



SOMNUS

Archetype: Sanctioned Psyker

Homeworld: Gilead Primus

Keywords: IMPERIUM, ADEPTUS ASTRA
TELEPATHICA, PSYKER, SCHOLASTICA PSYKANA

WHO IS SOMNUS?

As a child, your psychic powers meant that you were taken from your family in one of the hives of Gilead Primus and sent on one of the Black Ships to the training academy of the Scholastica Psykana on Holy Terra. You endured grueling trials that pushed you to your limits and saw classmates die, their minds shattered. Nevertheless, you survived and earned the right to serve the Imperium as a Sanctioned Psyker. Assigned to the Adeptus Administratum, the vast bureaucracy of the Imperium, you go where you are told by your supervisor, Prefect Oleg Rott. He has instructed you to act as an Agent of the Varonius Dynasty until such time as you are recalled to the Administratum.

DO NOT LOOK INSIDE THIS CHARACTER
SHEET UNLESS YOU ARE THE GM, OR
ARE DEFINITELY GOING TO PLAY SOMNUS.
THERE ARE SECRETS WITHIN!

SOMNUS

SANCTIONED PSYKER



BACKGROUND

As a child, your psychic powers meant that you were taken from your family in one of the hives of Gilead Primus and sent on one of the Black Ships to the training academy of the Scholastica Psykana on Holy Terra. You endured grueling trials that pushed you to your limits and saw classmates die, their minds shattered. Nevertheless, you survived and earned the right to serve the Imperium as a Sanctioned Psyker. Assigned to the Adeptus Administratum, the vast bureaucracy of the Imperium, you go where you are told by your supervisor, Prefect Oleg Rott. He has instructed you to act as an Agent of the Varonius Dynasty until such time as you are recalled to the Administratum.

CONNECTIONS

(Agree one or more of these connections with the other player characters.)

- While assisting Prefect Rott with an audit on Enoch, you learned a secret about Honoria. Whichever secret Honoria's player has chosen for her, you have some knowledge of it.
- You sense that Lachlan is deceiving you, but is her deception harmless or will it get you all killed?
- You had a vision of Elatha soaked in blood, violently murdering those around him in an orgy of destruction, and yet his presence is calm and controlled. Curious.
- You recognise Treave's name from the Hive neighbourhood where you grew up. He was part of a feared gang of criminals before being recruited into the Mechanicus, but you know little more than that.
- In Marius you sense a kindred spirit, someone whose humanity is being slowly behind lost in their duty. Aside from fellow Psykers, who only make you nervous, he might be someone who can understand your struggles.

SECRETS

(Choose one or more of these and flesh out any details you wish.)

- The Warp knows your name: a brush with a Daemon left you hiding from its sight.
- Your visions have shown you the death of Arch-Deacon Amafinius, who is also traveling on the ship, though the only detail you recall is that it took place beside the sea, perhaps on Enoch.
- You have been sent by the Administratum to spy on Captain Galba, as they have noticed irregularities in his reports but cannot risk angering Jakel Varonius by accusing Galba without proof.

OBJECTIVES:

(Choose one for this adventure.)

- Successfully resist a mind-altering effect.
- Exert your Psyker abilities to uncover the truth of something.
- Protect others from the dangers of the Warp.

SOMNUS

SANCTIONED PSYKER

ATTRIBUTES								WRATH		SURVIVAL					
	S	T	A	I	WIL	INT	FEL			DEFENCE	RESILIENCE				
RATING	1	3	2	3	5	4	2			2	BASE	+	ARMOUR	=	TOTAL
									2		4		0		4
CONVICTION		8	SIZE		AVG.		RESOLVE	4	SPEED		6				

SKILLS						WOUNDS		SHOCK	
ATHLETICS	S	1	MEDICAE	INT	4		MAX		MAX
AWARENESS	INT	6	PERSUASION	FEL	2		7		7
BALLISTIC SKILL	A	4	PILOT	A	2				DETERMINATION
CUNNING	FEL	2	PSYCHIC MASTERY	WIL	7				3
DECEPTION	FEL	2	SCHOLAR	INT	6				
INSIGHT	FEL	4	STEALTH	A	4				
INTIMIDATION	WIL	5	SURVIVAL	WIL	5				
INVESTIGATION	INT	6	TECH	INT	4				
LEADERSHIP	WIL	5	WEAPON SKILL	I	3				

