



SERGEANT GAEL HARDEN
IMPERIAL GUARDSMAN



NAME: Sergeant Gael Harden

TIER: 1 (Ascended to 3)

RANK: 1 RANK BONUS: 1

ATTRIBUTES

ATTRIBUTE	RATING	ADJUSTED RATING
Strength	<u>3</u>	
Agility	<u>4</u>	
Toughness	<u>3</u>	
Intellect	<u>3</u>	
Willpower	<u>4</u>	
Fellowship	<u>3</u>	
Initiative	<u>5</u>	

COMBAT TRAITS

TRAIT	RATING	CURRENT
Defense	<u>4</u>	
Resilience	<u>8</u> Armour value	<u>4</u>
Soak	<u>3</u>	
Speed	<u>6</u>	
Shock	<u>7</u>	
Wounds	<u>6</u> Heavily wounded at	<u>3</u>

MENTAL TRAITS

TRAIT	RATING
Conviction	<u>4</u>
Corruption	<u>0</u>
Passive Awareness	<u>4</u>
Resolve	<u>3</u>

SOCIAL TRAITS

TRAIT	RATING
Influence	<u>4</u>
Wealth	<u>3</u>

WEAPONS

NAME	DAMAGE	AP	SALVO	RANGE	TRAITS
<u>Lasgun</u>	<u>7+2ED</u>	<u>0</u>	<u>2</u>	<u>48 m</u>	<u>Rapid Fire (1), Steadfast</u>
<u>Bayonet</u>	<u>6+2ED</u>	<u>0</u>	<u>—</u>	<u>Melee</u>	

FRAMEWORK: _____

SPECIES: Human

SPECIES ABILITY: N/A

ARCHETYPE: Imperial Guardsman

SKILLS

SKILL	RATING	LINKED ATTRIBUTE	TOTAL
Athletics	<u>4</u>	(Strength) 3	<u>7</u>
Awareness	<u>4</u>	(Intellect) 3	<u>7</u>
Ballistic Skill	<u>5</u>	(Agility) 4	<u>9</u>
Cunning		(Fellowship) 3	<u>3</u>
Deception		(Fellowship) 3	<u>3</u>
Insight		(Fellowship) 3	<u>3</u>
Intimidation		(Willpower) 4	<u>4</u>
Investigation		(Intellect) 3	<u>3</u>
Leadership		(Willpower) 4	<u>4</u>
Medicae	<u>5</u>	(Intellect) 3	<u>8</u>
Persuasion		(Fellowship) 3	<u>3</u>
Pilot		(Agility) 4	<u>4</u>
Psychic Mastery		(Willpower) 4	<u>4</u>
Scholar		(Intellect) 3	<u>3</u>
Stealth	<u>5</u>	(Agility) 4	<u>9</u>
Survival	<u>4</u>	(Willpower) 4	<u>8</u>
Tech	<u>1</u>	(Intellect) 3	<u>4</u>
Weapon Skill	<u>4</u>	(Initiative) 5	<u>9</u>

ARCHETYPE ABILITY:

Look Out, Sir!: Once per battle, an

Imperial Guardsman may suffer the

effects of an attack that hits an ally

instead of the allied character. When

doing so, increase the Guardsman's

resilience by +Rank for determining

the damage of the attack.

Cadian Shock Troops: +1/2 Rank on

Resolve tests.

KEYWORDS

Imperium, Astra Militarum, Cadian Shock Troops, Inquisition

TALENTS

Hardy: Once per battle, make a Toughness test (DN 3) as an action. **Failure:** You recover 1 Shock.

Success: You recover Rank Shock, plus each shifted Exalted Icon recovers an additional Shock.

Trademark Weapon <Lasgun>: +Rank Extra Dice to damage rolls. (Includes bayonet)

BACKGROUND

Goal: To survive, no matter the odds. You've seen too many die on the battlefield, and you won't be another victim. (+1 Glory when you accomplish your Objective during the session.)

GEAR

Augmetic: Sub-dermal Armour Implant (+1 Armour, already added in)

Auspex: detects energy emissions, motion, and life signs up to a range of 50m (+2d to Awareness tests)

Flak Armour, *Imperial Infantryman's Uplifting Primer*, 3 Reloads, Munitorum-issue mess kit, grooming kit, blanket, 3 ration packs, Medikit, vox-bead.

Trinket: The ident tags of a long-dead soldier of the Imperial Guard.

MALIGNANCIES

OBJECTIVES

D6

Roll Result

- Express confidence (or the opposite!) in the virtue of overwhelming numbers and firepower.
- Explain how the *Imperial Infantryman's Uplifting Primer* has a lesson appropriate to the current situation.
- Reminisce about your far-flung homeworld and compare it to the current situation.
- Reminisce about your time working with the shadowy Inquisition.
- Praise your trusty lasgun and extoll its virtues.
- Make a sincere offer to give your life in order to achieve success in the current mission.

☐ Objective achieved

ASCENSION NOTES

In her early days as a recruit, Harden took an ork fist to the face in a particularly brutal battle. Her jaw was broken, but she still managed to shove her bayonet into the xenos scum's eye. Not long ago, Harden fought against a rogue psyker and gained a harrowing glimpse into the madness of the Warp. Afterwards, she was questioned by the Inquisition. That unforgiving interrogation was conducted by Lady Aleretta, and Harden ended up working with her for several months.



Spend one Wrath to:

- Re-roll failures once on a test
- Add +1 to a Defiance check
- Make a narrative declaration
- Immediately restore 1d3+1 Shock

Spend one Glory to:

- Add +1d to a test after any re-rolls
- Add +1 bonus dice of damage to a successful attack
- Increase the severity of a Critical Hit
- Seize the Initiative

WRATH POINTS

--

BACKGROUND

VETERAN SERGEANT GAEL HARDEN, IMPERIAL GUARDSMAN

"Life is advancing. Forget the odds. Always push forward. The moment you stop there will be a Commissar behind you."

