

# DARK HERESY

## THE RADICAL'S HANDBOOK



ROLEPLAYING IN THE GRIM  
DARKNESS OF THE 4<sup>TH</sup> MILLENNIUM

# CREDITS

## LEAD DEVELOPER

Ross Watson

## WRITING

John French and Alan Bligh

## ADDITIONAL WRITING

Andy Hoare, Andrew Kenrick, Reason, Sean Schoonmaker, Andy Smillie, Sam Stewart, and Michael Surbrook

## EDITING

Patrick Rollins

## DARK HERESY DESIGNED BY

Owen Barnes, Kate Flack, and Mike Mason

## GRAPHIC DESIGN

Kevin Childress, Mark Raynor  
& Rory McCormack

## COVER ART

Clint Langley

## INTERIOR ART

Matt Bradbury, Dave Gallagher, Mikko Granlund, David Griffith, Imaginary Friends Studios, Nikolaus Ingeneri, Igor Kieryluk, Karl Kopinski, Clint Langley, Hector Ortiz, Brad Rigney, Marissa Rivera, Adrian Smith, Mark Smith, Theo Stylianides, Kev Walker, Liu Yang, and Anselm Zielonka

## ART DIRECTION

Zoë Robinson

## PRODUCTION MANAGER

Gabe Laulunen

## MANAGING DEVELOPER

Michael Hurley

## PUBLISHER

Christian T. Petersen

## GAMES WORKSHOP

## LICENSING MANAGER

Owen Rees

## LICENSING & ACQUIRED RIGHTS MANAGER

Erik Mogensen

## INTELLECTUAL PROPERTY MANAGER

Alan Merrett

## HEAD OF LEGAL & LICENSING

Andy Jones

## SPECIAL THANKS

"All Records Expunged" Sean Schoonmaker with Cliff Drozda, Nate Grover, Andrew McDonnell, Eric Ullman, "Bring The Noise" James Savage with Davie Gallacher, Thomas S. Ryan, Stewart Strong, "No Guts No Glory" Sean Connor with Mathieu Booth, Steven Cook, Les Hedges, Nick Hodge, Chris Pitson, Stephen Pitson, "Sons of a Rogue Trader" Robin Everett-McGuirl with Alex Athanas, Christopher Brandmeier, Peter Marotta, Matthew Robenhymer, Isaac Xavier-Santos



Cubicle 7 Entertainment  
Ltd, Unit 6, Block 3, City  
North Business Campus,  
Gormanston,  
Co. Meath. K32 DP60,  
Ireland.

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# INTRODUCTION

Agents of the Inquisition must go to great lengths to defend the Imperium from the many foes that threaten it. Over time, it becomes easier and easier for an Acolyte to justify using questionable means to accomplish the daunting tasks before him. Eventually, that road leads either to outright heresy—or the path of the Radical. Radicals are those agents of the Golden Throne who turn to methods, tools, and ideologies forbidden by the Imperial creed, choosing instead to turn the darkness against itself. This proves to be a slippery slope indeed, and thus Radicals tread where many others fear to follow, imperiling their very souls in the quest to find salvation for a million worlds.

## WHAT'S IN THIS BOOK?

The Radical's Handbook is a sourcebook for both Game Masters and players, containing a broad range of new player character options, including new origins, alternate career ranks, and other interesting ways to expand the available choices. The focus of this book is the Radical's path, where salvation demands sacrifice; and often, the first thing an Acolyte gives up is his conviction in the Imperial creed.

Weapons from bizarre alien species, items crafted using the daemonic power of the warp, and heretical teachings all lie between these covers. You have been warned! Only the bold should continue, for the path of the Radical leads deeper into the darkness...all the better to fight against it, of course.

## CHAPTER I: DARKNESS VISIBLE

In Chapter I, mysteries and discord within the heart of the Inquisition are revealed in these fragments relating to the missions of a deadly assassin in the service of a Radical Inquisitor.

## CHAPTER II: FALLING FROM GRACE

Chapter II begins with how Radicals are made; some begin pure and turn to the Radical's path, whilst others were certain of their twisted ideals from the start. The later sections of this chapter provides players of DARK HERESY with radical origins, background packages, alternate career ranks and elite advances.

## CHAPTER III: FACTIONS

Chapter III includes several different groups of Radicals, including many native to the Calixis Sector; each has their own preferred methodology.

## CHAPTER IV: THE SHADOW WAR

Chapter IV focuses on the tools and methodologies used by those who fight their battles in secret using subtle methods and the resources of the unclean.

## CHAPTER V: THE DARK ARTS

Chapter V discusses sorcery and the lure of daemon weapons, powerful resources to the Radical who is willing to risk his soul to take advantage of them. It also delves into the mysteries of dark technology that radicals may seek to wield.

## CHAPTER VI: THE LURE OF THE ALIEN

Chapter VI showcases the advanced technologies and strange outlooks of alien species. Radicals often resort to such allies in defiance of the Imperial creed.

## CHAPTER VII: THE RADICAL CAMPAIGN

Chapter VII provides a framework that a Game Master can use to bring Radicals and Radicalism to centre stage in his campaign, and how to begin a campaign with Radical characters or serving a Radical Inquisitor.

## CHAPTER VIII: CALIXIAN RADICALS

Chapter VIII centres around the profiles of some of the most dangerous and infamous individuals in the Calixis Sector, Radicals for whom there is no going back.