MUTATIONS		CORRUPTION		LEVEL
				1
				2
				3
				4
				5

TALENTS & ABILITIES	
PSYKER	
FAVOURED BY THE WARP	

WARGEAR									
WEAPONS	DICE POOL	DAMAGE	ED	AP	SALVO	RANGE			TRAITS
LASPISTOL	4	7	1	-	1	6	12	18	PISTOL, RELIABLE, LAS, IMPERIUM
FORCE STAVE	4	5	2	-1	-	2			BRUTAL, FORCE, FORCE, 2-HANDED, ADEPTUS ASTRA TELEPATHICA
PSYKANA MERCY BLADE	4	3	2	-1	-				BLADE, ADEPTUS ASTRA TELEPATHICA

OTHER GEAR		NOTES	
MUNITORIUM ISSUE MESS KIT BLANKET GROOMING KIT 2 RATION PACKS			

	INFLUENCE	WEALTH
	1	2
	= FELT -1	= TIER

PSYKERS IN THE IMPERIUM

Within the Imperium, Psykers are seen as dangerous, powerful and easily corrupted. This is not inaccurate: every time a Psyker exercises their powers, they risk the Warp twisting reality around them. They are feared by many and often seen as a risk by those closest to them.

ABILITIES AND TALENTS

Psyker

You have the **PSYKER** Keyword, and are a Psyker.

Favoured By The Warp

Effect: You may use this Talent to reroll any Perils of the Warp result. You must accept the new result.

Psyniscience

DN: 3 Activation: Free Action
Duration: Instant Range: 50 m
Effect: You can sense the presence of the Warp pressing in against the material world. You can attempt to detect the presence of Warp phenomena within range and line of sight, including sustained psychic powers, psychic powers being activated, and similar effects as decided by the GM.

Deny The Witch

Activation: Action* Duration: Instant Range: 50 m
Effect: You can unravel another psyker's attempt to manipulate the Warp. The DN for Deny the Witch is 2 + the DN of the psychic power you are trying to deny. If Deny the Witch succeeds, the power fails to activate or immediately stops working.
*This ability can be used to deny a power occurring before your Turn, but this uses your Combat Action.

Smite

DN: Target's Defence Activation: Action
Duration: Instant Range: 35 m
Effect: You concentrate destructive power through the lens of your will, summoning lethal bolts of raw psychic energy that blast your enemies into ash. Target one enemy within range and make a Psychic Master (Wil) Test against their Defence. If successful, the target suffers 1d3 Mortal Wounds.
Potency: [3] +1 Mortal Wound.

Dull Pain

DN: 4 Activation: Simple Action
Duration: 1 Round Range: 5 m
Effect: You use your force of will to desensitise others (or yourself) to pain. While this power remains in effect, the target reduces all Shock they suffer by 1.
Potency:[3] Target reduces all Wounds they suffer by 1.

Chameleon

DN: 5 Activation: Action
Duration: Sustained Range: Self
Effect: You bend reality just enough to cause your image to blend with your surroundings. While this power remains in effect, you gain +5 bonus dice to Stealth (A) Tests and + 1 to your Defence against ranged attacks.
Potency: [1] Stealth (A) bonus increased by +1.



SISTER HONORIA

Archetype: Sister of Battle

Homeworld: Bertahl's Rest

Keywords: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, ORDER OF OUR MARTYRED LADY

WHO IS SISTER HONORIA?

Born on the Shrine World of Enoch, your devotion to Saint Bertahl led you to the Adeptas Sororitas, colloquially known as the Sisters of Battle, an order of female warriors devoted to the Emperor. While you saw your share of combat, your primary responsibility has been in training new recruits and leading them in their first battles. You have a reputation as an inspiring leader, a worthy teacher and a protector of those entrusted to your care. While your time amongst the Sisters took you to many star systems, you have always held Saint Bertahl close in your heart and return to Enoch to tend her shrine when you have the opportunity. Now you have been sent to the Varonius Flotilla, where the Adeptas Sororitas maintains a monastery ship.

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SISTER HONORIA

SISTER OF BATTLE



BACKGROUND

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CONNECTIONS

(Agree one or more of these connections with the other player characters.)