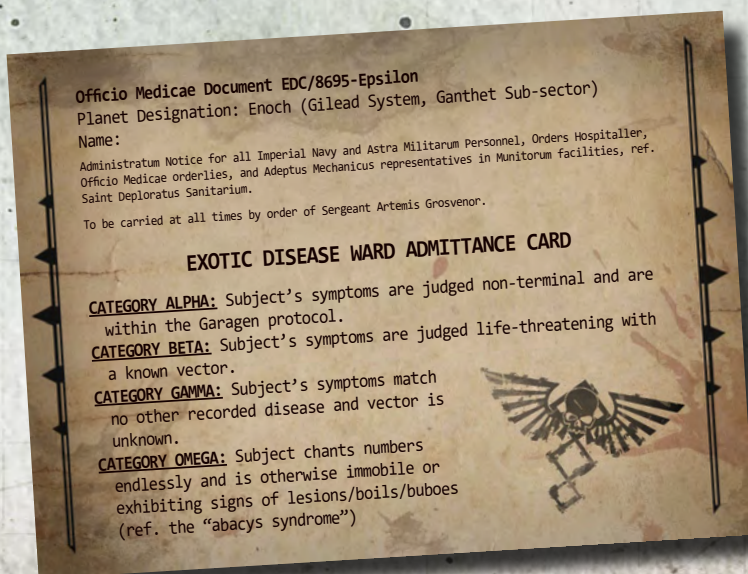
The Astra Militarum is the meat of the Imperial military's body. Tithes of soldiers from planets across the Imperium replenish the surging might of the Imperial Guard across countless theatres of war. The might of the Imperium is the endless tide of humanity it can throw into a conflict. The Astra Militarum is a lifelong commitment, not because of the opportunities it provides, but because most fall in battle before they leave the Imperial Guard.

Gael Harden is a battle-scarred veteran of the Astra Militarum. Gaer has seen war for much of her adult life, having been recruited young into the Imperial Guard and working her way up through the ranks. She has faced many of the xenos enemies of the Imperium, from Eldar raiders to Kroot scavengers in warzones throughout the Segmentum. Orks are an especially hated foe for Gael, and she served in a long and bloody campaign battling the Great Despot of Dregruk. The Gilead 412th 'Gravediggers' were one of the few to return from that conflict—and even then, only a fraction of them made it home.

ALLIANCES WITH OTHER PLAYER CHARACTERS

Victoria Linn (Imperial Guard Commissar): You witness Victoria best many tricky opponents during your time in the Imperial Guard, and finding she is alive years later gives you even more respect for her. Catching the glimpse of an Imperial Commissar out of the corner of your eye still puts you on edge, but she's never done anything against you.

Yyrmalla Aleretta (Ordo Xenos Interrogator): She sees something valuable in you and recommended you be pulled in to join this warband. The Imperial Guard has been your life, and you were prepared to die surrounded



WARHAMMER
40,000
ROLEPLAY

WRATH & GLORY



PATER NEMORIS
MINISTORUM PRIEST



NAME: Pater Nemoris

TIER: 1 (Ascended to 3)

RANK: 1 RANK BONUS: 1

ATTRIBUTES

ATTRIBUTE	RATING	ADJUSTED RATING
Strength	<u>4</u>	
Agility	<u>3</u>	
Toughness	<u>4</u>	
Intellect	<u>3</u>	
Willpower	<u>5</u>	
Fellowship	<u>5</u>	
Initiative	<u>4</u>	

COMBAT TRAITS

TRAIT	RATING	CURRENT
Defense	<u>3</u>	
Resilience	<u>9</u> Armour value	<u>4</u>
Soak	<u>4</u>	
Speed	<u>6</u>	
Shock	<u>8</u>	
Wounds	<u>8</u> Heavily wounded at	<u>4</u>

MENTAL TRAITS

TRAIT	RATING
Conviction	<u>5</u>
Corruption	<u>0</u>
Passive Awareness	<u>4</u>
Resolve	<u>4</u>

SOCIAL TRAITS

TRAIT	RATING
Influence	<u>7</u>
Wealth	<u>3</u>

WEAPONS

NAME	DAMAGE	AP	SALVO	RANGE	TRAITS
Chainsword	<u>10+1ED</u>	<u>0</u>	<u>—</u>	<u>Melee</u>	<u>Brutal, Parry</u>
(Master-Crafted: +2d on melee attacks using this weapon)					
Laspistol	<u>7+1ED</u>	<u>0</u>	<u>1</u>	<u>24 m</u>	<u>Pistol, Steadfast</u>

FRAMEWORK: _____

SPECIES: Human

SPECIES ABILITY: N/A

ARCHETYPE: Ministorum Priest

SKILLS

SKILL	RATING	LINKED ATTRIBUTE	TOTAL
Athletics	<u>3</u>	(Strength) <u>4</u>	<u>7</u>
Awareness	<u>4</u>	(Intellect) <u>3</u>	<u>7</u>
Ballistic Skill	<u>4</u>	(Agility) <u>3</u>	<u>7</u>
Cunning		(Fellowship) <u>5</u>	<u>5</u>
Deception		(Fellowship) <u>5</u>	<u>5</u>
Insight	<u>4</u>	(Fellowship) <u>5</u>	<u>9</u>
Intimidation		(Willpower) <u>5</u>	<u>5</u>
Investigation		(Intellect) <u>3</u>	<u>3</u>
Leadership		(Willpower) <u>5</u>	<u>5</u>
Medicae	<u>1</u>	(Intellect) <u>3</u>	<u>4</u>
Persuasion	<u>4</u>	(Fellowship) <u>5</u>	<u>9</u>
Pilot		(Agility) <u>3</u>	<u>3</u>
Psychic Mastery		(Willpower) <u>5</u>	<u>5</u>
Scholar	<u>2</u>	(Intellect) <u>3</u>	<u>5</u>
Stealth	<u>4</u>	(Agility) <u>3</u>	<u>7</u>
Survival		(Willpower) <u>5</u>	<u>5</u>
Tech		(Intellect) <u>3</u>	<u>3</u>
Weapon Skill	<u>4</u>	(Initiative) <u>4</u>	<u>8</u>

KEYWORDS

Imperium, Adeptus Ministorum, Rogue Trader

TALENTS

Fearless: You automatically pass Fear tests and are immune to Intimidation interaction attacks.

Hatred (Heretics): +Rank on melee attacks against beings with the Heretic keyword.

+2 DN penalty to any non-hostile Interaction skill tests vs. beings with the Heretic keyword.

