



CREDITS

DARK HERESY CHARACTER CREATION SUPPLEMENT

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As always, thanks to everyone at
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BIRTH IS THE BEGINNING OF SERVICE.

THY SERVICE BEGINS...

Welcome, Acolytes, to the DARK HERESY CHARACTER CREATION SUPPLEMENT! Here players can find a plethora of additional options to make their Acolytes even more unique, plus provide inspiration for building their character backgrounds and memorable histories. These are in no manner a required part of crafting a new Acolyte, but merely offer suggestions to aid in the process.

The Game Master can also use the tables on the following pages to aid in crafting the Acolytes' Inquisitor or other especially important Non-Player Characters the Acolytes will meet in their adventures across the Askellon Sector.

Provided below on this page are commonly referenced tables used in character creation, from pages 80–81 of the DARK HERESY Core Rulebook. Players should reference those pages for further details on advancing characteristics and skill, purchasing talents, and using aptitudes.

Characteristic Advances

MATCHING APTITUDES	SIMPLE	INTERMEDIATE	TRAINED	PROFICIENT	EXPERT
Two	100 xp	250 xp	500 xp	750 xp	1250 xp
One	250 xp	500 xp	750 xp	1,000 xp	1,500 xp
Zero	500 xp	750 xp	1,000 xp	1,500 xp	2,500 xp

Characteristic Aptitudes

CHARACTERISTIC	APTITUDE 1	APTITUDE 2
Weapon Skill	Weapon Skill	Offence
Ballistic Skill	Ballistic Skill	Finesse
Strength	Strength	Offence
Toughness	Toughness	Defence
Agility	Agility	Finesse
Intelligence	Intelligence	Knowledge
Perception	Perception	Fieldcraft
Willpower	Willpower	Psyker
Fellowship	Fellowship	Social



Skill Advances

MATCHING APTITUDES	KNOWN	TRAINED	EXPERIENCED	VETERAN
Two	100 xp	200 xp	300 xp	400 xp
One	200 xp	400 xp	600 xp	800 xp
Zero	300 xp	600 xp	900 xp	1,200 xp

Talent Advances

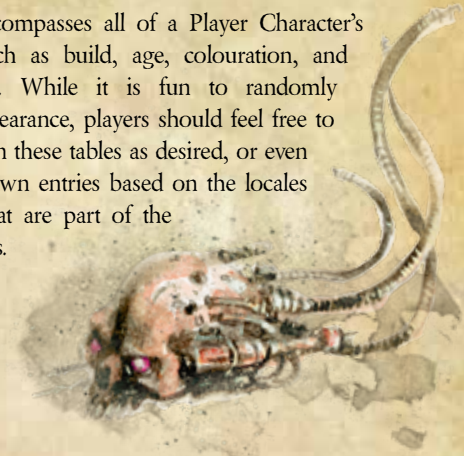
MATCHING APTITUDES	TIER ONE	TIER TWO	TIER THREE
Two	200 xp	300 xp	400 xp
One	300 xp	450 xp	600 xp
Zero	600 xp	900 xp	1,200 xp

FLESHING OUT AN ACOLYTE

The following is an assortment of additional tables players can use as part of the DARK HERESY character creation process, as described in Chapter II of the DARK HERESY Core Rulebook. These are in no way essential to the process, but are provided for players wishing additional inspiration to flesh out minor details for their Acolytes, such as appearance and minor physical peculiarities, special homeworld beliefs, and mementos from their lives before joining a warband in service to an Inquisitor. Players are encouraged to explore using these as launching points to create additional narrative for their characters' upbringing and prior service, such as lost loved ones, cherished childhood memories, pivotal encounters, and other events that helped shape them into the persons they are now.

APPEARANCE

Appearance encompasses all of a Player Character's outer traits, such as build, age, colouration, and physical quirks. While it is fun to randomly generate an appearance, players should feel free to alter any rolls on these tables as desired, or even make up new own entries based on the locales or situations that are part of the Acolyte's origins.



