Inquisition Barracks

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# Characters

Hiring a character costs 10 Points. The costs for all further upgrades are described in their respective sections.

A character’s base stats are 4 HP, 3 Aim and 3 Strength. All characters are *Human* by default.

A character has 10 Gear Points (GP) by default and can’t carry equipment with more GP in total than their Gear Points.

## Classes

Every character must have at least one class and may purchase a second class for 2 Points and 1 Trait Point.

### Available Classes

|  |  |
| --- | --- |
| Soldier | All-round fighter |
| Marksman | Ranged combat specialist |
| Gunslinger | Close-combat shooter |
| Devastator | Master of explosives |
| Vanguard | Defensive melee expert |
| Assault | Offensive melee expert |
| Assassin | Eliminating high-profile targets |
| Apothecary | Battlefield medic |
| Leadership | Commander |
| Spellslinger | Battlecaster |
| Warlock | Summoner |
| Witchhunter | A hunter of witchers and demons |
| Techpriest | Support |

## Origins

Additionally, Characters may have a special *Origin*, giving them unique bonuses on the battlefield. You may give a character an *Origin* for 5P.

# Ranks

Every character starts as a *Recruit*, but may be promoted with Points to gain access to more equipment and additional training. The bonuses include all previous bonuses.

|  |  |  |  |
| --- | --- | --- | --- |
| Rank | Trait Points | Bonuses | Cost |
| Recruit I | 2 Trait Points |  | 0 P |
| Soldier II | 3 Trait Points. |  | 2 P |
| Veteran III | 5 Trait Points | + 1 Aim or St or HP | 5 P |
| Officer IV | 6 Trait Points | +1 HP | 8 P |
| Hero V | 7 Trait Points | + 1 Aim or St or HP | 12 P |

# Weapons

A character may carry up to 4 hands worth of weapons (4\*1H, 2\*1H + 1\*2H, 2\*2H).

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Weapon | H | DType | Rank | Gp | Cost |
| Melee | Combat Knife | 1H | Phys | I | 1 GP | 0 P |
| 1H Blade | 1H | Phys | I | 2 GP | 1 P |
| 1H Blunt | 1H | Phys | I | 2 GP | 1 P |
| Powerweapon | 1H | Ligh | II | 2 GP | 2 P |
| Powerclaws | 1H | Ligh | II | 1 GP | 2 P |
| 2H Blade | 2H | Phys | II | 4 GP | 3 P |
| 2H Blunt | 2H | Phys | II | 4 GP | 3P |
| Spear | 1H | Phys | III | 4 GP | 2P |
| Whip | 1H | Phys | III | 2 GP | 2P |
| Spellweaver Staff | 2H | Phys | III | 1 GP | 1 P |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Pistols | Boltpistol | 1H | Phys | I | 2 GP | 0 P |
| Stormpistol | 1H | Phys | II | 2 GP | 1 P |
| Laserpistol | 1H | Fire | I | 2 GP | 1 P |
| Plasmapistol | 1H | Fire | III | 2 GP | 1 P |
| Handflamer | 1H | Fire | II | 2 GP | 1 P |
| Gravpistol | 1H | Phys | III | 2 GP | 1 P |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Rifles | Bolter | 2H | Phys | I | 3 GP | 0 P |
| Combi Bolter | 2H | Phys | II | 3 GP | 2 P |
| Laser Carabine | 2H | Fire | I | 3 GP | 1 P |
| Plasma Carabine | 2H | Fire | III | 3 GP | 2 P |
| Flamer | 2H | Fire | II | 3 GP | 2 P |
| Gravblaster | 2H | Phys | III | 3 GP | 2 P |
| Shotgun | 2H | Phys | II | 3 GP | 2 P |
| Sniper Rifle | 2H | Phys | III | 3 GP | 2 P |
| Grenade Launcher | 2H | Phys | III | 4 GP | 2 P |
|  |  |  |  |  |  |  |
| Heavy | Heavy Bolter | 2H | Phys | II | 4 GP | 0 P |
| Laser Cannon | 2H | Fire | II | 4 GP | 3 P |
| Heavy Flamer | 2H | Fire | III | 4 GP | 3 P |
| Missile Launcher | 2H | Phys | III | 4 GP | 3 P |
|  |  |  |  |  |  |  |

