

Agents of the Golden Throne



A Homebrew Wrath and Glory Supplement for the Inquisition

The Necessary Evil

When the average Imperial citizen speaks of the God-Emperor's Holy Inquisition, it is in hushed tones and with a constant air of paranoia, as if invoking the name will summon forth the thing itself. But such a sentiment is not too far from reality. The Inquisition is secretive, subtle, and invisible when it wishes to be, and its agents are everywhere. In a society marked by constant surveillance and control of its population, the Inquisition rests at the top. The men and women granted the Inquisitorial Rosette have unlimited power, subject only to criticism from their fellow Inquisitors. In order to safeguard humanity, even the highest levels of the Imperium must be subject to scrutiny, for no man is free from the risk of corruption.

The Inquisition does often bring destruction in its wake, it cannot be denied. Cities set ablaze, innocents and heretics alike tortured for information, entire worlds burned through the act of Exterminatus. However, it also cannot be denied that the Inquisition fights enemies that require extreme measures to defeat. A single genestealer escaping a purge would mean the resurgence of the cult only a generation later. Laxity in discovering every member of a cult could mean that their dark rituals continue until the entire planet is dragged into the warp. Only those who have never seen the end results of a Chaos invasion, or a Drukhari raiding party, or the horrors that the Genestealers call from the void can say that the Inquisition's methods are "too severe".

It is true that some Inquisitors take things too far; killing innocents without cause, purging even useful subjects for imagined heresies. However, when the price of compassion is so high, the results of zealotry pale in comparison. The darkness that presses in upon the Imperium at all times is not merely a threat to humanity's survival as a species, it is a moral hazard, in the most literal sense. The corrupting power of Chaos is ever-present, and sometimes, a surgeon must remove healthy flesh along with the tumor to save the whole.

Most Inquisitors exist on a gradient, from Radical to Puritan. Puritan Inquisitors are highly concerned with their methods and how they carry out their work, eschewing any path that could compromise their morals or perhaps lead them down a dark path. The xeno, the heretic, the mutant, and the daemon are only useful as kindling to burn.

On the other hand, as one becomes more Radical, these hard lines begin to blur, and sometimes disappear entirely. If a weapon made by the Xeno is more effective, why not use it? If binding a daemon into a host under controlled circumstances gives a powerful ally, then such is necessary to carry out the Emperor's will.

Generally, most Inquisitors exist somewhere in the middle. Pragmatic, but still wary of anything that could be heretical. Some may make use of xeno mercenaries or bribe aliens for information. Some may study the arts of Sanctic Daemonology, learning the nature of the Daemon so that it can be more effectively destroyed. Regardless, an Inquisitor's decisions are his to make.

Unless that rare event of an Inquisitor being the subject of an investigation occurs, his authority is absolute. Compliance is the only answer to his orders, and if the taint of heresy is found within you...

May the God Emperor have mercy on your soul.

Servants of the Inquisition

Most who join the Inquisition never intended to. There are no recruiting stations, no propaganda signs urging citizens to volunteer. The choice to recruit an individual is often highly dependent on the nature of the Inquisitor in question, and circumstances and fate can very easily lead to a chance encounter.

In certain cases, individuals are placed in the Schola Progenium, their parents loyal servants of the Emperor who died serving him. In this, effectively an orphanage and elite academy in one, the best of the best rise to the top, and the Inquisition often scoops away that cream for itself. This is where the Tempestus Scions, the Commissars, and many others are trained.

Alternatively, someone may prove themselves and be contacted by the Inquisition. One need not be a hero of the Imperium to be chosen; sometimes, those who will not be missed are the best option. However, the Inquisition usually favors those that have had some contact with the enemy they fight. A Guardsman who survived a Chaos invasion may be contacted by the Ordo Malleus; an Arbite who uncovered a Xenos smuggling ring would be prime material for the Ordo Xenos.

In other situations, someone may simply have seen too much to be allowed to live a normal life. All witnesses to the operations of the Grey Knights have historically been killed or mind wiped, with few exceptions. These exceptions are usually those who catch an Inquisitor's eye, and are allowed to survive only if they accept the offer to join.

The life of an Acolyte, as an Inquisitor's servants are known, is difficult. They are often sent on difficult or tedious missions that the Inquisitor himself does not consider the most worthy of his attentions. Often, the Acolytes' time is wasted, as what was suspected to be heresy is merely a false spike in the data, bad intelligence or some other more mundane reason. However, when Chaos or Xenos truly are involved, then the lives of the Acolytes may very well be in grave danger, as most who find themselves under the Inquisition's microscope are highly fanatical and/or willing to kill to maintain their secrets.

Regardless, while the unlucky or the unprepared are killed, captured or corrupted, the truly worthy endure. While most Inquisitors have too many teams to have a personal relationship with any individual, continued success will eventually catch the Inquisitor's eye.

The next step is the position of Interrogator, an Inquisitor's protege. While some Inquisitors have multiple Interrogators, competing for their mentor's favor, most have just one, educating him and assigning him the tasks that he can entrust to no other.

Eventually, should the Interrogator not be found wanting, a council of at least three Inquisitors or a single Inquisitor Lord can agree to elevate the Interrogator to their ranks, granting him the authority of a full Inquisitor. From this point forward, he carries the Rosette and strikes off on his own, though he may maintain a professional relationship with his old mentor. Most commonly, those individuals who

served under him as an Interrogator will be given to the new Inquisitor as his beginning retinue, and the cycle begins again.

Ascension Package: Rosette in Hand

BP Cost: 15 x New Tier

Prerequisites

Minimum Tier: 4

Keywords: Imperium

Attribute: Intelligence 4, Willpower 4

Skill: Required Skill(s) +1, Insight (2), Intimidation (2)

Benefits

Keywords: Gain the Inquisition and <Ordo> keywords if the character did not have them.

Influence Bonus: Replace archetype bonus with Tier

Unchecked Authority: Inquisitors have supreme authority for maintaining the security of the Imperium. They gain +Rank to all Influence and Interaction skill tests involving characters with the Imperium Keyword.

Story Element: The character may gain either a memorable injury or a strange artifact (GM's choice) related to their Ordo.

Wargear: Select either two items of Rare Wargear or one item of Very Rare Wargear with a value equal or lesser than 3 + the new Tier. This may include cybernetics. The character gains a Rosette (Symbol of Authority).

OFFICIO ASSASSINORUM

Since the very earliest days of the Imperium, the four Assassin Temples have kept watch over the Imperium, sent to execute their missions in the most efficient way possible. Each is trained to the highest possible standard of killing, granted some of the most powerful weapons in the Imperium. Usually only tasked with executing specific missions then returning to base, an Assassin keeps his mission as the most important thing, willing to sacrifice anyone or anything to execute it. Inquisitors with the influence to request aid from the Officio Assassinorum sometimes have one of these warriors on retainer as a trump card, should all else prove futile. If a Temple Assassin cannot kill their target, nothing can.

While there are four temples, rules for only three as player archetypes are presented here. Eversor Assassins are insane berserkers who have little character or restraint, often used as suicide attackers, and therefore do not make good player characters. Rules for using Eversors as NPCs can be found in the Bestiary at the end of this document.

Callidus Assassin

"What is this betrayal? You fool, do you think you can get away with--"

--Nureskh Vorr, Chosen of Khorne, last words

Trust can make one blind, and the Callidus Assassins take this knowledge to its logical end. Trained in the use of polymorphine, a drug that allows them to physically alter their body makeup in order to appear as anyone or anything. Disguising themselves with this medication, they sow deception, throwing those surrounding their target into chaos, silently executing their target and leaving before anyone is the wiser.

Build Point Cost: 70

Prerequisites

Tier: 4

Species: Human

Attribute: Agility 5, Fellowship 4

Skill: Stealth (4), Deception (4), Weapon Skill (3)

Benefits

Keywords: Imperium, Officio Assassinorum

Influence Bonus: +3

Lightning Reflexes: An Assassin is never caught unaware and may Seize the Initiative once per combat without spending Glory. They are always considered to have AV *4 with the Force Shield trait.

Reign of Confusion: A Callidus Assassin gains +Rank to all tests made to convince someone they are who they are pretending to be. They may reroll die results of 1 on interaction tests made to maintain their disguise.

Wargear: Neural Shredder, Phase Sword, Poison Blades, Assassin Suit, 3 doses Polymorphine (replaced whenever reloads are)

Culexus Assassin

"I only saw one once. The skull mask wasn't the frightening part; it was its aura; like a black hole, draining my life away as I got closer. I don't want to know what would have happened had I touched it."

