

BARBARIANS OF THE FUTURE

CHARACTER GENERATION

In the basic game, the PCs represent an Inquisitor and his 'Coterie' of servants and assistants.

Every player has 18 points to spend on character generation. They may spend up to 5 points in Attributes, 5 points in Combat Abilities, and must spend at least 1 point, but no more than 5 points in Careers.

Each Coterie will have only one Inquisitor, who is the leader of the group and possessed of vast resources and authority. The role of Inquisitor is picked using one of the methods below...

1. BID FOR POWER

Before character generation starts, each player secretly writes down the number of character points they are willing to bid for 'Coterie Ranking.' Once the scores are revealed, characters are ranked in authority based on their expenditures and a chain of command is formed, with those of higher rank having authority over those of lower rank.

Any ties are resolved by a second round of open bidding, this time based on the number of flaws that the characters are willing to take. Once all ties are broken, assign rankings as before.

The highest ranked character, and only the highest ranked character, may take the Inquisitor career and will receive all the benefits granted to that career. The second highest ranked may take the Questioner career if they desire. All other characters are 'Novitiates' and have authority over each other based upon their final rankings.

After rankings are determined, Character generation commences. All points spent are

gone and any flaws taken are permanent (until bought off with AP), no matter what the final ranking results.

2. THE COVOCATION (Troupe Style Play)

In a Convocation campaign, the players will have multiple characters in a number of separate Coterie equal to the number of players. These Coterie are part of a larger Inquisitorial Convocation, with each player creating a single Inquisitor to lead one of the coterie and Novitiates for the others.

Example: A group of 4 players, Bob, Ted, Carol and Alice, get together to start a Future Heresy campaign. Each one creates an Inquisitor PC using the normal methods. Then Ted, Carol and Alice create novitiate characters that serve under Bob's Inquisitor. Carol, Alice and Bob create novitiate characters who serve under Ted's Inquisitor. And so on...

During a Convocation campaign, the focus rotates between the different Inquisitors and their Coterie with each adventure. A player whose Inquisitor is not involved will GM and his novitiate acts as an NPC for that game.

Example: The previous adventure featured Bob's Inquisitorial Coterie and Ted GM'ed. The next Adventure, Carol's Inquisitor and her Coterie will be the Focus, and Bob will take over the GMing duties, playing his novitiate serving under Carol's Inquisitor as an NPC. The next adventure, Carol will GM and the focus will be on Alice's Inquisitor, and so on...

3. ROGUE PRIVATEERS

The characters are not members of the Inquisition and no one may take the Inquisitor or Questioner Careers. They are, instead, Rogue Privateers, Adjudicators, alien adventurers, Archangel Death Squads or some other mix of characters working for or against the Emperium or just looking for adventure and quick Crosses.

ATTRIBUTES, COMBAT ABILITIES, LIFEBLOOD & HERO POINTS

With the exceptions noted above, use the standard rules found in your **BoL** rulebook for Attributes and Combat Abilities, but the player may spend up to 5 points in each with no starting limits on individual attributes or abilities.

Lifeblood is calculated as normal.

Hero Points are bought on a 1:1 basis out of any points left over from Character Generation.

CAREERS

Characters may spend up to 5 points on careers. The first point put into a career buys Rank 0. Further points add +1 to the existing Rank.

ADJUDICATOR

These are not the standard sitting judges of the local planetary courts, but travelling enforcers of Imperial Law. Their 'Judgment Ships' travel from planet to planet, taking over whenever the local authorities are unable to resolve a legal matter or the Adjudicator judges that they have done so inappropriately.

Adjudicators act as investigators, collecting information through interviews or interrogation of subjects, gathering of evidence and deductive reasoning. They then issue a verdict and either order the local authorities to carry out the sentence or do so themselves. There is no appeal and the Adjudicator's word trumps planetary law.

ARCHANGEL

NOTE: You must purchase a minimum rank of 3 to take this career. Furthermore, you may only take this career during character generation, and only with the GM's permission, although you may use APs to improve it.

Genetically enhanced to a level of superiority beyond normal human ability, those who join the Brotherhood of Archangels are so far removed from their origins that they can barely be called human anymore.

Archangels are the ultimate warriors and have extensive knowledge in the arts of war. They are so strong that they may add their Archangel Ranks to any test involving Strength and they are so tough that they add their rank to their Lifeblood total.

Archangels are so big (8-9' tall on average) they may wield normal two handed weapons with one hand and weapons built specifically for their two-handed use add their Archangel Rank to damage.

Their size is a detriment, however when it comes to handling normal sized objects and moving in normal, human sized conditions.

ARMY OFFICER

Army officers lead the armies of the Emperium in the numerous wars that constantly erupt across the galaxy. Low level officers (Rank 0-1) lead a single squad, higher ranks (Rank 2-3) will have an entire platoon at their disposal while those at the pinnacle of command (Rank 4-5) will command entire battalions or (at Rank 5+) armies.

Officers are masters of strategy and tactics and taking the long view of battle. They are able to requisition material, artillery and air support for their command, although the difficulty of that is entirely dependent on whether they are on a critical front and how tight the supply lines are.

ASSASSIN

Assassins are adept at moving silently and killing from the shadows with blades, bullets, poisons or whatever else comes to hand. They excel in sneak attacks and sniping and can, at GMs discretion, gain a Rank bonus to their damage rolls when doing so.

Their methods involve gathering intel on their subject from various (but often seedy) sources, circumventing security measures of all types, and adopting disguises that allow them to get close to the target. They are also patient, sometimes hiding out in a single spot for days to await the perfect opportunity to strike.

BOUNTY HUNTER

The Bounty Hunter is a master of gathering information and tracking their prey through civilized areas as well as wilderness. Once they locate their target, they'll use stealth, traps and violence to bring them in, but the reputation of a successful Bounty Hunter is often enough to gain their submission.