### Melee Weapons

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapon | Attacks | Damage | Rules | Types |
| Combat Knife | 1 | 3 | Stabby | Blade |
| 1H Blade | 1 | 4 |  | Blade |
| 1H Blunt | 1 | 4 |  | Blunt |
| Powerweapon | 1 | 4 | Penetration |  |
| Powerclaws | 2 | 3 | Stabby | Blade |
| 2H Blade | 2 | 5 | Unwieldy | Blade |
| 2H Blunt | 2 | 5 | Unwieldy | Blunt |
| Spear | 1 | 4 | Wide Reach, Stabby | Blade |
| Whip | 2 | 3 | Wide Reach, Unwieldy | Blunt |
| Spellweaver Staff | 1 | 3 | +1 Trait point for Spellweaver or Warlock | Blunt |

### Pistols

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon | Range | Attacks | Damage | Rules | Types |
| Boltpistol | 15cm | 1 | 3 |  | Projectile |
| Stormpistol | 15cm | 1 | 3 | Rapid Fire | Projectile |
| Laserpistol | 15cm | 1 | 4 |  | Laser |
| Plasmapistol | 15cm | 1 | 3 | Penetration | Laser |
| Handflamer | Cone | 1 | 3 |  | Template |
| Gravpistol | 15cm | 1 | 3 | Rending | Effect |

### Rifles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon | Range | Attacks | Damage | Rules | Types |
| Bolter | 30cm | 2 | 3 |  | Projectile |
| Combi Bolter | 30cm | 2 | 3 | Rapid Fire | Projectile |
| Laser Carabine | 30cm | 2 | 4 |  | Laser |
| Plasma Carabine | 30cm | 2 | 3 | Penetration | Laser |
| Flamer | Cone | 1 | 4 |  | Template |
| Gravblaster | 30cm | 2 | 3 | Rending | Effect |
| Shotgun | 10cm | 3 | 3 | Burst | Projectile |
| Sniper Rifle | 45cm | 1 | 5 | Penetration | Projectile |
| Grenade Launcher | 20cm | 1 | 3 | Blast | Template |

### Heavy

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon | Range | Attacks | Damage | Rules | Types |
| Heavy Bolter | 45cm | 2 | 4 | Rapid Fire | Projectile |
| Laser Cannon | 45cm | 2 | 5 |  | Laser |
| Heavy Flamer | Cone X | 1 | 4 |  | Template |
| Missile Launcher | 60cm | 1 | 4 | Blast X, Missile | Template |

# Weapon Upgrades

All ranged weapon can receive up to two upgrades of different categories. Melee weapons may receive two upgrades. Only weapons listed under “Weapons” may use upgrades.

## Melee Weapon Upgrades

|  |  |  |  |
| --- | --- | --- | --- |
| Upgrade | Weapons | Rank | Cost |
| Sharpened Blade | Blade | III | 2 P |
| Heavy Head | Blunt | III | 2 P |
| Spiked | All | III | 2 P |
| Extending | All | IV | 3 P |
| Burning | All | IV | 3 P |

## Ranged Weapon Upgrades

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Upgrade | Type | Weapons | Rank | Cost |
| Holo Scope | Scope | R | III | 2 P |
| ACOG Scope | Scope | R | III | 2 P |
| LR Scope | Scope | R | III | 2 P |
| Smart Scope | Scope | R, H | IV | 4 P |
|  |  |  |  |  |
| Slung Shotgun | Barrel | R | III | 3 P |
| Slung Flamer | Barrel | R | III | 3 P |
| Slung Launcher | Barrel | R | III | 3 P |
| Slung Bayonet | Barrel | R | III | 3 P |
| Tripod | Barrel | R, H | III | 3 P |
| Target Tracker | Barrel | R, H | III | 3P |
| Frontshield | Barrel | R | IV | 5 P |
|  |  |  |  |  |
| AP Rounds | Magazine | All | III | 2 P |
| Incendiary Rounds | Magazine | All | III | 2 P |
| Shock Rounds | Magazine | All | III | 2 P |
| Frost Rounds | Magazine | All | III | 2 P |
| Tracer Rounds | Magazine | All | III | 2 P |

