

FRONTIER WORLD

"Frontier worlds are lawless planets that sit on the edge of the Imperium. Savage and brutal, your world has always been home to a small number of settlers that are descended from the original colonists. You are tenacious and hardy, and have learned that the only justice in the galaxy is that which you hand out yourself."

There are numerous frontier worlds scattered across the borders of the Imperium, particularly within the Calixis Sector and Koronus Expanse. A frontier world is more than simply a world or system that sits upon the edge of the map; it is far away from centres of power, the protection of the military, and the influence of the Ecclesiarchy. Many of these worlds consist of a small number of population centres, and often times their environment is every bit as deadly as any death world. Some planets are barely habitable; others are hardly explored. These are rough-and-tumble places with few luxuries and fewer defences. Because of this, many are left open to the predations of xenos invaders and pirates. Frontier worlds are also havens for those who are seeking to escape Imperial justice.

Due to their unique position on the frontier, it's not unusual for the populace to have extensive dealings with xenos and abhuman species. In fact, some settlements can only get by because of the trade they conduct with outsiders.

LIFE ON A FRONTIER WORLD

Frontier worlds, such as Faldon Kise or Solace Encarmine, can often barely be classified as "civilised." The populace is rough and determined in equal measure, and many settlements on these worlds are ramshackle, resembling primitive, run-down, dry, dusty spots where life is harsh and unforgiving and justice comes from the barrel of a gun (or at the end of a rope). Here, the population must learn to survive on its own. There are no Adeptus Arbites Precinct-fortresses to maintain law, no PDF to protect the citizens from invasion, and no Fleet waiting in orbit to take them to safety. The people are tough and hard-working, used to living without the amenities that are taken for granted on other worlds. They are also insular and prefer to handle matters on their own, with little time for outsider interference.

The environments of these worlds can vary greatly—from near Death worlds to virtual paradises—but most tend to fall somewhere in between. The settlements on these worlds also vary, but are usually small and fairly primitive. Those who travel to such places must be prepared to face any environment, from toxic slime jungles to bone-scouring winds.

Though poorly educated, those who are raised upon a frontier world have learned that survival is paramount. As a result they are surly, coarse, rough, and durable folk who often refuse to back down from a confrontation—even when faced with overwhelming odds (and especially if they feel they are right). They have little patience for small talk and even less for those who are dishonest and disreputable. They make excellent scouts and foragers. It's also not unheard of for these people to conduct trade and associate with xenos races—even mutants—as most settlements lack an Imperial Cult representative to cow them into believing that these creatures are evil and should be shunned or destroyed.

Frontier World Characters

The world you come from is every bit as varied as the people on it. You are as rugged and tough as grox-hide leather, with excellent survival instincts that have been honed through years of harsh, bare-bones existence. The town you grew up in was a rough-and-tumble place where only the toughest and canniest survived. At times, rivals would try to cause trouble, but you, your neighbours, and your family would band together and fight them off. On occasion a traveller from beyond the stars would arrive and bring all manner of strange and exotic wonders for you to see. Sometimes these travellers would be human, other times not. Whatever they were, once you met them and smelled the odour of a thousand different worlds, you knew you were meant to travel amongst the stars.

You have a distrustful and gruff exterior—at least to those you don't know. Most people aren't worth your time, but those who are gain your respect and gratitude for life. The prejudice of humans from other worlds confuses you; you've had dealings with xenos and mutants before and suffered no ill effects. You are also known for your toughness and tenacity and you always try your utmost to finish what you start. When you give your word, it's as iron-clad as any written contract and you will go to any lengths to honour it.

On the Origin Path chart, Frontier World may be taken instead of Death World.

Characteristic Modifiers: +5 Strength; –5 Intelligence

Starting Skills: Frontier world characters begin with Survival (Int) and Wrangling (Int) as trained Skills.

Tough as Grox-Hide: Due to their hardy physiques and general surliness, Frontier worlders begin with one additional wound (already included in their Starting Wounds).

Leery of Outsiders: Frontier world characters are suspicious by nature. Because of this outlook, frontier world characters suffer a –10 penalty on all Fellowship Tests when dealing with someone they have not previously met (exactly when to apply this check is up to the GM).

Tenacious Survivalist: Life on the frontier can be filled with all manner of horrors. Frontier world characters learn at an early age to be wary of their surroundings, and react quickly in the face of danger. Frontier world characters may re-roll any Initiative Roll they make, though they must accept the results of the second roll.

Xenos Interaction: It's a common occurrence for humans on frontier worlds to interact and trade with xenos. Because of this interaction, Frontier World characters are immune to Fear when caused by a xenos with a Fear (2) or Fear (1). If the Fear Test difficulty is 3 or higher, however, it affects the character as normal. Of course, this outlook often puts them at odds with members of the Ecclesiarchy and as such they suffer a –5 penalty to all Interaction Tests when dealing with members of the Imperial Cult.

Starting Wounds: Frontier world characters double their starting Toughness Bonus and add 1d5+2 to the result to determine their starting number of Wounds.

Starting Fate Points: Roll 1d10 to determine a frontier world character's starting Fate Points. On a 1 – 5 he begins with 2 Fate Points; on a 6 – 10, he begins with 3 Fate Points.