BACKGROUND

Origin: You were born on the agri-world of Ostia. Growing up there has made you hearty, strong, and difficult to kill. (+1 Wound, already added in)

GEAR

Missionary kit: Grants a +1d bonus to Persuasion Tests made involving converts to the Imperial Creed or those seeking forgiveness.

Trinket: A bottle of sacramental wine blessed by an Arch-Deacon of the Adeptus Ministorum.

Rosarius: (May attempt to Soak Mortal Wounds) Ministorum Robes

Vox-bead, 3 Reloads

MALIGNANCIES

OBJECTIVES

D6

Roll Result

- 1 Extoll the virtues of worshipping the God-Emperor to an unbeliever.
- 2 Proclaim your enemy to be a heretic and unworthy of the Emperor's light.
- 3 Bear witness to an act that you consider a miracle of the divine Emperor.
- 4 Reminisce about your time with a Rogue Trader crew and ministering to their souls.
- 5 Compare the current situation to the acts of a martyr you once knew.
- 6 Reminisce about a far-flung world you saw as a Missionary of the Imperial Creed

☐ Objective achieved

ASCENSION NOTES

Pater Nemoris was burned across his chest during a battle aboard a Rogue Trader vessel years ago. He believes that the burn resembles the holy aquila, and he claims it is a mark of fidelity to the God-Emperor. His journeys as a missionary earned him some respect from the Rogue Trader.

Memorable Injury: An aquila-shaped burn on your chest.



WRATH POINTS

Spend one Wrath to:

- ◆ Re-roll failures once on a test
- ◆ Add +1 to a Defiance check
- ◆ Make a narrative declaration
- ◆ Immediately restore 1d3+1 Shock

Spend one Glory to:

- ◆ Add +1d to a test after any re-rolls
- ◆ Add +1 bonus dice of damage to a successful attack
- ◆ Increase the severity of a Critical Hit
- ◆ Seize the Initiative

BACKGROUND

PATOR NEMORIS, MINISTORUM PRIEST, ENOCH SYNOD

'Only through faith can our great Imperium be restored – the God-Emperor tests us with disaster, but we will stand strong in his light.'

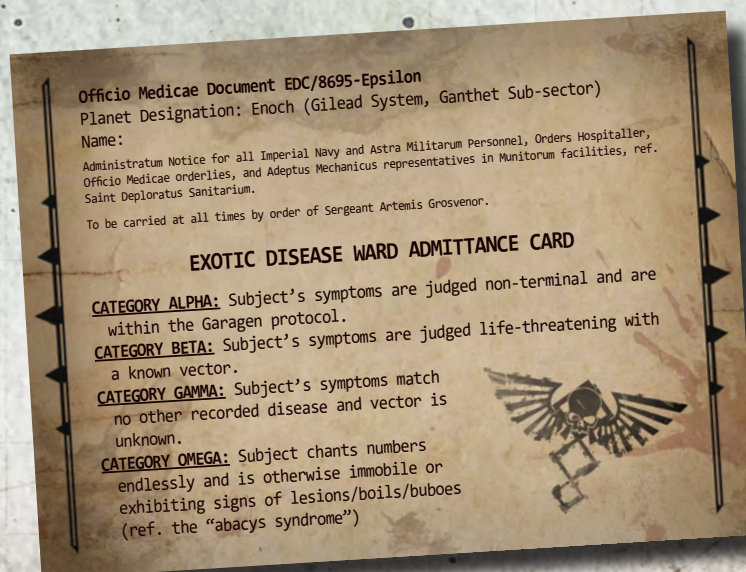
Ministorum Priests impart the wisdom of the God-Emperor upon the masses with rousing orations and dispense His justice with cleansing fire. The Ecclesiarchy is a vast and powerful faction in the Imperium of Mankind, beholden only to their hierarchy and the High Lords of Terra. With Holy Terra on the far side of the Great Rift, that leaves only faith in the God-Emperor as their guide. With millions of clerics spanning the Imperium, the extolled dogma and rituals practiced vary from system to system, hive to hive, and even cathedral to cathedral.

Pater Nemoris is an experienced missionary with a fiery passion for the Imperial Creed. He is as skilled at eradicating heretics and mutants as he is at ministering to the needy. In everything he is sustained by his faith in the God-Emperor, sure that the Great Rift that has divided the Imperium and the roiling warp storms cutting Gilead off from Terra are but another test sent to them by the Master of Mankind. Nemoris has spent the majority of his life on Enoch, tending to its temples and shrines and seeing to the faithful or the pilgrims that journey there from other worlds or systems. He has known nothing but the Imperial church and it guides everything in his life. For example, he is fond of quoting Imperial scripture—words of Imperial saints or the Emperor himself—whenever a solution to a difficult situation is needed. For Pater Nemoris, faith is humanity's greatest weapon, and the torch that lights the way to salvation.

ALLIANCES WITH OTHER PLAYER CHARACTERS

Lady Yymalla Aleretta (Inquisitorial Acolyte): Lady Yymalla is a bold servant of the Emperor willing to give her life to eradicate the xenos threat in Gilead. It seems as though she could use your guidance on spiritual matters to become better acquainted with the Emperor's teachings.

Henna Orten (Sister of Battle): Henna is a fierce warrior and one of the most devout servants of the God-Emperor that you know. Her faith is ironclad, but you get the impression she questions your devotion.



WARHAMMER
40,000
ROLEPLAY

WRATH & GLORY



**BATTLE-BROTHER TROJON
KULL OF THE WHITE SCARS**
TACTICAL SPACE MARINE



NAME: Battle-Brother Trojon Kull of the White Scars

TIER: 3

RANK: 1 RANK BONUS: 1

ATTRIBUTES

ATTRIBUTE	RATING	ADJUSTED RATING
Strength	5	9
Agility	4	5
Toughness	4	5
Intellect	3	
Willpower	4	
Fellowship	2	
Initiative	4	

COMBAT TRAITS

TRAIT	RATING	CURRENT
Defense	3	
Resilience	11	6
Soak	4	
Speed	7	
Shock	7	
Wounds	8	4

MENTAL TRAITS

TRAIT	RATING
Conviction	4
Corruption	0
Passive Awareness	3
Resolve	4

SOCIAL TRAITS

TRAIT	RATING
Influence	4
Wealth	3

WEAPONS

NAME	DAMAGE	AP	SALVO	RANGE	TRAITS
Boltgun	10+1ED	0	2	40 m	Brutal, Rapid Fire (2)
Astartes Combat Knife	12+1ED	0	—	Melee	Steadfast
Bolt Pistol	10+1ED	0	1	24 m	Brutal, Pistol

FRAMEWORK: _____

SPECIES: Adeptus Astartes

SPECIES ABILITY: _____

See Notes on Next Page

ARCHETYPE: Tactical Space Marine

ARCHETYPE ABILITY:

Tactical Versatility: The Space

Marine may add +1/2 Rank to an attack roll or to the damage value of a successful attack.

