

BLADES OF THE INQUISITION

CHARACTER CREATION follows the normal steps, except for:

- ♦ **Step 3:** Instead of choosing a background, roll a random *imperial divination*. When you assign action dots, one of them should reflect your interpretation of such divination.
- ♦ **Step 7:** Instead of a vice, choose a *corruption*. This is an aspect of your person that is unfit for imperial society, and that could get you in trouble one day.

D6	D6	DIVINATION
1-3	1	Do not ask why you serve. Only ask how.
1-3	2	Trust in your fear.
1-3	3	The wise man learns from the deaths of others.
1-3	4	A suspicious mind is a healthy mind.
1-3	5	Men must die so that Man endures.
1-3	6	Die if you must, but not with your spirit broken.
4-6	1	A mind without purpose will wander in dark places.
4-6	2	Truth is subjective.
4-6	3	Innocence is an illusion.
4-6	4	Only the insane have strength enough to prosper. Only those who prosper may judge what is sane.
4-6	5	Even a man who has nothing can still offer his life.
4-6	6	Only in death does duty end.

CREW CREATION follows the normal steps, except for:

- ♦ **Step 1:** Your crew type is always **Acolytes**. You start at **Tier 0**, with **weak hold** and **0 reputation**. You start with no **salary** (you will not be able to influence the starting positive and negative status with other factions), but with **one basic boon** (dark grey).
- ♦ **Step 2:** Instead of a lair, choose a *base of operations*.
- ♦ **Step 3:** Instead of hunting grounds, choose a *favoured operation*.
- ♦ **Step 5:** If you create cohorts, they can be *adepts, combatants, infiltrators* or *preachers*.

SPECIAL ITEMS you might need to know about:

- ♦ **Auspex:** A device that can sense radiations, life signs, emissions and nearby movements.
- ♦ **Bottle of Strong Amasec:** Fine quality distilled liquor. Quite intoxicating.
- ♦ **Chameleoline Cloak:** +1 effect when sneaking or hiding.
- ♦ **Combat Drug Injector:** Same as the Cutter's Rage Essence Vial.
- ♦ **Combi-tool:** Versatile foldable tools used for repairing or sabotaging.
- ♦ **Dataslate:** A tablet computer, used for storing and visualizing information.
- ♦ **Diagnostor:** Used for medical examination. Can identify any illness or toxin.
- ♦ **Force Weapon:** When wielded by a psyker, this gains potency against targets.
- ♦ **Glow-globe / Stabligh:** A fist-sized sphere emitting light / a torch.
- ♦ **Lascutter:** A very cumbersome tool that can cut through almost anything.
- ♦ **Lho-sticks:** Similar to cigarettes and mildly narcotic.
- ♦ **Magnoculars:** Advanced digital binoculars.
- ♦ **Multikey:** A device capable of opening most Imperial locks.
- ♦ **Preysense Goggles:** Reveal thermal images of otherwise hidden targets.
- ♦ **Shock Maul:** A melee weapon designed to incapacitate through electric shock.

WAR When at war with criminals or heretics, gain **+1 rep** per operation against them. When at war with authorities, traders, merchants or nobles, lose **1 hold** (might knock you down one Tier), get only **1 free downtime action**, and take **+1 suspicion** per operation.

DOWNTIME works as follows:

1. **Payoff.** The team receives **reputation** and **salary**.
2. **Suspicion.** The team might accumulate suspicion from their inquisitor master.
3. **Entanglements.** The team faces trouble from other factions or the environment.
4. **Downtime Activities.**

REPUTATION is earned by completing operations. Whenever you complete an operation, you gain **reputation** equal to the target's Tier.

SALARY is earned by completing operations. Whenever you complete an operation, each acolyte earns **salary** depending on how dangerous the job was:

- ♦ **Normal:** **1 salary.** Investigating an unusual crime, capturing a mutant.
- ♦ **Hard:** **2 salary.** Infiltrating a genestealer cult, fighting a psyker.
- ♦ **Heroic:** **3 salary.** Slaying a powerful daemon, foiling a planetary revolt.

SUSPICION reflects the scrutiny of the inquisitor you serve (they are distant, but always watching) and the general perception of your actions by the other factions.