- You have met a member of the Teague Dynasty, Abraxas Teague, before and are surprised that he he never mentioned Lachlan.
- Somnus came to Enoch while you were there and you gleaned that they have great sensitivity to psychic visions. You are watching them closely to ensure they are not led astray by false prophecy.
- You fought beside Treave when you were sent to obtain data from a ransacked outpost in the dangerous part of space known as the Voidmire.
- You do not trust the Aeldari's motives in working for Varonius. What can he hope to gain from this employment?
- Marius is an Astartes, a true servant of the Emperor. In him you see a kindred spirit, and intend to consult him on any martial matter that crosses your path.

SECRETS

(Choose one or more of these and flesh out any details you wish.)

- A faithful member of the congregation at the shrine of Saint Bertahl on Enoch came to you with suspicions that one of the local Deacons was taking bribes. Why did you do nothing? You have regretted it ever since.
- One of the newly-trained Sisters you led into battle fell under your command. As she died in your arms, she closed your fingers around a pendant of a heretical sect, but you have never had the heart to destroy it or hand it over to your superiors.
- You have begun to doubt the veracity of the visions vouchsafed to you from Saint Bertahl. Is it not pride to believe yourself worthy of the touch of a saint? How can you trust your own mind and heart, if you cannot be sure of the source of these visions?

OBJECTIVES:

(Choose one for this adventure.)

- Assist one of your companions with the power of your Faith.
- Dedicate your victory over an enemy to Saint Bertahl.
- Use your inspiring words to dispel fear from an ally.

SISTER HONORIA

SISTER OF BATTLE

ATTRIBUTES								WRATH		SURVIVAL					
	S	T	A	I	WIL	INT	FEL			DEFENCE	RESILIENCE				
RATING	5	4	3	3	4	3	2			2	BASE	+	ARMOUR	=	TOTAL
									2		5		5		10
CONVICTION		8	SIZE		AVG.		RESOLVE	4	SPEED		6				

SKILLS					
ATHLETICS	S	7	MEDICAE	INT	3
AWARENESS	INT	4	PERSUASION	FEL	2
BALLISTIC SKILL	A	6	PILOT	A	3
CUNNING	FEL	2	PSYCHIC MASTERY	WIL	-
DECEPTION	FEL	2	SCHOLAR	INT	5
INSIGHT	FEL	2	STEALTH	A	3
INTIMIDATION	WIL	3	SURVIVAL	WIL	3
INVESTIGATION	INT	3	TECH	INT	1
LEADERSHIP	WIL	4	WEAPON SKILL	I	7

WOUNDS		SHOCK	
	MAX		MAX
	8		6
		DETERMINATION	
		4	

MUTATIONS		CORRUPTION		LEVEL
				1
				2
				3
				4
				5

TALENTS & ABILITIES	
PURITY OF FAITH	
DIE HARD	
BY HIS WILL	
DIVINE GUIDANCE	

WARGEAR									
WEAPONS	DICE POOL	DAMAGE	ED	AP	SALVO	RANGE			TRAITS
BOLT PISTOL	6	10	1	-	1	6	12	18	BRUTAL, PISTOL, BOLT, IMPERIUM
CHAINSWORD	7	10	4	-	-	-	-	-	BRUTAL, PARRY, CHAIN, IMPERIUM

OTHER GEAR		NOTES	
SORORITAS POWER ARMOUR (AR 5, POWERED 2)			
CHAPLET ECCLESIASTICUS			
SORORITAS VESTMENTS			
WRITING KIT			
A COPY OF THE RULE OF THE SORORITAS			

	INFLUENCE	WEALTH	FAITH
	1	2	MAX
	= FEL - 1	= TIER	2

THE ADEPTAS SORORITAS

One of the Imperium's most feared martial forces, the Sisters of Battle use faith, training and superior weaponry to fight the enemies of the Imperium. They follow the Imperial Creed with passion and follow in the footsteps of saints who made the greatest sacrifices in the name of the Emperor. The Order of Our Martyred Lady bring fire and faith to their enemies and fight to the end to honour their patron saint and holy martyr Katherine.