SKILLS

SKILL	RATING	LINKED ATTRIBUTE	TOTAL
Athletics	2	(Strength) 9	11
Awareness	2	(Intellect) 3	5
Ballistic Skill	4	(Agility) 5	9
Cunning		(Fellowship) 2	2
Deception		(Fellowship) 2	2
Insight		(Fellowship) 2	2
Intimidation	2	(Willpower) 4	6
Investigation		(Intellect) 3	3
Leadership		(Willpower) 4	4
Medicae	1	(Intellect) 3	4
Persuasion		(Fellowship) 2	2
Pilot	3	(Agility) 5	8
Psychic Mastery		(Willpower) 4	4
Scholar	2	(Intellect) 3	5
Stealth	1	(Agility) 4	5
Survival	1	(Willpower) 4	5
Tech		(Intellect) 3	3
Weapon Skill	5	(Initiative) 4	9

KEYWORDS

Imperium, Adeptus Astartes, White Scars

TALENTS

Storm of Death: Reduce penalty for making a Multi-attack in melee by +Rank.

White Scars--Swift as the Wind: A White Scar gains +Rank bonus to Piloting tests for vehicles with the Adeptus Astartes keyword.

White Scars--Strike like Lightning (Tradition): A White Scar must spend a point of Glory in order to Hold Action.

BACKGROUND

Accomplishment: Veteran of Cadia. You fought on that doomed world against the forces of Chaos before it fell before Abaddon's Black Crusade. (+1 Influence, already added in)

GEAR

Mark VIII Power Armour (Includes vox-unit, preysense lenses [reducing the DN penalty for Dim or low light by 2], and respirator), 3 Reloads,

Trinket: An Emperor's Tarot card with a name scrawled across it in blood.

3 Frag Grenades (Damage 10+ED; AP 0; Range 27m; Salvo --; Blast [Medium]),

3 Krak Grenades (Damage 14+2ED; AP -2; Range 27m; Salvo --; Blast [Small])

MALIGNANCIES

OBJECTIVES

D6

Roll Result

- 1 Call upon your Chapter's Primarch as you defeat an enemy.
- 2 Describe how the Codex Astartes applies (or does not apply) to the current situation.
- 3 Reminisce upon the traditions of your Chapter (and the Chapter's home world, if any) and compare it to the current situation.
- 4 Compare the current situation to the desperate fighting on Cadia.
- 5 Express a sincere desire to significantly speed up the pace of the current situation.
- 6 Express frustration with the virtue of patience.

☐ Objective achieved

NOTES

Angel of Death: Space Marines add +1 Icon to any successful attack against a Mob.

Honour the Chapter: You are subject to the orders of your chapter master, and must honour both the beliefs and traditions of your chapter.

Space Marine Implants: Space Marines do not bleed. Space Marines gain +1 bonus dice as a situational modifier to any test if the Game Master deems it appropriate for one of the 19 implants.



Spend one Wrath to:

- Re-roll failures once on a test
- Add +1 to a Defiance check
- Make a narrative declaration
- Immediately restore 1d3+1 Shock

Spend one Glory to:

- Add +1d to a test after any re-rolls
- Add +1 bonus dice of damage to a successful attack
- Increase the severity of a Critical Hit
- Seize the Initiative

WRATH POINTS

--

BACKGROUND

BATTLE-BROTHER TROJON KULL, WHITE SCARS TACTICAL SPACE MARINE

'A vigilant servant of the Imperium always knows where his bolter is. I will mete out justice as swiftly as the lightning bolt of my Chapter.'

Battle Brother Trojon Kull lives for combat—in fact, he is specifically designed for that very purpose. He was selected by the White Scars Chapter at a young age, implanted with organs and biological upgrades that wrought a genetic modification upon his flesh, while his mind was shaped into that of a peerless warrior. Standing head and shoulders above even the largest natural humans, Trojon is a perfect example of a Space Marine, armed and armoured with some of the finest weapons the Imperium can provide.

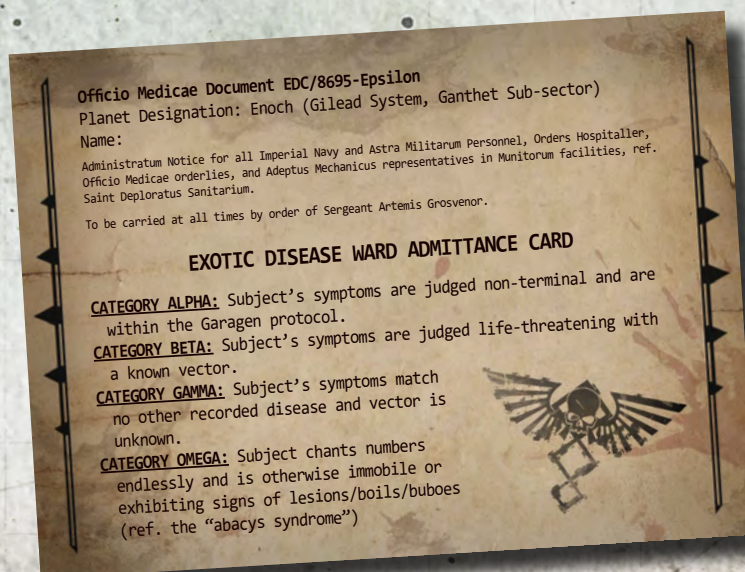
Space Marines are without a doubt amongst the most powerful warriors to stand in the defence of the Imperium, and yet, they are extremely few in number. It is a measure of their prowess, however, that often it takes only one of these legendary warriors to turn the tide of battle. The last survivor of his combat squad—lost during the final battles for Cadia—Kull has found himself cut off from his Battle-Brothers and amongst many worlds that cry out for defenders such as he. By allying with Rogue Trader Jakel Varonius, the Space Marine can join the fight to keep the light of humanity alive in this dark corner of the galaxy.