Bounty Hunters are keen negotiators and conversant with laws and restrictions on collecting bounties in and outside the Emperium. They often have contacts with all sorts of folks from the bottom to the top of society and are equally able to deal with both.

CHIRURGEON

Also known as Apothecaries, Medicae, or even Shamans on some tribal worlds, the Chirurgeon is knowledgeable in basic medicine, surgical procedures and the lore of disease.

The Dark Age being what it is, however, there is much superstition and mysticism mixed in with bona-fide medical lore and it is standard procedure for Chirurgeons to use prayer, incense and ritually consecrated instruments while performing highly complicated neurosurgery to cast out demons of mental disease.

Chirurgeons of Rank 2 and higher learn the secrets of alchemy and biochemistry and may create potions and medicines (but not Devices or Creations) using the Alchemy rules from Chapter 8 of the **BoL** rulebook.

COURTIER

A Courtier is a lesser noble in the Emperium, often living in the shadow of older and more highly placed siblings. They float from noble court to noble court, hoping to attain rank or title of their own through marriage or appointment. Most end up spending a great deal of their family's money carousing and getting into trouble.

Courtiers are well versed in court customs, dress and etiquette. They will know the latest dances and fads and will also have a number of lower level contacts with the seedier folk that provide them with elicit 'entertainment'. They often have some pull with these lower class types due to their station and free-spending ways.

CUSTODIS

Since the Emperium considers reasoning computers to be tools of the devil, a whole subsection of humanity has been tasked with collecting and analyzing data. The Custodii are skilled analysts, mathematicians and statisticians. They often have Augmentek (see pg. xx), and have of number of Advancement Points equal to their Rank in implants,

but only those related to info gathering, cognition, memory and recording.

CYBER-GLADIATOR

The Emperium often sentences prisoners to fight for their freedom in gladiatorial games, but there are those who make a career out of it and replace perfectly good body parts with Augmentek implants (see pg. xx) to make them even more fierce killers. They have a number of Advancement Points in implants equal to their Rank.

Along with a knowledge of exotic weapons and one on one tactics, Cyber-Gladiators are fast, adding their Rank to initiative, and can perform flashy maneuvers that might provide a combat bonus at the GM's discretion. Many of the more skilled and famous Cyber-Gladiators are celebrities with massive crowd appeal and can make good money wherever they go.

INQUISITOR

NOTE: To take this career, you must have at least Rank 1 in the Questioner career.

Inquisitors are the secret police of the Emperium, keen nosed hounds who root out the evils that lie festering beneath the surface of everyday life and expose it to the cleansing light of God.

Inquisitors shun the Warped Ones, drive out the alien and burn the works of the heretics (as well as the heretics, themselves). They are especially energetic about locating and destroying the diabolists who seek to overthrow all the works of God and replace it with the foul perverted vision of all that is Satanic. The most dangerous foes of the Inquisition are those that practice sorcery and the demons they summon to destroy and possess.

There are some Inquisitors, however, that think that the tools of the enemy are the best weapon against him. Their radical philosophy leads them to associate with Warped Ones and aliens. The Inquisition frowns upon this practice, but rarely punishes it if it accomplishes their goals. Those that learn sorcery, however, or wield demonically possessed artifacts and people as weapons are purged without mercy despite claiming their actions are sanctioned by God.

To be an Inquisitor is to have ultimate authority. You can use your Inquisitor Rank to requisition anything and anyone you want. Your mere station

helps you to intimidate and coerce and can convince even the highest placed and most recalcitrant Noble to cooperate with your investigations.

With this power, however, comes the knowledge that sometimes, subtlety is a much better tool than throwing around your authority and, as a result, Inquisitors are masters of investigation and information gathering as well, moving stealthily through society to find what they seek, often using disguise as a tool.

LOWLIFE

Most folks who have this career are the lowest of the low and will do anything criminal to enrich themselves without actually contributing to their society. They dabble in every form of crime, from forgery to theft to blackmail and intimidation. They have extensive information networks and are experts at lying and conning their way into places they shouldn't be and out of the punishments they so richly deserve.

MACHINE PRIEST

Priests in the service of Raphael, the Angel of Knowledge and Science, the Machine Priests are the sole masters of science and technology, particularly augmentek, which they replace their weak flesh with a piece at a time. A starting Machine Priest character will have a number of Advancement Points to spend on implants equal to their Rank x2 (see pg. xx).

Machine Priests are the keepers and practitioners of the mechanical and alchemical arts. They may create Devices and Creations (but not Medicines or Potions) using the Alchemy rules from Chapter 8 of the **BoL** rulebook. They speak Trinary in addition to their other languages.

NAVAL OFFICER

Naval Officers in a Space Fleet excel at command and naval strategy and tactics. They will have a good general knowledge of the use of all shipboard systems, interstellar navigation, damage control procedures and Zero-G maneuvering as well. Those of Rank 3+ may have command of a ship, while those of rank 5+ will likely command a whole fleet.

NEPHALIM/ANATHEMA

NOTE: You may only take this career at character generation, although you may use AP to improve it.

Believed to be of an angelic bloodline, those with powers of the mind are prized in the Emperium for their abilities and forced into service. Those who refuse service are hunted down and killed.

A very, very rare number of Nephelim, however, are gifted (or cursed depending on how you look at it) as Anathema. These rare few are able to interfere with psychic and supernatural powers. See pg. xx for more information on Nephelim and Anathema.

NOBLE

Those with land and title have a great deal of power within the Emperium. They range from the feudal warlords on primitive planets to Governors of entire worlds. They are rich, able to gain credit easily, are well connected, well educated and masters of politics and bribery.