ABILITIES AND TALENTS:

Purity of Faith

You and any allies within 15 metres gain +2 bonus dice to Corruption Tests. You gain +2 bonus dice to any Test to resist the effects of a Psychic Power.

Die Hard

Effect: You're hard to kill.

When you suffer more Wounds than your Maximum Wounds, you are not Dying. Roll once on the Memorable Injuries table and heal 1 Wound. You may not use this Talent again until you complete a Regroup.

By His Will

Effect: The depth of your faith allows you to call upon the God-Emperor to assist you when you work with another of His children. When you Help a character with the IMPERIUM Keyword, you add triple the number of bonus dice if you spend 1 Faith.

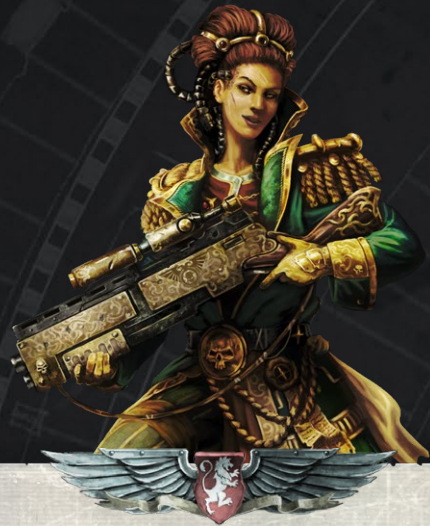
Divine Guidance

Effect: Through His direction, no shot will miss its mark. As a Combat Action, you can spend 1 Faith to give the Emperor's guidance. Select one character with the IMPERIUM Keyword within hearing range — this can be yourself. The character gains +2 bonus dice to Ballistic Skill (A) Tests for 1 Round.

Equipment Notes:

Chaplet Ecclesiasticus: +1 bonus die to Leadership (Wil) and Intimidation (Wil) Tests versus targets who would respect your position.

Rule of The Sororitas: Sister Honoria may read the Rule of Sororitas as part of a Regroup to recover 1d3 Shock.



LACHLAN TEAGUE

Archetype: Rogue Trader

Homeworld: Charybdion

Keywords: IMPERIUM, ROGUE TRADER, TEAGUE DYNASTY

WHO IS LACHLAN TEAGUE?

You are Lachlan of House Teague, a distant and faltering branch of the Varonius Dynasty. Operating under the Varonius warrant of trade, your father, Abram Teague, led the family into ruin. Numerous ill-conceived deals have left you to inherit far more debt than fortune, and you have spent much of your adult life attempting to reclaim what you see as your birthright.

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LACHLAN TEAGUE

ROGUE TRADER



You are Lachlan of House Teague, a distant and faltering branch of the Varonius Dynasty. Operating under the Varonius warrant of trade, your father, Abram Teague, led the family into ruin. Numerous ill-conceived deals have left you to inherit far more debt than fortune, and you have spent much of your adult life attempting to reclaim what you see as your birthright.

Effect: Your luck carries you through, even when Wargear or faith might falter. You begin each session with an additional +1Wrath Points.



TREAVE MALCON-22

Archetype: Skitarius

Homeworld: Gilead Primus

Keywords: **IMPERIUM**, **ADEPTUS MECHANICUS**, **SKITARI**, **AVACHRUS**

WHO IS TREAVE MALCON-22?

You are Treave, born in a hive on Gilead Primus and raised amongst those the Imperium considers beneath notice. You learned a lot of your skills the hard way. While you may have been born on Gilead Primus, you were forged in the foundries of Avachrus: recruited as part of a general press-ganging of the youth, you became a Skitarius of the Adeptus Mechanicus, your body heavily augmented with mechanical organs and tools. Your memories were largely wiped as part of the adaptation process but you have retained many of your skills and sometimes still gets a flash of memory from a very different life before. The practiced way you can jimmy a lock and your understanding of some criminal activities helped you to piece together what you little know of your former life, but much remains a mystery to you. Nevertheless, you protect the Adepts of the Machine Cult fiercely.

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TREAVE MALCON-22

SKITARIUS



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(Agree one or more with the other player characters.)

