+20) Pilot (Voidcraft) Test** (failing draws the attention of a pair of patrolling Furies, as discussed earlier). If they do not have permission to fly down to the surface, they must sneak down as discussed previously.

FINDING TRADE

The characters arrived in-system with a full cargo of materials for the Calixis Sector's war in the Spinward Front. Obtaining these goods was not necessarily easy, and it almost certainly cost the dynasty at least some money—even if it only represents a lost opportunity. There remains the risk that the Explorers might not find what they seek amidst the planet's seemingly abandoned areas. As a consequence, they must find some other way to generate profit before leaving. This mission has already been far too expensive. It is clearly time to try to find a way to recover some of those costs.

At this point, the Explorers' ship should have docked with one of the orbiting warehouses to offload their cargo. Alternatively—if they are stuck in a queue—representatives of the vessel could negotiate with some of the individuals that work in managing the warehouse. This could, ostensibly, be done in order to coordinate the offloading. After all, not every Imperial vessel—particularly one owned by a Rogue Trader—is configured quite the same. If the station's crew members know where to go to access the various holds and the preferred procedures involved, transferring cargo could go faster and more safely.

That justification is, most likely, little more than a smokescreen. This is the time when the station's representative is looking for a bribe and the Rogue Trader is looking for an opportunity to graft. The orbiting warehouses obviously have a great deal of different supplies that could be of interest to a Rogue Trader, as they have goods that are intended for Imperial Guardsmen waiting in the Spinward Marches. This includes mundane items, like uniforms and food, but also includes a broad array of different weapons and armour. Any of these materials could be incredibly valuable to less sophisticated worlds in the Jericho Reach (or, more immediately, to a Rogue Trader with militaristic tendencies).

The warehouse representative is Evaine Litmoss. She presents herself as a rigid and by-the-books personality, but this is only until she is appropriately bribed and receives a commensurate level of obsequiousness. As long as the Explorers treat her with respect and offer compensation, she is more than willing to aid them with some graft. Arrangements can be made to obtain essentially any Imperial manufactured good that could justifiably be present in a vast voidstation warehouse. The question is, of course, the cost. Litmoss is unwilling to put herself at risk without some payment in return. Making the arrangements requires a **Challenging (+0) Opposed Commerce Test** against Litmoss's Commerce Skill of 35. The Game Master should apply modifiers to the difficulty based upon what goods are offered to the representative as well as the calibre of and attitudes involved in the roleplaying of the scene. As long as the characters achieve at least one Degree of Success, they get what they desire. With one or two Degrees of Failure, the representative must substitute a comparable, but less desirable good. With three or more Degrees of Failure, she initially agrees but later reports their intentions to Cardinal Heilgrave (the specific consequences of which are left to the Game Master's discretion).



EXPLORATION

"There are unimaginable profits to be found within the galaxy. Learn to recognise them before anyone else does."

—Rogue Trader Sun Lee

When the Explorers reach the surface, they encounter a whole new world of complications. Solace's barren surface is not well suited to sustaining human life. The Explorers need to use breathing filtration just to avoid inhaling the dust and sand particles that are constantly blown across the surface near their target destination. Sometimes the visibility stretches for miles, revealing a stark and uncaring vista. Other times visibility is completely limited by clouds of blowing sand and dust. Naturally, the entrance to the underground facility that their map points out is buried beneath silt that has piled up over hundreds of millennia.

Digging in the wrong place for days or weeks does not lead to an interesting narrative. So, it is assumed that the characters are able to find the correct location relatively quickly. The GM can have the Explorers make a Simple (three Degrees of Success) Exploration Skill Challenge to find the site (using Survival, Navigation, Awareness, Scrutiny, and Search as obvious Skills, although cases could be made for using Logic or even Tech-Use), or he can have them uncover it narratively.

MUTANT SQUATTERS

Once the Explorers have located the xenos technology site, they must contend with a group of mutant desert scavengers. The scavengers have set up shop over the (still mostly buried) tomb entrance. They have found a way into the tomb, but everyone who's entered thus far has vanished without a trace. Now, the remaining dozen mutants and their leader, Bara Lag, are undecided in purpose. They are loath to proceed with investigating but equally afraid of leaving a cache for others.

The Explorers spot the mutants from at least a kilometre away. They are obviously armed and obviously mutants (multiple heads, tentacles, extra eyes, and chitinous growths are the norm). How they proceed is up to the group. Bara Lag and his dozen mutants all use the same profile (see below):

Mutant Scavenger

WS	BS	S	T	Ag	Int	Per	WP	Fel
28	28	40	44	27	24	41	25	17

Movement: 2/4/8/16

Wounds: 8

Armour: Scavy Robes (All 2)

Total TB: 4

Skills: Awareness (Per), Barter (Fel) +10, Stealth (Ag) +10.

Talents/Traits: None.

Weapons: Firearms (Basic; 40m; 1d10+4 I; Pen 0; S/—/—; Clip 3; Reload 1 Full; Overheats), claws and bone-spikes (Melee; 1d10+4 R; Pen 0; Tearing).

If the Explorers brought down a large number of ratings and armsmen, they can clear away the mutant camp with intimidation or firepower—treat this narratively as the armsmen move in and drive the mutants off or wipe them out, sustaining a few casualties in the process. If the group is alone, they can negotiate with the mutants, or kill them. Negotiating takes an **Opposed Challenging (+0) Barter Test** with Bara Lag, or a **Opposed Challenging (+0) Intimidate Test**, which is opposed by Lag's Willpower. Success means the mutants leave, cowed into submission or clutching traded trinkets.

Alternatively, any Explorers who observe the camp quickly figure out Lag is in charge. Killing Lag before the battle starts (either by sniping him from afar or sneaking up behind him) causes the remaining mutants to flee.

There is nothing of interest in the mutant camp save a hand-painted sign over a very small tunnel entrance. An **Arduous (–40) Forbidden Lore (Mutants)** or a **Hard (–20) Literacy Test** reveals that the sign says “Danger and death lurk here!”

The tunnel is too small to traverse comfortably, and the Explorers may want to clear more sand away. For a Rogue Trader crew, clearing the ground to the entrance is time-consuming but not difficult—there are, after all, crew members who can handle the digging and armsmen who can watch for hostile natives. Whether they proceed through the tunnel or clear away the sand from the entrance doors, the first real challenge only comes when the Explorers prepare to enter the long-lost alien cache. At this point, the Game Master should read or paraphrase the following aloud:

The entrance to the cache now stands revealed. The doors are made of a black, metallic material, which somehow has a vague oily feel in spite of its age and the dust that once adhered to it. As you push open the doors, you see the lines and circles forming geometric patterns set into the door and the walls beyond. When the light catches these, they almost seem to fluoresce, as though they are glowing from within. Their asymmetric arrangement suggests that these might be more than just artwork. The pattern might represent a language of some sort. If it is, then its translation has clearly been lost to time.

When the characters enter the cache, Game Masters are encouraged to try to consolidate the Explorers. Without being heavy-handed, the action of the remainder of the adventure happens underground. Those who choose to remain outside are certain to miss most of the excitement (and the GM should inform the players of any such Explorers of this fact).

Visibility underground is limited by whatever gear the characters chose to bring. The walls, ceiling, and floor are all made of the same materials as the outer door. They also contain the same sort of inscriptions. Oddly, in spite of its oily feel, the floor does offer normal traction. The designs inset in the walls here, also continue to faintly fluoresce in response to any light sources the characters carry. The initial passage continues at a slight angle downward for well over a kilometre. The shaft runs perfectly straight, and there are no side passages. During this part of the trip the Explorers should make a **Routine (+20) Awareness Test**. With success, Explorers notice that there are no signs of wear, corrosion, or deterioration. There are not even indications of insect life within the passage.

The entrance passage ultimately terminates in an octagonal room. The room is just under twenty-five metres in diameter. Each of the eight walls is roughly ten metres wide. An open doorway occupies the centre of each of these walls. All surfaces in this room are covered in the same sorts of geometric patterns seen throughout the complex and made of the same material. However, many of the circles in the patterns on the walls, ceiling, and floor of this room are actually openings roughly ten centimetres in diameter. Four humanoid, skeletal statues are located around the walls of the room, each one standing adjacent to one of the doorways, including the one that the Explorers used to enter the room. The room seems otherwise empty.

WHAT JUST HAPPENED?!

Hive Solace was just struck by an Imperial Cruiser that crashed into the planet. In addition to crippling the hive, this disaster has spread a phenomenal amount of ionization across the planet's atmosphere. Any communications through the atmosphere to voidcraft are impeded for the remainder of the adventure. Telepathic communications are not, however, impacted.

THE IMPACT

After all of the Explorers have entered the room and begun to look around, the Game Master should read or paraphrase the following aloud:

The floor suddenly shakes and trembles. A tremendous boom can be both heard echoing down the long entrance passage and felt through the floor. Something profound has happened above. Anyone with psychic abilities immediately senses a wracking wail of sorrow and agony, and knows that countless lives have been snuffed out as others writhe in torment and despair. Without warning, a rush of dust and sand suddenly avalanches down the passage you used to enter the cache, cutting off the tiny patch of light at the entrance. A cloud of dust fills the air and slowly begins to settle. As it does, you hear a faint buzzing sound and then notice a dim, green light in the room. The torsos of the guardian statues adjacent to the doors have suddenly illuminated with a pale green, chemical fluorescence, perhaps an automated response to the new darkness—or even to the shaking.

The four statues are, of course, Necron Warriors (see page 19) that come to life intent upon slaying the Explorers for their intrusion. Similarly, the buzzing sound comes from two swarms of Scarabs (see page 19) that emerge from the small circular openings in the wall art. The Scarabs support the Necron Warriors in their efforts to destroy the characters.