PILOT

A pilot is a master of all small flying craft, from hover cars to gunships, basically anything up to small interstellar escorts in size.

A pilot also has knowledge of atmospheric and space conditions that might affect his flight, knowledge of the maintenance and repair of small flying craft and (for those with a military Career like Soldier or Naval Officer) dog-fighting skills.

PIRATE

Space is large and that makes space piracy hard to eradicate. Pirates are masters of striking at ships from their sensor blind spots and descending on isolated planets in lightning raids that can devastate a small town before the planetary defense forces can react.

Pirates are capable interstellar navigators, daring pilots, and formidable Zero-G combatants when boarding. They are also quick to escape and are experts at evading capture, using their vast knowledge of the interstellar frontiers to their advantage, ducking through asteroid belts, and using solar sails in system to reduce their energy signature. The well known ones (Rank 3+) also carry a large price on their heads...

PRIEST

Priests are ubiquitous in the Emperium and it is rare to find even the most backwater planet without at least a missionary outpost. Only men can be Priests in the Emperium.

Priests are knowledgeable in all matters of theology and some of the higher ranking priests (Rank 3+) know the more dangerous lore of demonology and exorcism. While priests are often great warriors, they are expected to be ministers first and rarely carry more than a few personal weapons and refuse to wear armour as a rule, preferring to rely on their unswerving faith to protect them, instead.

There are a few priests who are so pure and devoted that they are able to channel the divine power of God. If you have no other career besides priest and the GM determines that your character is appropriately pious, you may use the rules for Priests in Chapter 8 of the main **BOL** rulebook.

QUESTIONER

Once a novitiate has proven his intelligence, his adaptability and his devotion to the Imperial cause, he is elevated to the rank of Questioner, an Inquisitor-in-training.

The first and most important skill a Questioner learns is interrogation in all its forms. This includes methods of information extraction and basic medical knowledge to keep the subject alive for as many days as it takes to get every last scrap of truth.

RANGER

Hunters, trackers and scouts, Rangers are skilled at survival in the wilderness. During times of war, they are often hired to serve as pathfinders, using their stealth and keen senses to track enemy movement, spy on the enemy camp and ambush unwary troops.

RATING

The Officer class may run the ship, but the Ratings keep it running. Ratings often move from post to post during different tours and become skilled in various aspects of starship operation, repair and maintenance. A Rating will have a number of specialties equal to their Rank. Some suggested specialties are listed below.

- Administration
- Food Preparation
- General Engineering and Maintenance
- Navigation and Steering
- Security
- Shipboard Weapons

ROGUE PRIVATEER

NOTE: To take this career, you must have at least Rank 1 in the Noble or Courtier career.

While the life of a Noble or Courtier is fine for most of those born to privilege, there are those with such a lust for danger and excitement that they are a constant source of trouble for polite society. The Emperium makes fine use of these danger seeking upstarts by giving them Letters of Marque and the title of Rogue Privateer.

Rogue Privateers are given charge to fight the enemies of the Emperium at will, raiding their ships and planets and keeping the spoils (with a percentage of the take going to the Emperium, of course). Enemy, in this case, typically means anyone outside of Imperial jurisdiction, so alien and unaligned or independent human worlds and fleets are all fair game.

Sometimes, however, the canny Rogue Privateer will see opportunity in actually dealing with the non-Imperial they meet (and, indeed, will often employ them) and will set up trade agreements for technology and information exchange. They are master negotiators and often silver tongued comen to boot, able to make out like bandits while convincing the other side that they got the better end of the bargain! The Imperial authorities frown upon these sorts of dealings with aliens and foreign governments, but typically do nothing if they benefit sufficiently from it.

A Rogue Privateer will have a ship of at least Frigate size with sufficient weapons and cargo space to face the dangers of the frontiers and bring back the spoils of war. Higher ranked Rogue Privateers (3+) will have multiple ships and possibly (at 5+) an entire fleet. They will have either a decent grasp of space fleet tactics (from a previous career like Naval Officer) or hire someone else who does.

SISTER OF ST. MICHAEL

Women cannot join the priesthood in the Emperium, but may join nunneries where they provide medical and sometimes technical support services for the clergy. Nuns are typically unadventurous and rarely leave the abbey or ship they are assigned to.

One order of nuns, however, serves a very different role. The Sisterhood of Saint Michael is a militant

order of battle nuns dedicated to the Archangel of War. They serve as the personal guard of high ranking priests and church officials and as front line crusaders in holy wars. They are well trained in all forms of combat and equipped with the latest in armour and weapons provided by the Machine Priests.

Sisters who forswear the use of firearms (**Flaw:** Vow) and use only melee weapons in combat are especially beloved of Michael and are given special favour in his sight. Once per battle they may turn a Regular Success into a Mighty Success or a Mighty Success into a Legendary Success without using any Hero Points.

SLAVE

The Emperium long ago abandoned the softer philosophy of criminal rehabilitation in favour of the much more cost effective choices of execution and slavery. A person can become a slave in a number of ways.

First, to pay off a debt, a person can enter into a period of indentured servitude in which they become the property of their debt holder. Often this will be someone who the debtor convinces to buy their debt in order to avoid becoming the property of someone else who is much crueler.

Criminals are often sold into slavery as part of their sentence. Non-violent offenders often become indentured servants while violent offenders who avoid execution are often sold to gladiatorial arenas.

Aliens and pirates have their own views on the subject of slavery, of course, and there are many otherwise upstanding Emperial Citizens who fall victim to an alien or pirate slave raid and toil hopelessly on some God forsaken frontier or alien world for the rest of their short, miserable lives.