- ☞ Speaking with Somnus brought back memories of the neighbourhood where you grew up on Gilead Prime. Perhaps learning more of them might help you know more of yourself?
- ☞ You have great respect for Sister Honoria's prowess in battle and her calm and commanding presence after you fought beside her on a mission to retrieve lost data from an Adeptus Mechanicus outpost.
- ☞ Lachlan seems like someone who could obtain useful things and knows useful people. Perhaps getting her to trust you would be wise.
- ☞ The Aeldari Elatha's technology makes you uncomfortable but also curious. It feels too alive, while also far from the Machine Spirit you follow. You are drawn to the strangeness of Aeldari culture, even as you know it to be dangerous and wrong.
- ☞ Marius represents the pinnacle — or close to it — of the Emperor's genecraft. You secretly wish to outdo him, thereby proving that the augmetic enhancement of the Mechanicus is worthy of respect.

(Choose one or more and flesh out any details you wish.)

- ☞ At some point during the voyage, someone slipped a note into your pocket instructing you to meet them on another ship in the Flotilla. You have not reported it to a member of the Adeptus Mechanicus yet.
- ☞ One of the few memories that has surfaced is an intense feeling that you left someone important on Ostia, but you don't know who they are or why they are important to you, only that you have to go back.
- ☞ You have been getting interference in your audial implants while on the ship: a voice humming a strange lullaby sometimes crackles over bursts of static. You have put off getting it fine-tuned and now you are concerned that it might be all in your head.

(Choose one for this adventure.)

- ☞ Restore a piece of technology to working order and soothe the Machine Spirit within.
- ☞ Protect a member of the Adeptus Mechanicus.
- ☞ Use one of your augmetics to achieve a goal — the triumph of machine over flesh.

SKITARIUS

ATTRIBUTES

	S	T	A	I	WIL	INT	FEL
RATING	3	4	3	3	2	4	1
CONVICTION 2		SIZE Avg.		RESOLVE 1		SPEED 6	

SKILLS

ATHLETICS	S	5	MEDICAE	INT	6
AWARENESS	INT	6	PERSUASION	FEL	1
BALLISTIC SKILL	A	7	PILOT	A	4
CUNNING	FEL	1	PSYCHIC MASTERY	WIL	-
DECEPTION	FEL	1	SCHOLAR	INT	5
INSIGHT	FEL	1	STEALTH	A	4
INTIMIDATION	WIL	2	SURVIVAL	WIL	3
INVESTIGATION	INT	6	TECH	INT	6
LEADERSHIP	WIL	2	WEAPON SKILL	I	5

WRATH

2

SURVIVAL

DEFENCE	RESILIENCE		
2 = 1 - 1	BASE +	ARMOUR =	TOTAL
	5	4	9

WOUNDS

MAX
8

SHOCK

MAX 4
DETERMINATION 4

MUTATIONS

CORRUPTION

The Machine Cult of Mars worships the Emperor as the physical incarnation of a tripartite divine being, the Ommissiah, who also manifests as the Machine God and Motive Force. To the faith of the Adeptus Mechanicus, every piece of technology is inhabited by the Motive Force in the form of a Machine Spirit, which they are trained to interact with as part of rituals that upkeep and repair machines. They seek knowledge but loathe both innovation and the creation of artificial intelligence.

Their foundries and manufacturums produce the weaponry and armour that allows the Imperium's military to conquer planets and their Forge Worlds are great shrines to the Omnissiah, where they augment their bodies and lobotomise those who are destined to serve the cult in another form, as Servitors or Skitarii.

Warrant of Trade

You are a master of manipulating a situation to your advantage. You gain +1 bonus dice to all **Persuasion (Fel)** Tests and Influence tests to acquire goods and services.

Heavily Augmented

Your body has been redesigned to withstand the rigours of war. You do not bleed (making you immune to the Bleeding Condition) and gain +1 bonus dice to Determination rolls.

Augmetic

Effect: You replace part of your biology with an augmetic, the common name for cybernetic implants in the Imperium.

Augmetic Eye

Several patterns of Augmetic Eye are available, all able to vastly expand your visual perception.

Effect: +1 bonus die to ranged Attack Tests.

Subdermal Armour

Rigid metal plates and resistant fibre weaves distort and harden skin.

Effect: You gain +1 Base Resilience.

Combi-Tool: Ignore DN penalties to build, repair, maintain, and sabotage Imperial technology.