Build

d100 Roll	Description	Male	Female
FERAL WORLD			
01–20	Rangy	1.90m/65kg	1.80m/60kg
21–50	Lean	1.75m/60kg	1.65m/55kg
51–80	Muscular	1.85m/85kg	1.70m/70kg
81–90	Squat	1.65m/80kg	1.55/70kg
91–100	Strapping	2.10m/120kg	2m/100kg
HIGHBORN			
01–20	Slender	1.75m/65kg	1.65m/60kg
21–50	Svelte	1.85m/70kg	1.75m/65kg
51–80	Fit	1.75m/70kg	1.65m/60kg
81–90	Well-built	1.90m/90kg	1.80m/80kg
91–100	Powerful	1.80m/100kg	1.70m/90kg
SHRINE WORLD			
01–20	Diminished	1.60m/45kg	1.55m/40kg
21–50	Lessened	1.70m/55kg	1.60m/50kg
51–80	Faithful	1.75m/60kg	1.65m/55kg
81–90	Commended	1.90m/95kg	1.80m/70kg
91–100	Abundant	1.65m/85kg	1.55/75kg

Description	Male	Female
FORGE WORLD		
Minimal	1.70m/55kg	1.60m/50kg
Low Nominal	1.75m/65kg	1.65m/50kg
Optimal	1.80m/75kg	1.70/70kg
High Nominal	1.85m/85kg	1.70m/70kg
Maximal	1.90m/100kg	1./90kg
HIVE WORLD		
Runt	1.60m/45kg	1.55m/40kg
Scrawny	1.70m/55kg	1.60m/50kg
Wiry	1.75m/65kg	1.65m/55kg
Lanky	1.80m/65kg	1.70/60kg
Brawny	1.75m/80kg	1.65/75kg
VOIDBORN		
Skeletal	1.75m/55kg	1.70m/50kg
Stunted	1.65m/55kg	1.55m/45kg
Gaunt	1.80m/60kg	1.75m/60kg
Gangling	2m/80kg	1.85m/70kg
Spindly	2.10m/75kg	1.95m/70kg

Age

D100 ROLL	FERAL WORLD	FORGE WORLD	HIGHBORN	HIVE WORLD	SHRINE WORLD	VOIDBORN
01–10	Warrior (15+1d10)	Young (15+1d10)	Scion (20+1d10)	Nipper (15+1d10)	Novate (20+1d10)	Youth (15+1d10)
11–20	Warrior (15+1d10)	Young (15+1d10)	Scion (20+1d10)	Nipper (15+1d10)	Novate (20+1d10)	Youth (15+1d10)
21–30	Warrior (15+1d10)	Mature (25+1d10)	Scion (20+1d10)	Nipper (15+1d10)	Vital (25+1d10)	Youth (15+1d10)
31–40	Warrior (15+1d10)	Mature (25+1d10)	Scion (20+1d10)	Adult (25+1d10)	Vital (25+1d10)	Youth (15+1d10)
41–50	Warrior (15+1d10)	Mature (25+1d10)	Scion (20+1d10)	Adult (25+1d10)	Vital (25+1d10)	Mature (20+1d10)
51–60	Warrior (15+1d10)	Mature (25+1d10)	Prime (30+1d10)	Adult (25+1d10)	Vital (25+1d10)	Mature (20+1d10)
61–70	Warrior (15+1d10)	Mature (25+1d10)	Prime (30+1d10)	Adult (25+1d10)	Vital (25+1d10)	Mature (20+1d10)
71–80	Old One (25+1d10)	Mature (25+1d10)	Prime (30+1d10)	Adult (25+1d10)	Vital (25+1d10)	Methuselah (50+1d10)
81–90	Old One (25+1d10)	Venerated (45+1d10)	Authority (40+1d10)	Adult (25+1d10)	Elder (50+1d10)	Methuselah (50+1d10)
91–100	Old One (25+1d10)	Venerated (45+1d10)	Authority (40+1d10)	Old Timer (35+1d10)	Elder (50+1d10)	Methuselah (50+1d10)