Slaves will have a narrow set of skills based upon the 'job' given them by their captors. So they can be miners, serving wenches, or whatever else the player and the GM determine the character was utilized for. They will also have great skill in groveling to obtain small favours or avoid punishment, hiding from the wrath of their owners and small scale theft to obtain essentials that would be otherwise unobtainable. Slaves also learn to be very good listeners and are a fount of knowledge on the

secrets of their owners, who consider them such a non-threat that they speak freely in their presence.

SOLDIER

The Emperium is always fighting a war somewhere and those wars require a massive number of soldiers, who are raised by forcing planets to tithe a set number of young people each year for active service.

Soldiers are trained in basic combat tactics, survival and personal equipment maintenance. Soldiers who survive a few battles might find themselves promoted to NCO status (rank 3+) which gives them minor requisitioning power to call in artillery, air support and material resupply at half their Rank.

SORCERER

There are those who desire personal power above all else and are willing to deal with the devil to get it. Their motivations are many, but the end result is the same, the slow corruption of the body, mind and soul.

Most Sorcerers are diabolists who seek to bring down the kingdom of heaven and replace it with a kingdom of hell. They are hunted relentlessly in the Emperium and tortured for days before being put to the torch.

Some Sorcerers, however, are simply curious academics thirsting for knowledge, or decadent courtiers looking for excitement in the forbidden. They too are tortured for days and then put to the torch. The Emperium has no tolerance for the works of the Devil, however innocent the practitioners intent.

Sorcerers research forbidden toms of arcane knowledge or make pacts with demons to learn Words of Power that can shape reality itself. You may use the Sorcery Rules found in Chapter 8 of the main *BoL* rulebook.

THE WARPED ONES

There are those exposed to radiation, living in a polluted environment, or inheriting bad genes, who display the stigma of mutation. The Warped are looked down upon in the Emperium and typically form, an underclass of society at best, and a hereditary slave class with no rights whatsoever at worst.

Some Warped Ones avoid slavery by becoming gladiators, venting their rage against cruel fate in the bloodlust of combat. Most end up as Lowlives, living in the worst parts of cities, or even in the sewers, where they barter information and black market goods. A good many become diabolists, but a rare few who aren't too marked and who have useful abilities might find service in the coterie of a more 'progressive' Inquisitor.

Anyone can become a Warped One at any time in their life, but obvious mutations might make former careers like Noble or Inquisitor next to useless, at GM discretion, unless the mutation can be well hidden.

Starting Warped One characters have a number of mutations equal to their Rank +1 and gain a new one for each additional rank earned. For more information on how to generate mutations, see the rules on page xx.

HEROIC BEGINNINGS

Choose your birthplace from those listed below and choose your traits and flaws using the rules found in Chapter 5 of the *BoL* rulebook.

ALIEN WORLD

Although you can find a small number of human children who were raised on an alien world (usually as the offspring of slave parents) the vast majority of beings that come from these worlds are non-human.

Aliens vary a great deal in physiognomy and psychology and their abilities and weaknesses should be worked out using Traits and Flaws. The only limits are your description and GM discretion.

All aliens, however, are considered second class citizens in the Emperium and will encounter varying levels of hostility from various segments of the population and will never hold positions of authority in Imperial society (though they may end up working for the authorities in rare instances).

TRAITS

Aliens can have any trait. They may also take mutations as a Trait (see the rules on page xx.)

FLAWS

Aliens can have any Flaw.

Humans raised on an alien world should work with the GM to determine what Traits and Flaws are appropriate for their character's origin.

FARM WORLD

The vast population of the far future requires a vast amount of food to keep it running, and many planets are incapable of providing it themselves, some having to import 100% of their food from other worlds. These other worlds are Farm Worlds.

Farm Worlds are the breadbaskets of the galaxy, planets given over completely to the production of grains, fruits and meats for universal consumption. Some worlds focus on a particular foodstuff, like the planet Amber which is completely covered in grain fields, and Hereford, which is a vast plain filled with billions of head of roaming cattle. Others have a mix of produce, like Tesco IV.

Farm Worlds are sparsely populated and the people that grow up on them are a simple and hardy folk whose interests are typically limited to God, Family and Farming. They are parochial and distrustful of strangers, but are often highly knowledgeable in specific biological lore and very loyal to the Emperium as a rule.

Though they all speak *Lingua Galactica*, each Farm World has a distinct dialect, which is invariably earthy, blunt and filled with colourful local euphemisms that confuse and even offend off-worlders. Trying to get directions from a Farm Worlder, is an exercise in futility as they tend to use expressions like 'as the rox flies' to denote distance, reference landmarks that haven't been around in decades or have a significance only a local would recognize, such as 'Go north about 10 minutes as the rox flies, take a left where the old Augustus farm used to be and look for the old courting tree'.

TRAITS

Barrel Rider: Many of the main leisure activities on a Farm World involve some sort of fermented beverage and there are those who make a name for themselves by being able to hold prodigious amounts of it in their system. You can roll an Extra Die when making tests to hold your alcohol.

Beast Rider: You know how to ride, train and care for riding beasts and pack animals, and may roll an Extra Die when doing so.

Built Like an Adamantium Crapper: This quaint expression is often used to describe hulking farmhands (who usually have a low IQ to boot). Add +1 to your Strength. This may not take you above 5.

Lore-Master: You are knowledgeable in the lore of plant or animal biology (your choice).

Mud Brawler: Due to the importance of maintaining production on Farm Worlds, dueling is against the law on almost every one, especially considering the sparse population's tendency to drink as a pastime. Most fights are settled with fisticuffs inside a muddy fightin' pit instead. You are very good at this and may roll an Extra Die in unarmed combat.

FLAWS

Head like a Box of Rox: A colossally stupid bird that gets even stupider in the company of its fellows, the Rox only survives due to prolific breeding. You have to roll an Extra Die whenever using your Mind.