ELATHA

Archetype: Aeldari Ranger

Homeworld: Craftworld Ul-Khari

Keywords: **AELDARI, ASURYANI, CRAFTWORLD
UL-KHARI**

WHO IS ELATHA?

You are Elatha, born on the Aeldari Craftworld of Ul-Khari more than a century ago. Despite a relatively uneventful and satisfactory early life, recent years have been overshadowed by a dire warning passed to you by a trusted Farseer. She had a vision of you slaying other Aeldari in an excess of violence. Deeply troubled, you left your Craftworld and walked the Path of the Outcast, becoming a Ranger in search of some understanding of the vision you had seen. You have traversed the Gilead System for some time, working with those of other species who will hire you. Once or twice you've even worked with the Greensteel Corsairs. Initially brought into the employ of the Varonius Flotilla by Captain Galba's Seneschal, Aelin Korsakov, you have found yourself increasingly drawn into the affairs of humans.

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ELATHA

AELDARI RANGER



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(Agree one or more with the other player characters.)

- ☹ The idea of fettering and tormenting those with the gifts of the witch is abhorrent to you, but you do want to find out how Somnus feels about it.
- ☹ You have had friends who fell to Sisters like Honoria. Are they all alike, or is Honoria willing to listen to those she considers xenos?
- ☹ You spoke up to help Lachlan when she was captured by the Corsairs you were working with because you have learned enough to know that slaying an heir to a Rogue Trader Dynasty will bring trouble. You don't know if Lachlan remembers.
- ☹ The Machine Cult Treave serves has an outpost on Trollius, the perilous frozen world where your Craftworld crashed. Perhaps by assisting Treave, you could secure his help in continuing to protect Ul-Khari.
- ☹ The Absolvers led a sortie against your people, slaying dozens. Though it was prior to the current accord between your people and the Imperium, you recognise Marius as one of the attackers — one who spared your unarmed kin.

(Choose one or more and flesh out any details you wish.)

- ☞ While you were working with the piratical and pathless Aeldari known as Corsairs, you helped raid a ship belonging to an influential figure in the sector. You are not proud of that time and would prefer to forget it.
- ☞ You have been entrusted by another Ranger with a sensitive message for Farseer Tylanriel Tarnalys on Ul-Khari. You have not opened the message, but curiosity eats away at you.
- ☞ After a beloved friend from your Craftworld fell to his desires and joined a cult of Slaanesh, you vowed to hunt him down. You came to the Gilead Sector in pursuit of him, to wrest his soul from the clutches of She Who Thirsts, one way or another.

(Choose one for this adventure.)

- ☞ Succeed on a roll that affects your emotions.
- ☞ Reconnect with your Aeldari nature.
- ☞ Connect with a non-Aeldari over something you have in common.

[illegible]

WEAPONS	DICE POOL	DAMAGE	ED	AP	SALVO	RANGE			TRAITS
RANGER LONG RIFLE	8	10	1	-	0	18	36	54	Sniper (4), LAS, AELDARI
SHURIKEN PISTOL	8	10	1	-	2	6	12	18	Pistol, Rending (3), SHURIKEN, AELDARI, ASURYANI
KNIFE	6	5	2	-	-	THR	12		BLADE

OTHER GEAR	NOTES
AELDARI MESH ARMOUR(AR 3, LIGHT)	
CAMELEOLINE CLOAK	
SPIRIT STONE	
BEDROLL	
BLANKET	
MAGNOCULAR SCOPE	

INFLUENCE	WEALTH
0 = FELL -1	2 = TIER

The Aeldari are an alien species whose civilisation is far older than that of humanity. They are all at least somewhat psychic and are given to extremes of emotion, though many practice control and restraint. In the distant past, they became so extreme in their hedonism that they created the Chaos God Slaanesh, god of pleasure, excess and perfection. They call Slaanesh 'She Who Thirsts' as Slaanesh lays claim to every Aeldari soul. The faction of the Aeldari Elatha is part of, the Asuryani, practice disciplines throughout their entire lives known as the Paths. They hone different skills across their lifetimes without ever letting their innate drives overtake them and turn their Path into an obsession.