## Melee Upgrades

|  |  |
| --- | --- |
| Sharpened Blade | This weapon gets +1 Damage. |
| Heavy Head | This weapon gets +1 Damage. |
| Spiked | This weapon gets *Bleeding*. |
| Extending | This weapon gets *Wide Reach* and *Unblocking*, but you get a -1 Strength malus while using this weapon. |
| Burning | This weapon gains the type *Fire*. |

## Ranged Upgrades

|  |  |
| --- | --- |
| Holo Scope | You get +1 Aim when attacking targets within 15cm. |
| ACOG Scope | You get +1 Aim when attacking targets between 15cm-30cm away. |
| LR Scope | This weapon gets +15cm range. |
| Smart Scope | You get +1 Aim and +1 to critical. |
| Slung Shotgun | Once per game, you may use your weapon as a Shotgun. |
| Slung Flamer | Once per game, you may use your weapon as a Flamer |
| Slung Launcher | Once per game, you may use your weapon as a Grenade Launcher. |
| Slung Bayonet | While wielding this weapon, you don’t count as unarmed in melee combat |
| Tripod | While behind cover, you get +1 Aim. |
| Target Tracker | You get +1 Aim. |
| Frontshield | Gives you a 5+ *Dodge Roll* when attacked from the front. |
| AP Rounds | This weapon gets *Penetration*. |
| Incendiary Rounds | This weapon’s type becomes *Fire*. |
| Shock Rounds | This weapon’s type becomes *Lightning.* |
| Frost Rounds | This weapon’s type becomes *Cold*. |
| Tracer Rounds | After hitting, every other attacker against the same enemy gets +1 Aim in this round. |

# Armor

Each character may carry only one armor.

|  |  |  |  |
| --- | --- | --- | --- |
| Armor | Bonus | Rank | Cost |
| Light Armor | - | I | 0 P |
| Combat Armor | 5+ Armor Roll | I | 2 P |
| Battle Suit | 4+ Armor Roll | II | 5 P |
| Terminator Armor | 3+ Armor Roll, *Heavy Armor* | III | 8 P |
| Camo Suit | 3+ Dodge Roll when attacked from more than 15cm away | III | 8 P |
| Deflective Armor | 4+ Armor Roll against *Fire* and *Cold* attacks | III | 3 P |
| Stealth Suit | You get *Stealth*, costs 4 GP | III | 8 P |
| Mage’s Vestments | +1 to *Quickcasts* while no enemy is within 10cm | III | 5 P |

# Gear

Characters may purchase as much gear as they want up to their Gear Point limit.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Gear | Bonus | Rank | GP | Cost |
| Target Matrix | Reroll every 1 once during ranged *Hit Rolls* | III | 1 GP | 5 P |
| Combat Visor | Get +1 to critical | III | 2 GP | 5 P |
| Healing Motes | At the end of each Round, heal 1 HP on a Roll of 6 | IV | 1 GP | 8 P |
|  |  |  |  |  |
| Storm Shield | 4+ Armor Roll when attacked in the front (120°). Counts as 1H weapon, but may be used with Rifles. | III | 3 GP | 6 P |
| Jump Pack | Character gets *Flying* | III | 3 GP | 8 P |
| Kinetic Shield | All characters within 5cm get a 4+ Dodge Roll against *Projectile* attacks. | IV | 5 GP | 10 P |
| Active Camouflage | You get a +1 bonus to *Cover Rolls* | III | 3 GP | 5 P |

