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 |
| Sorcerer | 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 | 1 Trait Points |  | 0 P |
| Soldier II | 2 Trait Points |  | 2 P |
| Veteran III | 4 Trait Points | + 1 Aim or St or HP | 4 P |
| Officer IV | 5 Trait Points | +1 HP | 8 P |
| Hero V | 6 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 |
| Fistweapon | 1H | Phys | I | 1 GP | 1 P |
| Powerweapon | 1H | Ligh | III | 2 GP | 2 P |
| Powerclaws | 1H | Ligh | III | 1 GP | 2 P |
| 2H Blade | 2H | Phys | II | 4 GP | 3 P |
| 2H Blunt | 2H | Phys | II | 4 GP | 3P |
| Spear | 1H | Phys | IV | 4 GP | 2P |
| Whip | 1H | Phys | IV | 2 GP | 2P |
| Spellweaver Staff | 2H | Phys | IV | 1 GP | 3 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 |  | Blade |
| 1H Blade | 1 | 4 |  | Blade |
| 1H Blunt | 1 | 4 |  | Blunt |
| Fistweapon | 1 | 2 | Brute Force | Blunt |
| Powerweapon | 1 | 4 | Penetration | Either |
| Powerclaws | 2 | 3 |  | 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 | You may reroll any one hit dice per round while spellcasting | 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. When equipping two identical weapons, both may be upgraded together for the price of one.

## Melee Weapon Upgrades

|  |  |  |  |
| --- | --- | --- | --- |
| Upgrade | Weapons | Rank | Cost |
| Sharpened Blade | Blade | III | 2 P |
| Heavy Head | Blunt | III | 2 P |
| Narrow-Point | Blade | III | 1 P |
| Jagged | All | III | 2 P |
| Poisoned | All | III | 2 P |
| Extending | All | IV | 3 P |
| Burning | All | IV | 3 P |
| Froststeel | All | IV | 3P |
| Powerweapon | All | IV | 3P |

## Ranged Weapon Upgrades

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Upgrade | Type | Weapons | Rank | Cost |
| Holo Scope | Scope | P, R | III | 2 P |
| ACOG Scope | Scope | P, 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 | P, R, H | III | 3P |
| Frontshield | Barrel | R | IV | 5 P |
|  |  |  |  |  |
| Magnum Rounds | Magazine | All | III | 2P |
| 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. |
| Narrow-Point | This weapon gets *Spiky*. |
| Jagged | This weapon gets *Bleeding*. |
| Poisoned | This weapon gets *Poisoned*. |
| Extending | This weapon gets *Wide Reach* and *Unblocking*, but you get a -1 Strength malus while using this weapon. |
| Burning | This weapon’s type becomes *Fire* and +1 Damage |
| Froststeel | This weapon’s type becomes *Cold* and +1 Damage |
| Powerweapon | This weapon’s type becomes *Lightning* and +1 Damage |

## 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 | You get +1 Aim when attacking targets further than 30cm away. |
| 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. |
| Magnum Rounds | This weapon gets +1 Damage. |
| 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 | GP | Cost |
| Light Armor | - | I | 0 GP | 0 P |
| Combat Armor | 5+ Armor Roll | II | 0 GP | 2 P |
| Battle Suit | 4+ Armor Roll | III | 1 GP | 5 P |
| Terminator Armor | 3+ Armor Roll, *Heavy Armor* | IV | 2 GP | 5 P |
| Camo Suit | 3+ Dodge Roll when attacked from more than 15cm away | IV | 2 GP | 5 P |
| Deflective Armor | 4+ Armor Roll against *Fire* and *Cold* attacks | III | 1 GP | 3 P |
| Stealth Suit | You get *Stealth* | III | 2 GP | 5 P |
| Mage’s Vestments | +1 to *Quickcasts* while no enemy is within 10cm | III | 1 GP | 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 one 1 during ranged *Hit Rolls* | III | 1 GP | 3 P |
| Combat Visor | Get +1 to critical hits | III | 2 GP | 3 P |
| Healing Motes | At the end of each Round, heal 1 HP on a Roll of 6 | IV | 1 GP | 5 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 | 5 P |
| Jump Pack | Character gets *Flying* | III | 3 GP | 5 P |
| Kinetic Shield | All characters within 5cm get a 5+ 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, 1* 3D hit 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 | 12 P |
| Shatterstick | 2H Rifle | 12 P |
| Gorefather | 1H Melee | 6 P |
| Gorechild | 1H Melee | 6 P |
| Custodian Spear | 2H Melee | 12 P |
| Blessed Plate | Armor | 12 P |
| Infernal Cloak | Equipment | 8 P |

Volki**te 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*.