Exceptionally strong and fit even by the standards of his Chapter, Trojon has found himself in strange company. Of all his new companions only Interrogator Aleretta demands his respect, for the organisation she represents is beyond reproach, though if pressed Trojon recognises a fellow soldier in Gael Harden, even if she is only human.

ALLIANCES WITH OTHER PLAYER CHARACTERS

Henna Orten (Sister of Battle): In the short time you have known her, Henna has proved herself a fierce warrior and a devout servant of the Emperor. The bond she has with her sisters reminds you of your own brotherhood with the Space Marines of your Chapter. Like you, she is unafraid to speak her mind.

Victoria Linn (Astra Militarum Commissar): A Commissar's role is to root out deceit and deception and enforce morale—a noble task amongst her guard troops. However, her scrutiny of you reaches beyond her authority. Regardless of her intentions her oversight or interest is unwelcome, for it often seems to slow things down unnecessarily.





COMMISSAR VICTORIA LINN
IMPERIAL COMMISSAR



NAME: Commissar Victoria Linn

TIER: 3

RANK: 1 RANK BONUS: 1

ATTRIBUTES

ATTRIBUTE	RATING	ADJUSTED RATING
Strength	4	
Agility	4	
Toughness	5	
Intellect	3	
Willpower	5	
Fellowship	3	
Initiative	4	

COMBAT TRAITS

TRAIT	RATING	CURRENT
Defense	3	
Resilience	9	3
Soak	5	
Speed	6	
Shock	8	
Wounds	8	4

MENTAL TRAITS

TRAIT	RATING
Conviction	5
Corruption	0
Passive Awareness	3
Resolve	4

SOCIAL TRAITS

TRAIT	RATING
Influence	6
Wealth	3

WEAPONS

NAME	DAMAGE	AP	SALVO	RANGE	TRAITS
Power Sword	11+1ED	-3	—	Melee	Parry
Bolt Pistol	10+1ED	0	1	20 m	Brutal, Pistol

FRAMEWORK:

SPECIES: Human

SPECIES ABILITY: N/A

ARCHETYPE: Imperial Commissar

ARCHETYPE ABILITY:

Fearsome Respect: You and any allies within 15 metres and line of sight add +Rank to Resolve tests. You gain +Rank to Intimidation tests, including Interaction attacks.

SKILLS

SKILL	RATING	LINKED ATTRIBUTE	TOTAL
Athletics	1	(Strength) 4	5
Awareness	3	(Intellect) 3	6
Ballistic Skill	4	(Agility) 4	8
Cunning		(Fellowship) 3	3
Deception		(Fellowship) 3	3
Insight	1	(Fellowship) 3	4
Intimidation	4	(Willpower) 5	9
Investigation		(Intellect) 3	3
Leadership	4	(Willpower) 5	9
Medicae		(Intellect) 3	3
Persuasion		(Fellowship) 4	4
Pilot		(Agility) 4	4
Psychic Mastery		(Willpower) 5	5
Scholar		(Intellect) 3	3
Stealth	1	(Agility) 4	5
Survival	1	(Willpower) 5	6
Tech		(Intellect) 3	3
Weapon Skill	4	(Initiative) 4	8

KEYWORDS

Imperium, Astra Militarum, Officio Prefectus

TALENTS

Sidestep: Once per round, sacrifice your move to gain +Rank Defence and Resilience vs. one melee attack.

Supreme Presence <Intimidation>: May target Rank+1 Individuals, or one mob of troops, without penalty for Intimidation Interaction attacks.

BACKGROUND

Accomplishment: You are a veteran of the Indomitus Crusade. Under the authority of Lord Commander Guilliman, you fought to reunite the worlds of the Imperium in the aftermath of the emergence of the Great Rift. (+1 Influence, already added in)

GEAR

Flak Coat, *Imperial Infantryman's Uplifting Primer*, Munitorum-issue mess kit, grooming kit, blanket,

Trinket: an unread message from someone important, 3 ration packs, 3 Reloads, vox-bead.

MALIGNANCIES

OBJECTIVES

D6

Roll Result

1

Express confidence (or the opposite!) in the virtue of overwhelming numbers and firepower.

2

Explain how the *Imperial Infantryman's Uplifting Primer* has a lesson appropriate to the current situation.

3

Reminisce about your far-flung homeworld and compare it to the current situation.

4

Threaten to execute someone for cowardice in the face of the enemy (this can be subtle or overt as you choose!).

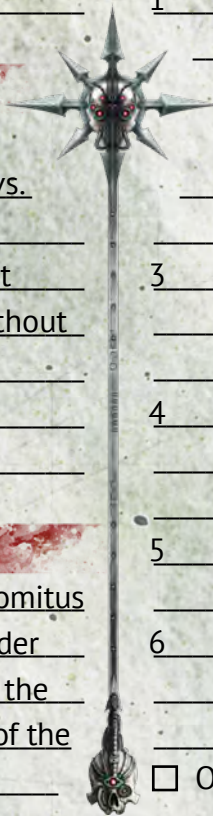
5

Use the authority of your office in a fearsome manner.

6

Compare the current situation to a previous battle where the importance of maintaining morale was the deciding factor.

☐ Objective achieved



NOTES

ASCENSION NOTES



WRATH POINTS

Spend one Wrath to:

- Re-roll failures once on a test
- Add +1 to a Defiance check
- Make a narrative declaration
- Immediately restore 1d3+1 Shock

Spend one Glory to:

- Add +1d to a test after any re-rolls
- Add +1 bonus dice of damage to a successful attack
- Increase the severity of a Critical Hit
- Seize the Initiative

BACKGROUND

IMPERIAL COMMISSAR VICTORIA LINN

'It is the weak will of men that will be our undoing, and it is my task to grant these poor souls the courage they so clearly lack!'