--Fredor Quel, Acolyte of the Ordo Malleus

Some power can be obtained through effort, constant training, and equipment. Some, one must be lucky or unlucky enough to be born with it. A Culexus Assassin is a Pariah, one born with a soul so detached from the warp that those with any psychic sensitivity at all recoil from the assassin's presence. They are invisible to psychic detection and dampen the abilities of all psykers nearby.

Build Point Cost: 75

Prerequisites

Tier: 4

Species: Human

Attribute: Agility 5, Willpower 4

Skill: Stealth (4), Weapon Skill (4)

Benefits

Keywords: Imperium, Officio Assassinorum

Influence Bonus: +3

Lightning Reflexes: An Assassin is never caught unaware and may Seize the Initiative once per combat without spending Glory. They are always considered to have AV *4 with the Force Shield trait.

Abomination: A Culexus Assassin is like a black void in the Warp. Those with the Psyker keyword within 36m of the Culexus increase the DN of all psychic powers by 2. The Culexus can never be targeted, detected or affected by psychic powers in any way. His unarmed melee attacks gain the Warp Weapon trait.

Wargear: Animus Speculum, Etherium Suit, 3 Psyk-out grenades

Vindicare Assassin

"Exitus Acta Probat"

"The Outcome Justifies the Deed"

--Motto of the Vindicare Temple

While all assassins spend plenty of time preparing to strike, most do so by maneuvering in order to get as close as possible. Not so for those of the Vindicare Assassins, masters of long-range sniping. Armed

with custom-crafted rifles designed to fit perfectly in the grip of the Vindicare and none other, the Vindicare's presence on a world is usually heralded by a round tearing open his target's head.

Build Point Cost: 80

Prerequisites

Tier: 4

Species: Human

Attribute: Agility 5, Intellect 4

Skill: Stealth (4), Ballistic Skill (4), Awareness (3)

Benefits

Keywords: Imperium, Officio Assassinorum

Influence Bonus: +3

Lightning Reflexes: An Assassin is never caught unaware and may Seize the Initiative once per combat without spending Glory. They are always considered to have AV *4 with the Force Shield trait.

Deadshot: A Vindicare Assassin's skill with a gun is unparalleled. When attacking an enemy with his Exitus weapons, he adds +Rank ED to all damage rolls, and ignores up to Rank DN penalties to his attacks.

Wargear: Exitus Rifle, Exitus Pistol, Stealth Suit, Spy Mask, 3 Blind grenades, 1 reload each of Hellfire, Turbo-Penetrator, and Shield-Breaker rounds (replaced whenever normal reloads are).

THE GREY KNIGHTS

I am the hammer, I am the mail about His fist.

I am the Spear in His hand.

Though we are lost, I am the shield on His arm.

I am the flight of His arrows. I am the hammer.

I am the sword. I am the shield.

I am a soldier at the battle at the end of time.

--Justicar Alaric, Grey Knights

The 666th chapter of the Adeptus Astartes does not have any known primogenitor. In fact, everything about them is shrouded in secrecy, to the point where even their existence is only known to the High Lords of Terra, high-ranking members of the Ordo Malleus, and some Space Marine Chapter Masters. Any who fight alongside the Grey Knights who are not permitted to know the secret are either executed or mind-wiped at the end of battle.

The reason for this secrecy is that the Grey Knights are the ultimate Daemonhunters; clad in blessed armor, wielding weapons of the utmost quality, exterminating the foe with extreme efficiency. All Grey Knights are psykers, and as such, are armored by a psychic aura known as the Aegis, which shields

their minds, souls, and bodies. It is said that in over ten thousand years of the Grey Knights battling the forces of Chaos, not a single one has been seduced by the Ruinous Powers.

While the secrecy surrounding the Grey Knights has begun to slip with the coming of the Dark Imperium, and the endless hordes of Daemons rushing into the Materium, they are by no means open knowledge, and only an Inquisitor of the Ordo Malleus has the authority to command them. Of course, even a single Grey Knight is a potent force on the field of combat, and one may be dispatched with a team of acolytes should the situation be expected to involve more than the acolytes can handle. However, unless the acolytes are already close to taking up the mantle of Inquisitor or Interrogator, it is highly likely that they will be mind-wiped once the operation is concluded.

Grey Knight

While there are many, many different archetypes that could be made from the forces of the Grey Knights, they can all mostly be represented through choices in wargear and character creation choices. As is, the archetype represents a Strike Squad member, but arming him with a heavy weapon could give you a Purgator. Ascending this archetype to Tier 5 would allow one to play a Paladin or a Purifier.

Build Point Cost: 90

Prerequisites

Tier: 4

Species: Adeptus Astartes (Does not choose chapter)

Attribute: Strength 4, Agility 4, Toughness 4, Willpower 5

Skill: Ballistic Skill (3), Weapon Skill (3), Psychic Mastery (4), Scholar (3)

Benefits

Influence Bonus: +3

Psyker: A Grey Knight begins play with one Sanctic psychic power and the *Smite* psychic power. They may purchase additional Minor and Sanctic psychic powers, subject to Tier restrictions.

Daemon Hunters: A Grey Knight may reroll up to Rank dice on attack tests when attacking those with the Daemon keyword.

Wargear: Aegis power armor, arm-mounted storm bolter, Nemesis Force Halberd, 3 frag, krak and Psyk-out grenades

Keywords: Imperium, Psyker, Adeptus Astartes, Grey Knights, Inquisition, Ordo Malleus

Reliquary of the Inquisition

Most members of the Inquisition use whatever weapon they feel most comfortable with, or the one most effective at killing their current target. An ex-ganger may feel most comfortable with the pistols he made his living with, a tech-priest may wield some strange device never seen outside his home forge. Regardless, millennium of research and study of the Alien, the Psyker, and the Daemon have come up with various specialized weapons that are used almost exclusively by the Inquisition and their close allies.

PSI-SHOCK (X)

A weapon with this trait is specially designed with intricate runes and carvings that condemn those cursed with the power of the psyker. When attacking an enemy with the Psyker keyword, this weapon gains +X ED. If the target takes damage, the target must make an immediate Willpower test, DN being the wounds lost from the attack. If they fail, they must roll immediately on Perils of the Warp.

SANCTIFIED

Blessed by holy rites and inlaid with materials known to be anathema to the denizens of the Warp, Sanctified weapons allow those who regularly combat the Daemon to fight on equal footing, burning through their essence like a red-hot knife. Those with the Daemon keyword may not attempt to soak damage caused by weapons with the Sanctified trait.

DAEMONBANE

A weapon with this quality has not merely been blessed by the Emperor's light but fully bathed in it. Disassembled, each piece individually baptised in sacred oils, inscribed with microscopic silver catechisms and devotions to the Master of Mankind, the process of creating a Daemonbane weapon causes it to surge with holy power. A weapon with this trait also counts as Sanctified, and when attacking an enemy with the Daemon keyword, this weapon inflicts a critical hit on a Wrath die result of 5 or 6.

TAINTED

Only used by the most radical of Inquisitorial agents, these weapons have been touched by the corruption of Chaos and come back with an echo of that power, growing as the darkness within the soul of the wielder does. The weapon gains ED equal to the wielder's Corruption Level.

SMOKE

Certain explosives are designed not simply to deal immediate damage, but to create a lingering area of effect. A character hit by this weapon is considered to be hit by it again each turn at the beginning of his turn, until he moves at least his speed to leave its area of effect. A Smoke weapon's effects dissipate naturally in 1d6 rounds, or less time if there are high winds or similar effects to blow it away.

CRIPPLING

Weapons with this trait inflict wounds that continue to harm the target even after the initial damage, intentionally leaving shrapnel in wounds or causing lacerations that hinder movement. A character

that takes damage from a Crippling weapon suffers a Mortal Wound if they move more than their base Speed on their turn. Removing this condition requires a DN 4 Medicae test as a full action.

GRAV

Grav weapons create a massive gravitational disturbance at the weapon's target, turning the enemy's heavy wargear and armored plating against them as they buckle under their own increased weight. A weapon with this trait gains ED equal to the target's AV minus 3 (min. 0).