Colouration

d100 Roll	Skin	Hair	Eyes	Skin	Hair	Eyes
FERAL WORLD				FORGE WORLD		
01–30	Dark	Red	Blue	Dark	Rust	Brown
31–50	Tan	Blond	Grey	Tan	Blond	Green
51–70	Fair	Brown	Brown	Fair	Brown	Blue
71–90	Ruddy	Black	Green	Ruddy	Black	Grey
91–100	Bronze	Grey	Yellow	Pale	None	Lenses (any)
HIGHBORN				HIVE WORLD		
01–30	Dark	Dyed (any)	Blue	Dark	Brown	Blue
31–50	Tan	Blond	Grey	Tan	Mousy	Grey
51–70	Fair	Brown	Brown	Fair	Dyed (any)	Brown
71–90	Ruddy	Black	Green	Ruddy	Grey	Green
91–100	Dyed (any)	Grey	Lenses (any)	Stained (any)	Black	Lenses (any)
SHRINE WORLD				VOIDBORN		
01–30	Dark	None	Amber	Porcelain	Red	Watery Blue
31–50	Tan	Blond	Brown	Fair	Blond	Grey
51–70	Fair	Black	Grey	Bluish	Copper	Black
71–90	Ruddy	Brown	Blue	Greyish	Black	Green
91–100	Freckled	Russet	Emerald	Milky	Auburn	Violet

Physical Quirks

D100 ROLL	FERAL WORLD	FORGE WORLD	HIGHBORN	HIVE WORLD	SHRINE WORLD	VOIDBORN
01–06	Hairy Knuckles	Radiation Scar	Missing Fingertip	Thin Lips	Heavy Brows	Long Toes
07–12	Joined Eyebrows	Large Head	Aquiline Nose	Grimy Skin	Long Nose	Fine Hair
13–18	Warpaint	Mechanicum Tattoo	Bright White Teeth	Painted Fingernails	Ministorum Tattoo	Long Fingers
19–24	Huge Hands	Crooked Nose	Duelling Scar	Rotten Teeth	Ridged Fingernails	Tiny Ears
25–30	Filed Teeth	Metallic Smell	Pierced Nose	Faded Electoo	Crooked Teeth	Spindly Limbs
31–36	Beetling Brows	Small Eyes	Shiny Hair	Pierced Eyebrow	Clefted Chin	Yellow Fingernails
37–42	Musky Smell	Soot-stained Skin	Aquila Tattoo	Wire Mesh Along Cheek	Dry Skin	Stumpy Teeth
43–48	Hairy	Acid Burns	Perfumed Odour	Hacking Cough	Thick Eyebrows	Widely Spaced Eyes
49–54	Ripped Ears	Missing Eyebrows	Pox Marks	Tattoo Over One Eye	Ink-stained Fingernails	Large Head
55–60	Long Fingernails	Wheezing Speech	Devotional Scar	Bullet Wound Scar	Shrivelled Ear	Curved Spine
61–66	Tribal Tattooing	Missing One Ear	Decorative Electoo	Nervous Tic	Ritual Scars	Hairless
67–72	Scarring	Smashed Toe	Quivering Fingers	Large Mole	Third Nipple	Elegant Hands
73–78	Pierced Nose	Squinted Eyes	Pierced Ears	Pollution Scars	Bloodshot Eyes	Slightly Cross-eyed
79–84	Cat's Eyes	Short Fingers	Sinister Boil	Hump	Mouldy Scent	Webbed Toes
85–90	Small Head	Wire Grill Over Eyes	Sharp Checkbones	Small Hands	Winestain Birthmark	Minor Limp
91–96	Thick Jaw	Discoloured Fingernail	Slouched Gait	Chemical Smell	Broad Shoulders	Mismatched Eyes
97–100	Roll twice on the chart, applying both results					



HOMEWORLD SUPERSTITIONS

The following selections represent various special beliefs found on the Acolyte's homeland, and can help guide a player in fleshing out his character. These social idiosyncrasies might be dominant on the world, or unique to just the small group from which the Acolyte emerged from to join the warband.