Blessed Plate

*It is said, that this marvelous piece of armor was blessed by He Himself.*Counts as Armor, you may not equip any other Armor. Has a 3+ Armor roll and a 5+ Save roll.

Infernal Cloak

*A magic cloak that burns all who dare to come to close to its bearer.*At the beginning of your turn, every enemy within 10cm takes a 2D hit. Ignores *Dodge* rolls.

# Academy

|  |  |  |
| --- | --- | --- |
| Melee SkillsWhirlwind Skill: Your next attack attacks all enemies in melee range with a malus of -1 to your Strength. Lunge Skill: Your next *charge* in this roundis increased to 10cm. Execute Skill: Your next attack executes: a deadly attack with a malus of -2 to your *Hit* roll. If it wounds, it deals two extra wounds. Fighting Stance Skill: Until next round, you gain a +1 bonus to Strength when attacked in melee. Counterstrike When attacked in melee, roll a Hit roll. On success, perform a normal melee attack against the attacker with a -1 malus to Hit. Flurry Skill: Roll a dice for every attack you have. For each 3+, you get an additional attack with this weapon on your next attack. If you get at least one extra attack, you get a -2 malus to hit. | Ranged SkillsBurstfire Skill: With your next attack, you attack rapidly in quick succession, giving you +1 attack with a 2H ranged weapon with at least 2 attacks, but also a -1 malus to your Aim. Aimed Shot Skill: Forfeit your movement action to get +1 to your aim and critical. Rapid Advance Skill: Move up to 5cm. You may not use 2H ranged weapons this round. Spray and Pray Skill: For your next ranged attack, you have twice as many attacks, but get a -3 malus to Hit rolls. | Combat SkillsArcane Studies Learn one school of magic with mastery level one. Animal Handling Learn to handle a wild animal (companion). Heads Down When you have not moved this round, you gain a 6+ Save against ranged attacks. |

Every character may learn skills from the Academy for one Trait Point per skill.

# Companions

A character may choose to buy a companion if they meet the requirements. A character may only have one companion by default, but may learn to have more than one. A companion may be bought multiple times if the character can do that, except companions marked with an \* can only be bought once. The requirements for Classes are the number of points spent, for Schools of Magic the mastery level.

Companions are under direct control of the player and work just like characters, but count as units. Companions must stay within 10cm of their master, but may attack and move independently.

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Requirement | Type | Cost |
| Wild Animal | Animal Handling (Academy) | Human | 3 P |
| Gundrone | Techpriest I | Mechanical | 2 P |
| Battledrone\* | Techpriest III | Mechanical | 5P |
| Void Walker\* | Warlock II | Demon | 3P |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Companion | HP | AIM | STR | Range | ATK | DMG | Type | Rules |
| Wild Animal | 2 | - | 3 | Melee | 1 | 3 | Phys | - |
| Gundrone | 1 | 4 | - | 30cm | 1 | 3 | Phys | - |
| Battledrone | 2 | 4 | - | 30cm | 3 | 2 | Phys | Armor 5+ |
| Void Walker | 3 | - | 3 | Melee | 1 | 2 | Chs | - |

# Class Trees

You may choose up to two classes, but getting a second costs 1 Point. 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. You may only get one level 3 trait.