# Consumables

Consumables can only be used once per piece, but can be bought multiple times. You may use equipment during the action phase, but only one per round. Grenades have a throw range of 10cm.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Consumable | Effect | Rank | GP | Cost |
| Frak Grenade | *Blast,* 3D hits to all enemies hit | I | 1 GP | 1 P |
| Flashbang | *Blast X,* all enemies hit are *Dazed* | I | 1 GP | 1 P |
| Incendiary Grenade | *Blast,* all enemies hit are *Burning* | II | 1 GP | 1 P |
| EMP Grenade | *Blast,* all enemies hit are *Shocked* | II | 1 GP | 1 P |
| Frost Grenade | *Blast,* all enemies hit are *Chilled* | II | 1 GP | 1 P |
|  |  |  |  |  |
| Med-Pack | Heals +2 HP to self or ally within 5cm | II | 1 GP | 1 P |
| Stim-Pack | Get a second action during the *action phase* | II | 1 GP | 2 P |
|  |  |  |  |  |

# Artifacts

These unique weapons may only be bought by characters with a rank of at least officer. No artifact may be bought twice for one player. Artifacts may not be upgraded.

|  |  |  |
| --- | --- | --- |
| Artifact | Type | Cost |
| Volkite Blaster | 2H Rifle | 10 P |
| Shatterstick | 2H Rifle | 10 P |
| Gorefather | 1H Melee | 6 P |
| Gorechild | 1H Melee | 6 P |
| Custodian Spear | 2H Melee | 10 P |

### Volkite Blaster

*A prototype weapon of tremendous destructive capabilities.*

A 2h Rifle with 30cm range, 2 Attacks, 5 Damage, *Fire* and *Penetration*. When rolling a 1 during *Hit Rolls,* the weapon overheats and the attack fails. No rerolls of ones.

### Shatterstick

*A custom grenade launcher firing cluster explosives.*

A 2H Rifle with 20cm, 1 Attack, 3 Damage, *Phys* and *Blast*. However, you may fire two attacks, no more than 10cm from another, but more than 5cm.

### Gorefather & Gorechild

*Two chainaxes, leaving nothing but a trail of gore in their wake. As massive as they are dangerous.*

Both a 1H chainaxe with 1 Attack, 6 Damage, *Phys, Blade* and *Rending*. You need at least 5 Strength to wield these mighty axes. When you wield both at the same time, you heal 1 HP for every kill you make.

### Custodian Spear

*The legendary guards of the Imperial Palace, rarely allow anyone to wield one of their spears.*

A 2H spear with 2 Attacks, 6 Damage, *Phys, Blade* and *Penetration*. When attacked in melee, the attacker gets a -1 malus to *Hit Rolls*.

# Companions

A character may choose to buy a companion if they meet the requirements.

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Requirement | Type | Cost |
| Wild Animal | - | Human | 4 P |
| Gundrone | Techpriest | Mechanical | 5 P |
|  |  |  |  |

## Wild Animal

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| HP | Aim | Strength | Range | Attacks | Damage | Type | Rules |
| 1 | - | 3 | Melee | 1 | 3 | Phys | - |

## Gundrone

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| HP | Aim | Strength | Range | Attacks | Damage | Type | Rules |
| 1 | 4 | - | 30cm | 1 | 3 | Phys | - |

# Class Trees

You may choose up to two classes, but getting a second costs 2 Points. You can split your points between those classes at will. To get level 2 traits, you need to have put at least one point into this class. To get a level 3 trait, you need to have put at least three points into this class. Level 3 traits additionally cost 2 trait points instead of one.

## Soldier

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Toughness | +1 HP | 1 |
| Fire in the hole | Increase the throw range of grenades to 20cm. | 1 |
| Balanced Fighting | Reroll all 1s while using a Pistol and a 1H Melee Weapon | 1 |
| Bandage | **Skill:** On a 4+, heal yourself for 1 HP |  |
|  |  |  |
| Trench Warfare | If you don’t move in a round, you count as in cover | 2 |
| Brotherhood | While within 5cm of another Soldier, you may reroll one dice per round | 2 |
| Cover Hugging | You get a +1 bonus to *Cover Rolls* | 2 |
|  |  |  |
| Tenacious | While at 1 HP, you get a 4+ *Save Roll* | 3 |