Feral World Traditions

d100

ROLL

BELIEF

01–10

Ward of Soil: Each world protects those who honour it; applying a handful of native soil to the skin helps keep foul spirits at bay.

11–20

Unlucky Colour: The sky flashed an unnatural shade just before the tribe's greatest disaster; this colour must be shunned whenever it appears.

21–30

Hunter's Oath: Eating food that he did not personally kill brings bad luck, and only acts of contrition can appease the angry spirits.

31–40

Thirsty Blade: The spirit of a weapon is a hungry ghost; it must taste blood every time it is drawn lest great ill befall those around it.

41–50

Spirit Shackle: All items gain a portion of their owner's soul; taking a trophy from a vanquished foe brings the victor great luck.

51–60

A Good Death: Honour comes from a glorious death, while cowardice brings only shame to the tribe. The ancestors are watching; do not disappoint them.

61–70

Power of Names: Never use the true names of friends and loved ones; the shadows are always listening and ready to use them for evil.

71–80

Lonely Dead: Never utter the true names of the dead, lest they be summoned back from the void.

81–90

Living Record: Each victory must be recorded; scarred inscriptions and tattoos ensures the Emperor can read of their mighty deeds.

91–100

Sacred Ground: Distance from the living earth upsets the natural balance; time spent not in contact with a world is ill-omened and unnatural.





Forge World Cants

d100

ROLL

BELIEF

01–10	<i>Native Metal:</i> A forge's primary metal is linked to each birth there; when that alloy is encountered, it is wise to softly polish or oil it to improve probabilities.
11–20	<i>Waste Not:</i> There is no such thing as unneeded materials; let nothing go to waste, and always seek to reuse and refurbish lest the spirits of the item become upset.
21–30	<i>Binary Perfection:</i> The machine speaks in binary to show the proper path. Life should also form in pairs, and whenever possible, turn the odd into even to honour the balance.
31–40	<i>Castigate the Flesh:</i> The flesh must always be reminded of its inherent weakness; inflicting minor tortures and pain upon oneself brings strength to nearby machine spirits.
41–50	<i>Purifying Heat:</i> A forge purifies ores into refined metal; always seek out heat and steam to purify the mind and strengthen the will.
51–60	<i>Placate the Machine-Spirit:</i> To soothe the machine is to honour its spirit; soft humming and sub-vocal harmonics brings favour with devices.
61–70	<i>Never to Dust:</i> No machine should go still; always seek to utilise all moving parts on a device and activate its motive means, lest its spirit grow quiet and fade.
71–80	<i>Tapping for Blessing:</i> A machine spirit that is acknowledged is one that responds well to its users; slightly tapping a device twice with two fingers soothes the spirit and brings fortune.
81–90	<i>Honour the Metal:</i> No machine should fall forgotten; whenever a stray part or shard is found left in the dirt, raise it up and place it in a prominent spot to honour its service.
91–100	<i>Abhor the Natural:</i> The flesh is best serviced with machine-blessed meals; avoid food and drink that have not been properly rendered and processed.