RANGED WEAPONS

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Bolt Weapons							
Condemnor Boltgun (Bolt)	10+1ED	0	40m	2	Rapid Fire (2)	7 Rare	Imperium, Inquisition, Bolt, Primitive
Condemnor Boltgun (Stake)	10+1ED	0	40m	0	Assault, Psi-Shock (2), Sanctified		
Projectile Weapons							
Purgatus Crossbow (Shotgun)	9+1ED	0	24m	2	Assault, Spread	6 Rare	Imperium, Inquisition, Projectile, Primitive
Purgatus Crossbow (Stake)	10+1ED	0	24m	0	Assault, Psi-Shock (2), Sanctified		
Primitive Weapons							
Light Crossbow	8+1ED	0	24m	0	Assault	4 Common	Imperium, Inquisition, Primitive
Heavy Crossbow	12+1ED	-1	72m	0	Heavy	6 Common	Imperium, Inquisition, Two-Handed, Primitive
Grey Knight Weapons							
Incinerator	14+1ED	-1	16m	1	Assault, Daemonbane,	8 Unique	Fire, Imperium, Inquisition,

					Blaze, Spread, Blast (Large)		Adeptus Astartes, Grey Knights, Ordo Malleus
Psilencer	10+1ED	0	48m	6	Heavy, Force, Psyker	7 Unique	Imperium, Inquisition, Adeptus Astartes, Grey Knights, Ordo Malleus
Psycannon	15+1ED	-1	48m	4	Heavy, Force, Daemonbane	8 Unique	Bolt, Imperium, Inquisition, Adeptus Astartes, Grey Knights, Ordo Malleus
Assassin Weapons							
Neural Shredder	*	*	18m	*	Assault	--	Officio Assassinorum
Animus Speculum	12+1ED	-4	36m	1	Assault, Blast (Medium) ^	--	Officio Assassinorum
Exitus Pistol	10+2ED	-3	24m	1	Pistol	--	Officio Assassinorum
Exitus Rifle	12+2ED	-3	150m	1	Heavy	--	Officio Assassinorum
Grenades and Explosives							
Abyssal Charge	10+1ED	-2	Sx4m or launcher	--	Tainted, Blast (Medium), Crippling	6 Very Rare	Explosive, Imperium, Heretic, Inquisition
Argent Globe	12+1ED	0	Sx4m or launcher	--	Blast (Medium), Crippling, Sanctified	5 Very Rare	Explosive, Imperium, Inquisition, Ordo Malleus
Incense Grenade	7+1ED	0	Sx4m or launcher	--	Daemonbane, Blast (Medium), Smoke	5 Rare	Explosive, Imperium, Inquisition, Adeptus Ministorum
Graviton Grenade	12+1ED	-3	Sx4m or launcher	--	Blast (Medium), Grav	5 Unique	Explosive, Imperium, Adeptus Mechanicus

Psyk-out Grenade	8+1ED	0	Sx4m or launcher	--	Blast (Medium), Psi-Shock (4), Smoke	4 Very Rare	Explosive, Imperium, Inquisition
Rad Grenade	9+2ED	0	Sx4m or launcher	--	Blast (Medium), Rad (2)	5 Very Rare	Explosive, Imperium, Adeptus Mechanicus
Tears of the Emperor	8+1ED	0	Sx4m or launcher	--	Blast (Medium), Sanctified	5 Unique	Explosive, Imperium, Inquisition, Adeptus Ministorum
Whitefire Grenade	10+1ED	-1	Sx4m or launcher	--	Blast (Medium), Blaze, Smoke, Toxic (4)	6 Very Rare	Explosive, Imperium

* When attacking with a Neural Shredder, if you hit, roll 3d3. The target must make a Willpower test with a DN equal to the result of the roll or take d3 Mortal Wounds.

^ Increase the Blast trait to Blast (Large) if the wielder is within 36m of a character with the Psyker keyword.

Grenades and Explosives

Abyssal Charge

An insidious device made from standard explosives and material touched by the daemonic, each abyssal charge retains a splinter of Warp energy, enough to corrupt that which it does not kill.

Argent Globe

Ordo Malleus agents often use these perfect spheres of gleaming silver against groups of daemonic foes. Against mortal targets the sudden blast of Truesilver filaments wounds like a frag grenade, but against Warpspawn the consecrated blast leaves even the mightiest Daemon smouldering in agony. The Crippling trait only applies if the one hit has the Daemon keyword.

Incense Grenade

Filled with vials of blessed waters and purified ashes of saints, these grenades burst open with thick clouds of fragrant incense. For the impure and tainted, the sanctified smoke tears at their unholy forms and burns their wretched souls. Whenever anyone is hit by this weapon (Including from the Smoke trait) or enters the area affected by the smoke, it suffers Mortal Wounds equal to his Corruption Level, if mortal, or 3+1d3 if it has the Daemonic trait.

Graviton Grenade

Rare and expensive, these miniaturized grav-generators create a temporary field where gravity is intensified by a massive factor, crushing enemies under their own weight.

Psyk-out Grenade

These grenades disperse a cloud of psi-refractive particles thought to have been created as a by-product of the processes that sustain the Astronomican and disrupt a psyker's connection to the Warp.

Rad Grenade

Difficult to find or manufacture, rad grenades contain radioactive particles that blink out of existence within a second of release. Despite their short-term effects, the damage caused is often enough to leave the toughest of foes gasping as radiation saps their vitality. When a character is struck by an attack from this weapon (whether or not he suffers damage), he must immediately make a DN 6 Toughness test or have his Toughness reduced by 2 for 1d6 days or until he receives a DN 6 Medicae test as a Full Action.

Tears of the Emperor

Seen as a miraculous weapon and the Will of the Emperor made manifest, Tears of the Emperor contain a blood-like substance said to weep from statues and relics across the Imperium. Carefully collected in ornate crystal bottles, they are a potent weapon against the forces of Chaos. Anyone with the Psyker keyword hit by this weapon rolls immediately on the Perils of the Warp table. Anyone with the Daemon keyword hit by this weapon, until the end of combat, suffers a Mortal Wound at the end of each round in which he took damage but failed to deal any damage.

Whitefire Grenade

Whitefire is a terrifying substance that burns exposed flesh more quickly than promethium. It also creates a caustic smoke that both obscures vision and poisons the air. Used throughout the Imperium for both crowd control and to quickly eliminate massed hordes of foul mutants, this grenade has built up a reputation as a weapon of divine retribution.

MELEE WEAPONS

Name	Damage	AP	Range	Traits	Value	Keywords
Nemesis Force Weapons						
Nemesis Force Halberd	6+1ED	-2	2m	Force,	9 Unique	Force, Imperium, Inquisition, Adeptus

				Sanctified		Astartes, Grey Knights, Ordo Malleus, Two-Handed
Nemesis Force Sword	5+1ED	-3		Force, Parry, Sanctified	9 Unique	Force, Imperium, Inquisition, Adeptus Astartes, Grey Knights, Ordo Malleus
Nemesis Force Falchion *	5+1ED	-2		Force, Parry, Sanctified	8 Unique	Force, Imperium, Inquisition, Adeptus Astartes, Grey Knights, Ordo Malleus
Nemesis Warding Stave ^	4+1ED	-1	2m	Force, Sanctified, Brutal	9 Unique	Force, Imperium, Inquisition, Adeptus Astartes, Grey Knights, Ordo Malleus, Two-Handed
Nemesis Daemon Hammer	8+3ED	-3		Force, Unwieldy (2), Sanctified, Brutal	10 Unique	Force, Imperium, Inquisition, Adeptus Astartes, Grey Knights, Ordo Malleus, Two-Handed

* Wielding two Nemesis Force Falchions grants +2d to hit when making Dual Wielder (melee) attacks.

^ A Nemesis Warding Stave allows the user to soak Mortal Wounds caused by enemies in melee with him or grants +2d to Soak tests against melee attacks if the character already had this ability. He also gains +1d to Psychic Mastery tests.

ARMOR

Name	AV	Traits	Value	Keywords
Basic Armors				
Obsidian Plate	4	Bulk (1), Cumbersome	7 Very Rare	Heavy, Imperium, Inquisition
Power Armors				
Aegis Power Armor	5	Powered (3)	8 Unique	Powered, Imperium, Inquisition, Adeptus Astartes,

				Grey Knights, Ordo Malleus
Aegis Terminator Armor	7	Powered (5), Cumbersome	12 Unique	Powered, Imperium, Inquisition, Adeptus Astartes, Grey Knights, Ordo Malleus
Force Shields				
Icon of the Just	*4	Force Shield	8 Very Rare	Force Field, Imperium, Inquisition, Ordo Malleus
Assassin Armors				
Assassin Suit	1	See below	--	Officio Assassinorum
Etherium Suit	1	See below	--	Officio Assassinorum
Stealth Suit	1	See below	--	Officio Assassinorum

Basic Armors

Obsidian Plate

Extremely heavy and seemingly primitive, obsidian plate armour dulls the effects of psychic powers; the records of numerous Inquisitors show its efficiency especially in fighting entities aligned with Tzeentch. Its bulky nature—and the efforts to ensure it does not fall into the bloodstained hands of cultists who worship the Skull God—acts to prevent obsidian plate from being more widely distributed. Double the AV provided by this armor against attacks from weapons with the Force quality and damage caused by Psychic Powers. The wearer may soak Mortal Wounds inflicted by Psychic Powers, and gains +2d to resist Psychic Powers. A psyker wearing Obsidian Plate can only cast powers as Bound and suffers a +3DN penalty to all Psychic Mastery tests.