Once the Scarabs and Warriors are dead, the Explorers might decide to press on into the tomb, or they could attempt to turn back. Unfortunately, the way out is sealed by a cave-in. They can attempt to dig, but this will take hours, if not days. Or they can press onward to find a way out.

ESCAPE

"Always have your dynasty's succession in place. Otherwise, if you vanish unexpectedly, all of your work could be for naught as your heirs squabble it away."

—Rogue Trader Sun Lee

The nature of the following scenes should be based upon how much time remains in the adventure, as well as the relative condition of the Explorers. If time is short or the Explorers are already badly injured, then this should be a relatively brief sequence of events. If there is a significant amount of time available or if the characters remain quite healthy, then this can be stretched out further.

In essence, the xenos cache is the surviving portion of a significant Necron Tomb World. Not all of the sleeping Necron bodies are accessible, but there are some pieces of wargear and cultural artefacts that can be found. Of course, the entire facility has been in a deep sleep for hundreds of thousands of years. Almost none of the equipment is powered up, nor can it be quickly activated. Further, the surviving defensive measures are entirely focused on eliminating any living threats that have entered the complex. Consequently, this portion of the adventure revolves around the Explorers running through dark passages, never knowing the correct way to travel, concerned about how long their torches might last, while pursued by seemingly unbeatable xenos who are focused on their destruction.

THE MAZE

Finding one's way through the maze can prove incredibly difficult. The corridors are a bewildering combination of claustrophobic passages covered in geometric Necron writing punctuated by cyclopean halls with towering pillars that give off a malevolent, lambent green glow. The GM should emphasise the overwhelming nature of the architecture and the sense of being utterly lost.

In addition, the inhabitants of the tomb are beginning to awaken. Strange lights should flicker within the writing on the walls, the glow of the pillars should slowly but steadily strengthen in intensity, and occasionally a single Scarab should whip past the Explorers on some unknowable errand.

Exploring and navigating the tomb should be more a matter of figuring out the logic behind its construction and eliminating passages that head deeper into the earth or back toward where the explorers have already been. Therefore, the GM should make exploring the Maze a Taxing (6 Degrees of Success required) Exploration Challenge. The primary Skills

for this challenge should be Logic, Navigation, Tech-Use (if the Explorers have an auspex or other scanning device), and Forbidden Lore (Xenos). The GM can allow other Skills if the players come up with a good reason to justify using them but can impose a –10 or –20 penalty on these substitutes.

The Exploration challenge should be spread out over the remainder of the encounter; once they accumulate enough successes, they find their way to the surface (or will do so soon). Therefore, the GM should punctuate Tests in this challenge with the following encounters. These encounters can happen at any time and do not have to happen at all.

THE CHAMBER OF CREATION

At one point, the Explorers stumble across a recessed bay in the floor of one of the main halls. A spiral ramp leads around the edges of the chamber to a series of racks in the centre. On each rack is a Necron Gauss Flayer with the skeletal arm of its former master still affixed to it.

If the Explorers climb down into the bay to retrieve one of these powerful weapons and pull it from the rack, it comes easily. However, a moment later, the rest of the Necron Warrior phases into existence right in front of the startled Explorer who grabbed the weapon. It angrily snatches its gun out of the Explorer's hand and prepares to strike.

One additional Warrior phases into existence (two if there are six Explorers) as well. The Warriors get a Surprise Round due to their unexpected appearance and fight until destroyed.



Once the Warriors are dead, the Explorers should notice that one Gauss Flayer remains on the rack, and this one does not have an arm attached to it. If they take this Gauss Flayer, nothing happens save that the Explorers obtain a valuable and dangerous piece of xenotech. A **Hard (-20) Tech-Use** or **Challenging (+0) Forbidden Lore (Xenos) Test** can actually enable the Gauss Flayer for use, with the following profile: (Basic; 100m; 1d10 +8 E; Pen 3; S/2/-; Clip -; Reload -; Gauss).

UNWELCOME VISITOR

At some point during their trek, the Explorers gain the unwelcome attentions of another of the tomb's guardians, a Canoptek Wraith. The Wraith locates the Explorers while they are travelling in a set of claustrophobically close hallways and ambushes them.

Allow the Explorers to make a **Difficult (-10) Awareness Test** before the Wraith attacks. Success means they are aware that something is wrong, as they feel the chill down their spines of a malevolent presence. Anyone who succeeds is not Surprised in the ensuing fight, while anyone who fails is.

The Canoptek Wraith attacks the back of the party, going for anyone in the rear. At this point, the party should make a Fear Test against a Fear Rating of 2, due to the suddenness of its arrival and the Wraith's Fear Trait. Once it is engaged in combat, if it suffers more than 10 Wounds, it phases back through the corridor walls to regenerate for two Rounds before reengaging. It also uses its Wraithflight Trait to duck into the walls, move around to engage the Explorers from another direction, then attack again in the same Round.



Canoptek Wraith



WS	BS	S	T	Ag	Int	Per	WP	Fel
45	35	(8)	(8)	(8)	20	45	45	01

Movement: 8/16/24/48 (Hoverer) **Wounds:** 20
Armour: Machine Trait (All 6) **Total TB:** 8
Skills: Concealment (Ag) +10, Dodge (Ag), Silent Move (Ag) +10, Tech-Use (Int) +20.
Talents: Ambidextrous, Step Aside, Swift Attack, Two-Weapon Wielder (Melee).
Traits: Dark Sight, Fear (2), From Beyond, Hoverer (8), Phase, Phase Shifter†, Machine (6), Size (Hulking), Regeneration (5), Unnatural Strength (x2), Unnatural Toughness (x2), Unnatural Perception (x2), Wraithflight††.
Weapons: Claws (1d10+8 R; Pen 2) and Whip Coils (1d10+4 I; Pen 0; Flexible, Snare).
†Phase Shifter: Whenever a Canoptek Wraith is struck by an attack, roll 1d100. On a result of 30 or lower, the attack is negated as it passes through the Wraith completely. Whenever a Canoptek Wraith scores three or more Degrees of Success on a Weapon Skill Test for a Melee Attack, the attack cannot be Parried, and Damage it inflicts ignores Armour.
††Wraithflight: During a Move Action, a Canoptek Wraiths may activate or deactivate its Phase Trait any number of times as a Free Action (allowing it to pass through solid barriers without slowing its speed).

HIDING FROM THE SWARM

At one point, the Explorers come to a vast chasm that they must cross via a long, narrow bridge that extends from one side to the other. The bridge is wide enough for only a single person and has no guard rails or other safety devices.

As the Explorers cross over, they can look into the depths and see a faint orange glow far beneath them; above them, arcs of electricity snap from wall to wall on the chasm every so often. The experience is terrifying, but not deadly, provided the Explorers do not lose their grip (they should, however, not have to Test for balance).

Once most of the Explorers are across, however, they hear the unmistakable rustling of millions of Scarabs far below them and they see a writhing mass in the chasm beneath. The mass seems to be getting closer, and they must act quickly.

Anyone on the bridge must make an **Ordinary (+10) Acrobatics Test** to get over to the far side quickly, and everyone must make a **Routine (+20) Concealment Test** to hide amongst a series of discharge pylons on the far side. As long as there are more total Degrees of Success in the group than Degrees of Failures, the group manages to hide successfully (the more agile members pulling their clumsy fellows into concealment) just before millions of Scarabs erupt out of the chasm, whirl past the Explorers, and then disappear back into the chasm above. If they get more Degrees of Failure than Degrees of Success, a swarm breaks off from the main pack and attacks them.

THE PRIZE

This encounter should occur at the end of the Exploration Challenge, possibly just after the Explorers amass enough Successes to find their way out of the tomb.

The Explorers find an open arch that leads into yet another cyclopean room. This chamber, however, is filled with strange, archaic machinery and the mechanical corpses of destroyed or deactivated Necrons. In the very centre of the room, a large, urn-like gem hovers on an invisible field above a plinth. Hovering around the gem is a strange, spidery Necron. Not much bigger than any of the Explorers, this Necron has all sorts of esoteric gear and machinery sprouting out of its body and a face dominated by a single wide orb. With its needle-hands, it is just putting the finishing touches on an absolutely fascinating series of etchings on the surface of the gem, micro-carvings that record some history of the Necrons.

This Necron is a Cryptek, a Necron craftsman capable of fiendish genius and independent thought. Behind the plinth, the gigantic, centepedal form of a Tomb Stalker curls in the corner, appearing for all intents and purposes deactivated.

The gem is obviously worth incredible amounts of wealth. If the Explorers decide to go for it, anyone with Forbidden Lore (Xenos) or Logic automatically knows that this individual, as frail as it appears, might be protected by some larger power, and it might be best to take it by surprise. Any attempts to sneak up on the Cryptek should be Opposed by the Cryptek's Awareness.

If the Explorers manage to surprise the Cryptek, they must kill it before its Turn. During its first Turn, as a Free Action it activates the Tomb Stalker behind it and then lashes out at the Explorers with all its fury.



Cryptek

WS	BS	S	T	Ag	Int	Per	WP	Fel
32	31	35	⁽⁶⁾ 35	45	65	45	40	20

Movement: 3/6/9/18

Wounds: 20

Armour: Machine Trait (All 6)

Total TB: 6

Skills: Awareness (Per), Logic (Int) +20, Tech-Use (Int) +20.

Talents: Lightning Attack.

Traits: Machine (6), Regeneration 5, Unnatural Toughness (x2).

Weapons: Needle Fingers (1d10+3 R; Pen 5; Toxic).

RUN AWAY!

If the Cryptek rouses the Tomb Stalker, it begins to activate and automatically awakens at the end of the following Round (at that point, roll for its Initiative). The Tomb Stalker is only 30 meters away from the plinth. If the Cryptek does not awaken the Tomb Stalker but the Explorers do take the gem, the Tomb Stalker immediately starts awakening.