- ♦ **A flawless operation:** +0 **suspicion**.
- ♦ **Collateral damage, civilian casualties, slightly unorthodox choices:** +1 **suspicion**.
- ♦ **Severe damage, mayhem, acting against members of High Society:** +2 **suspicion**.
- ♦ **Acting against Imperial authorities:** +3 **suspicion**.
- ♦ **Mercy towards enemies of the Faith, heretical thought:** +4 **suspicion** or more.

ENTANGLEMENTS are determined by rolling your Tier (the more influential you are, the more people will want to see you bite the dust) and finding the column that matches your team's current **suspicion**. *If your Tier is zero, roll two dice and keep the lowest result.*

SUSPICION 0-3	SUSPICION 4-5	SUSPICION 6+
1-3: Unruly Cohort or Spreading Unrest	1-3: Unruly Cohort or Questioning	1-3: Flipped or Questioning
4-5: Rivals or Vengeance	4-5: Spreading Unrest or Vengeance	4-5: Nemesis or Accusations
6: Cooperation	6: Accusations	6: Power Play

- ♦ **Accusations:** Someone influential persuades your master that your performance is less than adequate. You may: admit your failures (lose **1 boon** of your choice) / retort with accusations of your own (take **suspicion** equal to their Tier) / sacrifice all **reputation** and **salary** from the next operation in order to prove your virtue.
- ♦ **Cooperation:** A +3 status faction asks you for a favor. You may: agree / lose **rep** equal to that faction's Tier / lose **1 status** with them. If you have no +3 factions, no entanglement.
- ♦ **Flipped:** One of the PC's rivals arranges for one of your contacts to no longer trust you.
- ♦ **Nemesis:** One of the most dangerous factions that you have opposed in the sector decides to crush you once and for all. You may: go to war against them / spend **reputation** or **salary** equal to their Tier +2 in order to have someone else deal with them.
- ♦ **Power Play:** One of the highest authorities in the sector manages to turn everybody against you. *How did they discredit you? And what's their goal?* You are their plaything; you may: buy their mercy with **salary** equal to your Tier +4 / face them (sacrifice all your **reputation** and **3 boons**) / accept your judgement and be disbanded.
- ♦ **Questioning:** Your master interrogates one of your contacts in order to know more about your conduct. *Who do they think knows more about you?* Make a **fortune roll** to see if they reveal something about your **corruptions** (1-3: +2 **suspicion**; 4-5: +1 **suspicion**; 6: **none**) or buy their silence with **salary** equal to your Tier +2.
- ♦ **Rivals:** A neutral faction suddenly starts getting in your way whenever possible. You may: ignore them (lose **rep** or **coin** equal to their Tier) / face them (lose **1 status** with them).
- ♦ **Spreading Unrest:** Rebellion and dissent are spreading across the sector, turning the populace against you. You may: ignore them (take **suspicion** equal to your Tier +1) / spend **reputation** equal to your Tier +1 to have the authority deal with them / personally take action against them.
- ♦ **Unruly Cohort:** One of your cohorts causes trouble due to their flaw(s). You may: publicly apologize (lose **rep** equal to your Tier +1) / make an example of one of them / face reprisal from the wronged party.
- ♦ **Vengeance:** An NPC (from a previous operation or from a PC's past) is seeking to hurt or hinder you. Hire someone to deal with this, or do it personally.

DOWNTIME ACTIVITIES follow the normal rules, with each additional activity costing you **1 reputation** or **1 salary**. You can increase the result levels by spending **salary**.

The activity **reduce heat** becomes **reduce suspicion**, but works the same way. The activity **indulge vice**, is replaced by **indulge corruption**. They work the same way, but the consequences for overindulging are chosen from this list:

- ♦ **Attract Trouble:** Select or roll an additional **entanglement**.
- ♦ **Guilt:** You know your weakness got the best of you. You seek atonement through prayer or flagellation. You may: skip the next operation (play a different character) / suffer level 1 harm "purged flesh".
- ♦ **Rumors:** People talk about your unwholesome activities. Take **+2 suspicion**.

ACTION RATINGS are the same, except for:

- ♦ **Drive:** Roll this to drive vehicles and transports, or handle artillery weapons.

- ♦ **Skulk:** This action incorporates both **Finesse** and **Prowl**.