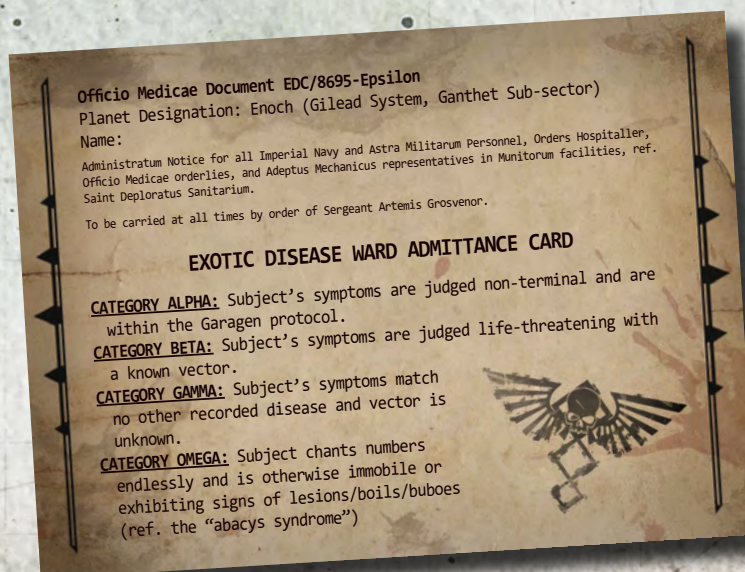
A Commissar is a political officer of the elite Officio Prefectus who serves in the regiments of the Imperial Guard or aboard the voidships of the Imperial Navy. Commissars are empowered to use any means necessary to maintain the purity and morale of the troops during their massive campaigns, often in the face of staggering casualties. A Commissar can go so far as to override or even execute a regiment's commanding officer if necessary and assume control in their stead. Across decades of war and dozens of warzone Linn has stood at the side of Astra Militarum officers—some good, some bad, and helped them to hold their nerve or stand their ground. When their faith in victory failed, she granted them the Emperor's mercy with her bolt pistol, and assumed command herself. Many times, the battle's outcome rested on Commissar Linn's quick thinking and ruthless actions.

Victoria is a graduate of the Schola Progenium, a rigorous and brutal training program that spends years finely honing the orphans of the Astra Militarum's honoured dead. She acquired her powersword during years of faithful service on the Indomitus Crusade. Upon her arrival in the Gilead system, Victoria was seconded to the service of Rogue Trader Jakel Varonius to work with his warband... and to keep an eye on them. Commissar Linn is gifted with great presence and authority; most Imperial organizations bend to her will.

ALLIANCES WITH OTHER PLAYER CHARACTERS

Veteran Sergeant Gaer Harden (Imperial Guardsman): Harden helped acclimate you to the Astra Militarum when you first started, she is a valuable mentor and strong leader. Among all the others, she is someone you believe you can trust as a confidant and with your life. You are surprised to see her in the warband given her dedication to the Imperial Guard, but glad for the chance to fight by her side.

Brother Trojon Kull (Tactical Space Marine): You stand in awe of him—though you believe he may be hiding something. He's a power armour-clad super-human, a chosen death-dealer of the Emperor. Kull seems to be quite impatient and fierce. He is more of a weapon than a man, but it would be better to understand his motivations before placing your trust in him.



WARHAMMER
40,000
ROLEPLAY

WRATH & GLORY



**BATTLE SISTER
HENNA ORTEN**
SISTER OF BATTLE



NAME: Battle Sister Henna Orten

TIER: 2 (Ascended to 3)

RANK: 1 RANK BONUS: 1

ATTRIBUTES

ATTRIBUTE	RATING	ADJUSTED RATING
Strength	4	5
Agility	5	
Toughness	4	
Intellect	3	
Willpower	4	
Fellowship	3	
Initiative	4	

COMBAT TRAITS

TRAIT	RATING	CURRENT
Defense	3	
Resilience	10	5
Soak	4	
Speed	6	
Shock	7	
Wounds	8	4

MENTAL TRAITS

TRAIT	RATING
Conviction	4
Corruption	0
Passive Awareness	3
Resolve	3

SOCIAL TRAITS

TRAIT	RATING
Influence	4
Wealth	3

WEAPONS

NAME	DAMAGE	AP	SALVO	RANGE	TRAITS
Boltgun	10+1ED	0	2	40 m	Brutal, Rapid Fire (2)

FRAMEWORK:

SPECIES: Human

SPECIES ABILITY: N/A

ARCHETYPE: Sister of Battle

ARCHETYPE ABILITY:

Purity of Faith: Sisters of Battle and any allies within 15 meters and line of sight add +Rank to Corruption Tests. Sisters of Battle gain +Rank to any dice pool to resist psychic powers and effects.

SKILLS

SKILL	RATING	LINKED ATTRIBUTE	TOTAL
Athletics	2	(Strength) 4	6
Awareness	2	(Intellect) 3	5
Ballistic Skill	5	(Agility) 5	10
Cunning		(Fellowship) 3	3
Deception		(Fellowship) 3	3
Insight		(Fellowship) 3	8
Intimidation		(Willpower) 4	4
Investigation		(Intellect) 3	3
Leadership		(Willpower) 4	4
Medicae		(Intellect) 3	3
Persuasion		(Fellowship) 3	3
Pilot		(Agility) 5	5
Psychic Mastery		(Willpower) 4	4
Scholar		(Intellect) 3	3
Stealth	4	(Agility) 5	9
Survival		(Willpower) 4	4
Tech	2	(Intellect) 3	5
Weapon Skill	3	(Initiative) 4	7

KEYWORDS

Imperium, Adeptus Ministorum, Adepta Sororitas,
Adeptus Astra Telepathica, Order of the Sanctified Shield

TALENTS

Marksmanship: Reduce DN penalty for Called Shot by +Rank.

Acts of Faith 1: As a free action, spend 1 Faith and suffer 1 Shock to gain one of the following benefits:

Divine Guidance: Add +Rank to your Ballistic Skill tests until the end of the Round. The Passion: Immediately move up to your Speed in metres as a free action.