Power Armors

Aegis Power Armor

The Grey Knights of the Ordo Malleus use special patterns of power armor that are designed to repel the Daemon and guard themselves from Psychic Powers. This protection is partly mechanical, as the armor is covered in runes of protection and made of blessed materials, but it is also partly the result of the passive aura that all Grey Knights channel through their armor. A Grey Knight wearing Aegis Armor may attempt to soak Mortal Wounds caused by Psychic Powers and receives +Rank to resist Psychic Powers, and adds +Rank to Defense against attacks by those with the Daemon keyword.

Aegis Terminator Armor

A unique pattern of Tactical Dreadnought armor, Aegis Terminator Armor is designed to offer the ultimate protection against Daemons and Psykers. A Grey Knight wearing Aegis Armor may attempt to soak Mortal Wounds. He gains +Rank dice to Soak damage caused by Psychic Powers and receives +Rank to resist Psychic Powers. He also adds +Rank to Defense against attacks by those with the Daemon keyword.

Force Shields

Icon of the Just

A proud, glowing symbol of Inquisitorial might, each Icon of the Just projects a personal force field strong enough to block both mortal weaponry and the devastating attacks of daemonic entities. Often stylised as small hammers or symbols of the Inquisition, few except the Ordo Malleus' most trusted and devoted Daemonhunters receive these blessed devices. Enemies with the Daemon keyword suffer a +1DN penalty to attack and Psychic Mastery tests that target the wearer or include the wearer in their effect.

Assassin Armors

Assassin Suit

Form-fitting and made of organic materials that can be manipulated along with her own body when changing form using Polymorphine, an Assassin suit grants a +1d bonus to Stealth and can either merge into the wearer's body or change its color and texture when the Callidus wearing it uses Polymorphine.

Etherium Suit

When a Psyker calls power from the warp, he rarely uses all the energy he summons. The Etherium Suit takes advantage of this by absorbing the psychic energy and using it to grant the Culexus Assassin wearing it the ability to all but phase out of our reality. A Culexus Assassin within 18m of a character with the Psyker keyword gains +2 to defense.

Stealth Suit

Worn by Vindicare Assassins, these suits are the pinnacle of Cameoline technology, granting the wearer near invisibility when attempting to hide. The wearer gains +1 Defense, increasing to +2 Defense if the character is in cover, as well as +2d to Stealth tests.

UPGRADES

Name	Value	Keywords
Reloads and Ammunition		
Sanctified Ammunition	6 Rare	Imperium, Inquisition, Adeptus Ministorum
Thermal Bolt	7 Rare	Imperium, Inquisition
Shard Bolt	7 Rare	Imperium, Inquisition
Purgatus Stake	7 Very Rare	Imperium, Inquisition
Purity Bolt	7 Rare	Imperium, Inquisition
Silver Stake	7 Rare	Imperium, Inquisition
Concussion Bolt	7 Rare	Imperium, Inquisition
Shock Bolt	7 Rare	Imperium, Inquisition
Abyssal Bolts	7 Very Rare	Imperium, Inquisition, Chaos

Incendiary Rounds	6 Rare	Imperium, Inquisition
Nitidus Rounds	7 Very Rare	Imperium, Inquisition
Psybolts	8 Unique	Imperium, Inquisition, Ordo Malleus
Psyflame	8 Very Rare	Imperium, Inquisition, Ordo Malleus
Hellfire Round	--	Officio Assassinorum
Shield-Breaker Round	--	Officio Assassinorum
Turbo-Penetrator Round	--	Officio Assassinorum
Weapon and Armor Upgrades		
Adamantine Chainguard	5 Rare	Imperium, Inquisition, Adeptus Astartes, Adeptus Ministorum
Brazier	4 Common	Imperium, Adeptus Ministorum, Inquisition, Adepta Sororitas
Ceramite Plating	6 Rare	Imperium, <Any>
Devotional Iconography	4 Common	Imperium, Adeptus Ministorum
Hexagrammatic Wards	8 Very Rare	Imperium, Inquisition
Pentagrammatic Wards	8 Unique	Imperium, Inquisition, Ordo Malleus
Sacred Incense Brazier	4 Rare	Imperium, Inquisition, Adeptus Ministorum

Truesilver Warding	6 Unique	Imperium, Inquisition
Truesilver Gilding	6 Unique	Imperium, Inquisition
Truesilver Weaving	7 Unique	Imperium, Inquisition
Unguents of Warding	5 Uncommon	Imperium, Inquisition, Adeptus Ministorum
Warpleech Canister	6 Rare	Imperium, Inquisition
Sanctification	6 Very Rare	Imperium, Inquisition, Adeptus Ministorum
Purified Construction	8 Unique	Imperium, Inquisition

Reloads and Ammunition

Sanctified Ammunition

Crafted by the most devout individuals available, blessed with sacred oils and forged from holy materials, a weapon loaded with this ammunition becomes the bane of a Daemon's mortal form, directly attacking their essence and damaging their regeneration.

Effect: Weapon gains the Sanctified Trait.

Used With: Projectile, Bolt, Primitive, Fire

Thermal Bolt

An "Emperor's Light" bolt, as this pattern is sometimes called, is in fact a miniaturized melta charge. Used when facing heavy armor, these expensive and rare bolts nonetheless burn through nearly any protection.

Effect: Weapon gains +2ED, its AP increases to -4, and it gains the Melta Trait.

Used With: Primitive

Shard Bolt

Sometimes called "Emperor's Wrath" bolts, these bolts shatter after penetrating, leaving agonizingly painful shards in the wound that further damage the enemy if they exert themselves.

Effect: The weapon gains the Crippling Trait.

Used With: Primitive

Purgatus Stake

The standard ammunition for the Purgatus Crossbow and Condemnor Boltgun, these bolts are highly effective against psykers and daemons alike, and can sometimes be acquired for more common bow weapons.

Effect: Weapon gains the Psi-Shock (2) and Sanctified Traits.

Used With: Primitive

Purity Bolt

Designed to exorcise corrupted or heretical machine spirits, these bolts contain a small generator that scours the circuits of mechanical targets.

Effect: Weapon gains the Arc (2) Trait.

Used With: Primitive

Silver Stakes

More common than Purgatus Stakes, these bolts are nonetheless highly effective against the Daemon or Psyker.

Effect: Weapon gains the Sanctified trait; +2 ED vs. Psykers.

Used With: Primitive

Concussion Bolt

Crafted by the eccentric Magos Dahnic Rhom, these bolts contain a proximity sensor that explodes a fraction of a second before impact. This detonation creates a micro-singularity that sends a concussive wave of unrelenting force in all directions.

Effect: Weapon gains the Blast (Medium) Trait and anyone damaged by the weapon must make a DN 4 Strength test or be knocked prone.

Used With: Primitive

Shock Bolt

Another attempt to marry more advanced technology with the primitive nature of crossbows, these bolts embed several micro-electrical capacitors within a tungsten tip, creating a non-lethal charge designed to incapacitate anything up to a grox in size.

Effect: Weapon gains the Agonizing Trait.

Used With: Primitive

Abyssal Bolt

A dark weapon born of embedding shards of corrupted metal into the head of a crossbow bolt. Designed to explode and embed said shards deep into the target, this weapon's impact shreds not only the flesh, but the soul.

Effect: Weapon gains the Crippling and Tainted Traits.

Used With: Primitive

Incendiary Rounds

Designed with hollow internal chambers filled with volatile liquids and gases, "Heretic's Match" rounds can be made for practically any weapon that fires solid projectiles, but is mainly used in shotguns and crossbows. No matter how it is delivered, a heretic set ablaze by a single shot is an awe-inspiring sight.

Effect: Weapon gains the Blaze Trait.

Used With: Primitive, Projectile

Nitidus Rounds

Made in secret by a number of Tech-Priests with hidden ties to the Ordo Malleus, these bullets and shells contain small, warp-attuned crystals that burst into a bright sphere of light on impact, creating a psychic vacuum that is anathema to psykers and Daemons alike.

Effect: Any with the Psyker or Daemon keyword damaged by this weapon must make a DN 5 Willpower test or be staggered for d3 rounds.

Used With: Projectile

Psybolts

Psybolts lack the potency of true psycannon ammunition, but can still blast lesser Daemons to pieces with a few well-placed hits.

Effect: Weapon gains the Daemonbane and Force Traits, and ignores any protective bonuses granted by Psychic Powers, such as bonuses to AV or Defense.