♦ **Warp:** Roll this to channel and manipulate the energies of the Warp. This is a regular action roll, with complications and harm usually coming from supernatural forces or psychic phenomena. However, if **all** the dice you rolled show the same number, the GM chooses one of the following options:

- ♦ You take +1 **suspicion**.
- ♦ You suffer level 1 harm.
- ♦ Your **Warp** rolls have reduced effect until you get a 6 or a critical on a **Warp** roll.

This penalty can be resisted through a **Resolve** roll (or the *Warp Control* special ability).

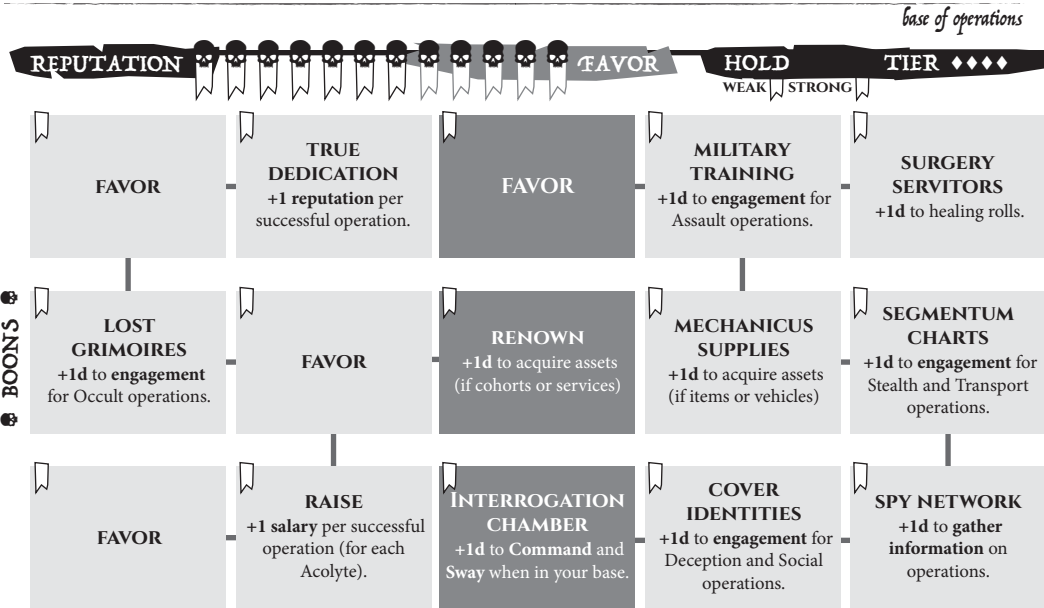
Note: This is why you should not use **Warp** unless you have two or more action dots in it. Seriously, it's going to be a mess.

OPERATION IDEAS Roll on the table (or pick one) if you need inspiration.

1	A group of genestealer cultists is hiding within an asteroid mining network.
2	Smugglers are trafficking psy-resonating artifacts. <i>Where do they come from?</i>
3	A ruthless surgeon is vat-growing xeno organs to "improve" patients.
4	Hive gangers have ceased their in-fighting, led by a heretical, rebellious figure.
5	Gruesome murders take place within a specific ward; all that is left of the victims is their skin, scorched from the inside. Everything else is... gone.
6	A disgraced noble accuses a powerful rival of consorting with the Ruinous Powers.
1	Rogue hereteks are assembling an artificial intelligence. It is slowly developing independent thought... and learning how to defend itself/evolve.
2	Convicts within a high security prison go berserk. They are eating the guards, other convicts, and chunks of their own flesh. <i>Oh, the sweet painful hunger!</i>
3	A noble is hosting decadent parties. Anyone who participates finds themselves addicted to the strange pleasures.
4	Rumor has it a bizarre stellar phenomenon will herald the "New Truth".
5	Everyone within a certain facility (building, prison, factory...) vanishes without trace. <i>Where did they go? Was this their intention, or were they kidnapped?</i>
6	A distress signal from a frontier outpost plagued by a pandemic. The locals refuse treatment and seem to be converging towards a ruin of ages past.
1	A salvage team recovers a massive strange relic from within the wreckage of a space hulk. Its very presence appears to be messing with people's minds.
2	A group of fanatical terrorists is attacking Imperial facilities and assassinating members of high society. <i>Who are they actually working for?</i>
3	A member of your master's retinue, thought to be dead, is now back. <i>Fishy.</i>
4	A new drug is spreading throughout the sector. Its effects are almost... unnatural.
5	Several forbidden books have been stolen from the Ministorum archives. Given the level of security, this might very well have been an inside job.
6	Belligerent Chaos cultists besieged a remote Sororitas fortress. You are sent to aid.