Faith: 2

BACKGROUND

Origin: Shrine-World. You were born and raised on the planet of Enoch, and it made you strong in your faith, and strong in your body. (+1 Wound)

Memorable Injury: Twitch in right eye.

GEAR

Sororitas Powered Armour (includes vox-unit, preysense lenses [reducing penalties from dim or low light by 2], and respirator)

Trinket: the hilt of an Imperial Guard combat knife, the blade dissolved by acid.

Sororitas vestments, writing kit, Chaplet Ecclesiasticus (a holy symbol/garrotte), copy of the *Rule of the Sororitas*

3 Reloads

MALIGNANCIES

OBJECTIVES

D6

Roll Result

- 1 Extoll the virtues of worshipping the God-Emperor to an unbeliever.
- 2 Proclaim your enemy to be a heretic and unworthy of the Emperor's light.
- 3 Bear witness to an act that you consider a miracle of the divine Emperor.
- 4 Reminisce about your time guarding the lives (and souls!) of Astropaths.
- 5 Extoll the virtues of being raised on a Shrine World such as Enoch.
- 6 Call on your faith in the Emperor to guide you in a difficult choice.

☐ Objective achieved

ASCENSION NOTES

You recently fought against a cult of prophecy-crazed heretics to defend a group of Astropaths. During the battle, you were stunned by a powerful blow, and ever since, your right eye has twitched uncontrollably. The injury reminds you of the terror of that event, but it is better to have a blemish on your body than a stain on your soul. In the end, your efforts in the battle gained you respect from the Adeptus Astra Telepathica.



Spend one Wrath to:

- ◆ Re-roll failures once on a test
- ◆ Add +1 to a Defiance check
- ◆ Make a narrative declaration
- ◆ Immediately restore 1d3+1 Shock

Spend one Glory to:

- ◆ Add +1d to a test after any re-rolls
- ◆ Add +1 bonus dice of damage to a successful attack
- ◆ Increase the severity of a Critical Hit
- ◆ Seize the Initiative

WRATH POINTS

BACKGROUND

BATTLE SISTER HENNA ORTEN

'Faith demands sacrifice, and only the cowardly or greedy deny the spilling of blood if it means salvation.'

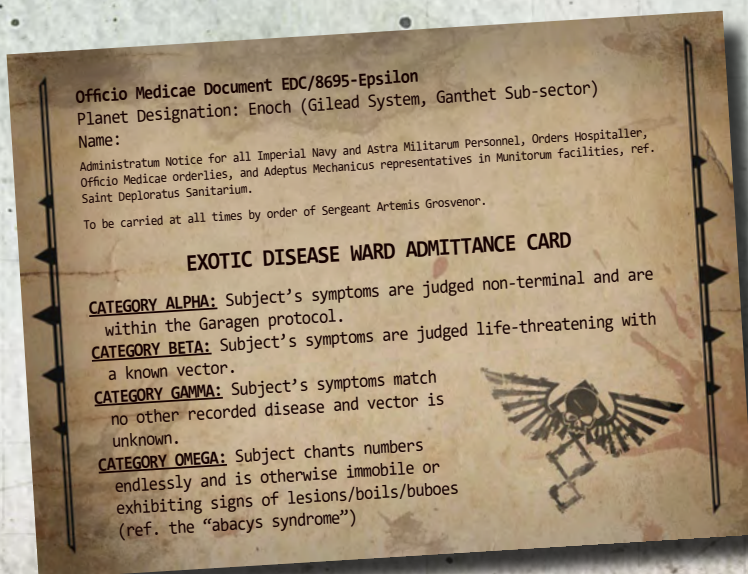
The Adepta Sororitas is a militant arm of the Ecclesiarchy populated solely by women. Created to honour ancient laws prohibiting "men under arms" from serving the church, the Battle Sisters of the Adepta Sororitas are extremely skilled warriors, blessed with the finest weapons and armour the Ecclesiarchy can provide. Gilead is home to a branch of this honoured organisation, known as the Order of the Sanctified Shield, and it is from their ranks that Sister Henna Orten hails.

No less devout in her adherence to the Imperial Creed than Pater Nemoris, Orten is more pragmatic in her approach to the perils that have befallen the Imperium. A soldier through and through, she has trained to deal with problems as effectively and violently as possible, sparing no ammo if it means putting down another enemy of the God-Emperor. She is a crack shot with her boltgun, and her faith fuels her in battle to achieve great deeds.

ALLIANCES WITH OTHER PLAYER CHARACTERS

Brother Trojon Kull (Tactical Space Marine): You have fought together in several battles now and you would gladly fight with him at your side again. The White Scars have a reputation as a fierce and impatient chapter, yet you can sense a weight that rests heavy upon his shoulders, matched by a profound determination. It is clear the God-Emperor has a purpose for bringing the two of you together.

Pator Nemoris (Ministorum Priest): It is not uncommon for people to be nervous around a Sister, but this fiery blowhard seems particularly wary of you. He is a priest of the God-Emperor, and likely his heart is pure, but it is worth keeping an eye on him to ensure his righteousness isn't covering an inner foulness. For now, working together provides further opportunities to scrutinize and understand him, and perhaps to elicit a confession.





LADY YYRMALLA ALERETTA
INQUISITORIAL ACOLYTE



NAME: Lady Yyrmalla Aleretta

TIER: 1 (Ascended to 3)

RANK: 1 RANK BONUS: 1

ATTRIBUTES

ATTRIBUTE	RATING	ADJUSTED RATING
Strength	3	
Agility	4	
Toughness	3	
Intellect	4	5
Willpower	4	
Fellowship	3	
Initiative	6	

COMBAT TRAITS

TRAIT	RATING	CURRENT
Defense	5	
Resilience	6	3
Soak	3	
Speed	6	
Shock	7	
Wounds	6	3

MENTAL TRAITS

TRAIT	RATING
Conviction	4
Corruption	3
Passive Awareness	3
Resolve	3

SOCIAL TRAITS

TRAIT	RATING
Influence	6
Wealth	3

WEAPONS

NAME	DAMAGE	AP	SALVO	RANGE	TRAITS
Laspistol	7+1ED	0	1	24 m	Pistol, Steadfast
Knife	5+1ED	0	—	Melee	
Chainsword	9+1ED	0	—	Melee	Brutal, Parry

FRAMEWORK:

SPECIES: Human

SPECIES ABILITY: N/A

ARCHETYPE: Inquisitorial Acolyte

ARCHETYPE ABILITY:

Inquisitorial Decree: Once per scene, an Inquisitorial Acolyte may invoke the name of their Inquisitor to +Rank to an Interaction Skill test involving a being with the Imperium keyword.