## Marksman

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Sharpshooter | +1 Aim when shooting at targets 30+cm away | 1 |
| Headhunter | +1 to critical hits | 1 |
| Scoped In | +1 Aim when using a scope | 1 |
|  |  |  |
| Headshot | Critical wounds deal one extra wound | 2 |
| Center Mass | Wounding an enemy with a 5 or 6applies *Shocked* to them | 2 |
| Rapid Retargeting | When you deal a critical wound with a Rifle, you may attack again, once per round | 2 |
|  |  |  |
| Perfect Aim | When you roll a critical hit, this hit is an automatic critical wound | 3 |

## Gunslinger

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Eye to Eye | Shooting at targets within 10cm gives +1 to critical | 1 |
| Light-footed | Wearing Light Armor gives +1 Aim | 1 |
| Balance | Increase the range of pistols to 20cm. | 1 |
|  |  |  |
| Double Action | Wielding two pistols gives +1 Aim | 2 |
| Vault | **Skill:** You may move 3cm in any direction after shooting with a pistol. | 2 |
| Accuracy | Critical hits have +1 Damage | 2 |
|  |  |  |
| Splitfire | When wielding two pistols, you may fire them at different enemies in one turn | 3 |

## Devastator

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Grenade Belt | When buying two grenades, you get a third with no Point cost | 1 |
| No Escape | Get a +1 bonus to the *Hit Rolls* of template weapons | 1 |
| Strong Throws | Increase the throw range of grenades to 20cm. | 1 |
|  |  |  |
| Deafening | Enemies hit by *Blast* hits are *Dazed* | 2 |
| Rain of Death | The Grenade- and Missile Launcher’s *Blast* radius is increased by 2.5cm, but the Damage reduced by 1 | 2 |
| Searing Touch | Template-based Fire weapons inflict *Burning* on every hit | 2 |
|  |  |  |
| Total Destruction | Rerolled all failed *Wound* rolls once when using templateweapons | 3 |

## Vanguard

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Fortified | When you don’t move, *Storm Shield* gets a +1 bonus to its *Armor Roll* | 1 |
| Brute Force | *Blunt* weapons get +1 Damage | 1 |
| Shield Slam | You may use *Storm Shield* as weapon in melee (1A, 3D, *Phys, Blunt).* Counts as melee weapon when attacked | 1 |
|  |  |  |
| Gigantic | You get +1 Strength while wielding a 2H Melee weapon | 2 |
| Thick Plates | Reroll one 1 during *Armor Rolls* per round | 2 |
| Bunker Up | Not moving gives you a +1 bonus to Aim for this round | 2 |
|  |  |  |
| Juggernaut | *Terminator Armor* does not have *Heavy Armor* anymore | 3 |

## Assault

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| All In | You get +1 Strength while wielding two melee weapons | 1 |
| Mixed Assault | When wielding a melee weapon and a pistol, you may fire your pistol while *charging* an enemy | 1 |
| Decapitate | Critical Wounds with 2H melee weapons deal one additional wound | 1 |
|  |  |  |
| Spearhead | When moving at least 75% of your maximum distance towards enemies, you may reroll any one dice this round | 2 |
| Airborne | When equipped with a *Jump Pack*, you get +1 Strength for the first assault when moving at least 10cm this round. | 2 |
| Madman | With an *Armor Roll* of no better than 5+, you get a 6+ *Save Roll* | 2 |
| Furious | Get +1 Strength but also get -1 HP | 2 |
|  |  |  |
| Slaughter | When killing an enemy in melee combat, you may immediately charge and attack another enemy, once per round. | 3 |

## Assassin

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Backstab | Attacking from Stealth gives +1 to critical hits in melee | 1 |
| Kunai | **Skill:** Throw a knife at a nearby enemy (15cm, 1A, 3D, Phys, Blade, use a ranged *Hit Roll*) | 1 |
| Agility | If your Strength is lower than your targets’, you still get a 4+ *Hit Roll* | 1 |
|  |  |  |
| Mutilation | Critical Wounds deal one extra wound | 2 |
| Smoke Bomb | **Skill:** When there is no enemy within 10cm, you may activate *Stealth* now | 2 |
| Assassins’ Blades | Get +1 to *Hit Rolls* when fighting with *Blade* weapons | 2 |
|  |  |  |
| Dance from the Shadow | When exiting stealth with two or more enemies in melee range, you may attack two enemies at once with a full melee attack | 3 |
| Eviscerate | **Skill:** For your next melee attack, all critical hits are automatically critical wounds | 3 |