Taint Natural: Exposure to farming chemicals, animal hormones or something more sinister, has corrupted your body. Hopefully, you can hide it under a really large pair of overalls. You must make a random roll on the mutation table. You may take this flaw multiple times.

Pickled: Almost all Farm Worlders drink to break up the monotony of staring at seas of grain or cattle, but some find themselves unable to let go of the bottle, and are often ostracized as their work suffers. You must roll an Extra Die whenever the GM feels it has been too long between your last snoot-full.

Rustic: Your earthy and blunt manner doesn't sell well with those of the moneyed and educated classes, who see you as a ignorant hayseed. You must roll an Extra Die whenever dealing with them.

Flesh Tithed: When dealing with dangerous food animals or the massive machines necessary to harvest and package the produce of a Farm World, accidents do occasionally happen and a number of folks end up 'tithing' and arm, a leg, an eye or some other body part. You have lost some important part of your anatomy and must roll an Extra Die whenever the GM feels it appropriate.

GHOST WORLD

A world that is wiped clean of life from stellar catastrophe, alien invasion or a purge by the Inquisition, often leaves behind those who were off-world at the time or managed to escape before the final curtain fell.

Ghost Worlders are a moody lot. They seem haunted by the ghosts of their people and wander aimlessly, keeping to themselves whenever possible. If and when they manage to find others who escaped their world, they group together into tightly knit bands that are very untrusting of outsiders.

If their world was destroyed by a specific entity or entities, Ghost Worlders will often become vindictive avengers, seeking to take out as many of the enemy

responsible for the death of their world as possible, preferably by destroying the enemy's home world in return.

TRAITS

Dead Man Walking: Ghost Worlders are intimidating because everyone knows they've got nothing left to lose and you, in particular, look like there is nothing left for you to do but to face down death and drag your enemies kicking and screaming with you when you do. At the GMs discretion, you may roll an Extra Die to intimidate those who recognize your origins.

Deep Understanding: You have learned everything you can about the stellar event that resulted in the destruction of your world. You may roll an Extra Die when dealing with similar events.

Eternal Hatred: Whenever using Combat Abilities against an enemy responsible for the death of your world, you may roll an Extra Die.

Speaker for the Dead: When your planet was destroyed, the psychic shockwave reached across time and space and you felt the death of your people. They now look over you and guide you as the keeper of their spirit, acting as a sixth sense that warns you of danger, points you towards subtle clues and influences you dreams. The GM may allow you to spend a Hero Point and roll an Extra Die in any situation where they think the spirits of your people would help you.

FLAWS

Doomed: Despite the death of your world and your people, the reaper, it seems, will not be satisfied until you have joined them. Once per session, the GM will create a situation in which you are in grave peril, by giving an Extra Die to an opponent's attack or forcing you to take an Extra Die when attempting something dangerous.

Escaped the Purge: Your world was purged for good reason, as your people had started to show serious deviancy in mind, spirit and, particularly, body. You may not have been a party to the corruption, but you are a victim of it. You must make a random roll on the mutation table. You may take this flaw multiple times.

Melancholic: You are stricken by depression whenever you are reminded strongly of your lost home world. Whenever the GM determines that something reminds you of your birth world, you must spend a Hero Point or you must roll an Extra Die on all your actions for the rest of the scene.

Pariah: Imperial folks are a superstitious lot and most are keen on avoiding contact with the remnants of a dead world, particularly the people of said world, particularly if the world in question was purged or said to be cursed. You have to roll an Extra Die when dealing with other non-Ghost Worlders who recognize your origins.

HELL WORLD

Some worlds are so inimical to human life that every day you live on them is a struggle for survival. From desert worlds racked by sandstorms and infested with giant worms to steamy jungle worlds where even the vegetation is out to kill and eat you, Hell Worlds are biological warzones where only the strongest and most cunning can survive.

And yet, for whatever reason, humanity has even managed to colonize these hellish places. The colonies are never large, and the standard comforts of civilization are typically non-existent, but the people are tough and well adapted to their deadly environment, scoffing at soft bellied off-worlders, or 'soft-worlders' as they are more commonly known.

The law of survival is the overriding law on these deadly planets and most Hell Worlders are more inclined towards fighting than learning, although they are often quite knowledgeable in the use of toxins and anti-venoms, conservation of precious resources, like water and food, as well as how to move stealthily in their home environment.

TRAITS

Arms Like a Python: You are exceptionally strong and may roll an Extra Die when attempting strength related tasks, including wrestling.

Poisons Master: You are trained in the lore of poisons, venoms and the creation of antidotes. You are also inured to the effects of most poisons and roll an Extra Die when resisting their effects.

Stalker: When stalking, tracking and trapping prey in your native environment, you may roll an Extra Die.

Survivor Type: In your native environment, you may roll an Extra Die for any survival related roll, including disease.

Tough to Chew: You are exceedingly thick skinned and pain resistant. You have 1 armour point.

FLAWS

Adaptive Addiction: Adapting to your world has given your people toughness, but it has also cursed them with a biological dependency. There is a certain chemical that you must have to survive while away from your home-world. Each day that you fail to ingest it, you suffer cumulative -1 penalty to your Life Points until you are able to do so.

Darwin's Curse: Something in your home world's environment, a retro-virus, radiation or any number of other factors, has warped your body. You must make a random roll on the mutation table. You may take this flaw multiple times.

Environmental Weakness: Those who are raised in extreme conditions, like heat or cold, find it hard to cope in the opposite environment. Whenever you are in an environment opposite that of your native world, you must roll an Extra Die on all your actions.