In almost all instances, the characters are simply not going to have a means to effectively overcome the Tomb Stalker. Its defences are simply far superior to the handheld weapons that a team of Explorers are likely to wield. This is very much the intent. Of course, some Explorers might choose to ignore their considerable

disadvantage.

Rather than attempting to escape the foe, they might choose to fight. In this case, the adventure is likely to end a bit early as the Explorers die ignominiously. Game Masters must be prepared to accept this possibility but are encouraged to point out that this creature seems to be suffering minimal harm from their weapons. If the Explorers are vanquished and the Game Master does not wish to merely have them die here, he could have them collapse unconscious when beaten only to awaken later, being held for some unknown purpose by the Cryptek. If, by some miracle, the Explorers slay the monster, the GM might also have to improvise—such unexpected turns are part of the joy of roleplaying, after all!

A WAY OUT

Some groups of characters might devise a way to escape on their own. They might have crew members waiting to readily give their lives from the surface so that they could quickly clear the entrance tunnel and distract the Tomb Stalker. Others could have weapons or equipment capable of rapidly boring a passage into another portion of the cache. A few might devote the time to deciphering the xenos technology and activating a tunnelling device that could swiftly drill a shaft up to the surface. Game Masters should be receptive to a range of different approaches. If the Explorers have a strategy that seems reasonable and the skill and wargear necessary to implement it, then absolutely let them succeed.

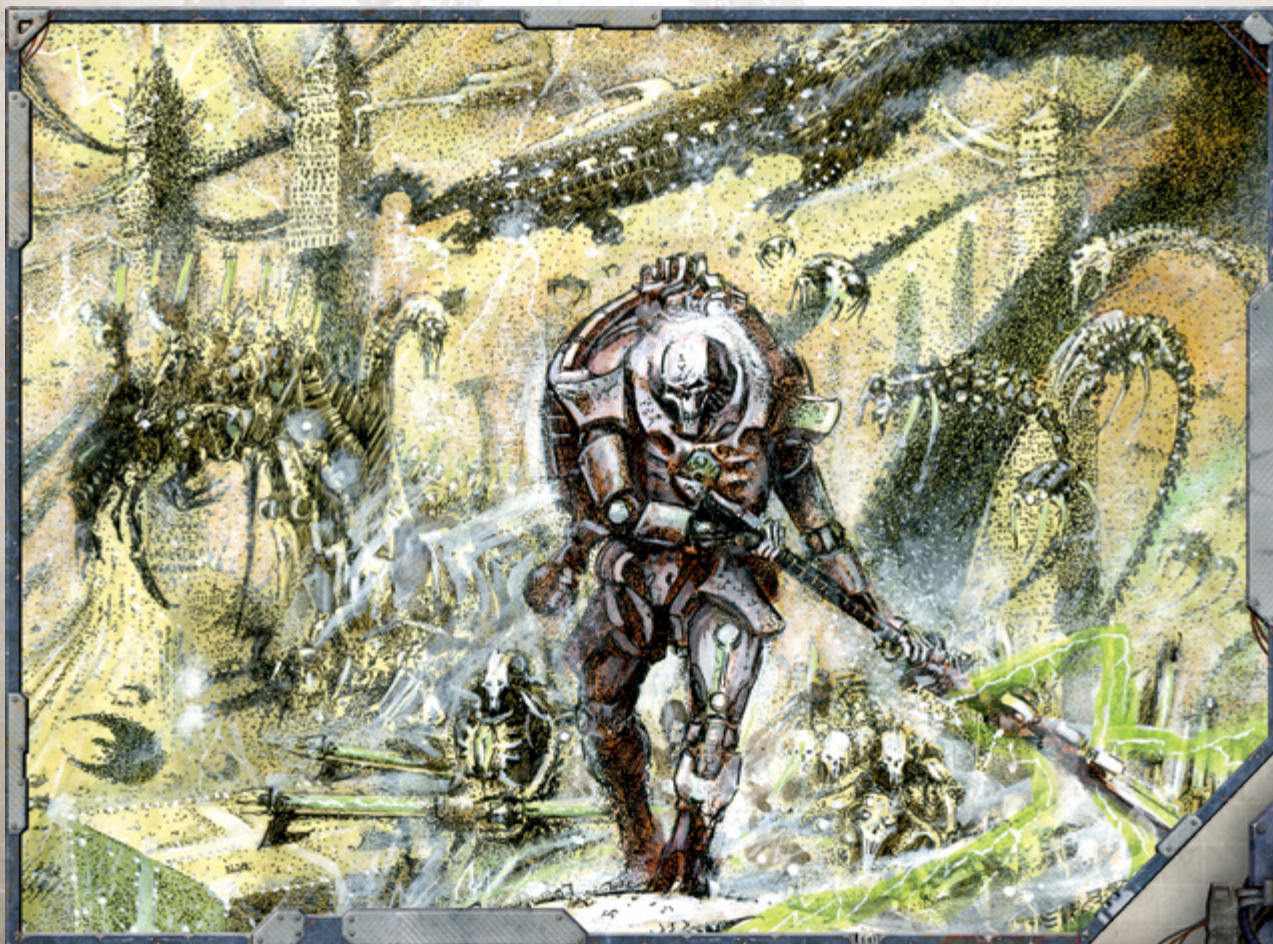
However, if the Explorers do not have any of these options, the easiest way for them to escape is due to the crash of the *Ardent Crown*. When the vessel struck the planet, its impact triggered relatively minor seismic shifts. One of these was dramatic enough to crack Solace's surface in an area adjacent to the Necron tomb. As the characters run through the twisted maze of tunnels, they can eventually spot daylight and a cloud of dust ahead. This soon reveals a crack in the ceiling and walls with a crevasse that extends back to the world's surface. The Explorers could either climb out or contact their lander for retrieval. If they have the Tomb Stalker hot on their heels (burrowing through the ground to reach them), they might want to do this quickly. Once the Explorers are out of the tomb, the atmospheric disturbances have settled enough to allow them to contact their ship via vox. Alternatively, they can flee back to their shuttle with the Tomb Stalker on their tail.

RAIN OF DEATH

Ultimately, their vessel represents the only weapon in their arsenal that can quickly eliminate the Tomb Stalker. Once they reestablish contact with it—and get outside of the blast radius—they can call down an orbital bombardment on the general location of the Tomb Stalker. If they do so, read or paraphrase the following aloud:

You scramble onto your lander, just as the Tomb Stalker erupts out of the ground, limb-blades flailing in all directions. The lander lifts off, bucking wildly as sizzling blasts from the Stalker's Gauss weaponry crack into the hull. Above you, the tortured and roiling clouds suddenly glow a lambent orange before splitting apart. Titanic pillars of light, so bright you cannot bear to look at them, scream down to the surface, scouring the landscape and annihilating the Tomb Stalker utterly. Your shuttle is caught and sent reeling in the ferocious blast before emerging, miraculously unharmed by the roaring surge of terrible energies.

Of course, such a strike is certain to draw an immediate inquiry from the planetary government, possibly directly involving Cardinal Heilgrave. How the characters respond to this contact could frame their long-term relations with Solace—as well as their overall potential for profit. In the end, the tomb could be utterly destroyed by their orbital bombardment, or this attack might awaken additional defenders, drawing the ire of a much larger force of Necrons against Solace's human inhabitants. The GM could use this as the seed for a much larger adventure beyond the scope of this initial endeavour.



WRAP UP

"We should depart, Captain. You can hardly squander this newfound wealth on your usual frivolous pursuits if you perish before we make our exit."

—Idris Cwn'anwn, Bodyguard to Captain Abedare Tigh Hunson

Once the Explorers have escaped the Necron tomb, they can decide how to proceed. Particularly generous individuals might wish to do something to aid the stricken Hive Solace. More pragmatic ones could instead focus on escaping before they are assigned duties to do so. A few, particularly those who informed the planetary authorities about the risks, might be interested in obtaining an agreement to provide necessary weapons to fight against the xenos. In any case, they might have a cargo that needs to be transported elsewhere, and they have absolutely gained further insight into the nature of the ancient map they recovered. If time is available, Game Masters can choose to pursue any of these different paths.

PROFIT FACTOR REWARDS

Explorers who successfully uncovered the Necron tomb and lived to tell about it have revealed a major threat to all life on Hive Solace. The planetary government officials—provided they are made aware of it—are grateful for the information about the clear danger. The sector government must be alerted to this new danger. The recognition that comes from their discovery grants them +4 Profit Factor. If the characters fled the scene and left xenos active on Solace without at least alerting the planetary government, the characters receive no Profit Factor bonus. However, if they obtained the gem, the glyphs can later be translated to reveal deep and perilous secrets about the Calixis Sector, which are worth +2 Profit Factor (which includes the material value of the jewel itself).

EXPERIENCE REWARDS

The GM should award the Explorers Experience Points (xp) based on their efforts and actions. The GM should feel free to reward the players with additional xp for actions done outside the adventure's framework. These rewards are explained more completely in the **ROGUE TRADER** Core Rulebook.

- **Secured quick and premium access to one of the voidstations for offloading their cargo:** 50 xp
- **Successfully negotiated an early appointment with Cardinal Heilgrave:** 25 xp
- **Identified valuable goods that they can sell elsewhere for profit:** 50 xp
- **Found the site of the xenos cache without drawing the attention of the local authorities:** 25 xp
- **Survived the encounter with xenos:** 200 xp
- **Alerted the local authorities about the danger that the cache represents:** 50 xp



SPECIAL REWARDS

Each Explorer who manages to escape the tomb should receive one of the following items. Perhaps he finds it in his pocket after escaping (with how it got there a disturbing mystery), digs it out of the rubble of the tomb after the entrance is destroyed from orbit, or simply pilfers it in an earlier scene and only examines it in detail after escaping.