Highborn Customs

d100

ROLL

BELIEF

01–10	<i>Count the Blessings:</i> Knowledge of power is power continued; maintaining a ledger of debts and favours helps ensure power is retained and strengthened.
11–20	<i>Each Land a Conquest:</i> To journey to a planet is to start the process of control; the first step onto a new world must be a firm stomp, to begin its taming.
21–30	<i>Layers of Protection:</i> A deed pawned to another is a deed disguised; whenever possible, have others conduct your directives so they can never be traced to their source.
31–40	<i>Arms Length:</i> Nearness breeds contempt; always seek to keep lessers at a distance, lest they believe themselves equal.
41–50	<i>Nothing Left Behind:</i> Fill the belly and enforce the station; never leave an unfinished meal which could allow lessers to dine far above their lot.
51–60	<i>Speak Strongly:</i> None should be unaware when their betters speak; always vocalise with powerful tones to suitably impress those nearby.
61–70	<i>Comport in Style:</i> Proper conduct is the true test of blood; to never panic, to maintain the finest of manners, and to never embarrass the family name, are all marks of the lordly.
71–80	<i>Beware the Poisoner:</i> The quickest way to the heart is through the stomach; be wary of a meal from unknown sources, lest it be the last.
81–90	<i>Trappings of Power:</i> It is essential to display power in order to wield it properly; fine clothing, carrying batons or other devices of control, and well-styled hair should always be the goal.
91–100	<i>Disguise Strength:</i> Power hidden is power multiplied; always refrain from showing the full extent of capabilities to ensure there are still surprises left to use.

Hive World Traditions

d100

ROLL

BELIEF

01–10	<i>Touch the Sky:</i> To feel the sturdy metal above is to know serenity; whenever entering a new enclosure, always reach upwards to the ceiling to honour the dwelling.
11–20	<i>Blight in Darkness:</i> An area unlit is a dangerous area; whenever possible, leave glow-globes and torches lit and never wander from their comforting presence.
21–30	<i>Combat Strength:</i> Tap a melee weapon against a wall or flooring before battle, allowing it to gain a sliver of the hive's strength and power.
31–40	<i>Comfortable Numbers:</i> Only when surrounded with fellow hivers is the hive complete, and rooms should never be allowed to become bereft of crowded flesh.
41–50	<i>Distrust the Strange:</i> Familiarity breeds comfort; new places, people, or sights should be avoided as they can only bring unwelcome change.
51–60	<i>Strengthen the Hive:</i> Forming stray objects into pyramidal shapes bolsters the hive's spirit and brings good fortune until the next waking hour.
61–70	<i>Fear the Silence:</i> A hive is always filled with sound; quiet only means death is coming, and should silence descend, make noise to ward off ill-fortune.
71–80	<i>Keep Nature at Bay:</i> Base life should never intrude; pluck and toss stray weeds to gain luck.
81–90	<i>Hive and Skin:</i> Make the hive part of the flesh, and honour its spirit; always rub dust or metal shavings from the ground under fingernails to ensure luck.
91–100	<i>Solitude is Golden:</i> For the crowded masses, the smallest measure of privacy is priceless; seclusion should be respected and honoured.

Shrine World Mores

d100

ROLL

BELIEF

01–10	<i>Honour the Skulls:</i> Those who serve after death are especially favoured; always show signs of respect to all servo-skulls and honour their duty.
11–20	<i>Endless Repose:</i> Respect the spirits of the fallen by refraining from sudden movements or gestures; perfect stillness is perfect honour.
21–30	<i>Suffer the Pilgrims:</i> Only through pain can pilgrims properly appreciate the sacrifice of others; always scatter nails or sharp rocks along any pathways they would take.
31–40	<i>Never Disturb the Dead:</i> Those buried should be allowed their sleep; never walk over a grave or even any location where a death occurred.
41–50	<i>Cloud Revelations:</i> The patterns above can reveal the faith below; the colours and shapes in aerial masses of smoke indicate true faith of the next pilgrim encountered.
51–60	<i>Challenge the Sun:</i> Faith is stronger than nature; stare into the sun once a day until it is sufficiently cowed into submission to man's dominion.
61–70	<i>Stone Abides:</i> When entering a new building or habitation, press strongly against a wall to ensure it is as strong and eternal as faith.
71–80	<i>Death in the Odds:</i> Any group of pilgrims with an odd number of people will surely suffer a death before sundown, so ensure they are split or merged to create an even number.
81–90	<i>Drink to the Dead:</i> The first sip of any liquid should be spit unto the floor, as an offering to those who fell that the Imperium would survive.
91–100	<i>Aquila Blessing:</i> The sign of the Emperor is sacred; always return the mark of the Aquila after it is given.