Gave a Taste: With all the environmental dangers prevalent on Hell Worlds, it is no surprise that many folks end up losing various bits and pieces from their bodies during their lives. You have lost some important part of your anatomy and must roll an Extra Die whenever the GM feels it appropriate.

Ugly & Brutish: Your extremely tough upbringing with all its attendant physical and mental defects, makes it hard for you to relate to 'soft worlders.' You suffer an Extra Die when dealing with non-Death Worlders.

HOLY WORLD

Holy Worlds are given over entirely to the veneration of some important person or event in the history of the Church, typically some holy crusade, saint or miracle. They primarily serve as a focus of faith, attracting pilgrims from light years distant to visit the shrines and refocus their spiritual selves.

Life on a Holy World is typically serene and contemplative on the whole and the relative quiet, broken only by the flow of fountains, the warble of birdsong and the background hum of chanting monks, can be unnerving for those used to the more boisterous atmosphere of other civilized worlds.

Those raised on Holy Worlds have typically worked either directly for or in support of the church from birth and while many of them end up serving in the clergy, others chafe at the restrictive life of contemplation required of them and leave as soon as they can find a way off-world.

TRAITS

Church Ties: Due to your upbringing in the Church, you are very comfortable dealing with other church members and have connections with many high level church leaders whose names you drop frequently to smooth your passage through life. You may roll an Extra Die when trying to get favours or information from members of the church.

Grace of God: Your composure is such that you radiate all the best traits of a Godly life and people feel naturally well disposed towards you. You may take an Extra Die in social situations or when trying to calm imminent violence.

Guardian Angel: From a very young age, it has been clear that someone or something is watching over you, preventing accidents, keeping you safe for some future purpose. You have one extra Hero Point.

Keeper of the Word: Education on a Holy World covers the basics of reading, writing and math, but focuses extensively on theological matters, both biblical, philosophical and even covers the beliefs of competing systems (if only to show how they are in need of correction). You were particularly interested in the subject and may roll an Extra Die when making tests regarding theology, any theology.

Shield of Faith: Your faith is a blinding light to the diabolic. Demons must roll an Extra Die and take the lowest two when taking actions against you.

FLAWS

Holy Rage: When facing those who are heretics in your eyes, regardless of the truth of the matter, you show no mercy. If they defy you, you are willing to smite them in public and if they take arms against you, the only reason you will spare them is so that you can burn them at the stake later. Whenever you enter combat with heretics you cannot retreat until either you or they are dead or unconscious.

Self Righteous: Some people born to a Holy World are prickly towards those whom they consider less than pious and tend to look down on them. Others find this behavior off-putting to say the least. You must take an Extra Die in all social situations dealing with people you consider less holy than yourself (the GM decides who is worthy of your condescension).

Unclean: Although Holy Worlds are notoriously strict about purging their populations of those touched by physical corruption, it is whispered that there are instances where pity is taken on those with minor deformities and a willingness to serve penance through service to the Church (out of site of the general public, of course). Many visitors to Notre Damus IV, for instance, swear to sightings of a Warped One ringing the bells of a certain sacred bell tower. You must make a random roll on the mutation table. You may take this flaw multiple times.

Vow: Both Clergy and citizens of the Emperium may take specific vows to the Lord in order to prove their faith or pay penance. These are many and varied, from Vows of Silence, to Vows of Chastity, to the Vow of St. Michael that certain battle nuns take recanting the use of firearms of any sort. You have taken just such a Vow (GMs discretion as to the validity of the Vow, how it effects your character and the punishment for breaking it). You may take this flaw multiple times.

INDUSTRIAL WORLD

Some planets focus so intensely on the production of physical goods, textiles and the like, for off-world consumption that their entire populations, which often number in the hundreds of billions, are given over to heavy manufacturing. The surfaces of these worlds are covered in urban sprawl broken only by desert wastelands of clinker, ash and other toxic

substances and seas of toxic sludge, the vile by-products of centuries of heavy industrial pollution.

People live on top of each other, crammed into arcologies that reach miles into the sky. Space is a premium afforded only to the wealthy and privileged that live, literally, at the top of their society. The lower one goes, the fouler the air and water become, the more cramped the living conditions are and the more savage the people's behaviour until, at the very bottom, only scavengers, criminals and gangs can survive.

Industrial Worlds are typically rife with dissent, heresy and the taint of the diabolical, and they are frequent targets of Inquisitorial investigation and purges.

TRAITS

Alpha Dog: For many people in the lower levels, the gang is an extended family, providing support and protection in an extremely dangerous environment. In time, the strongest rise to become a prominent member of the pack, learning how to command the respect of lowlifes and extort the weak willed into doing their bidding. You may roll an Extra Die in all social situations dealing with the criminal element and whenever you attempt to intimidate anyone.

Foreman: A number of people who work (and survive) long enough in the factories can rise to a level where they are put in charge of whole work gangs dedicated to specific manufacturing processes. These folks get a good working knowledge of how production processes work and how to lead (or bully) workers into increased production. You may roll an Extra Die when dealing with work gangs.

Nightcrawler: Denizens of the lowest levels of the arcologies have to deal with low lighting conditions at the best of times. This is ideal for roaming packs of Nobles from the upper sections that form hunting parties and terrorize the populations at the bottom, particularly gangs, for bloodsport. It's not legal, but there is little law in the lower regions to stop it. These 'Nightcrawlers' have augmentek adaptors in their eyes that allow them to see in the lowest light conditions. You may see in low-light conditions as though it were full daylight.

Scavenger: Many Industrial Worlders find the daily grind of the factories abhorrent and look for other means of making a living. Scavengers scour the lower arcology for bits of tech or recyclables to sell in the upper levels, but they aren't above scavenging items that belong to someone else and know how to find all the best fences and black market dealers. You can roll an Extra Die when trying to scrounge up legal or illegal sources of equipment.