- **Myriad Fragment:** This strange shard of polished crystal seems to swallow light. Only rarely do its faces reflect anything, and never do they show the reality in which the holder stands. Once per game session, when an Explorer with a Myriad Fragment fails a Test, he may peer into its depths to see other outcomes. If he does so, he may re-roll the failed Test and immediately gains 1 Insanity Point.
- **Inevitable Shard:** An immeasurably sharp piece of unidentifiable material that might once have been part of a larger blade, this curved chunk of translucent metal is oddly hard to track with the eye when moving. If properly fitted with a grip (which requires a **Routine (+20) Trade: Armourer Test**), it can be used to make a sword, spear, great weapon, knife, or other appropriate Primitive Melee Weapon (see page 131 of the **ROGUE TRADER** Core Rulebook). This weapon is of Best Craftsmanship, has the Mono Upgrade, and also inflicts a –30 penalty on Tests to Dodge or Parry attacks made with it.
- **Talisman of Silence:** This item is a strange pendant with an unfathomably intricate design of inlaid metal that looks more grown than wrought. An Explorer wearing a Talisman of Silence is unaffected by results of Psychic Phenomena and Perils of the Warp that he himself did not cause.



ENEMY NPCs

"Dese shiny gitz is tough, but I'z tougher. Kaptin, ya always seems ta find da best fights! Crush 'em and loot 'em, boyz! WAAAGH!"

—Dabork, Ork Freebooter

The following additional characters play significant roles throughout this scenario, but are not present in the **ROGUE TRADER** Core Rulebook.

SCARAB SWARM

Small, metallic alien constructs that resemble insects, Scarabs are extremely dangerous despite their size. A clattering horde of the creatures can strip flesh from bone with their disruptor fields.

Scarab Swarm								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	05	10	20	35	05	20	20	05

Movement: 4/8/16/32

Armour: Machine Trait (All 4)

Skills: Stealth (Ag) +20.

Talents: Repair†, Swift Attack.

Traits: Hoverer (4), Size (Puny), Machine (4), Deadly Natural Weapons (Disruptor Field), Swarm.

Wounds: 40

Total TB: 2

Weapons: Disruptor Field (Melee; 2d10+1 R; Pen 3, Gauss).
†Repair: Scarabs can swarm over Necrons, assisting their reconstruction efforts. A Scarab Swarm may aid all Necrons within 8 metres in this way as a Full Action, increasing the number of Wounds each recovers from its Regeneration Trait by +5.

NECRON WARRIOR

Necron Warriors are implacable and utterly deadly. They march forward toward their target without fear or malice, ignoring blows that would obliterate lesser warriors and slaying with piercing blasts of eldritch energy from their Gauss Flayers.

Necron Warrior								
WS	BS	S	T	Ag	Int	Per	WP	Fel
30	45	(6) 35	(6) 35	25	25	30	40	15

Movement: 3/6/9/18

Armour: Machine Trait (All 6)

Skills: Intimidate (S) +10, Logic (Int) +20, Tech-Use (Int) +20.

Talents: Crack Shot.

Traits: Machine (6), Regeneration, Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Gauss Flayer (Basic; 100m; 1d10+6 E; Pen 3; S/2/—; Clip —; Reload —; Gauss), Weapon Blade (Melee; 1d10+6 R; Pen 2; Unwieldy).

Wounds: 20

Total TB: 6

NEW TRAITS AND WEAPON QUALITIES

The following Traits and Weapon Qualities are used in the NPC and weapon profiles in this adventure.

SWARM (NEW TRAIT)

While some creatures are too small to do much on their own, Swarms of them can overwhelm their opponents via sheer weight of numbers. A Swarm is often a mass of Miniscule or Puny creatures. Any attack from a weapon that does not have the Blast, Flame, Spray, or Scatter Quality only inflicts half Damage to a creature with this Trait, and these creatures cannot be Grappled, Knocked Down, or Pinned. A Swarm creature can pour through suitable small openings, such as ducts, vents, and the like, but cannot Jump. A Swarm creature is destroyed once all its Wounds are lost.

GAUSS (NEW WEAPON QUALITY)

Gauss weapons are terrifying examples of advanced technology. When character attacking with a Gauss weapon scores a 10 on a Damage die, he automatically inflicts Righteous Fury (without making a second attack roll as normal).

TOMB STALKER

A massive guardian construct designed to obliterate any intruders who pass upon the domain of its masters. Any Explorer who values his life should flee in the face of such a terror!



Tomb Stalker

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	30	⁽¹²⁾ 60	⁽¹²⁾ 60	55	30	30	30	05

Movement: 4/8/16/32

Armour: Machine Trait (All 8)

Skills: Logic (Int) +20, Stealth (Ag) +20, Tech-Use (Int) +20.

Talents: Ambidextrous, Gunslinger, Independent Targeting, Lightning Attack, Swift Attack, Two-Weapon Wielder (Ballistic, Melee).

Traits: A Thousand Legs†, Crawler, Dark-sight, Fear (3), Machine (8), Multi-Target Protocols††, Phase Tunnelling†††, Size (Enormous), Regeneration (5), Sturdy, Unnatural Senses (15), Unnatural Strength (x2), Unnatural Toughness (x2).

Wounds: 90

Total TB: 12

Weapons: Brutal Blades (Melee; 2d10+12 R; Pen 12), Crushing Legs (Melee; 1d10+12 I; Pen 6), Two Gauss Flayers (Basic; 100m; 1d10+8 E; Pen 3; S/2/-; Clip —; Reload —; Gauss).

†**A Thousand Legs:** As a Half Action, a Tomb Stalker may make a **Challenging (+0) Weapon Skill Test** to inflict a single hit against each foe in melee range using its Crushing Legs.

††**Multi-Target Protocols:** The Tomb Stalker can use both Gauss Flayers with its Two-Weapon Wielder (Ballistic) Talent as if they were Pistol weapons.

†††**Phase Tunnelling:** Tomb Stalkers can move through solid, inert (inanimate) matter at their regular speed, burrowing and boring holes even in solid rock. It never suffers penalties for Difficult Terrain.



ROGUE TRADER™

CHARACTER NAME: Sarvus Trask

PLAYER NAME:

CAREER PATH: Rogue Trader

RANK: 2

HOME WORLD: Void Born

MOTIVATION: Renown

DESCRIPTION: Bold and irrepressible (some might say to a fault), Sarvus Trask is a Rogue Trader who has never let long odds, practical concerns, or trivialities such as "logic" stand in the way of his ambition. After many wild exploits in the Expanse, he has ordered his vessel to the world of Solace. There, he hopes to win his dynasty's enduring fortune by unearthing the legendary treasures said to be hidden beneath the surface of Solace, in an ancient, subterranean tomb—and let the cowardly whispers of things lurking in the darkness be damned!

CHARACTERISTICS

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Willpower (WP) Fellowship (Fel)

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

●●●○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ●○○○ Adv. Taken ●○○○ Adv. Taken ○○○○ Adv. Taken ●○○○ Adv. Taken ●●○○ Adv. Taken

SKILLS

	BASIC	TRAINED	+10%	+20%	BONUS
Acrobatics (Ag)					
Awareness (Per)					
Barter (Fel)					
Blather (Fel)					
Carouse (T)					
Charm (Fel)					
Chem-Use (Int)					
Ciphers (Int)					
Climb (S)					
Command (Fel)					
Commerce (Fel)					
Common Lore (Int)					
(Imperium)					
Concealment (Ag)					
Contortionist (Ag)					
Deceive (Fel)					
Demolition (Int)					
Disguise (Fel)					
Dodge (Ag)					
Drive (Ag)					
Evaluate (Int)					
Forbidden Lore (Int)					
Gamble (Int)					
Inquiry (Fel)					
Interrogation (WP)					
Intimidate (S)					
Invocation (WP)					



TALENTS & TRAITS

Charmed (see p. 19)
 Ill-Omened (see p. 19)
 Void Accustomed (see p. 19)
 Air of Authority (see p. 94)
 Pistol Weapon Training
 (Universal) (see p. 104)
 Melee Weapon Training
 (Universal) (see p. 103)
 Two-Weapon Wielder
 (Melee, Ranged) (see p. 107)
 Peer (Rogue Traders) (see p. 103)

SPECIAL ABILITY

Exceptional Leader:
 As a Free Action once per Round, the Rogue Trader may grant an ally who he can see and who can hear him a +10 bonus on any one Test.

SKILLS (CONT.)

	BASIC	TRAINED	+10%	+20%	BONUS
Literacy (Int)					
Logic (Int)					
Medicae (Int)					
Navigation (Int) (Stellar)					
Performer (Fel)					
Pilot (Ag) (Space Craft)					
Psyniscience (Per)					
Scholastic Lore (Int)					
(Astromancy)					
Scrutiny (Per)					
Search (Per)					
Secret Tongue (Int)					
Security (Ag)					
Shadowing (Ag)					
Silent Move (Ag)					
Sleight of Hand (Ag)					
Speak Language (Int)					
(High Gothic)					
(Low Gothic)					
(Ship Dialect)					
Survival (Int)					
Swim (S)					
Tech-Use (Int)					
Tracking (Int)					
Trade (Int)					
Wrangling (Int)					

EXPERIENCE POINTS

XP to Spend

0

Total XP Spent

3000

PROFIT FACTOR

Starting

Current

Misfortunes

ROGUE TRADER™

MOVEMENT

Half Move 4 (AB x1)	Full Move 8 (AB x2)	Charge 12 (AB x3)	Run 28 (AB x6)	Base Leap 4M (SB x1m)	Base Jump 0.8M (SB x20 cm)
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CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
55	38	41	37	42	42	31	46	50
●●●○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	●○○○ Adv. Taken	●○○○ Adv. Taken	○○○○ Adv. Taken	●○○○ Adv. Taken	●●○○ Adv. Taken

WEAPON

Name: "Bane of Cowards" (Best Craftsmanship Power Sword)
 Class: Melee Damage: 1d10+10 Type: Energy Pen: 6
 Special Rules: Balanced (+10 to WS Tests to Parry).
Power Field (see page 116).
Best Craftsmanship (+10 to WS Tests to Attack)

WEAPON

Name: Double-Barrelled Kulth "Twelvekiller" Stub Revolver
 Class: Pistol Damage: 1d10+4 Type: Impact Pen: 0
 Range: 30m ROF: S/2/- Clip: 12 Reload: 2 Full
 Special Rules: Reliable (see page 116).
Storm (see page 116)

WEAPON

Name: Mono Kraken Tooth Dagger
 Class: Melee/Thrown Damage: 1d5+5/+1 Type: Rending Pen: 3
 Range: 5m ROF: S/-/- Clip: — Reload: —
 Special Rules: —

TIPS FOR PLAYING SARVUS TRASK

Sarvus Trask is good at leading from the front, using his daring and bombastic deeds to inspire his crew and terrify his foes.