BLADES OF THE INQUISITION

inquisitor



You can increase your Tier only if your suspicion is 3 or lower.

If your suspicion reaches 9, you lose a boon of your choice (you can later obtain it again as normal) and must face your inquisitor's wrath:

- If your hold is strong, it becomes weak.
- If your hold is weak, reduce Tier by 1. If Tier is already 0, you are disbanded and condemned as traitors to the Imperial Creed.

ACOLYTES

Agents of Imperial Justice, serving under a powerful and influential Inquisitor

SPECIAL ABILITIES

- **INQUISITORIAL AGENTS:** Each PC may add +1 action rating to **Command**, **Hunt**, or **Skirmish** (up to a max rating of 3).
- **EMPEROR PROTECTS:** When you use Assault or Occult plans against a higher **Tier** target, your **Tier** counts as +1.
- **ENEMIES WITHIN:** Your cohorts have been trained to fight the enemy hidden within Imperial society. They gain +1d to rolls against heretics, rebels and mutants.
- **ENEMIES WITHOUT:** Your cohorts have been trained to fight xenos and purge the unholy spawn of Chaos. They gain +1d to rolls against aliens and daemons.
- **FAITHFUL:** Permanently fill in 1 favor on the **reputation** tracker.
- **FORGED BY HORROR:** Each PC has been toughened by terrifying experience. You get +1d to **resistance** rolls.
- **FRIENDS IN HIGH PLACES:** You have many contacts within the highest strata of society. Take -1 **suspicion** during downtime and +1d to **gather information** about members of the social elite.
- **IMMACULATE:** When you end **downtime** with zero suspicion, increase your **reputation** by 1.
- **IMPERIAL REQUISITION:** During **downtime**, you may spend **reputation** as if it were **salary**.

TEAM XP

At the end of each session, for each item below, mark 1 xp (or instead mark 2 xp if that item occurred multiple times).

- ♦ *Successfully complete an operation.*
- ♦ *Contend with challenges above your current station.*
- ♦ *Bolster your crew's reputation.*
- ♦ *Express the goals, drives, inner conflict, or essential nature of the team.*

TRUSTED ALLIES

- ▷ Loke, a brilliant techpriest artisan
- ▷ Scythia, a master chirurgeon
- ▷ Merovin, a PDF commander
- ▷ Conferia, a Noble House matriarch
- ▷ Teveret, a renowned scholar
- ▷ Magdala, an information broker

UPGRADES

- Acolyte Rigging (2 free load of weapons or armor; comm-beads)
- Elite Adepts
- Elite Combatants
- Elite Infiltrators
- Elite Preachers
- Determination (+1 stress box)

Favored Operations: Battle ♦ Infiltration ♦ Social ♦ Terror

BOONS represent the many advantages your inquisitor can grant you. They can be gained the same way as special abilities, by filling your team xp tracker. You can obtain a boon **only** if it is connected to a boon you already have, or if it is a basic boon (darker grey).

FAVOR is marked on your **rep** track. It reduces the **rep** cost to develop your team.

REPUTATION When you successfully complete an operation, gain **rep** equal to the target's Tier.

TIER can be increased if your hold is strong and you have filled your **rep** tracker (no other cost). When you increase your Tier, reset **rep** to zero (but keep **favor**) and set your hold to weak.

COHORT WEAK | IMPAIRED | BROKEN | ARMOR **QUALITY** ♦♦♦♦

COHORT WEAK | IMPAIRED | BROKEN | ARMOR **QUALITY** ♦♦♦♦

COHORT WEAK | IMPAIRED | BROKEN | ARMOR **QUALITY** ♦♦♦♦

COHORT WEAK | IMPAIRED | BROKEN | ARMOR **QUALITY** ♦♦♦♦

BASE	QUALITY
<input checked="" type="checkbox"/> Cell	<input type="checkbox"/> Documents
<input type="checkbox"/> Hidden	<input type="checkbox"/> Gear & Kits
<input type="checkbox"/> Laboratory	<input type="checkbox"/> Combi-Tools & Multikeys
<input type="checkbox"/> Quarters	<input type="checkbox"/> Weapons
<input type="checkbox"/> Secure	<input type="checkbox"/> Other _____
<input type="checkbox"/> Servitors	<input type="checkbox"/> Other _____
<input type="checkbox"/> Transport	<input type="checkbox"/> Other _____