Voidborn Lores

d100

ROLL

BELIEF

01–10	<i>Nailed Hulls:</i> Leaving a pile of toenail clippings (the longer and more plentiful the better) at the base of a bulkhead bolsters its strength.
11–20	<i>Haunted Decks:</i> If the lights in an area fail three times in a shift, hold one hand over the eyes when passing through it. This allows passage without detection from the angry souls trapped within.
21–30	<i>Welcoming Hatches:</i> Always leave hatchways open, to ensure the vessel's spirit can move freely.
31–40	<i>Unlucky Eclipses:</i> Refrain from important actions whenever the vessel is in shadow.
41–50	<i>Fear'd Octet:</i> When prominent stars are sighted in an eightfold symbol, make the sign of the Aquila, lest foul spirits notice the unprotected soul.
51–60	<i>Third Ship Omen:</i> If a squadron comes alongside, the third vessel to pass along the viewport is destined to bring bad luck.
61–70	<i>Rumbling Plasma:</i> If the ship's engines roar loudly in a burst of vibration, always stomp three times on the deck as an answering reply.
71–80	<i>Lucky Rub:</i> If offered real meat, first rub it up and down twice against a wall or bulkhead, so the ship's luck infuses the meal.
81–90	<i>Knocking Shells:</i> Before loading a weapon, bounce three shells off the ceiling. If all are caught in one hand, the clip becomes lucky.
91–100	<i>Ebon Offerings:</i> To remove poor fortune, venture to the under-decks and throw a day's rations into the darkness. If no impact is heard, good luck is certain to return.

HOME WORLD MEMENTOS

Often an Acolyte manages to keep a small trinket as a link to his place of birth. Though it is relatively worthless in cost, it is a priceless reminder of his past life, when things were so much simpler, before he or she began his service to the Emperor. A player should think about how his Acolyte gained the item and what personal significance it may carry. It could perhaps be a piece of “home,” a family heirloom, or something that reminds the Acolyte of a significant event.

While most mementos have no actual use in game terms, they are exactly the kind of thing a character might toy with while doing some heavy thinking or passing the hours in Warp transit with his fellow Acolytes. It could also be something the Acolyte might turn to when in need of spiritual reinforcement, or a reminder of how far he has come from his lowly beginnings.

Roll on the appropriate entry on the **Home World Mementos** table below to see what item the Acolyte carries with him. If a player rolls doubles (11, 22, 33, etc.), then he can roll again on the appropriate table for a second Homeworld Memento for his Acolyte.

Home World Mementos

d100

ROLL

FERAL WORLD

FORGE WORLD

HIGHBORN

01–05	Length of Braided Hair	Skull Fragment	Brocade Coat
06–10	Animal Skull	Small Copper Disk	Metal Lho-Stick Case
11–15	Bag of Home World Dirt	Vial of Sand	Tattered Cape
16–20	Broken Spear Tip	Snapped Lock	Ancestral Sabre (broken)
21–25	Leather Pouch	Plasteel Marble	Glassteel Disc
26–30	Collection of Dried Leaves	Pressed Leaf	Necklace
31–35	Carved Idol	Twisted Wire	Metal Flute
36–40	Stone Finger Ring	Chunk of Coal	Book of Inspiring Words
41–45	Dried Umbilical Cord (yours)	Greasy Rod (2cm)	Icon of the Emperor
46–50	Fire Stick	Tin of Ashes	Metal Coin (bent)
51–55	Fur or Skin Cloak	Strip of Conduit Insulation	Antique Earring
56–60	Stone Knife	Handkerchief with Burn Holes	Tattered Velvet Cloak
61–65	Hide Boots	Boot Lace	Impressive Hat
66–70	Human Skull	Smudged Optic Lens	Incense Sticks
71–75	Leather Bracers	Broken Tooth (not yours)	Old key
76–80	Bag of Ashes	Phial of Used Lubricant Oil	Shard of Stained Glass
81–85	Necklace of Teeth	Bloodstained Kerchief	Headband
86–90	Tallow Candle	Snapped Callipers	Skull Charm
91–95	Ceremonial Mask	Broken Bionic Finger	Pilgrimage Token
96–100	Dried Frog	Cracked Gunsight	Vial of Blessed Water