## Apothecary

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Patch me up! | **Skill:** On a 3+, you heal yourself or an ally within 5cm for 1 HP. | 1 |
| Combat Stims | **Skill:** An ally within 5cm gets either +1 Aim or Strength for one round | 1 |
| Doctor’s Orders | Allies within 10cm can hunker down, forfeiting their turn for a 4+ *Save Roll* as long as there is no enemy within 10cm of them | 1 |
|  |  |  |
| Feel no Pain | Allies within 10cm of the Apothecary get a 6+ *Save Roll* (not the Apothecary) | 2 |
| Auto Injectors | You get a 5+ *Save Roll* | 2 |
| Healing Motes | Allies within 10cm of the Apothecary heal for 1 HP on a 6+. Roll for each ally individually. | 2 |
|  |  |  |
| Bring me back! | **Skill:** Revive a fallen comrade within 5cm to 2 HP. This takes your full action phase. No character may be revived twice. | 3 |
| Medic’s Touch | Learn *Divination* with mastery level one. | 3 |

## Leadership

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Battle Discipline | Allies within 10cm that miss all shots (at least 2) they take may roll for one more shot with their weapon. | 1 |
| No Retreat! | When a character with no melee weapon is charged within 10cm, their malus in melee combat is ignored for this attack. | 1 |
| Take Cover! | **Skill:** Allies within 10cm may move up to 5cm to get into cover | 1 |
|  |  |  |
| Always Advancing | Allies moving directly towards you may *move* an additional 5cm | 2 |
| Inspire | **Skill:** An ally within 15cm may reroll any one dice this round | 2 |
| Suck it up | **Skill:** Any ally within 15cm regenerates 1 HP on a 4+ | 2 |
|  |  |  |
| Never-ending Duty | Allies within 5cm get a 5+ *Save Roll* | 3 |

## Spellslinger

You may learn the *Arcane Study* traits more than once. However, to learn a school of magic to level 2/3, you must have learned the previous level first.

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Arcane Study I | Learn one school of magic with mastery level one | 1 |
|  |  |  |
| Arcane Study II | Learn one school of magic with mastery level two | 2 |
| Spellsurge | Get a +1 bonus to *Quickcast* rolls | 2 |
| Focused Wrath | Reroll one 1 during *Wound Rolls* for spells per round | 2 |
| Blazing | All Fire spells cause *Burning* on a 6 during *Hit Rolls* | 2 |
| Subzero | Enemies affected by *Chilled* through spellscan’t move at all | 2 |
| Fried Nerves | Enemies affected by *Shocked* through spells lose both actions | 2 |
|  |  |  |
| Arcane Study III | Learn one school of magic with mastery level three | 3 |

## Warlock

You may learn the *Arcane Study* traits more than once. However, to learn a school of magic to level 2/3, you must have learned the previous level first.

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Arcane Study I | Learn one school of magic with mastery level one | 1 |
|  |  |  |
| Arcane Study II | Learn one school of magic with mastery level two | 2 |
| Master’s Bond | Familiars get a +1 bonus to *Hit Rolls* | 2 |
| Lifebond | **Skill:** Absorb a familiar’s essence, gaining their remaining HP as HP for yourself, but killing it | 2 |
|  |  |  |
| Arcane Study III | Learn one school of magic with mastery level three | 3 |
| Dark Pact | You may have one additional *Familiar* | 3 |

## Witchhunter

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| PsyKiller Rounds | All ranged projectile attacks against a *Demon* or *Psyker* get a +1 to *Wound* rolls. You can’t use another Magazine upgrade. | 1 |
| Psyphase Blades | All melee attacks against a *Demon* or *Psyker* get a +1 to *Wound* | 1 |
| Back to Hell | Critical wounds against a *Demon* deal an additional wound | 1 |
| Deny the Witch | Critical wounds against a *Psyker* deal an additional wound | 1 |
|  |  |  |
| Magic Resistance | When hit by a magic attack or effect, you resist it on a 5+ | 2 |
| On the Hunt | You may move 5cm further when moving towards a *Demon* or *Psyker* | 2 |
| Ripped Apart | Critical hits *Daze Demons* and *Psykers* | 2 |
|  |  |  |
| Mark of Death | **Skill:** Mark an enemy *Demon* or *Psyker.* You may not attack another enemy until it is dead. You may not move away from it. You get +1 to critical hits and critical wounds and get +1 Strength while your target is still alive. | 3 |