Used With: Bolt

Psyflame

Manufactured in a similar manner to the fuel that powers the Ordo Malleus incinerator, psyflame ammunition allows Daemon hunters to upgrade even basic flamers for anti-Daemon work.

Effect: Weapon gains the Sanctified Trait, and ignores any protective bonuses granted by Psychic Powers, such as bonuses to AV or Defense. If the wielder has the Psyker keyword, the Agility test to put out the fire becomes DN 3+½ the wielder's Willpower.

Used With: Fire

Hellfire Rounds

The Hellfire Round has devastating effects on organic matter, specifically the Tyranids. The core and tip of the standard Exitus round are replaced with a vial of virulent mutagenic bio-acid toxins.

Effect: +2ED, +3ED vs organic targets

Used With: Exitus Rifle and Exitus Pistol

Shield-Breaker Rounds

A Shield-Breaker Round is used by Vindicare Assassins for bypassing a high-value target's personal energy shielding, such as a Refractor Field. The round overloads personal force-fields and similar barriers with massive bursts of energy.

Effect: Weapon ignores AV with the Force Shield trait and any "invulnerable" AV from similar

sources.

Used With: Exitus Rifle and Exitus Pistol

Turbo-Penetrator Round

The Turbo-penetrator Round is a hypervelocity, Adamantine-jacketed bullet surrounding a special magno-sealed flux needle. The round uses a two-stage charge to punch a diamond-hard secondary round through the thickest armour.

Effect: Weapon gains the Penetrating (2) trait.

Used With: Exitus Rifle and Exitus Pistol

Weapon and Armor Upgrades

Adamantine Chainguard

Some devoted Imperial servants wrap their armour in heavy links, the added weight acting as a reminder of the burdens Mankind must shoulder on the path to righteousness. The chains also act as a secondary defensive measure, entangling or deflecting weapons that strike them.

Effect: Armor gains the Bulk (1) trait or increases the trait by +1 if the armor already has it. Increase the wearer's Defense by 1 versus melee weapons. If a melee attack that struck the wearer involves a complication, the result is automatically "Weapon Stuck".

Upgrades: Any armor

Brazier

A common item among Ecclesiarchy priests, Sisters of Battle, and devoted Inquisitors of the Ordo Hereticus, braziers serve little practical purpose, but act as beacons of inspiration for the faithful.

Effect: Setting aflame a Brazier is an Action, and after setting it on fire, it burns for 2 hours before requiring refueling. While alight, it provides light like a lamp, and grants +2d to Leadership and Interaction tests involving faithful Imperials. It also grants +1d to Intimidate tests and +3DN to all Stealth tests. If the wearer is ever knocked prone, he must make a DN 3 Agility test or be set on fire.

Upgrades: Any armor, backpack, or helmet

Ceramite Plating

Ceramite protects against heat-based attacks, granting the wearer greater levels of protection against those who would turn fire against him.

Effect: The wearer gains +2 AV versus weapons with the Fire or Melta keywords and other heat-based sources.

Upgrades: Any carapace or Powered armor

Devotional Iconography

Devotional iconography takes many forms, including sanctified scrolls, purity seals, large

metal halos, and even entire suits of armour covered in barely visible micro-etching.

Effect: The wearer gains +1d to Leadership and interaction tests vs. Imperial targets, but suffers +1DN to such tests against those not loyal to the Emperor.

Upgrades: Any Armor

Hexagrammatic Wards

Prized by those who fight the psyker and desire some manner of defense against their arts, this upgrade uses powerful wards and a latticework of null-circuitry to protect not just the wearer's body, but also his soul.

Effect: The wearer adds +2 to the DN of psychic powers that target him. The wearer may soak mortal wounds caused by Psychic Powers, and adds +3 to AV against Psychic Powers that inflict normal damage. Weapons with the Warp Weapon trait do not increase their damage when attacking the wearer.

Upgrades: Any carapace or Powered armor

Pentagrammatic Wards

One of the Ordo Malleus's most closely guarded secrets, these wards come about through a complex and arcane process of occult rituals, holy symbology, and the application of lost aerythmetical formulae. When complete, pentagrammatic wards block Warp entities, and are often so potent that even approaching one is enough to damage or banish a Daemon.

Effect: When a creature with the Daemon keyword comes within or starts its turn within 2m of the wearer, the creature must make a DN 6 Willpower test. If the creature fails, it suffers 1 Mortal Wound, plus 1 for every die result of 1 on the test. However, if the creature succeeds the test and is able to shift 5 Exalted icons, the pentagrams overload and shatter, removing the upgrade.

Upgrades: Any carapace or Powered armor

Sacred Incense Burner

Filled with blessed herbs and spices, a sacred incense burner sends billowing clouds of strong-smelling smoke in all directions. Daemons find the holy odours repulsive, leaving them weakened and disoriented.

Effects: Setting aflame the incense is an Action, and after setting it on fire, it burns for 1 hour before the incense must be replaced. Any creature with the Daemon keyword within 6m of the wearer suffers a +1DN penalty to all Weapon Skill and Willpower-based tests.

Upgrades: Any armor

Truesilver

Truesilver consists of small woven bands of sanctified silver and iron. It is surprisingly versatile in its application, and its effects upon the daemoniac are immediate and striking. Truesilver can be used to upgrade armour, melee weapons, and ranged weapons in the following ways:

Truesilver Filigree

Woven through armour, Truesilver filigree is much more than decoration. Light that reflects

off of the artful carvings can cause Daemons to flinch, opening them up to crippling counterattacks.

Effects: Melee attacks by those with the Daemon keyword against the wearer suffer a -Xd penalty, where X is ½ the wearer's Willpower.

Upgrades: Any Armor

Truesilver Gilding

Weapons with Truesilver gilding have an inexplicable sturdiness in the face of unnatural foes, almost as if the mere presence of the sanctified silver was enough to turn aside ensorcelled blades and deflect daemonic talons.

Effects: The wielder's Defense increases by ½ the wearer's Willpower against melee attacks by those with the Daemon keyword.

Upgrades: Any melee weapon without the Power Field, Chain, or Force trait

Truesilver Weaving

More costly and time-consuming than the more traditional uses for Truesilver, some artisans thread tiny strands of Truesilver across the internal surface of the barrel of the weapon, so that some rubs off on each round. The amount used is insignificant, but the effects on the daemonic can be quite dramatic. Even grenade and missile launchers can benefit from this upgrade.

Effect: Reduce the target's defense by ½ the wielder's Willpower, if the target has the Daemon keyword.

Upgrades: Any Bolt, Projectile, or launcher weapon

Unguents of Warding

Unguents of Warding grant the bearer robust protection against Warp entities and psychic attacks, but take considerable time and skill to apply.

Effects: Applying Unguents of Warding takes 1 hour and a DN 4 Scholar test (DN 5 if the one doing the application lacks the Adeptus Ministorum keyword). The wearer gains +2d to Fear tests caused by Daemons and tests to resist Psychic Powers. The effects of the Unguents wear off after 1 month (or less given excessive wear, tear or contamination; GM's discretion).

Upgrades: Any armor

Warpleech Canister

A warpleech canister attaches to a gun like a silencer and coats each expended round with a liquid of unknown origin, giving each shot added potency against the Daemons of Chaos. Some believe the liquid comes from the distilled blood of the exorcised, whereas others postulate more sinister origins.

Effect: A weapon with this upgrade gains the Crippling trait against targets with the Daemon keyword. Each canister contains enough liquid to last for 4 reloads, and can be removed as an action if one wishes not to waste the liquid.

Upgrades: Any Solid Projectile weapon without a silencer.

Sanctification

Sanctification of a weapon involves elaborate liturgies performed along with the anointing of blessed oils, but makes the weapon a holy tool with which to purge the Daemon.

Effect: The weapon gains the Sanctified trait.

Upgrades: Any weapon

Purified Construction

Purified Construction is similar to Sanctification, but instead the craftsman completely takes apart the weapon and rebuilds it piece by piece, with complex cleansing rituals along each step of the process.

Effect: The weapon gains the Daemonbane trait. Acquiring this upgrade requires spending 1 Wealth or Asset even if the influence test is successful.

Upgrades: Any weapon, replaces Sanctification if the weapon already had it for the purposes of how many upgrades the weapon can have.