Home World Mementos (continued)

d100

ROLL	HIVE WORLD	SHRINE WORLD	VOIDBORN
01–05	Heavy Gloves	Pinfeather	Bag of Salt
06–10	Jacket in Gang/Hive Colours	Burned Pilgrimage Ribbon	Ceremonial Sword (broken)
11–15	Deck of Cards	Fragment of Tanned Skin	Corpse Hair Amulet
16–20	Wooden Dice	Bag of Wax Scrapings	Three Quartz Marbles
21–25	Spent Bullet Casing	Cloth Sash	Bone Dice
26–30	Engraved Knife	Chip of Inscribed Bone	Wooden Beads
31–35	Hipflask	Bag of Blessed Dirt	Indent Tags
36–40	Identity Card	Small Stone Bowl	Glow Lantern
41–45	Tattoo Kit	Bag of Dead Spices	Aquila Pendant
46–50	Chip from Hive Wall	Torn Page from a Prayer Scroll	Squeezebox
51–55	Leather Cap	Phial of Ashes	Lodestone
56–60	Vial of Glowing Water	Vial of Blood	Lucky Rat's Foot
61–65	Smoking Pipe	Handmade Aquila	Mirror
66–70	Mass of Melted Bullets	Rat Tail	Asteroid Fragment
71–75	Crystalline Carving	Bone Flute	Deck Plate Section
76–80	Steel Toecap Boots	Bundle of Dried Grass	Expired Rad-Counter
81–85	Small Length of Chain	Bone Ring	Glass Lens
86–90	Lucky Cog	Chip from Fallen Servo-Skull	Bag of Seeds
91–95	Tube of Grease	Fragment from Statue	Polished Coral Icon
96–100	Fancy Vest	Carved Animal Tooth	Whittling Knife

BACKGROUND MEMENTOS

Acquired whilst in service to an organisation or other aspect of his background, such mementos would be meaningless except to another who walked the same path. These can often act as a common bond between Acolytes who had similar backgrounds; only a fellow Imperial Guardsman, for example, might recognise the significance of a certain pennant burnt in a familiar pattern. For similar reasons, these mementos might reveal a disguised prior vocation or even be secret signals used to furtively gain attention.

Like Home World Mementos, these items should be used as the basis for creating layers of personal history for a character, especially in the time spent before joining the warband in service to the Inquisitor.

Roll on the appropriate entry on **Background Mementos** table below to see what souvenir of a previous occupation or training has stuck with the Acolyte long after other more valuable items have been lost or traded away. If a player rolls doubles (11, 22, 33, etc.), then he can roll again on the appropriate table for a second Background Memento for his Acolyte.