TRAINING	COHORTS
<input type="checkbox"/> Insight	Upgrade Costs
<input type="checkbox"/> Prowess	New Cohort: 2
<input checked="" type="checkbox"/> Resolve	Add Type: 2
<input type="checkbox"/> Personal	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mastery	

BLADES OF THE INQUISITION

inquisitor

acolyte's name

alias

acolyte's look

acolyte's heritage: Feral World ♦ Forge World ♦ Highborn
Hive World ♦ Shrine World ♦ Voidborn

imperial divination

corruption: Crime ♦ Decadence ♦ Dissent ♦ Forbidden Knowledge ♦ Greed ♦ Heresy ♦ Mutation ♦ Pleasure

STRESS		TRAUMA	
		Cold ♦ Haunted ♦ Obsessed ♦ Paranoid Reckless ♦ Soft ♦ Unstable ♦ Vicious	
HARM		HEALING	
3		NEED HELP	
2		-1D	
1		LESS EFFECT	
		ARMOR USES	
		ARMOR	<input type="checkbox"/>
		HEAVY	<input type="checkbox"/>
		SPECIAL	<input type="checkbox"/>

notes & portrait

ADEPT

*A true master of lore,
possessing vast knowledge
of many subjects*

☠ SPECIAL ABILITIES ☠

- **ENCYCLOPEDIA KNOWLEDGE:** Whenever you encounter a new creature or visit a new place, you can ask the GM to tell you one useful fact about it.
- **CAREFUL PLANNING:** During **downtime**, you may give yourself or another team member +1 downtime action.
- **CHIRURGEON:** You can **Tinker** with bones, blood, and bodily humours to treat wounds, or stabilize the dying. You may **Study** a malady or corpse. Everyone in your team (including you) gets +1d to their healing treatment rolls.
- **COORDINATED EFFORT:** Choose one of your action ratings. When you lead a **group action** using that action, you can suffer only 1 stress at most regardless of the number of failed rolls.
- **INSIGHTFUL:** You may expend your **special armor** to protect a teammate, or to **push yourself** when you gather information or work on a long-term project.
- **LOREMASTER:** Two times per operation you can **assist** a teammate without paying stress. Tell us how you applied your extensive knowledge to the situation.
- **PERFECT MEMORY:** Through eidetic memory or the use of a memorance implant, you perfectly recall everything you have seen in the past. You may **Study** or **Survey** these memories as if you were actually reliving them.
- **RESEARCHER:** You gain +1d to **Study** when you **gather information** on a target for an operation. You get +1d to the **engagement roll** for that operation.
- **VETERAN:** Choose a special ability from another source.

CONNECTIONS

- △▽ Balfarius, a surgeon
- △▽ Nyla, a Schola Progenium student
- △▽ Rufus, a lexographer
- △▽ Talcir, an eccentric nobleman
- △▽ Firenne, an antiquarian

ITEMS

- Auto Quill and Parchment Sheets
- Diagnostor
- Fine Clothing
- Servo-skull (cohort; expert: scribe)*
- Fine Calligraphy Kit
- Concealed Laspistol*

LOAD

◆3 light ◆5 normal ◆6+ heavy

- One or Two Melee Weapons
- A Laspistol or Autopistol
- A 2nd Laspistol or Autopistol
- A Large Weapon
- An Unusual Weapon
- Armor +Heavy
- Auspex
- Climbing Gear
- Combi-Tool
- Dataslate
- Demolition Kit
- Disguise Kit
- Glow-globe or Stabligh
- Multikey

XP

- ♦ *Everytime you roll a desperate action, mark xp in that action's attribute.*
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ♦ *You addressed a challenge with knowledge or expertise.*
- ♦ *You expressed your beliefs, drive, heritage, or faith in the Emperor.*
- ♦ *You struggled with issues from your corruption or traumas during the session.*

TEAMWORK

- Assist a teammate
- Lead a **group action**
- Protect a teammate
- Set up a teammate

PLANNING & LOAD

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

- | | |
|--|------------------------------------|
| Assault: <i>Point of attack</i> | Occult: <i>Arcane power</i> |
| Deception: <i>Method</i> | Social: <i>Connection</i> |
| Stealth: <i>Entry point</i> | Transport: <i>Route</i> |

GATHER INFORMATION

- ♦ *Where can I learn more about [X]?*
- ♦ *What should I be wary of?*
- ♦ *What are they looking for?*
- ♦ *What do they intend to do?*
- ♦ *How can I get them to [X]?*
- ♦ *Are they telling the truth?*
- ♦ *What's really going on here?*

SALARY □□□□□□□□□□□□

Each acolyte earns 1 to 3 **Salary** for every successful operation (caps at 12).