- Remember to regularly take advantage of his Exceptional Leader ability to give a nearby ally a bonus to critical Tests (both in and out of combat)!
- Sarvus Trask has commanding social skills and a broad base of knowledge, making him effective in negotiations and diplomacy.
- As a combatant, Sarvus Trask is particularly effective in melee, where he can use his Two-Weapon Wielder (Ballistic and Melee) Talents to attack with both his Power Sword and his Pistol.

LIFTING

Lift 90KG	Carry 45KG	Push 180KG
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FATE POINTS

Total 3	Current
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WEAPON

Name: _____
 Class: _____ Damage: _____ Type: _____ Pen: _____
 Range: _____ ROF: _____ Clip: _____ Reload: _____
 Special Rules: _____

WEAPON

Name: _____
 Class: _____ Damage: _____ Type: _____ Pen: _____
 Range: _____ ROF: _____ Clip: _____ Reload: _____
 Special Rules: _____

GEAR

Power Sword,
Custom Stub Revolver,
Kraken Tooth Dagger,
Storm Trooper Carapace,
Micro-Bead (see page 145),
Clip Harness (see page 140),
Vox-Caster (see page 147),
Glow-Globe (see page 144),
Fine Clothing (aesthetic only),
Trask Dynasty Seal (aesthetic only)

ACQUISITIONS

MUTATIONS

WOUNDS

Total 11
 Current _____
 Critical Damage _____
 Fatigue _____

CORRUPTION

Current Points _____
 Degree _____
 Malignancies _____

ARMOUR

HEAD

AP: 6
 1-10
 AP + TB: 9

INSANITY

Current Points _____
 Degree _____
 Disorders _____

RIGHT ARM

11-20
 AP: 6
 AP + TB: 9

LEFT ARM

21-30
 AP: 6
 AP + TB: 9

BODY

31-70
 AP: 6
 AP + TB: 9

Armour Weight

4

RIGHT LEG

71-85
 AP: 6
 AP + TB: 9

LEFT LEG

86-100
 AP: 6
 AP + TB: 9

ROGUE TRADER

CHARACTER NAME: Tokorin Skathacha

PLAYER NAME:

CAREER PATH: Astropath Transcendent

RANK: 2

HOME WORLD: Hive World

MOTIVATION: Prestige

DESCRIPTION: Born on the faraway hive of Desoleum and taken up by the Black Ships early in life, Tokorin Skathacha is an Astropath, one of those rare psykers gifted with the ability to cast her mind-voice across the stars. When the vessel upon which she served crashed on the harsh death world Cagenil, she rallied the survivors, leading them for a decade until Sarvus Trask found the world by accident and recruited Tokorin and her followers into his crew. Tokorin is intrigued by the tomb on Solace, for the most interesting secrets often lurk in plain sight.

CHARACTERISTICS

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Willpower (WP) Fellowship (Fel)

44 3 2 4 1 3 3 4 0 4 2 4 6 5 6 3 4

○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ●○○○ Adv. Taken ●○○○ Adv. Taken ●●○○ Adv. Taken ○○○○ Adv. Taken

SKILLS

	BASIC	TRAINED	+10%	+20%	BONUS
Acrobatics (Ag)					
Awareness (Per)					
Barter (Fel)					
Blather (Fel)					
Carouse (T)					
Charm (Fel)					
Chem-Use (Int)					
Ciphers (Int)					
Climb (S)					
Command (Fel)					
Commerce (Fel)					
Common Lore (Int)					
(Adeptus Astra Telepathica)					
Concealment (Ag)					
Contortionist (Ag)					
Deceive (Fel)					
Demolition (Int)					
Disguise (Fel)					
Dodge (Ag)					
Drive (Ag)					
Evaluate (Int)					
Forbidden Lore (Int)					
(Psykers)					
Gamble (Int)					
Inquiry (Fel)					
Interrogation (WP)					
Intimidate (S)					
Invocation (WP)					



TALENTS & TRAITS

Hivebound (see p. 21)
 Wary (+1 Initiative)
 Accustomed to Crowds (see p. 21)
 Rite of Sanctioning:
 Veil of Darkness (see p. 105)
 Pistol Weapon Training
 (Universal) (see p. 104)
 Melee Weapon Training
 (Primitive) (see p. 103)
 Blind Fighting (see p. 95)
 Heightened Senses
 (Sound) (see p. 100)
 Psy Rating 2 (see p. 104)
 Talented (Invocation) (see p. 107)
 See without Eyes (see p. 72)

SPECIAL ABILITY

Soul-Bound to the Emperor:
 The Explorer gains a +20 bonus to resist the powers of Daemons and rolls an additional 1d10 for Perils of the Warp, discarding any one of the dice.

PSYCHIC DISCIPLINES

Telepathy (see p. 162)

PSYCHIC TECHNIQUES

SKILLS (CONT.)

	BASIC	TRAINED	+10%	+20%	BONUS
Literacy (Int)					
Logic (Int)					
Medicae (Int)					
Navigation (Int)					
Performer (Fel)					
Pilot (Ag)					
Psyniscience (Per)					
Scholastic Lore (Int)					
(Cryptology)					
(Occult)					
Scrutiny (Per)					
Search (Per)					
Secret Tongue (Int)					
Security (Ag)					
Shadowing (Ag)					
Silent Move (Ag)					
Sleight of Hand (Ag)					
Speak Language (Int)					
(High Gothic)					
(Hive Dialect)					
(Low Gothic)					
Survival (Int)					
Swim (S)					
Tech-Use (Int)					
Tracking (Int)					
Trade (Int)					
Wrangling (Int)					

EXPERIENCE POINTS

XP to Spend

0

Total XP Spent

3000

Power

Sustain

Range

Astral Telepathy (see p. 162-163) No Varies
 Delude (see p. 165) Yes 1mxPR
 Compell (see p. 165) No 5mxPR
 Sensory Deprivation (see p. 166) Yes 10mxPR

PROFIT FACTOR

Starting _____
 Current _____
 Misfortunes _____

ROGUE TRADER™

MOVEMENT

Half Move 4 (AB x1)	Full Move 8 (AB x2)	Charge 12 (AB x3)	Run 28 (AB x6)	Base Leap 4M (SB x1m)	Base Jump 0.8M (SB x20 cm)
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CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
44	3 2	4 1	3 3	4 0	4 2	4 6	5 6	3 4
○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	●○○○ Adv. Taken	●○○○ Adv. Taken	●●○○ Adv. Taken	○○○○ Adv. Taken

WEAPON

Name: Xenos-Spine Spear (Best Craftsmanship Mono Great Weapon)
 Class: Melee Damage: 2d10+4 Type: Rending Pen: 2
 Special Rules: Unbalanced (-10 to WS Tests to Parry),
Best Craftsmanship (+10 to WS Tests to Attack),
Two-Handed (requires two hands to use to attack)

WEAPON

Name: Lucius-pattern Hellgun
 Class: Basic Damage: 1d10+4 Type: Energy Pen: 7
 Range: 110m ROF: S/3/- Clip: 30 Reload: 2 Full
 Special Rules: Red-Dot Laser Sight (+10 bonus to Single-Shot attacks)

WEAPON

Name: Mono Crystalline Focusing Dagger
 Class: Melee Damage: 1d5+4 Type: Rending Pen: 2
 Special Rules: Counts as a Psy Focus (see page 146)

TIPS FOR PLAYING TOKORIN SKATHACHA

Tokorin wields mystical Psychic Powers to bolster her allies and delude her enemies. She is also good at exploiting the openings that she creates, landing devastating strikes with her spear.

- Tokorin's Invocation Skill (see page 83) allows her to more safely boost her Psychic Techniques before using them.
- Tokorin has a number of Skills related to the occult and psykers and can accurately identify many things that would drive lesser individuals mad.
- Tokorin has several ways to Blind her foes or shroud the battlefield in darkness. This can be useful for protecting herself and her allies—but also to surprise her foes with her own attacks, thanks to her See without Eyes ability (see page 72).