## 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 during Hit rolls 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 |
| Tactical Sense | You may throw one Grenade per Round in your Action Phase without using up your action |  |
|  |  |  |
| 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 hits have +1 extra Damage | 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 the same target again, once per round | 2 |
|  |  |  |
| Perfect Aim | When you roll a critical hit, this hit is an automatic critical wound | 3 |
| Devastation | Critical wounds deal one extra wound | 3 |

## Gunslinger

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Eye to Eye | Shooting at targets within 10cm gives +1 to critical hits | 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 a ranged attack with a pistol. | 2 |
| Accuracy | Critical hits have +1 extra 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 |
| Dualwield | 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 have +1 extra Damage | 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 |
| Frontal Assault | 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 a +1 bonus to critical hits in melee | 1 |
| Mutilation | You get a +1 bonus to melee critical wounds | 1 |
| Kunai | **Skill:** Throw a knife at a nearby enemy (15cm, 1A, 3D, Phys, Blade, use a ranged *Hit Roll*) | 1 |
| Assassins’ Blades | Get +1 to *Hit Rolls* when fighting with *Blade* weapons | 1 |
|  |  |  |
| Agility | While using two 1H melee weapons, you get +1 attack | 2 |
| Smoke Bomb | **Skill:** When there is no enemy within 10cm, you may activate *Stealth* now | 2 |
| Cruelty | You get a -2 malus to direct *wound* rolls, but *Bleeding* is now inflicted on successful hits. | 2 |
| Poison Master | Your *Poison* now deals damage on a 5+. | 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 |
| Medic’s Touch | Learn *Divine* magicwith mastery level one |  |
|  |  |  |
| 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 Blessing | Learn *Divine* magicwith mastery level two | 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:** An ally within 15cm regenerates 1 HP on a 5+ | 2 |
|  |  |  |
| Never-ending Duty | Allies within 5cm get a 6+ *Save Roll* | 3 |
| Full Assault! | One ally within 10cm gets an additional action | 3 |

## Sorcerer

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 |
| Attunement | Get +1 to critical hits | 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 on a 5+ | 2 |
| Battlemagic | You get a +2 bonus to *Quickcast* but can’t cast a second spell this round | 2 |
|  |  |  |
| Arcane Study III | Learn one school of magic with mastery level three | 3 |
| Power Unleashed | Get a +1 bonus to *Wound* rolls on all Spells | 3 |
| Combat Experience | Your spells now count as skills, but you can’t *Quickcast* or cast more than one spell per round | 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* (not *Greater Familiar)* | 3 |

## Elementarist

|  |  |  |
| --- | --- | --- |
| Trait | Effect | Level |
| Arcane Study I | Learn one school of magic with mastery level one | 1 |
| Curse of the Elements | You get a +1 bonus to critical hits, but a -1 malus to Woundrolls with direct damage | 1 |
| Elemental Focus | All your weapons with type *Fire, Cold* or *Lightning* get +1 Damage | 1 |
|  |  |  |
| Fiery Death | Burning damage is now a 3D hit | 2 |
| Fried Nerves | Enemies affected by *Shocked* lose both actions on a 4+ | 2 |
| Subzero | Enemies affected by *Chilled* can’t move at all | 2 |
|  |  |  |
| Master of the Elements | All hits with elemental damage types always apply special effects | 3 |
| Wildfire | *Burning* can now stack up to three times. | 3 |
| Shatter | Enemies that are *Chilled* by you take one extra wound when wounded by you and your allies | 3 |
| Overload | Enemies you *Shock* lose both actions. Enemies with more than 1 HP can resist (and only lose one action) on a [8-current HP]+ | 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 |
| Blessed Weapons | All allied characters within 5cm may reroll one 1 on a ranged *Wound* roll | 1 |
| Thick Plating | Your Drones lose 1 Aim but gain a 6+ Armor Roll. | 1 |
| Triangulation | **Skill:** Mark an enemy. All ranged attackers gain +1 Aim against it | 1 |
|  |  |  |
| Multithreading | You may purchase and use one additional Drone | 2 |
| Multithreading II | You may purchase and use one additional Drone | 2 |
| Reinforced Armor | All allied characters within 5cm may reroll one *Armor* roll per Round | 2 |
|  |  |  |
| Drone Lord | All your drones get +1 Aim. | 3 |
| Choir of Guns | **Skill:** All allies within 10cm may reroll any two dice during a ranged attack once in this round | 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 can’t *Retaliate* 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. However, these specialists are fragile and get -1 HP.

### 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 +2 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 may either learn one magic school to mastery level 2 at no cost OR get +1 Damage for all Spells and +1 to *Quickcast*. 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 -2 malus to all *Hit* rollsthat are not against the *Daemon*. Against the *Daemon*, they get +2 to *Hit Rolls*. Additionally, they get a 5+ save against all attacks made by a *Daemon*.