They live on floating world ships known as Craftworlds and bear Spirit Stones that capture their souls when they die. If the Spirit Stone is returned to their Craftworld, it joins the other Aeldari souls held within the Infinity Circuit there. Elatha's Craftworld, Ul-Khari, crashed into the icebound planet Trollius. The inhabitants made a deal with Jakel Varonius to help make the remains of their Craftworld habitable. Aeldari generally view humans, or Mon-Keigh, with disdain, but Rangers like Elatha who walk the Path of the Outcast and the piratical pathless Aeldari Corsairs sometimes grudgingly respect those outside their species who have proven themselves.

Path of Awakening

You devoted considerable time to the practice of scrutinising your surroundings, focusing the mind outwards to calm the soul.
You gain +1 bonus dice to Awareness (Int) Tests.

From the Shadows

You are adept at exploiting any form of concealment. Whenever a Vision Penalty or Cover impose a penalty on someone trying to attack or detect you, the penalty is increased by +1 DN.

Deadshot

Effect: You are a skilled shot, trained to carefully target your enemies' weak points. When you take the Aim action and make a Called Shot you double the bonus ED you receive.

Eliminator

Effect: You strike from the shadows, using the element of surprise to take down your foes in one fell swoop. When you have a Stealth Score and you attack an enemy that is unaware of you, you may add your Stealth Score as ED, in addition to the bonuses received from a Surprise Attack. Any decrease to your Stealth Score is resolved after the attack.

Magnocular Scope: Awareness (Int) Tests made with a Magnocular Scope suffer no penalties due to distance. When a Magnocular Scope is attached to a weapon, all Range penalties are reduced by -2.

Cameleoline Cloak: +1 bonus die to Stealth (A) Tests and +1 to Defence when in shadow or cover.



MARIUS

Archetype: Space Marine Scout

Homeworld: Gilead Primus

Keywords: **ASTARTES**, **IMPERIUM**, **ABSOLVER**

WHO IS MARIUS?

You are Marius, born on Gilead Primus, and chosen as an aspirant to the Absolvers Chapter of Astartes. The life you had before that honour was bestowed upon you is now but a distant memory, erased by long years of trial and geneforged modification designed to turn him into an exemplary warrior, befitting to serve to the Emperor of Mankind. A long and dangerous process, of all those chosen along with you to undergo the process, only you remains.

That process is almost complete. Having endured endless training and psychological conditioning, hazardous surgeries and frequent trials by combat, only a single hurdle remains — earning the right to receive a black carapace. Once this final surgery is complete, you will have been deemed worthy to don a full suit of power armour and join your Chapter as a full battle brother. It will be the culmination of your training, and first step on the path of true service as one of the Emperor's chosen warriors.

DO NOT LOOK INSIDE THIS CHARACTER
SHEET UNLESS YOU ARE THE GM, OR
ARE DEFINITELY GOING TO PLAY SOMNUS.
THERE ARE SECRETS WITHIN!

MARIUS

SPACE MARINE SCOUT



BACKGROUND

You are Marius, born on Gilead Primus, and chosen as an aspirant to the Absolvers Chapter of Astartes. The life you had before that honour was bestowed upon you is now but a distant memory, erased by long years of trial and geneforged modification designed to turn him into an exemplary warrior, befitting to serve to the Emperor of Mankind. A long and dangerous process, of all those chosen along with you to undergo the process, only you remains.

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But first you must prove yourselves, and by order of your commander in Gilead — Brevit Captain Akhir — your final trial is to be a period of service to the Rogue Trader Varonius. It is strange to find yourself among mortal humans again, for you both remember what it is to be one, and yet know full well that you are something more. In the few quiet moments allowed to you, you ponder if you should pity or envy them.

CONNECTIONS

(Agree one or more with the other player characters.)

- ☹ Somnus is clearly a Psyker of some power. You find him equally pitiable and fascinating.
- ☹ Though your faith in the Emperor is boundless, you have been taught to see him first as a military commander. Sister Honoria's outright worship of the Emperor makes you uncomfortable.
- ☹ Though Lachlan affects an air of an upstart aristocrat, in unguarded moments she has spoken of the intense bonds of duty that bind her. You see honour in that.
- ☹ You are aware that the Absolvers suffer from supply shortages, and one of your vows is to help secure additional material. Forging a connection with Treave and his masters in the Mechanicum may help to do so.
- ☹ Elatha is a Xenos, yes, but his skill with a long rifle is evident and enviable. You would do well to study his means of making war.