LIFTING

Lift 90KG	Carry 45KG	Push 180KG
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FATE POINTS

Total 4	Current
-------------------	---------

WEAPON

Name: _____
 Class: _____ Damage: _____ Type: _____ Pen: _____
 Range: _____ ROF: _____ Clip: _____ Reload: _____
 Special Rules: _____

WEAPON

Name: _____
 Class: _____ Damage: _____ Type: _____ Pen: _____
 Range: _____ ROF: _____ Clip: _____ Reload: _____
 Special Rules: _____

GEAR

Great Weapon,
Hellgun,
Focusing Dagger,
Patched Flak Armour,
Micro-Bead (see page 145),
Clip Harness (see page 140),
Vox-Caster (see page 147),
Xenos-Hide Cloak (aesthetic)

ACQUISITIONS

MUTATIONS

WOUNDS

Total 12
 Current _____
 Critical Damage _____
 Fatigue _____

CORRUPTION

Current Points _____
 Degree _____
 Malignancies _____

ARMOUR

HEAD

AP: 2 1-10
 AP + TB: 5

RIGHT ARM

11-20
 AP: 3
 AP + TB: 6

LEFT ARM

21-30
 AP: 3
 AP + TB: 6

BODY

31-70
 AP: 3
 AP + TB: 6

RIGHT LEG

71-85
 AP: 3
 AP + TB: 6

LEFT LEG

86-100
 AP: 3
 AP + TB: 6

ROGUE TRADER™

CHARACTER NAME: Malakai Burtin

PLAYER NAME:

CAREER PATH: Missionary

RANK: 2

HOME WORLD: Death World

MOTIVATION: Endurance

DESCRIPTION: The sole survivor of the destruction of the *Pious Light*, Malakai Burtin was rescued by Sarvus Trask and has served aboard his vessel ever since. Though the bombastic Lord-Captain is perhaps at times less pious than his Missionary would like, Malakai has nonetheless continued to travel with him, tending to the faith of the crew and spreading the word of the Emperor on worlds across the Koronus Expanse. With the rumours of the ancient tomb on Solace, Malakai is eager to delve into the darkness, hoping to find the relics of lost saints and more.

CHARACTERISTICS

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Willpower (WP) Fellowship (Fel)

55 38 41 37 39 39 31 35 50

●●○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ●○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ●●○○ Adv. Taken ●●○○ Adv. Taken

SKILLS

	BASIC	TRAINED	+10%	+20%	BONUS
Acrobatics (Ag)					
Awareness (Per)					
Barter (Fel)					
Blather (Fel)					
Carouse (T)					
Charm (Fel)					
Chem-Use (Int)					
Ciphers (Int)					
Climb (S)					
Command (Fel)					
Commerce (Fel)					
Common Lore (Int)					
(Imperial Creed)					
(Imperium)					
Concealment (Ag)					
Contortionist (Ag)					
Deceive (Fel)					
Demolition (Int)					
Disguise (Fel)					
Dodge (Ag)					
Drive (Ag)					
Evaluate (Int)					
Forbidden Lore (Int)					
(Heresy)					
Gamble (Int)					
Inquiry (Fel)					
Interrogation (WP)					
Intimidate (S)					
Invocation (WP)					



TALENTS & TRAITS

Paranoid (see p. 17)
Survivor (see p. 17)
Air of Authority (see p. 94)
Basic Weapon Training
(Universal) (see p. 94)
Flame Weapon Training
(Universal) (see p. 98)
Melee Weapon Training
(Universal) (see p. 103)
Unshakable Faith (see p. 108)
Pure Faith (see p. 104)
Divine Ministration (see p. 96–97)

SKILLS (CONT.)

	BASIC	TRAINED	+10%	+20%	BONUS
Literacy (Int)					
Logic (Int)					
Medicae (Int)					
Navigation (Int)					
Performer (Fel)					
Pilot (Ag)					
Psyniscience (Per)					
Scholastic Lore (Int)					
(Imperial Creed)					
Scrutiny (Per)					
Search (Per)					
Secret Tongue (Int)					
Security (Ag)					
Shadowing (Ag)					
Silent Move (Ag)					
Sleight of Hand (Ag)					
Speak Language (Int)					
(High Gothic)					
(Low Gothic)					
Survival (Int)					
Swim (S)					
Tech-Use (Int)					
Tracking (Int)					
Trade (Int)					
Wrangling (Int)					

SPECIAL ABILITY

Pure Faith:

Spend a Fate Point to resist the powers of Daemons and Psykers (see page 104).

PROFIT FACTOR

Starting _____
Current _____
Misfortunes _____

EXPERIENCE POINTS

XP to Spend

0

Total XP Spent

3000

ROGUE TRADER™

MOVEMENT

Half Move 3 (AB x1)	Full Move 6 (AB x2)	Charge 9 (AB x3)	Run 18 (AB x6)	Base Leap 4m (SB x1m)	Base Jump 0.8m (SB x20 cm)
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CHARACTERISTICS

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Willpower (WP) Fellowship (Fel)

55 ●●○○ Adv. Taken	38 ○○○○ Adv. Taken	41 ○○○○ Adv. Taken	37 ○○○○ Adv. Taken	39 ●○○○ Adv. Taken	39 ○○○○ Adv. Taken	31 ○○○○ Adv. Taken	35 ●●○○ Adv. Taken	50 ●●○○ Adv. Taken
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WEAPON

Name: "Hammer of Penance" (Best Craftsmanship Power Maul)
 Class: Melee Damage: 1d10+9 Type: Energy Pen: 7
 Special Rules: Power Field (see page 116),
Shocking (see page 116),
Best Craftsmanship (+10 to WS Tests to Attack)

WEAPON

Name: Mezoa-pattern Flamer
 Class: Basic Damage: 1d10+4 Type: Energy Pen: 2
 Range: 20m ROF: S/-/- Clip: 6 Reload: 2 Full
 Special Rules: Flame (see page 115)

WEAPON

Name: Thrice-Consecrated Krak Grenade (x1)
 Class: Thrown Damage: 2d10+4 Type: Explosive Pen: 6
 Range: 12m ROF: S/-/- Clip: — Reload: —
 Special Rules: Reliable (see page 116),
Blessed (Counts as Holy for The Stuff of Nightmares Trait, page 368)

TIPS FOR PLAYING MALAKAI BURTIN

Malakai is a firebrand who is most effective on the front lines, smashing his foes with his hammer and searing them with the fires of the Emperor's wrath. In addition to his combat aptitude, Malakai is a stirring speaker and skilled medic.

- Malakai's Medicae Skill makes him an excellent healer—his Skill can be improved even further by the use of his Divine Ministration Talent (see pages 96–97).
- Malakai's Hammer of Penance and Flamer make him very dangerous in close-quarters combat. Be careful to avoid his allies with his Flamer's area of effect attack, though!
- Malakai is an extremely persuasive speaker.

LIFTING

Lift 90KG	Carry 45KG	Push 180KG
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FATE POINTS

Total 3	Current —
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WEAPON

Name: _____
 Class: _____ Damage: _____ Type: _____ Pen: _____
 Range: _____ ROF: _____ Clip: _____ Reload: _____
 Special Rules: _____

WEAPON

Name: _____
 Class: _____ Damage: _____ Type: _____ Pen: _____
 Range: _____ ROF: _____ Clip: _____ Reload: _____
 Special Rules: _____

GEAR

Power Maul,
Flamer,
Krak Grenade (x1),
Guard Flak Armour,
Micro-Bead (see page 145),
Clip Harness (see page 140),
Vox-Caster (see page 147),
Medikit (see page 142),
Glow-Globe (see page 144),
Ecclesiarchal Robes (aesthetic)

ACQUISITIONS

MUTATIONS

WOUNDS

Total 13
 Current _____
 Critical Damage _____
 Fatigue _____

CORRUPTION

Current Points _____
 Degree _____
 Malignancies _____

ARMOUR

HEAD

AP: 4 1-10
 AP + TB: 7

INSANITY

Current Points _____
 Degree _____
 Disorders _____

RIGHT ARM

11-20
 AP: 4
 AP + TB: 7

LEFT ARM

21-30
 AP: 4
 AP + TB: 7

BODY

31-70
 AP: 4
 AP + TB: 7

Armour Weight

4

RIGHT LEG

71-85
 AP: 4
 AP + TB: 7

LEFT LEG

86-100
 AP: 4
 AP + TB: 7

ROGUE TRADER™

CHARACTER NAME: Dominik van Goren

PLAYER NAME:

CAREER PATH: Void-Master

RANK: 2

HOME WORLD: Noble Born

MOTIVATION: Fortune

DESCRIPTION: The son of a Battlefleet Admiral, Dominik Van Goren left the stifling world of military politics to pursue his own destiny as a helmsman in the Koronus Expanse, first finding a post aboard the vessel of one Sarvus Trask. Dominik greatly values the freedom his position affords him, allowing him to sit at the helm of a vast warship one day and travel on untouched worlds the next. The ancient tomb on Solace is yet another challenge to Dominik—a chance to prove his skills and win his fortune with his own hands.

CHARACTERISTICS

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Willpower (WP) Fellowship (Fel)

40

48

43

32

43

37

38

34

32

○○○○ Adv. Taken

●●○○ Adv. Taken

○○○○ Adv. Taken

○○○○ Adv. Taken

●●○○ Adv. Taken

●○○○ Adv. Taken

●○○○ Adv. Taken

●●○○ Adv. Taken

○○○○ Adv. Taken

SKILLS

	BASIC	TRAINED	+10%	+20%	BONUS
Acrobatics (Ag)					
Awareness (Per)					
Barter (Fel)					
Blather (Fel)					
Carouse (T)					
Charm (Fel)					
Chem-Use (Int)					
Ciphers (Int)					
Climb (S)					
Command (Fel)					
Commerce (Fel)					
Common Lore (Int)					
(Imperial Navy)					
(Koronus Expanse)					
(War)					
Concealment (Ag)					
Contortionist (Ag)					
Deceive (Fel)					
Demolition (Int)					
Disguise (Fel)					
Dodge (Ag)					
Drive (Ag)					
Evaluate (Int)					
Forbidden Lore (Int)					
(Xenos)					
Gamble (Int)					
Inquiry (Fel)					
Interrogation (WP)					
Intimidate (S)					
Invocation (WP)					



TALENTS & TRAITS

Etiquette (see p. 24)

Peer (Nobility) (see p. 103–104)

Peer (Military) (see p. 103–104)

Vendetta (see p. 24)

Pistol Weapon Training

(Universal) (see p. 104)

Melee Weapon Training

(Universal) (see p. 103)

Nerves of Steel (see p. 103)

SPECIAL ABILITY

Mastery of Small Craft:

This Explorer may re-roll any failed Pilot Test made to control a small craft once (if he fails again, he cannot re-roll the re-roll).