LIFESTYLE equals your current **Salary** divided by 3, rounded up (from 0 to 4).

PLAYBOOK

INSIGHT

- ◆◆◆ HUNT
- ◆◆◆ STUDY
- ◆◆◆ SURVEY
- ◆◆◆ TINKER

PROWESS

- ◆◆◆ DRIVE
- ◆◆◆ SKIRMISH
- ◆◆◆ SKULK
- ◆◆◆ WRECK

RESOLVE

- ◆◆◆ COMMAND
- ◆◆◆ CONSORT
- ◆◆◆ SWAY
- ◆◆◆ WARP

BONUS DIE

+ PUSH YOURSELF (take 2 stress) - OR - accept a **DAEMON'S BARGAIN**.

BLADES OF THE INQUISITION

inquisitor

acolyte's name

alias

acolyte's look

acolyte's heritage: Feral World ♦ Forge World ♦ Highborn
Hive World ♦ Shrine World ♦ Voidborn

imperial divination

corruption: Crime ♦ Decadence ♦ Dissent ♦ Forbidden Knowledge ♦ Greed ♦ Heresy ♦ Mutation ♦ Pleasure

STRESS		TRAUMA	
		Cold ♦ Haunted ♦ Obsessed ♦ Paranoid Reckless ♦ Soft ♦ Unstable ♦ Vicious	
HARM		HEALING	
3		NEED HELP	Project clock
2		-ID	ARMOR USES
1		LESS EFFECT	ARMOR <input type="checkbox"/> HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>

notes & portrait

PSYCHIC POWERS

You may channel your psychic abilities by rolling **Warp**. This is a regular action roll, with complications and harm usually coming from supernatural forces or psychic phenomena. However, if **all** the dice show the same number, the GM chooses one of the following:

- You take +1 suspicion.
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- Your **Warp** rolls have **reduced effect** until you get a 6 or a critical on a **Warp** roll.

This penalty can be resisted through a **Resolve** roll (or with **Warp Control**).

Note: This is why you should **not** use **Warp** unless you have two or more action dots in it. Seriously.

IMPERIAL PSYKER

An otherworldly individual, gifted with incredible powers but at terrible price

SPECIAL ABILITIES

- **WITCH-SIGHT:** You can **Warp** to read someone's emotions and "aura".
- **ARCANE LORE:** When you execute an occult plan, take +1d to the **engagement roll**. Take +1d when you **gather information** about the supernatural.
- **BIOMANCY:** You can **Warp** to do one of the following: *perform a superhuman feat of strength or agility—channel energy to harm or enfeeble enemies—channel energy to heal an ally.*
- **DIVINATION:** You can **Warp** to do one of the following: *use your precognition to aid your allies or hinder your enemy—peer into an object's past—see and hear as if you were somewhere else, for a brief moment.*
- **PYROMANCY:** You can **Warp** to do one of the following: *shroud your foes in searing flames—create a towering wall of fire—unleash a blinding flash of light.*
- **TELEKINESIS:** You can **Warp** to do one of the following: *move items with your mind—hurl force projectiles at an enemy—create a force barrier.*
- **TELEPATHY:** You can **Warp** to do one of the following: *influence a target's emotions—cause the enemy to forget about your presence—send or receive thoughts.*
- **WARP CONTROL:** You may expend your **special armor** to resist a supernatural consequence, or to **push yourself** when you deal with supernatural forces.
- **VETERAN:** Choose a special ability from another source.

Underlined special abilities are unique to this class and cannot be chosen through Veteran. During character creation, you automatically gain Witch-Sight (in addition to an ability of your choice).