TOOLS AND WARGEAR

Name	Value	Keywords
Adaptive Logis-Engine	6 Very Rare	Imperium, Adeptus Mechanicus
Banishing Rod	6 Very Rare	Imperium, Inquisition
Cartograph	5 Uncommon	Imperium
Consecrated Scroll	5 Uncommon	Imperium, Inquisition, Adeptus Ministorum
Deadspace Earpiece	6 Rare	Imperium
Demolition Charge	2 Common	Imperium

Demolitions Kit	4 Uncommon	Imperium
Digital Weapon	? Unique	Imperium
Disguise Kit	4 Uncommon	<Any>
Explosive Collar and Controller	6 Uncommon	Imperium, Chaos
Forgery Kit	5 Uncommon	Scum, Heretic
Grapnel and Line	4 Common	Imperium, <Any>
Graffito Paints	1 Common	Imperium, Scum
Injector	3 Common	<Any>
Loud Hailer	4 Uncommon	Imperium, Adeptus Ministorum
Multikey	6 Rare	Imperium, Heretic, Scum
Null Rod	6 Very Rare	Imperium, Chaos
Polymorphine	--	Officio Assassinorum
Pict Recorder	3 Common	<Any>
Promethium	2 Common	<Any>
Psyocculum	7 Rare	Imperium, Inquisition
Spy Mask	--	Officio Assassinorum

Stasis Cage	7 Very Rare	Imperium
Drugs and Consumables		
Alcohol^	2 Common	Imperium
Barrage^	4 Rare	Imperium, Scum
De-Tox	4 Rare	Imperium
Frenzon^	5 Rare	Imperium, Scum
Lho-Sticks^	2 Common	Imperium, Scum
Mortis^	6 Rare	Imperium, Scum
Obscura^	4 Rare	Imperium, Scum
Plas	6 Rare	Imperium, Scum
Recaf	1 Common	Imperium
Slaught^	5 Uncommon	Imperium, Scum
Spook^	6 Rare	Chaos, Heretic, Psyker
Spur^	4 Uncommon	Imperium, Scum
Stimm^	4 Uncommon	Imperium, Scum
Sweep^	4 Uncommon	Imperium, Scum

^ Drug is Addictive

Tools and Wargear

Adaptive Logis-Engine

Many heretically advanced alien species use arcane encryptions and mechanical systems far beyond the understanding of the Adeptus Mechanicus. Nevertheless, Explorator Tech-Priests have recovered archaeotech devices that can defeat the alien and show the superiority of the Omnissiah. An Adaptive Logis-Engine uses intrusion machine spirits, chem dispensers, electromagnetic pulses, and other forceful means to break into alien networks and make them accessible to the agents of the Imperium. To operate an Adaptive Logis-Engine, a character must place it onto the alien computer, lock, or other interface device that he wishes to crack, and make a DN 6 Tech test. If successful, the engine accesses the alien device, and the character treats it like any other cogitator or electronic lock for the purposes of additional tests. An Adaptive Logis-Engine takes 5 minutes to access a basic alien system, less 30 seconds for each Exalted Icon shifted from the Tech test.

Banishing Rod

Made of darkened iron slabs enscribed with hallowed parchment and curled purity seals, banishing rods do not subdue the Warp so much as calm it. When held aloft or even jammed into the ground, they create an area where psychic energy flows sluggishly. In groups, such devices can ward large areas, aiding in exorcisms and impeding the advance of malefic entities. Psykers within 5 meters of one or more banishing rods cannot cast psychic powers higher than the unbound level, and subtract 2 from any rolls they make for Perils of the Warp. Characters with the Daemon keyword treat this area as Difficult Terrain. When used in an exorcism, each rod placed around the target of the exorcism grants a +1d bonus to the Daemonic Mastery test.

Cartograph

Any that venture outside the walls of Imperial civilization would do well to keep a cartograph on hand. Able to store data for multiple worlds with several overlays, and capable of connecting to nearby comms systems or orbital satellites, a Cartograph gives the bearer his exact current location and heading, as well as geographic features on the world. The bearer gains +1d to all tests made to navigate while on the surface of a planet.

Consecrated Scroll

Soaked in sacred oils and covered in illuminated texts of devotion, consecrated scrolls offer a small measure of protection against the machinations of the Warp. Before making a Psychic Mastery test, a character possessing one of these scrolls may choose to burn a single one as a Free Action; this destroys that scroll. Should the user have to roll for Perils of the Warp as a result of the subsequent Psychic Mastery test, he may re-roll the result.

Deadspace Earpiece

Each of these devices can limit high-volume sonic disturbances such as explosions by

automatically detecting and dampening the excessive noise down to a tolerable level. Users gain +2d to resist any effects caused by excessive sound, and may add +2d when trying to Soak damage from sound-based attacks.

Demolition Charge

Little more than a block of plastic explosive with a detonator, a Demolition Charge is ideal for those who prefer a less subtle approach when dealing with heretical structures. Frequently used to demolish closed doors, landing zones, bridges, etc., a single block is generally enough to blow a hole in a single plasteel or rockrete wall. Multiple blocks can be rigged together to cause greater explosions. While not generally usable as a thrown weapon, treat the explosion as a weapon with the following profile: 16+2ED; AP-3; Blast (Large). For each extra block beyond the first, increase the ED by 1 up to the tier dice limit. Using 5 or more blocks increases the Blast to Very Large.

Demolitions Kit

These kits are filled with all manners of supplies and materials for crafting explosives, including detcord and det-tape along with sensory systems to trigger the explosion. In the hands of an expert, there are few Imperial installations that can withstand what such a kit can produce. Each kit includes supplies for five demolition charges, 100 meters of det-cord that burns at a rate of one metre per 10 seconds, five simple pressure-release detonators, and one remote manual detonator.

Digital Weapon

Created by the strange, eccentric race known as the Jokaero, these devices take the form of slightly bulky rings. The weapons themselves vary immensely and never seem to completely run out of ammunition, a facet of their design that remains a mystery to the Adeptus Mechanicus. A Digital weapon, in effect, functions as a full version of any single non-Heavy energy-based weapon, except it can fit on the wearer's finger. It cannot use Reloads, and requires an hour to recharge after being fired. They cannot be modified. A Digital weapon has a value equal to that of the weapon it is based on, but always has Unique rarity.

Disguise Kit

For those attempting to gather information unnoticed, the ability to obscure one's true identity is very valuable. A good disguise kit can ensure a character does not attract the improper attention and perhaps even throws suspicions towards others. Contents can range from basic makeup and prosthetic flesh appliances to elaborate skin dyes, vocal augmentors, and even false dermal layering to fool gene scanners.

Explosive Collar and Controller

Normally worn by Penal Legionnaires, these devices are designed to instantly kill their wearer at the press of a button, discouraging them from disobeying orders. They come with a remote controller that can detonate the collar at ranges up to one kilometer, killing the wearer instantly and causing an explosion like a Frag Grenade to anyone within 4 meters. The control

unit can also remove the collar but removing the collar without the controller requires a DN 6 Tech test.

Forgery Kit

The perfect accessory for a disguise kit, a forgery kit contains replica seals, pre-aged parchment, and a variety of inks and other items that can be used to alter or manufacture official documentation. It can be used to alter ident cards, create fake work orders, even craft false travel papers, allowing a character to back up their false identity with similarly false evidence.

Grapnel and Line

Grapnels use a small launcher or gas-gun to fire a hooked or magnetic grapnel, connected to the launcher with a coiled 100m length of thin but strong line. Once the grapnel attaches to the desired spot such as a rooftop, a character can manually climb the line or activate a powered winch. In an emergency it can also be used as a crude ranged weapon in the same manner as a single-shot light crossbow. The maximum load for most grapnels is 150 kg.

Graffiti Paints

Commonly used by hive gangers to mark their turfs, the vibrant colors of these paint cans provide a striking and fast way to write words or draw pictures on practically anything. While each can contains only one color of paint, they come in hundreds of different colors, and are cheap enough for even a ganger to barely notice the expenditure.

Injector

Most specialised drugs are not in easy-to-take pill form and require injectors; these can take many forms from cheap low-tech disposable syringes up to sophisticated hypo-sprays and even bio-attuned skin patches. An injector can hold one dose of any drug, which a character may administer as two simple actions.

Loud Hailer

Bringing the word of the Emperor to the masses requires great volume, and a loud hailer is the perfect tool. Each can amplify normal speech levels such that many hundreds can hear easily.

Multikey

A multikey is the perfect accompaniment for any character seeking entrance to locked doors, the better to pry away the secrets hidden behind them. Multikeys can open almost all standard locks, making them illegal for most citizens to possess for understandable reasons and meaning most are carefully hidden away in boot heels or cloak padding. A character using a multikey gains a +2d bonus to any Tech test when trying to open locks.