Toxin Child: Surviving in the lower arcology means having to adapt to polluted air, tainted water and constant exposure to the chemicals and heavy metals common in factory work. You may roll an Extra Die when resisting the effects of toxins and poisons.

Waste Nomad: A few hardy and brave individuals leave the confined spaces of the arcologies to join one of the many wandering caravans that roam the wide open wastelands, scavenging lost tech and recyclable materials. Life in the wastelands is as savage as any Hell world, requiring constant attention to your life support gear, water supplies and the particular dangers of ash storms, sludge-sand and rad-zones. You are a master of survival in this desolate environment. You may roll an Extra Die for any survival related roll in toxic wastelands.

FLAWS

Agoraphobic: Living in such confined spaces, many Industrial Worlders find the sight of an open sky terrifying. You must spend a Hero Point every time you go into an open space, or you must roll an Extra Die on all of your actions until you can get a low roof over your head.

Omega Dog: Some people are born followers and are happiest when someone else makes the harder decisions in life for them. It might be that they have little taste for leadership or are just too weak willed and insecure to take it. You fall somewhere in that category and must roll an Extra Die when trying to lead others or take actions that countermand what you've been told to do.

Polluted Flesh: All the exposure to toxins and pollution means that Industrial Worlds are the most likely to produce Warped Ones and they do so in numbers that would seem exceedingly large if not for the size of the population. Most of these

deformed monstrosities are left in the lower levels to die, which many do, but there are also roving gangs of Warped Ones who adopt these wayward mutants and raise them as their own. You must make a random roll on the mutation table. You may take this flaw multiple times.

Sickly: Constant exposure to chemicals and pollutants has weakened your immune system and left you susceptible to illness and infirmity. You must roll an Extra Die when resisting disease.

Wanted: It's easy to become a criminal on an industrial world and there are those who pursue outlaw status to stand out amongst the teeming multitudes and be known. While some become famous (like the strange black caped, white masked anarchist who assassinates corrupt and cruel foremen, leaving a bloody 'V' cut into their foreheads), most find an ignominious end at the hands of informants and bounty hunters looking for a quick Cross. You are wanted by the authorities on your home world and are pursued by bounty hunters and scum looking to bring you in, even after you manage to leave off-world. The GM will work out the details, but rest assured that at least once per adventure, you will be hounded by your past crimes.

MACHINE WORLD

Machine Priests have monasteries on many worlds, but these are mere outposts when compared to the worlds given completely over to them by Imperial Charter. On these worlds, the secrets of technology are carefully guarded and the frontiers of science are pushed forward.

Much like Industrial Worlds, the entirety of the surface is covered in workshops and factories which produce the higher technology the Imperium requires to survive. From warp engines to advanced Augmentek, the machine priests and their servants live a monastic existence wholly dedicated to invention. Unlike Industrial Worlds, the populations are vastly smaller and access to the world is strictly limited to those of the Machine Priesthood and only the most privileged guests.

To grow up on a Machine World is to grow up in reverence of, and at one with, the machine. Though human, they grow up in a world ruled by logic, and many can seem coldly calculating to off-worlders. One benefit of living with the Machine Priests is that

mutation is almost non-existent. Those with minor mutations have them removed and replaced with augmentek, while those with bodies totally warped by mutation are typically heavily augmented and assigned to the role of Cyber-Slaves.

TRAITS

Upgrade: Even the lowliest servants and soldiers of the Machine Priests have at least one augmentek implant and many have two or three. You may take a single **Enhanced Function** augmentek upgrade (see pg. xx). You may take this Trait multiple times.

High Tech Heirloom: You have been gifted with a wonder of miniaturization, a piece of equipment that is 1/10 the size of the standard item but just as effective. This could anything, from a Light-pistol that fits on your finger like a large ring to a personal force field contained in a tiny medallion that you wear around your neck. The technology behind such items is so rare that selling such an item is a heresy punishable by death, and losing it requires that you spend every effort recovering it or die trying.

Sacred Tongue: The secret language of the Machine Priesthood is Trinary, a bizarre hybrid of machine language and organic speech. Only the priesthood and the most privileged of servants is taught to speak it and to teach it to an outsider is a heresy that calls for the death of all those involved. You can speak this language.

FLAWS

Cold as Steel: Some Machine Worlders are so dedicated to logic and the suppression of their own human frailties, that they become cold and distant from the rest of humanity. You have to roll an Extra Die in all social situations with non-Machine Worlders.

Restraining Bolt: Some Machine Worlders grow up chafing at the cold logic of the society they live in, and act out in ways deemed inappropriate to the Machine Priests. Such behavior is somewhat understandable, however, considering the human condition, and often the miscreants are simply fitted with a Restraining Bolt that monitors and controls their behavior until they can be released back into polite society. You are fitted with a Restraining Bolt and you must roll an Extra Die on any actions that violate any of the following rules:

1. You must obey the will of the Machine Priests.
2. You must obey the will of those legally above you in rank and authority, except where this conflicts with rule number 1.
3. You must not harm the lawful citizens of the Emperium, unless this conflicts with rules number 1 and 2.

Cyber-Dementia: Some say that man and machine were never meant to merge to the degree that the Machine Priests take augmentek. Some even say that it is an affront to God to try and perfect upon his creation. The Machine Priests scoff at these nay-sayers, but there are those among their number who do seem a little 'off' in their behavior. You are one of those individuals and have some mental disorder resulting from the schism between your mind and the cold metal it now controls. These mental disorders can be anything you and the GM approve of, from OCD like behavior to multiple personalities or even full blown psychotic behavior if this Flaw is taken multiple times (which it can be).