CONNECTIONS

- △▽ Tydera, a navigator
- △▽ Horst, a sanction warden
- △▽ Demetria, a witchfinder
- △▽ Jaspar, an astropath
- △▽ Berenit, a confessor

ITEMS

- Fine Laspistol or Autopistol
- Force Weapon
- Fine Clothing or Robes
- Cherub (cohort; expert: spy)
- Psy Focus
- Imperial Purity Seal

LOAD

◆3 light ◆5 normal ◆6+ heavy

- One or Two Melee Weapons
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- A 2nd Laspistol or Autopistol
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inquisitor

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HARM		HEALING Project clock	
3		NEED HELP	
2		-1D	
1		LESS EFFECT	
		ARMOR USES ARMOR <input type="checkbox"/> HEAVY <input type="checkbox"/> SPECIAL <input type="checkbox"/>	

notes & portrait

SCUM

A criminal and an outcast,
hailing from the lowest strata
of imperial society

SPECIAL ABILITIES

- **IMPROVISATION:** Take 2 stress to roll your best action rating while performing a different action. Say how you adapt your skill to this use.
- **DESPICABLE:** When you indulge your corruption, you may roll your lowest attribute rating twice and take the highest roll. Ignoring your corruption now causes you stress equal to your **trauma** +1.
- **DIRTY TRICK:** When you use a disguise or other form of covert misdirection, you get +1d to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative in the situation.
- **SCOUNDREL:** When you **push yourself**, choose one of the following additional benefits: *your enemies lose sight of you for a brief moment—people listening to you think you are being completely honest.*
- **STREETWISE:** You gain +1d to **Consort** when you **gather information** on a target for an operation. You get +1d to the **engagement roll** for that operation.
- **THIEF:** You may spend a **downtime action** to earn 1 salary.
- **THRILL-SEEKER:** When you roll a desperate action, you get +1d to your roll if you also take -1d to any resistance rolls against consequences from your action.
- **YOU'VE GOT THE WRONG GUY:** You may expend your **special armor** to resist a consequence from suspicion or persuasion, or to **push yourself** for subterfuge.
- **VETERAN:** Choose a special ability from another source.

CONNECTIONS

- △▽ Trix, a money-lender
- △▽ Jenqin, an assassin
- △▽ Florenza, an arbitrator
- △▽ Echo, an obscure dealer
- △▽ Rat, a street thug

ITEMS

- Fine Autopistol or Laspistol
- Concealed Melee Weapon
- Fine Gambling Set
- Bottle of Strong Amasec
- Lho-Sticks
- Fine Multikey

LOAD

◇3 light ◇5 normal ◇6+ heavy

- One or Two Melee Weapons
- A Laspistol or Autopistol
- A 2nd Laspistol or Autopistol
- A Large Weapon
- An Unusual Weapon
- Armor +Heavy
- Auspex
- Climbing Gear
- Combi-Tool
- Dataslate
- Demolition Kit
- Disguise Kit
- Glow-globe or Stabligh
- Multikey

XP

- ♦ *Everytime you roll a desperate action, mark xp in that action's attribute.*
- At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.
- ♦ *You addressed a challenge with deception or stealth.*
- ♦ *You expressed your beliefs, drive, heritage, or faith in the Emperor.*
- ♦ *You struggled with issues from your corruption or traumas during the session.*

TEAMWORK

- Assist a teammate
- Lead a **group action**
- Protect a teammate
- Set up a teammate

PLANNING & LOAD

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

- | | |
|---------------------------------|-----------------------------|
| Assault: Point of attack | Occult: Arcane power |
| Deception: Method | Social: Connection |
| Stealth: Entry point | Transport: Route |

GATHER INFORMATION

- ♦ *How can I hurt them?*
- ♦ *How can I get there undetected?*
- ♦ *What do they really want?*
- ♦ *What do they intend to do?*
- ♦ *How can I get them to [X]?*
- ♦ *Who's in charge here?*
- ♦ *What's really going on here?*

SALARY

Each acolyte earns 1 to 3 **Salary** for every successful operation (caps at 12).

LIFESTYLE equals your current **Salary** divided by 3, rounded up (from 0 to 4).