Null Rod

Often carried by Witch Hunters, these devices hum with power, power that subdues and reduces the energies of the Warp and makes performing acts of witchcraft significantly more difficult. Most often appearing as obsidian cylinders of roughly 30cm crawling with arcane

energies, a null rod can dampen the powers of any psykers within 10 meters, causing them to take all tests to use any psychic powers with a -3d Penalty. They also offer personal protection from psychic attacks by increasing the DN of any power that directly targets the wielder by 3. A null rod also has such furious energy that it can be used in combat. Use the following profile: 5+1ED, AP -3.

Polymorphine

Used exclusively by the Callidus Temple assassins, this drug allows the user to change their physical appearance in any way they desire. Voice, skin color, features, height, weight, even gender can be changed. The changes are purely cosmetic, but can be as extensive as the user likes. The user can use the drug to create a specific appearance, such as disguising themselves as another. The Assassin makes a Deceive test with a +3d bonus when she takes the drug. Any who know the individual the Assassin is disguised as may make an Insight or Awareness test, with the DN being the icons rolled on the Deceive test. Success means they at least become suspicious of the Assassin's true identity and may question her. Polymorphine only functions when taken by a Callidus Assassin.

Pict Recorder

Pict recorders can capture images into simple still images or holographic video imagery, depending on the model, with playback capability on large built-in screens, perfect for gathering and recording evidence over the course of an investigation.

Promethium

Promethium is the common name for Imperial petrochemical-based liquid fuels refined from a variety of raw minerals and ores. It is also the catch-all brand for most of the chemicals that make flamer weapons so deadly, as it will burn without oxygen and adheres to targets to excruciating burning effect. It can also be used to create improvised anti-personnel explosives and bombs, detonating like a weapon with the following profile: 10+1ED; AP 0; Blaze, Blast (Medium), Spread. For each additional unit of Promethium used, increase the ED by 1, up to the tier dice limit. If 5 or more units are used, increase the Blast to Large. If 10 or more are used, increase it to Very Large.

Psyocculum

An arcane assemblage of strange lenses and scarcely-understood ætheric scryers, a psyocculum tracks the Warp signatures of psykers and Daemons alike. Although cumbersome to wear and draining to use, the device leaves those infused with Warp power no place to hide as they become highlighted in a corona of white light. As a half action, the wearer of a Psyocculum may make a DN 4 Awareness test. If successful, all with the Psyker or Daemon keywords are illuminated, even behind walls or in total darkness, until the end of the Scene. The wearer gains a +1d bonus to Ballistic Skill tests against such targets as long as the Psyocculum is active. However, the device distorts normal vision, inflicting a -2d penalty to sight-based Awareness tests while it is used. It cannot be used alongside a helmet or other

headgear, and takes a half action to put on or take off. For every minute beyond the first the user wears a Psyocculum, they suffer 1 Shock.

Spy Mask

This device, worn by assassins of the Vindicare Temple is one of the most advanced sensor suites available to a gunman operating without support. It incorporates the function of preysense goggles, can function as a Pict Recorder with full video recording and playback, negates any bonuses to defense granted by enemy cover, and grants a +2d bonus to all Awareness tests, even allowing the wearer to see heat signatures through thin walls.

Stasis Cage

The Stasis Cage is a fast and portable method of holding creatures for further study. A Stasis Cage generates a field large enough to hold anything that has a size smaller than Huge for five hours (if using the battery pack), or indefinitely if connected to a power source. A creature inside cannot take any actions, and characters outside cannot attack or interact with anything inside. The cage itself is compact and unfurls into a flat circular plate three metres across. It activates via a small remote mechanism; once active, it can hover with its captive two metres above ground and can be pushed or towed as desired.

Drugs

When the same drug is used too often in a short period of time, there is a chance for it to have a diminished effect as the user builds up an immunity or tolerance. A character using more than one dose of a drug in a 24 hour period must make a DN 4 Toughness Test for each use after the first, with a cumulative +1DN penalty. Should the test fail the drug has no useful effect and further doses have no useful effect for a full 24 hours.

Excessive drug use can also lead to Addiction. Every time the effects of one of the drugs indicated as Addictive wears off, the user must take a DN 3 Willpower test with a cumulative +1DN modifier for every dose taken in the last week. Failure means the user is Addicted.

Whenever the character must go for more than a single day without indulging their addiction, they begin to suffer withdrawal. Every day the character goes without, they must make a DN 3 Willpower test or suffer a cumulative +1DN penalty to all tests. The penalty is eliminated as soon as the character partakes of their addiction. If the cumulative penalty exceeds the Tier limit, the character lapses into a coma until they get to indulge.

The character (should he so choose) can overcome the Addiction by passing DN 6 tests for both Willpower and Toughness over the course of at least 1 month in which the character abstains from the drug. Taking the drug during this time means the character must start over from the beginning.

Alcohol

Alcohol is perhaps the oldest drug used by mankind and perhaps the most diverse in form, and as mankind moved across the galaxy, discovering new plant life, even more methods of fermentation were invented. In its cheapest form, rotgut booze is the catchall term for the foul tasting but powerful brews that are also useful as industrial solvents and impromptu explosives. More refined distillations such as amasec and raenka represent the other end of the spectrum and are usually reserved for the foppish elite rather than the workers who toil to produce them.

Effects: The drinker gains +1 to Toughness and may also be used in some first aid situations to deaden pain or cleanse a wound.

Side-Effects: Users may suffer from drunkenness if they are not wary, and must take an DN 3 Toughness Test after imbibing. Failure means they suffer a -1 to Agility, Intelligence, Willpower, and Initiative for 1+1d6 hours. If the failure involved a Complication, they black out for 1+1d6 hours. Alcohol is Addictive.

Barrage

Barrage enhances the user's physical abilities to super-human levels for a short period of time, but rapidly causes damage to the strained flesh.

Effects: The character gains +3 Strength and +3 Toughness for a number of rounds equal to his base Toughness.

Side-Effects: Once the effect has worn, off the character suffers 1d6 temporary Strength and Toughness damage (recovering 1 point of each per day) and becomes Staggered for 1d6 rounds. Barrage is Addictive.

De-Tox

A common component in many combat kits, this powerful drug can negate the effects of most dangerous toxins if administered fast enough.

Effects: A dose immediately ends the ongoing effects, both positive and negative, of any drugs, toxins or gases affecting the character (unless the effect states that de-tox is not effective against them).

Side-Effects: Using de-tox is both painful and debilitating, causing such unpleasantities as expulsion of fluids from almost every bodily orifice. Upon taking this drug, a character is staggered for a number of rounds equal to 1d6+1 minus his Toughness. A result of 0 or less means the character suffers no ill-effects.

Frenzon

The generic name for a variety of combat drugs often used within penal legion units, frenzon is also used by underhive pit-fighters and mercenary kill-teams. Once administered, the subject becomes fearless and fanatical in combat.

Effects: The character becomes Frenzied for 2d6 minutes.

Side-Effects: The character suffers a -1 penalty to Intelligence. Frenzon is Addictive.

Lho-Sticks

A commonly-used mild narcotic, lho is made from dried plant leaves, which when set alight produce a smoke that carries the addictive drug into the lungs. The leaves are wrapped with special papers or whole leaves to create a stick, easy to carry and easy to use. Some users make their own (perhaps not trusting others in this matter) while most use the

mass-produced sticks. Higher-end versions may be made from compressed whole leaves wrapped together into a thicker stick, or instead use special pipes to hold the burning leaves.

Effects: Inhaling lho puts the user in a mildly relaxed state for 1d6 hours but otherwise has no in-game effects.

Side-Effects: Lho is Addictive.

Mortis

Mortis acts to shut down metabolic processes to a near death level, rendering the user a corpse to all but the most dedicated of examiners.

Effects: Users who have taken Mortis are so near death for the following 5d6 minutes that any tests to determine the user's status suffer a +3DN penalty, with failure indicating the user is dead.

Side-Effects: Mortis is Addictive.

Obscura

One of the most common illegal narcotics, obscura is widespread due to the many smugglers and distributors operating across Imperial space and beyond. As an old and established drug, the effects have become standardised and are relatively dependable. Obscura can be ingested in a number of ways from injection, inhalation, skinpatch, and more.

Effects: Obscura users enter a pleasant dream-like state for 1d6 hours (if required to engage in combat consider them Hindered and Staggered).

Side-Effects: Once they wake, they enter a deep depression for 2d6 hours unless another dose of obscura is taken. Obscura is Addictive.

Plas

Many wastrels of the nobility use this biomorphic chemical to mildly alter their facial features for such frivolities as romantic assignation or humour. Others apply it in stronger doses to let them meld their flesh more painfully, rearranging the flesh into new forms and new identities for clandestine rendezvous or other more serious applications.