Background Mementos

d100

ROLL

ADEPTUS ADMINISTRATUM

ADEPTUS ARBITES

ADEPTUS ASTRA TELEPATHICA

01–05	Brass Quill Tip	Short Length of Chain	Myrrhine Musk Stick
06–10	Ribbon Bookmark	Expired Wanted Poster	Bent Spoon
11–15	Cracked Lens	Bag of Shot Pellets	Torn Tarot Card
16–20	Singed Parchment	Dented Steel Toe Cap	Deck Plating Fragment
21–25	Vial of Powdered Ink	Broken Spy-Eye Lens	Pressed Flower Petal
26–30	Rusty Scalpel	Leather Wrist-Band	Wooden Egg
31–35	Map Fragment	Bent Key	Necklace of Beads
36–40	Finger Bone	Lock of Hair	Metal Tube (5cm)
41–45	Wire Coil	Knife Handle	Wide Black Ribbon (30cm)
46–50	Lump of Candle Wax	Metal Shot Glass	Cracked Looking Glass
51–55	Glass Key	Stick of Chalk	Animal Horn Chip
56–60	Charcoal Stick	Cracked Data-Slate	Swath of Metallic Cloth
61–65	Curled Fingernail (yours)	Old Nameplate	Charred Mahogonite Chip
66–70	Copper Key Punch	Scrap of Chain Mail	Bag of Toenail Clippings
71–75	Metal Book Clasp	Small Brush	Thin Glassteel Disc
76–80	Fesnel Hair Paint Brush	Braided Dog Hair	Crystal Ring
81–85	Aquila Paperweight	Pommel Weight	Rusted Iron Nail
86–90	Stitching Needle	Section of Chest Plate	Chipped Trilobite Fossil
91–95	Ancient Magnifying Lens	Bag of Broken Teeth	Broken Chrono
96–100	Blank Velum Folio	Amasec Bottle Top	Chipped Pearl



Background Mementos (continued)

d100

ROLL	ADEPTUS MECHANICUS	ADEPTUS MINISTORUM	IMPERIAL GUARD	OUTCAST
01–05	Brass Cog Wheel	Broken Sextant	Burnt Las Power Pack	Box of Used Matches
06–10	Sulphur Crystal	Lamp Wick	Xenos Skin Fragment	Bottle of Shrapnel
11–15	Length of Coiled Wire	Leaking Hourglass	Braided Boot Lace	Eye Patch
16–20	Plasteel Cube (1cm)	Match (used)	Bent Grenade Pin	Silk Gorget
21–25	Bag of Red Sand	Tin of Soft Wax	Bloodstained Rock	Ankle Bracelet
26–30	Tiny Hand-Gyroscope	Dried Leach	Chip of Tank Tread	Shotgun Shell Casing
31–35	Nugget of Copper Ore	Ball of Feathers	Shard of Ceramite Armour	Leather Hair Strap
36–40	Bar Magnet in Glass Block	Large Salt Crystal (5cm)	Ration Pack Foil	Cork Bottle Stopper
41–45	Lump of Mummified Flesh (yours)	Bone Drill Bit	Small Iron Horseshoe	Bent Coin
46–50	Cracked Crystal Wafer	Phial of Dust	Rock that Glows in Dark	Leather Pouch
51–55	Hematite Stone	Fragment of Stone Tablet	Cracked Baton	Flagon Handle
56–60	Phial of Iron Filings	Stained Wooden Tooth	Ork Toof Necklace	Cloth Armband
61–65	Small Brass Ingot	Regicide Piece	Chunk of Fused Sand	Metal Artificial Nose
66–70	Oily Cleaning Rags	Lump of Candle Wax	Bloodstained Bandage	Cracked Autopistol Clip
71–75	Twisted Metal Wrench	Tattered Bookmark	Smoked Glass Shard	Tube of Bright Lipstick
76–80	Phial of Gelatinous Liquid	Cord from a Whip	Frayed Pennant	Mouth Harp
81–85	Small Metal Pyramid	Brass Key Punch	Old Helmet Strap	Loaded Dice (2)
86–90	Fragment of Stained Glass	Scorched Fragment of Skin (possibly yours?)	Dented Belt Buckle	Badly Forged Coin
91–95	Finger Bone (possibly yours?)	Sliver of Silver in Plasteel Disc	Form 4111-JUN-555	Bag of Dust
96–100	Metal Carbon Rod (3cm)	Burned Feather Quill	Burnt and Cracked Commendation Medal	Plasteel Toothpick