PLAYBOOK

INSIGHT

- ◆◆◆◆ HUNT
- ◆◆◆◆ STUDY
- ◆◆◆◆ SURVEY
- ◆◆◆◆ TINKER

PROWESS

- ◆◆◆◆ DRIVE
- ◆◆◆◆ SKIRMISH
- ◆◆◆◆ SKULK
- ◆◆◆◆ WRECK

RESOLVE

- ◆◆◆◆ COMMAND
- ◆◆◆◆ CONSORT
- ◆◆◆◆ SWAY
- ◆◆◆◆ WARP

BONUS DIE

+ PUSH YOURSELF (take 2 stress) - OR - accept a **DAEMON'S BARGAIN.**

BLADES OF THE INQUISITION

inquisitor

acolyte's name

alias

acolyte's look

acolyte's heritage: Feral World ♦ Forge World ♦ Highborn
Hive World ♦ Shrine World ♦ Voidborn

imperial divination

corruption: Crime ♦ Decadence ♦ Dissent ♦ Forbidden Knowledge ♦ Greed ♦ Heresy ♦ Mutation ♦ Pleasure

STRESS		TRAUMA	
		Cold ♦ Haunted ♦ Obsessed ♦ Paranoid Reckless ♦ Soft ♦ Unstable ♦ Vicious	
HARM		HEALING	
3		NEED HELP	Project clock
2		-1D	
1		LESS EFFECT	
		ARMOR USES	
		ARMOR	<input type="checkbox"/>
		HEAVY	<input type="checkbox"/>
		SPECIAL	<input type="checkbox"/>

notes & portrait

MECHADENDRITES

Slots - Slots -

When you use a mechadendrite slot, mark an option below (each can be chosen only once). Your choices count for the current operation and reset whenever you choose your **load** limit again.

- BALLISTIC** (2 m)
Fitted with a fine laspistol.
- MANIPULATOR** (1.5 m)
Tipped with strong grabbing and crushing pincers.
- MEDICAE** (2 m)
Can be used to administer drugs and perform surgery.
- OPTICAL** (3 m)
Provides both telescopic and microscopic sight. It is fitted with an infra-red torch and a glow-globe.
- UTILITY** (2 m)
Can be used to safely **Tinker** or **Wreck** at a distance.

TECH-PRIEST

A worshiper of the Machine God and seeker of wondrous, lost technologies

SPECIAL ABILITIES

- ARTISAN:** When you **invent** or **craft** a mechanical creation, take +1d to your roll. You begin with one special design already known.
- ANALYST:** During **downtime**, you get **two ticks** to distribute among any long term project clocks that involve investigation or learning a new design plan for tools, vehicles and weapons.
- AUTOSANGUINE:** Your implants constantly repair minor injuries. Permanently fill in one of your healing clock segments. Take +1d to healing treatment rolls.
- ITEM COMPARTMENTS:** Your **items** can be easily stored within compartments that appear to be part of your very anatomy. You can now carry +2 load.
- MACHINE SPEAKER:** When you **Tinker** with something, the GM will tell you one useful fact about it, its creator, or whoever last used it.
- MORE MACHINE THAN MAN:** You may expend your **special armor** to resist a consequence of fatigue, weakness, or chemical and toxic effects, or to **push yourself** when working with technical skill.
- TRANSPORT ENGINEER:** When you go into conflict aboard a vehicle, you gain +1 **effect** for vehicle damage and speed, and the vehicle gains **1 armor**.
- SPARE PARTS:** You tend to hoard an unwieldy amount of bits and components. When you roll to **acquire an asset**, take +1d if it is an item or vehicle.
- VETERAN:** Choose a special ability from another source.

Underlined special abilities are unique to this class and cannot be chosen through Veteran.

CONNECTIONS

- △▽ Loe, a cybernetica datasmith
- △▽ Garadazev, a xenobiologist
- △▽ Jocasta, an asteroid miner
- △▽ Folter, a junkyard owner
- △▽ Nerva, a cargo pilot

ITEMS

- Fine Combi-Tool
- Fine Heavy Weapon
- Lascutter
- Servo-skull* (cohort; expert: artisan)
- Mechadendrite slots (2)
- Mechadendrite slots (2)

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- ◆◆◆ WARP

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GATHER INFORMATION

- ♦ *What is [X]'s function or role?*
- ♦ *What can I tinker with here?*
- ♦ *What might happen if I [X]?*
- ♦ *Where can I acquire [X]?*
- ♦ *Where are they vulnerable?*
- ♦ *What are they really looking for?*
- ♦ *What's really going on here?*