SKILLS (CONT.)

	BASIC	TRAINED	+10%	+20%	BONUS
Literacy (Int)					
Logic (Int)					
Medicae (Int)					
Navigation (Int) (Stellar)					
Performer (Fel)					
Pilot (Ag)					
(Flyers)					
(Space Craft)					
Psyniscience (Per)					
Scholastic Lore (Int)					
(Astromancy)					
Scrutiny (Per)					
Search (Per)					
Secret Tongue (Int)					
Security (Ag)					
Shadowing (Ag)					
Silent Move (Ag)					
Sleight of Hand (Ag)					
Speak Language (Int)					
(High Gothic)					
(Low Gothic)					
Survival (Int)					
Swim (S)					
Tech-Use (Int)					
Tracking (Int)					
Trade (Int) (Voidfarer)					
Wrangling (Int)					

EXPERIENCE POINTS

XP to Spend

0

Total XP Spent

3000

PROFIT FACTOR

Starting

Current

Misfortunes

ROGUE TRADER™

MOVEMENT

Half Move 4 (AB x1)	Full Move 8 (AB x2)	Charge 12 (AB x3)	Run 28 (AB x6)	Base Leap 4M (SB x1m)	Base Jump 0.8M (SB x20 cm)
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CHARACTERISTICS

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Willpower (WP) Fellowship (Fel)

40 ○○○○ Adv. Taken	48 ●●○○ Adv. Taken	43 ○○○○ Adv. Taken	32 ○○○○ Adv. Taken	43 ●●○○ Adv. Taken	37 ●○○○ Adv. Taken	38 ●○○○ Adv. Taken	34 ●●○○ Adv. Taken	32 ○○○○ Adv. Taken
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WEAPON

Name: "Right of Way" (Best Craftsmanship Custom Shotgun)
 Class: Basic Damage: 1d10+7 Type: Impact Pen: 0
 Range: 20m ROF: S/2/4 Clip: 4 Reload: Full
 Special Rules: Customised (included in profile), Reliable (see page 117), Scatter (see page 117), Amputator Shells (included in profile)

WEAPON

Name: Best Craftsmanship Lucius-pattern Hellpistol
 Class: Basic Damage: 1d10+4 Type: Energy Pen: 7
 Range: 35m ROF: S/2/- Clip: 40 Reload: 2 Full
 Special Rules: Reliable (see page 117), Red-Dot Laser Sight (+10 bonus to Single-Shot attacks)

WEAPON

Name: Envenomed Xenos Blade (Mono Sword with Poison Reservoir)
 Class: Melee Damage: 1d10+5 Type: Rending Pen: 2
 Special Rules: Balanced (+10 to WS Tests to Parry), Toxic (see page 117)

TIPS FOR PLAYING DOMINIK VAN GOREN

Dominik's natural affinity is for piloting, but this makes him no less deadly in the field. He can be dangerous in melee combat, but he truly excels in close-quarters gunfights.

- Dominik's training in the Concealment and Silent Move Skills, his stummer, and his high Agility can allow him to get the drop on his foes, waiting silently or sneaking in to fire a deadly salvo.
- Dominik's customised Shotgun can be devastating at Point Blank or Close Range, but his Hellpistol is a better choice if he becomes embroiled in melee combat.
- Dominik's broad knowledge of the Imperium and his military education give him a solid base for dealing with Imperial officials.

WEAPON

Name: _____
 Class: _____ Damage: _____ Type: _____ Pen: _____
 Range: _____ ROF: _____ Clip: _____ Reload: _____
 Special Rules: _____

WEAPON

Name: _____
 Class: _____ Damage: _____ Type: _____ Pen: _____
 Range: _____ ROF: _____ Clip: _____ Reload: _____
 Special Rules: _____

GEAR

Custom Shotgun,
Hellpistol,
Envenomed Xenos Blade,
Naval Flak Armour,
Micro-Bead (see page 145),
Clip Harness (see page 140),
Glow-Globe (see page 144),
Pict Recorder (see page 146),
Stummer (see page 147),
2 Bottles of Amasec (see page 141)

ACQUISITIONS

MUTATIONS

WOUNDS

Total 10
 Current _____
 Critical Damage _____
 Fatigue _____

CORRUPTION

Current Points _____
 Degree _____
 Malignancies _____

ARMOUR

HEAD

AP: 4 1-10
 AP + TB: 7

INSANITY

Current Points _____
 Degree _____
 Disorders _____

RIGHT ARM

11-20
 AP: 4
 AP + TB: 7

LEFT ARM

21-30
 AP: 4
 AP + TB: 7

BODY

31-70
 AP: 4
 AP + TB: 7

Armour Weight

4

RIGHT LEG

71-85
 AP: 4
 AP + TB: 7

LEFT LEG

86-100
 AP: 4
 AP + TB: 7

LIFTING

Lift 90KG	Carry 45KG	Push 180KG
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FATE POINTS

Total 4	Current
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ROGUE TRADER™

CHARACTER NAME: Nathin Tsanthos

PLAYER NAME:

CAREER PATH: Seneschal

RANK: 2

HOME WORLD: Imperial World

MOTIVATION: Prestige

DESCRIPTION: A natural scholar with grand aspirations, Nathin Tsanthos left the parochial agri-world of Spectoris long ago, seeking knowledge and adventure aboard Sarvus Trask's vessel. Nathin prides himself on being prepared for almost any contingency in any situation, from the battlefield to a trade negotiation—and usually, his confidence is warranted. Nathin is fascinated by the ancient ruins on Solace, and he is certain that there is ancient lore waiting to be exhumed there. However, the darkness might shroud more than Nathin has bargained for.

CHARACTERISTICS

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Willpower (WP) Fellowship (Fel)

33

46

31

34

43

57

46

30

42

○○○○ Adv. Taken

●○○○ Adv. Taken

○○○○ Adv. Taken

○○○○ Adv. Taken

●○○○ Adv. Taken

●●○○ Adv. Taken

●●○○ Adv. Taken

○○○○ Adv. Taken

●○○○ Adv. Taken

SKILLS

	BASIC	TRAINED	+10%	+20%	BONUS
Acrobatics (Ag)					
Awareness (Per)					
Barter (Fel)					
Blather (Fel)					
Carouse (T)					
Charm (Fel)					
Chem-Use (Int)					
Ciphers (Int)					
Climb (S)					
Command (Fel)					
Commerce (Fel)					
Common Lore (Int)					
(Imperial Creed)					
(Imperium)					
(War)					
(Underworld)					
Concealment (Ag)					
Contortionist (Ag)					
Deceive (Fel)					
Demolition (Int)					
Disguise (Fel)					
Dodge (Ag)					
Drive (Ag)					
Evaluate (Int)					
Forbidden Lore (Int)					
(Archeotech)					
Gamble (Int)					
Inquiry (Fel)					
Interrogation (WP)					
Intimidate (S)					
Invocation (WP)					



TALENTS & TRAITS

Blessed Ignorance (see p. 22)

Basic Weapon Training

(Universal) (see p. 94)

Pistol Weapon Training

(Universal) (see p. 104)

Talented (Tech-Use) (see p. 107)

SPECIAL ABILITY

Seeker of Lore:

The Explorer may spend a Fate Point to automatically succeed on any Lore or Logic Test with a number of Degrees of Success equal to his Intelligence Bonus.

SKILLS (CONT.)

	BASIC	TRAINED	+10%	+20%	BONUS
Literacy (Int)					
Logic (Int)					
Medicae (Int)					
Navigation (Int)					
Performer (Fel)					
Pilot (Ag)					
Psyniscience (Per)					
Scholastic Lore (Int)					
(Astromancy)					
Scrutiny (Per)					
Search (Per)					
Secret Tongue (Int)					
Security (Ag)					
Shadowing (Ag)					
Silent Move (Ag)					
Sleight of Hand (Ag)					
Speak Language (Int)					
(High Gothic)					
(Low Gothic)					
(Trader's Cant)					
Survival (Int)					
Swim (S)					
Tech-Use (Int)					
Tracking (Int)					
Trade (Int)					
Wrangling (Int)					

EXPERIENCE POINTS

XP to Spend

50

Total XP Spent

2950

PROFIT FACTOR

Starting

Current

Misfortunes

ROGUE TRADER™

MOVEMENT

Half Move 4 (AB x1)	Full Move 8 (AB x2)	Charge 12 (AB x3)	Run 28 (AB x6)	Base Leap 3M (SB x1m)	Base Jump 0.6M (SB x20 cm)
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CHARACTERISTICS

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Willpower (WP) Fellowship (Fel)

33 ○○○○ Adv. Taken	46 ●○○○ Adv. Taken	31 ○○○○ Adv. Taken	34 ○○○○ Adv. Taken	43 ●○○○ Adv. Taken	57 ●●●○ Adv. Taken	46 ●●○○ Adv. Taken	30 ○○○○ Adv. Taken	42 ●○○○ Adv. Taken
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WEAPON

Name: Archeotech Laspistol
 Class: Pistol Damage: 1d10+3 Type: Energy Pen: 2
 Range: 90m ROF: S/3/- Clip: 70 Reload: Full
 Special Rules: Accurate (additional +10 bonus for Aiming).
Reliable (see page 116), Vox-Operated (see pages 134-135)

WEAPON

Name: Long-Las
 Class: Basic Damage: 1d10+3 Type: Energy Pen: 1
 Range: 150m ROF: S/-/- Clip: 40 Reload: Full
 Special Rules: Accurate (see page 115), Reliable (see page 116),
Red-Dot Laser Sight (+10 bonus to Single-Shot Attacks)

WEAPON

Name: Photon Flash Grenade (x5)
 Class: Thrown Damage: — Type: — Pen: —
 Range: 9m ROF: S/-/- Clip: — Reload: —
 Special Rules: Photon Flash (targets within 15m of the detonation must make a Challenging (+0) Toughness Test or be Blinded for 1d5 Rounds)

TIPS FOR PLAYING NATHIN TSANTHOS

Nathin Tsanthos has an extremely broad range of Skills, allowing him to excel at many different things. His Long-Las also makes him a lethal long-range combatant.