## Techpriest

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
|  |  | 1 |
|  |  | 1 |
|  |  | 1 |
|  |  | 1 |
|  |  |  |
|  |  | 2 |
|  |  | 2 |
|  |  | 2 |
|  |  |  |
|  |  | 3 |

# Origins

Origins are special, unique traits that defines a character’s playstyle.

### List of Origins

|  |  |
| --- | --- |
| War Hound | Slaughtering melee madman without defense |
| Night Hunter | Stealth and fear to perfection |
| Headhunter | Ranged elimination specialist |
| Culexus Assassin | Anti-psyker assassin |
| Son of Prospero | Talented spell caster |
| Black Templar | Defensive specialist |
| Warsmith | Siegemaster & defense breaker |
| Farseer | Fragile master of spellcraft |
| Korsair | Master of lethal weapons |
| Daemonhunter | Slayer of daemons |

### War Hound

*A War Hound constantly charges into battle. Their only joy is the slaughter of anything in range.*

War Hounds get a bonus of +5cm to *charge* and a +2 bonus to Strength for one assault after charging. However, they get a -2 malus on *retaliations* and can’t use ranged weapons or learn magic.

### Night Hunter

*A Night Hunter stalks their prey in the cover of darkness, once they show themselves, your time has come.*

While you are not visible to any enemies, you get a +5cm bonus to charge. Additionally, you get a +2 to *Hit Rolls* on surprise attacks.

### Headhunter

*Always on the hunt. No target too far. No mission too difficult. Always focused. Always on the hunt.*

Headhunters use special augmented eyes for flawless vision. Critical hits that wound deal one extra damage. Headhunters can’t use melee weapons and can’t target enemies within 10cm.

### Culexus Assassin

*A rare mutation makes them void all nearby psychic activities. A terrible sight for all psykers.*

Culexus Assassins can’t be affected by any spells, enemy or allied. They get +1 to *Hit Rolls* when attacking a *Psyker*.

### Son of Prospero

*Magic talent, normally a rare gift. Normal on Prospero, home of the mightiest of spell casters.*

A Son of Prospero learns one magic school at no cost. However, they receive a -1 malus to HP.

### Black Templar

*Their will as iron as their defense.*

Black Templars use a free Stormshield and must choose *Vanguard* as one of their classes, but get a free point in it. However, they may not learn any magic, and are not affected by any allied magic.

### Warsmith

*No wall too high, no gate too massive, no armor too thick.*

All attacks made by a Warsmith get *Rending.* A Warsmith must specialize, and gets a -1 malus to either Aim or Strength at the beginning of a game.

### Farseer

*When you are fully attuned to the workings of magic, you will see the world in new light.*

Farseers may reroll one dice during spell casting per round and get a +2 bonus to *Quickcast Rolls*. However, they may not perform any melee or ranged attacks and get -1 HP.

### Korsair

*Former pirates and raiders, now spilling the blood of the enemies of the Imperium.*

All attacks of a Korsair inflict *Bleeding* on hit. Bleeding now lasts two rounds (hit taken every round) and attacks made against a bleeding enemy get +2 to *Wound Rolls*. When attacked in melee, a Korsair gets -1 to Strength for the full attack. Also, they may not wear armor other than *Light Armor* or *Combat Armor*.

### Daemonhunter

*On an eternal journey of hatred and vengeance, the Daemonhunter is a daemon’s worst nightmare.*

While a *Daemon* is within 30cm of the Daemonhunter, they get a -1 malus to all *Hit* rollsthat are not against the *Daemon*. Against the *Daemon*, they get +1 to *Hit Rolls* and +1 to *Critical Hits*. Critical hits inflict a wound on a 4+ (independent of the wound roll).