SECRETS

(Choose one or more and flesh out any details you wish.)

- ☠ The coming of the Primaris has caused you to doubt yourself.
- ☠ You have been entrusted with a secret mission by your commander — determine if Varonius himself can be trusted.
- ☠ Though not yet of rank to do so, you have observed one of the secret rituals of the Absolvers, and learned one of the guarded secrets of your Chapter.

OBJECTIVES

(Choose one for this adventure.)

- ☞ Swear a vow worthy of an Absolver, and fulfil it.
- ☞ By your example and advice, lead a mortal warrior to victory.
- ☞ Succeed in combat without spending a single round of precious ammunition.

MARIUS

SPACE MARINE SCOUT

ATTRIBUTES							
	S	T	A	I	WIL	INT	FEL
RATING	4	4	4	4	3	3	1
CONVICTION	3	SIZE AVG.		RESOLVE	2	SPEED 6	

SKILLS					
ATHLETICS	S	7	MEDICAE	INT	3
AWARENESS	INT	6	PERSUASION	FEL	1
BALLISTIC SKILL	A	7	PILOT	A	4
CUNNING	FEL	1	PSYCHIC MASTERY	WIL	-
DECEPTION	FEL	1	SCHOLAR	INT	3
INSIGHT	FEL	1	STEALTH	A	7
INTIMIDATION	WIL	3	SURVIVAL	WIL	3
INVESTIGATION	INT	3	TECH	INT	3
LEADERSHIP	WIL	3	WEAPON SKILL	I	7

WRATH	
2	

SURVIVAL			
DEFENCE	RESILIENCE		
3 = 1-1	BASE +	ARMOUR =	TOTAL
	4	4	9

WOUNDS		SHOCK	
MAX 9		MAX	7
		DETERMINATION 4	

MUTATIONS		CORRUPTION		LEVEL
				1
				2
				3
				4
				5

TALENTS & ABILITIES	
DIE HARD	USE THE TERRAIN

WARGEAR									
WEAPONS	DICE POOL	DAMAGE	ED	AP	SALVO	RANGE			TRAITS
BOLTPISTOL	7	10	1	-	1	6	12	18	BRUTAL, PISTOL
CHAINSWORD	7	9	4	-	-	-	-	-	BRUTAL, PARRY
ASTARTES SNIPER RIFLE	7	10	1	-	-	18	36	54	SNIPER 2, SILENT
ASTARTES COMBAT KNIFE	7	7	2	-1	-	-	-	-	RELIABLE

[illegible]

THE ADEPTUS ASTARTES

A genetically enhanced brotherhood of transhumans, the Adeptus Astartes are living weapons, the greatest warriors of the Imperium. The Emperor Himself created the first Space Marines, and little has changed of His design over the past ten millennia. Taller, stronger, faster, and more resilient than any unaltered Human.

The process of transitioning from mortal man to Adeptus Astartes is arduous, and only the most determined survive. They perpetually train for battle, even before earning the genetic enhancements that make them tireless, statuesque figures. Those that live through the fiercely competitive Aspirant trials are rewarded with nineteen unique implants that mold their flesh into that of more efficient weapon — one able to fight harder for longer in environments no mortal human could endure for long. Prospective Astartes undergo the most rigorous psycho-indoctrination and spiritual conditioning the Imperium can impose, eliminating cowardice and temptation, ensuring the tragedy of the Horus Heresy is never repeated.

ABILITIES AND TALENTS:

Die Hard

Effect: You're hard to kill. When you suffer more Wounds than your Maximum Wounds, you are not Dying. Roll once on the Memorable Injuries table and heal 1 Wound. You may not use this Talent again until you complete a Regroup.

Use the Terrain

Effect: You gain +1 to any Stealth (A) Test when there is some form of terrain to hide behind.

Killer Instinct

Effect: Aggression and fury fuelled your Aspirant trials. You overcame every challenger with bloody-minded savagery, impressing your betters. You gain +1 Max Wounds

EQUIPMENT NOTES

Cameleoline Cloak: +1 bonus die to Stealth (A) Tests and +1 to Defence when in shadow or cover.