- Nathin's Tech-Use Skill can be invaluable for making emergency repairs and modifications to various machines.
- In battle, Nathin does his best work in the shadows, hiding in his Cameleoline Cloak (see page 139) and sniping his foes. If cornered, his Photon Flash Grenades can help him escape.
- Nathin's Seeker of Lore Special Ability can allow him to pass a Lore or Logic Test by spending a Fate Point! Often, this ability can help the crew out of a bind by shedding new light on the situation.

LIFTING

Lift 72KG	Carry 36KG	Push 144KG
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FATE POINTS

Total 4	Current
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WEAPON

Name: _____
 Class: _____ Damage: _____ Type: _____ Pen: _____
 Range: _____ ROF: _____ Clip: _____ Reload: _____
 Special Rules: _____

WEAPON

Name: _____
 Class: _____ Damage: _____ Type: _____ Pen: _____
 Range: _____ ROF: _____ Clip: _____ Reload: _____
 Special Rules: _____

GEAR

Archeotech Laspistol,
Long-Las,
Photon Flash Grenade (x5),
Xeno-Mesh Armour,
Micro-Bead (see page 145),
Clip Harness (see page 140),
Grapnel (see page 144),
Multikey (see page 145),
Combi-Tool (see page 144),
Cameleoline Cloak (see page 139),
Preysense Goggles (see page 140)

ACQUISITIONS

MUTATIONS

WOUNDS

Total 9
 Current _____
 Critical Damage _____
 Fatigue _____

CORRUPTION

Current Points _____
 Degree _____
 Malignancies _____

ARMOUR

HEAD

AP: 3 1-10
 AP + TB: 6

INSANITY

Current Points _____
 Degree _____
 Disorders _____

RIGHT ARM

11-20
 AP: 3
 AP + TB: 6

LEFT ARM

21-30
 AP: 3
 AP + TB: 6

BODY

31-70
 AP: 3
 AP + TB: 6

Armour Weight

4

RIGHT LEG

71-85
 AP: 3
 AP + TB: 6

LEFT LEG

86-100
 AP: 3
 AP + TB: 6

ROGUE TRADER™

CHARACTER NAME: Lorayne Thornhallow

PLAYER NAME:

CAREER PATH: Arch-militant

RANK: 2

HOME WORLD: Imperial World

MOTIVATION: Vengeance

DESCRIPTION: Lorayne Thornhallow has served as a bodyguard to several reckless Rogue Traders of note, including the self-styled hunter Tallen Alberse and the inimitable Sarvus Trask. Thornhallow's job is to ensure that such individuals of great import (but limited instinct for self-preservation) survive their grandiose adventures. An expert in the field, Thornhallow has wearily agreed to accompany the Rogue Trader on yet another undoubtedly deadly trek into the wilds, this time on the seemingly placid world of Solace.

CHARACTERISTICS

Weapon Skill (WS) Ballistic Skill (BS) Strength (S) Toughness (T) Agility (Ag) Intelligence (Int) Perception (Per) Willpower (WP) Fellowship (Fel)

3 8 5 3 3 7 4 6 4 7 4 1 3 4 3 6 3 7

○○○○ Adv. Taken ●●○○ Adv. Taken ○○○○ Adv. Taken ●○○○ Adv. Taken ●●○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ○○○○ Adv. Taken ●○○○ Adv. Taken

SKILLS

	BASIC	TRAINED	+10%	+20%	BONUS
Acrobatics (Ag)					
Awareness (Per)					
Barter (Fel)					
Blather (Fel)					
Carouse (T)					
Charm (Fel)					
Chem-Use (Int)					
Ciphers (Int)					
Climb (S)					
Command (Fel)					
Commerce (Fel)					
Common Lore (Int)					
(Imperial Creed)					
(Imperial Guard)					
(Imperium)					
(War)					
Concealment (Ag)					
Contortionist (Ag)					
Deceive (Fel)					
Demolition (Int)					
Disguise (Fel)					
Dodge (Ag)					
Drive (Ag)					
Evaluate (Int)					
Forbidden Lore (Int)					
Gamble (Int)					
Inquiry (Fel)					
Interrogation (WP)					
Intimidate (S)					
Invocation (WP)					



TALENTS & TRAITS

Blessed Ignorance (see p. 22)

Basic Weapon Training

(Universal) (see p. 94)

Pistol Weapon Training

(Universal) (see p. 104)

Melee Weapon Training

(Universal) (see p. 103)

Thrown Weapon Training

(Universal) (see p. 107)

Guardian (see p. 99)

Quick Draw (see p. 105)

Combat Formation (see p. 95)

Hatred (Merchants) (see p. 99)

SKILLS (CONT.)

	BASIC	TRAINED	+10%	+20%	BONUS
Literacy (Int)					
Logic (Int)					
Medicae (Int)					
Navigation (Int)					
Performer (Fel)					
Pilot (Ag)					
Psyniscience (Per)					
Scholastic Lore (Int)					
(Tactica Imperialis)					
Scrutiny (Per)					
Search (Per)					
Secret Tongue (Int)					
(Military)					
Security (Ag)					
Shadowing (Ag)					
Silent Move (Ag)					
Sleight of Hand (Ag)					
Speak Language (Int)					
(High Gothic)					
(Low Gothic)					
Survival (Int)					
Swim (S)					
Tech-Use (Int)					
Tracking (Int)					
Trade (Int)					
Wrangling (Int)					

SPECIAL ABILITY

Weapon Master:

When wielding a Basic weapon, the Explorer gains a +10 to hit, inflicts +2 Damage (already included in weapon profile), and gains a +2 bonus to Initiative.

PROFIT FACTOR

Starting
Current
Misfortunes

EXPERIENCE POINTS

XP to Spend

0

Total XP Spent

3000

ROGUE TRADER™

MOVEMENT

Half Move 4 (AB x1)	Full Move 8 (AB x2)	Charge 12 (AB x3)	Run 28 (AB x6)	Base Leap 3M (SB x1m)	Base Jump 0.6M (SB x20 cm)
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CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
38	53	37	46	47	41	34	36	37
○○○○ Adv. Taken	●○○○ Adv. Taken	○○○○ Adv. Taken	●○○○ Adv. Taken	●●○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	○○○○ Adv. Taken	●○○○ Adv. Taken

WEAPON

Name: Best Craftsmanship Locke-pattern Boltgun
 Class: Basic Damage: 1d10+7 Type: Explosive Pen: 4
 Range: 90m ROF: S/2/4 Clip: 24 Reload: Full
 Special Rules: Reliable (see page 116), Tearing (see page 117),
Motion Predictor (+10 bonus to Semi-Auto and Full Auto Attacks)

WEAPON

Name: Best Craftsmanship Ceres-pattern Bolt Pistol
 Class: Basic Damage: 1d10+5 Type: Explosive Pen: 4
 Range: 40m ROF: S/2/- Clip: 8 Reload: Full
 Special Rules: Reliable (see page 116), Tearing (see page 117),
Red-Dot Laser Sight (+10 bonus to Single-Shot attacks)

WEAPON

Name: Frag Grenade (x3)
 Class: Thrown Damage: 2d10 Type: Explosive Pen: 0
 Range: 9m ROF: S/-/- Clip: — Reload: —
 Special Rules: Blast (4) (see page 115)

TIPS FOR PLAYING LORAYNE THORNHALLOW

Lorayne is a deadeye shot who can devastate her foes in ranged combat. She is also a skilled tactician and a capable medic.

- Lorayne's Combat Formation Talent allows her allies to use her Intelligence Bonus (4) instead of their own Agility Bonus when determining Initiative.
- Lorayne's frag grenades can clear a room of foes with a well-placed throw and a good roll. Of course, they can also clear a room full of her allies if she is not careful when using them.
- In combat, Lorayne performs best when she can control the distance between herself and her foes, tearing them apart with Semi-Auto and Full-Auto bursts from her boltgun or carefully placed shots from her bolt pistol.

LIFTING

Lift 90KG	Carry 45KG	Push 180KG
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FATE POINTS

Total 3	Current
-------------------	---------

WEAPON

Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ ROF _____ Clip _____ Reload _____
 Special Rules _____

WEAPON

Name _____
 Class _____ Damage _____ Type _____ Pen _____
 Range _____ ROF _____ Clip _____ Reload _____
 Special Rules _____

GEAR

Boltgun,
Bolt Pistol,
Frag Grenade (x3),
Storm Trooper Carapace,
Micro-Bead (see page 145),
Clip Harness (see page 140),
Demolition Charge (see page 144),
Medikit (see page 142),
Manacles (see page 145),
Glow-Globe (see page 144)

ACQUISITIONS

MUTATIONS

WOUNDS

Total 10
 Current _____
 Critical Damage _____
 Fatigue _____

CORRUPTION

Current Points _____
 Degree _____
 Malignancies _____

ARMOUR

HEAD

AP: 6 1-10
 AP + TB: 10

RIGHT ARM

11-20
 AP: 6
 AP + TB: 10

LEFT ARM

21-30
 AP: 6
 AP + TB: 10

BODY

31-70
 AP: 6
 AP + TB: 10

Armour Weight

4

RIGHT LEG

71-85
 AP: 6
 AP + TB: 10

LEFT LEG

86-100
 AP: 6
 AP + TB: 10