SKILLS

SKILL	RATING	LINKED ATTRIBUTE	TOTAL
Athletics		(Strength) 3	3
Awareness	1	(Intellect) 5	6
Ballistic Skill	3	(Agility) 4	7
Cunning	4	(Fellowship) 3	7
Deception	4	(Fellowship) 3	7
Insight		(Fellowship) 3	3
Intimidation	1	(Willpower) 4	5
Investigation	4	(Intellect) 5	9
Leadership	2	(Willpower) 4	6
Medicae		(Intellect) 5	5
Persuasion	4	(Fellowship) 3	7
Pilot		(Agility) 4	4
Psychic Mastery		(Willpower) 4	4
Scholar	4	(Intellect) 5	9
Stealth		(Agility) 4	4
Survival		(Willpower) 4	4
Tech	4	(Intellect) 5	9
Weapon Skill	4	(Initiative) 4	8

KEYWORDS

Imperium, Inquisition, Ordo Xenos, Scum

TALENTS

Loremaster (Eldar): +Rank bonus on non-combat Skill tests related to the subject.

Peer: +Rank to Influence and Interaction skills in social situations.

BACKGROUND

Keyword <Ordo Xenos>: Lady Yymalla's successful infiltration of a Xenotech smuggling ring earned her high regard with her Inquisitor. (Once per session she may contact her Inquisitor for information, equipment, or a minor favour.)

GEAR

Flak Armour

Trinket: An ornate silver snuffbox, the snuff within fortified with trace amounts of xenos pollen;

Symbol of authority: +1d bonus to Leadership and Intimidation Tests vs. appropriate targets.

Augmetic: Cortex Implant (+1 Intellect, already added in)

Vox-bead, 3 Reloads

MALIGNANCIES

OBJECTIVES

D6

Roll Result

1

Solve a problem using wealth, influence, psychic abilities, or guile instead of threats or force.

2

Compare the current situation to a far-flung exotic world (within or beyond the Imperium) that you have visited.

3

Display a symbol of your authority and use it to firmly establish your position in an interaction with another NPC.

4

Compare something in the current scene to a similar concept in the culture of the alien Eldar.

5

Reminisce about your upbringing as a noble of the Imperium.

6

Threaten the wrath of your Inquisitor upon an enemy or obstacle.

☐ Objective achieved

ASCENSION NOTES

Born a noble, it thrills Yymalla to interact and blend in with the baser members of society. In her early days as an Acolyte, she spent time in Gilead's underhive, where she learned about the criminal side of life in the Imperium. She infiltrated a band of xenotech smugglers, earning her the admiration of her Inquisitor. However, she ended up scarring her soul with corruption in the process.



Spend one Wrath to:

- ◆ Re-roll failures once on a test
- ◆ Add +1 to a Defiance check
- ◆ Make a narrative declaration
- ◆ Immediately restore 1d3+1 Shock

Spend one Glory to:

- ◆ Add +1d to a test after any re-rolls
- ◆ Add +1 bonus dice of damage to a successful attack
- ◆ Increase the severity of a Critical Hit
- ◆ Seize the Initiative

WRATH POINTS

BACKGROUND

LADY YYRMALLA ALERETTA, INTERROGATOR OF THE ORDO XENOS

'Heresy breeds where the light of the Emperor grows dark, and there are few darker places than the Imperium Nihilus.'

Acolytes of the Inquisition are culled from any planet or background based on the skills needed to fight heresy, xenos, and the ruinous powers of chaos. The Inquisition exists outside the typical power structure of the Imperium, answering only to the Emperor himself. The Inquisition is divided into numerous Ordos which specialize in specific threats to the Imperium. Yyrmalla's Inquisitor leans towards the Radical end of the spectrum, more interested in success than the methods used to achieve it. Though she is not a mighty warrior, her true power resides in her Inquisitional connections and authority, plus the secret knowledges and sophisticated equipment she possesses.

Yyrmalla Aleretta is an Ordos Xenos Interrogator, focused on uncovering and destroying alien intrusions upon humanity. She specializes in understanding the Aeldari, more often known as the Eldar. She was tested through the crucible over the last few years infiltrating and destroying a xenos tech smuggling ring for the Inquisition. Yyrmalla relies on her ability to understand people and their needs in order to extract information before applying force to the situation, the Inquisition respects her discretion and subtlety when the situation warrants it.

ALLIANCES WITH OTHER PLAYER CHARACTERS

Sergeant Gael Harden, (Imperial Guardsman): Yyrmalla interrogated the Sergeant after a recent run in with a deranged psykers and suggested her as a member of this warband. Reviewing the Sergeant's service record showed she has performed with distinction for years, somehow managing to stay alive despite desperate circumstances.

Pator Nemoris (Ministorum Priest): He is a priest of the God-Emperor, and it is worthwhile to keep positive relations with them. Some will seek to suppress knowledge that does not agree with their dogma. As long as you get the information first, nothing is lost.

Officio Medicae Document EDC/8695-Epsilon
Planet Designation: Enoch (Gilead System, Ganthet Sub-sector)
Name:
Administratum Notice for all Imperial Navy and Astra Militarum Personnel, Orders Hospitalier, Officio Medicae orderlies, and Adeptus Mechanicus representatives in Munitorum facilities, ref. Saint Deploratus Sanitarium.
To be carried at all times by order of Sergeant Artemis Grosvenor.

EXOTIC DISEASE WARD ADMITTANCE CARD

CATEGORY ALPHA: Subject's symptoms are judged non-terminal and are within the Garagen protocol.
CATEGORY BETA: Subject's symptoms are judged life-threatening with a known vector.
CATEGORY GAMMA: Subject's symptoms match no other recorded disease and vector is unknown.
CATEGORY OMEGA: Subject chants numbers endlessly and is otherwise immobile or exhibiting signs of lesions/boils/buboes (ref. the "abacys syndrome")