Effects: When applied to the skin, plas softens it to the consistency of soft wax for roughly five minutes, allowing the user to reshape it into new forms. Multiple applications allow even the flesh underneath to be moulded but with intense pain. This gives the subject a +3DN penalty against any Awareness tests to determine his true identity and +3d to Deception tests to fool anyone into believing the false one.

Side-Effects: Plas will gradually wear off over 3+1d3 days, causing pain proportional to the extent of modification.

Recaf

Technically not a drug, this popular beverage does contain natural chemicals that act as a mild stimulant. As it is primarily made from native ground and boiled plant leaves, the flavour and effects will vary depending on the world of origin (and sometimes even depending on the locale on the planet). Recaf has no in-game effects.

Slaught

Also known as "onslaught," this drug heightens awareness and improves reaction time, speeding up the user but causing fatigue and neural damage with prolonged use.

Effects: A dose grants the user +3d to Agility and Awareness tests for 3d6 minutes.

Side-Effects: After use, the user must take a DN 4 Toughness Test or suffer a -2d penalty to

Agility and Awareness tests for 1d6 hours. Slaughter is Addictive.

Spook

Spook is one of the more illegal drugs in the Imperium, for it allows the user to temporarily augment or channel that most dangerous of abilities—psychic powers.

Effects: The character gains a random power generated from the table below. Characters without the Psyker keyword manifest the power by passing a DN 5 Willpower test. Characters with the Psyker Trait also gain +2d to Psychic Mastery tests, but must add +2 to any rolls made on the Perils of the Warp table. The effects of Spook last for 1d6 hours.

Side-Effects: characters without the Psyker keyword must pass two Corruption tests (DN 4) once the drug takes effect as their mind is exposed to the horrors of the Warp. Spook is Addictive.

Roll (d66)	Minor Power
11-13	Chameleon
14-16	Compel
21-23	Create Flame
24-26	Dull Pain
31-33	Fortune
34-36	Inflict Pain
41-43	Levitation
44-46	Phantom Grip
51-53	Shove
54-56	Voices
61-64	Roll twice, gaining both Powers
65-66	Pick any one power and gain 1d3 CP

Spur

Spur is a powerful stimulant that increases overall stamina, ideal for nasty firefights or assaults where a quick burst of energy is literally a lifesaver, but with a serious depressive crash occurring afterwards.

Effects: Each dose lasts 3d6 minutes, during which the user cannot be Staggered and ignores any loss of Shock.

Side-Effects: After Spur wears off, the character suffers a -2d Penalty to Toughness and Agility-based tests for one hour and loses one shock for every two they would have lost while the drug was active. Spur is very Addictive, and tests to resist Addiction must be taken at a +1DN penalty.

Stimm

Stimm provides short-term energy and stamina to users, allowing them overcome pain and

bodily harm in order to keep fighting no matter what.

Effects: On a successful Medicae test, Stimm restores 1d3+6 Shock rather than 1d3+3.

Side-Effects: Stimm is Addictive.

Sweep

Sweep is a bizarre chemical commonly used to cure addiction to other drugs. Ironically, Sweep is itself quite addictive, and dulls the senses of those who consume it.

Effects: A single dose of Sweep allows the character to remove any addictions he currently has. Note it does not eliminate any other side effects a drug may impart.

Side-Effects: The character suffers -1d to all Agility and Awareness tests for 1d6 hours.

Sweep is Addictive. Removing an addiction to Sweep has a +2DN penalty to both tests. Sweep cannot be used to cure an addiction to Sweep.

Daemonology

The power of the Immaterium is little understood, but those adepts of the Inquisition who fight against the Daemon, including the mighty Grey Knights, know more than most. Combining their millennia of research into a single Psychic Discipline, they have developed powers that exceed those usable by most normal psykers. To take powers from the Sanctic Discipline, a character must be a Psyker and have the Inquisition Keyword. He must also be a member of the Ordo Malleus.

Name	Point Cost	DN	Activation	Duration	Range	Multi-Target	Keywords	Effect
Sanctic Discipline								
Purge Soul	15	Opposed Willpower	Action	Instant	24m	No	Psychic, Inquisition, Ordo Malleus, Grey Knights	The corruption in the target's soul is set ablaze, burning them from within
Gate of Infinity	15	6	Full	1 Round	24m	No	Psychic, Inquisition,	The psyker generates a temporary portal,

			Action				Ordo Malleus, Grey Knights	allowing instant repositioning
Hammerhand	15	6	Action	Sustained	24m	Yes	Psychic, Inquisition, Ordo Malleus, Grey Knights	The psyker's allies are granted the divine strength of the Emperor
Sanctuary	15	6	Action	Sustained	24m	Yes	Psychic, Inquisition, Ordo Malleus, Grey Knights	The Emperor's light shields the psyker's allies from harm
Astral Aim	15	5	Action	1 Round	40m	Yes	Psychic, Inquisition, Ordo Malleus, Grey Knights	The divine guidance of the Emperor directs the targets' weapons
Vortex of Doom	15	8	Full Action	Instant	24m	No	Psychic, Inquisition, Ordo Malleus, Grey Knights	The psyker tears a portal into the warp, pulling those affected into unreality

Purge Soul

Point Cost: 15

DN: Opposed Willpower

Activation: Action

Duration: Instant

Range: 24m

Multi-target: Yes

Keywords: Psychic, Inquisition, Ordo Malleus, Grey Knights

Effect: The psyker draws upon every ounce of willpower he possesses to purge the evil of his foes' souls, scouring every trace of corruption even if it destroys them in the process. The psyker and the target make an opposed willpower test, with the psyker adding the target's Corruption Level to his dice pool. He deals 1 Mortal Wound to the target if successful. If the target has the Daemon keyword, they count as having Corruption Level 5, and if they are

reduced to 0 wounds by this power, they cease to exist, dying permanently.

Potency: [1] The target suffers an additional Mortal Wound.

Gate of Infinity

Point Cost: 15

DN: 6

Activation: Full Action

Duration: 1 Round

Range: 24m

Multi-target: No

Keywords: Psychic, Inquisition, Ordo Malleus, Grey Knights

Effect: The psyker punches a corridor through the roiling immaterium, allowing him to cross great distances in the blink of an eye. If successful, the psyker designates two locations: the first within range, the second anywhere within 100m that the psyker can either see or has been before. A one-way portal opens, allowing any who can reach the portal (including the psyker) before it closes to pass through, so long as they are Large or smaller. Only those the psyker allows may use the portal, and he may close it at any time.

Potency: *[3] The portal can transport Huge creatures.

[1] Increase the range by a factor of 10.

Hammerhand

Point Cost: 15

DN: 6

Activation: Action

Duration: Sustained

Range: 24m

Multi-target: Yes

Keywords: Psychic, Inquisition, Ordo Malleus, Grey Knights

Effect: Focusing the raging power of his mind, the psyker augments the strength of his comrades to the point where they can crush flesh and bone with a single blow. If successful, all targets add 1 to the result of all Melee damage dice they roll (this stacks with weapon traits such as Brutal).

Potency: [2] All targets add +1ED to their melee attacks.

Sanctuary

Point Cost: 15

DN: 6

Activation: Action

Duration: Sustained

Range: 24m

Multi-target: Yes

Keywords: Psychic, Inquisition, Ordo Malleus, Grey Knights

Effect: Chanting words of warding, the psyker creates a zone of light around him that can both protect him from harm and repel daemonic creatures. If successful, all targets gain the ability to soak mortal wounds. If they already have this ability, they reduce the shock they spend when soaking by 1.

Potency: [2] All targets reduce the shock they spend when soaking by a further 1.

Astral Aim

Point Cost: 15

DN: 5

Activation: Action

Duration: 1 Round

Range: 40m

Multi-target: Yes

Keywords: Psychic, Inquisition, Ordo Malleus, Grey Knights

Effect: The psyker reaches out to the minds of his fellow daemonhunters, mystically guiding their aim to the chosen target. If successful, all targets ignore Tier DN worth of penalties on their ranged attacks and ignore any bonuses to the target's defense due to cover. Physical barriers can still block attacks, if they fully obscure the target.

Potency: [2] All targets gain +1d to ranged attack tests.

Vortex of Doom

Point Cost: 15

DN: 8

Activation: Full Action

Duration: Instant

Range: 24m

Multi-target: No

Keywords: Psychic, Inquisition, Ordo Malleus, Grey Knights

Effect: The psyker tears a rift between realspace and the warp, condemning his foes to total oblivion. If successful, the target and all within 6m of it suffer d3 mortal wounds. If an enemy is reduced to 0 wounds due to this, they are killed by Annihilation as their body is sucked into the Warp.

Potency: [3] All targets suffer 1 additional mortal wound.

[2] The area of effect increases by 2m.