Flawed Augmentek: One item of augmentek is flawed in some way (substandard parts, susceptible to data viruses, previous damage, etc.) and occasionally stops working altogether. The first time you use it in a scene, roll a D6. On a '1' it fails to function for the rest of the scene (GM discretion on the consequences). You may take this Flaw multiple times, but only once per individual augmentek.

SAVAGE WORLD

Certain worlds have regressed so far technologically and socially that the people there have completely forgotten their origins. They do not remember Terra, know nothing of space travel and other worlds and quite a few think that their planet is flat and the center of the universe.

The causes of regression are numerous. The world might have suffered some sort of cosmic disaster, the population might have been ravaged by plague, native flora and fauna or constant warfare, or the original colonists might have been recidivists seeking to escape technology and create a new Eden on a world far from the influence of sinful man. Many of these worlds are out on the fringes of civilized space and are isolated enough that the Emperium only re-

discovers them centuries after the damage has been done.

Whatever the origins of their backwards slide into primitivism, the people of Savage Worlds live in tribal pre-industrial societies, many with a medieval mindset and quite a few with even more primitive levels of technology. The Emperium rarely forces these societies into the fold directly, preferring to leave the world as is for scientific purposes and as vacation spots for Nobility and Clergy wanting to 'rough it.'

Standard Emperial policy is to set a station into orbit and monitor the population. Where the population has lost faith in God, Priests are sent down, disguised as locals, to spread the Good News. Heavily disguised strike teams are sent to purge dangerous mutants and diabolists when necessary, and occasionally, promising members of the society are taken 'to the Heavens' on 'Chariots of Fire' to be one with the 'Angels.' These people are educated in the truth of the universe, their place within it and are often given special duties related to their worlds.

TRAITS

Beast Master: Savage Worlds rely a great deal on animals not only for food, but for transport, hunting, sending messages and any number of other uses. Those who capture and train such animals are extremely important in these societies. You are an expert at raising, capturing, breaking and training beasts of all types and may roll an Extra Die when dealing with them in any way.

Blood-Frenzy: Certain warriors from savage World cultures are able to work themselves up into a frothing, bloody rage during battle, their ferocity and immunity to pain and fear making them even deadlier. You add +1 to your Strength and increase your Life Blood correspondingly, for the remainder of the combat. You will not go unconscious at 0 LB (although you will lose LB as normal if you go into the negatives) and can continue fighting until dead, but you may not retreat, not matter what the circumstances. At the end of the combat, you lose the extra Strength and LB gained from the Blood-Rage, and if this takes you below -5, you must spend a Hero Point or die immediately.

Iron Sinews: Without the benefits of advanced technology, almost everything significant that

Savage Worlders do, make or build requires a great deal of sweat and the proper application of raw muscle power to accomplish. You may roll an Extra Die when using your strength for breaking, lifting, pulling or pushing things.

Keen Senses: Life on a Savage World requires the inhabitants to be incredibly attentive to their environment and there are those with uncanny senses heightened to an almost superhuman degree, particularly hunters and warriors. Your five senses are incredibly sharp as well as your intuitive, or 'Sixth' sense. You may roll an Extra Die whenever using any of these senses.

Totem: Some Savage World tribes are very close to nature and believe that each person is watched over by a spirit guide of some sort. The type and nature of these spirits are numerous and varied, basically any natural thing from animals to rocks to the wind itself can qualify and it varies from tribe to tribe. You have a spirit totem that is reflected in your abilities. You and the GM should work out the type of spirit guide and the single bonus it gives you chosen from the list below:

- +1 to a single Attribute (this cannot take you above 5)
- +1 to a single Combat Ability.
- +2 to Hero Points, Psychic Power, Arcane Power or Lifeblood.
- The ability to roll an Extra Die when rolling for tasks that particular spirit embodies (GMs discretion).

Weapon Master: Many Savage Worlders become expert warriors with specific primitive weapons, like the common sword, bow, net and many stranger weapons that can only be found on certain worlds, like the psychic throwing glaives of Krull III. You are a master of a single weapon produced using the technology on your primitive world and may roll an Extra Die whenever using it. You may take the Trait multiple times.

FLAWS

Changeling: Many Savage Worlders hold the belief that mutants are faerie changelings left in place of their normal children. On most worlds, these children are left in the woods to die, although a few are rescued by roving bands of Warped Ones looking

out for their own. These mutant bands truly believe that they are the children of faeries and are often the pawns of diabolists who teach them 'faerie magic' and set them against their former parents. You must make a random roll on the mutation table. You may take this flaw multiple times.

Illiterate: Literacy is the exception, rather than the rule, on Savage Worlds and most people have never seen a book, much less read one. You cannot read or write.

Primitive: Some Savage Worlders just can't grasp the nuances of technology. They haven't really mastered the 'spirit boxes' that Emperials use to communicate with and they can point a gun and shoot it, but their aim is terrible, so they prefer to stick to what works best for them in most situations: shouting loudly and sticking things with a sharp bit of steel. You must roll an Extra Die whenever using technology more advanced than that of your home world.

Savage: The demeanour of the typical Savage Worlder, and the fact that they often prefer to adorn themselves in the skins and bones of animals rather than adopt typical Imperial standards of dress, marks them out as primitives to even the lowliest serf. You must roll an Extra Die in all social situations with non-Savage Worlders.

Superstitious: Savage Worlders are a superstitious lot. Many of them have particular tics, talismans and other bits of mumbo-jumbo that they rely on and are fearful of doing without. Some believe that a drawn weapon must draw blood or be forever cursed. Others believe that if they paint their face blue before battle, they'll have the protection of the gods. Some even think that if you pee facing the north wind, you invite in demons of sterility. You have a superstition that you and the GM must work out the specifics for. Failure to placate that superstition during a scene will cause you to roll an Extra Die on every action for the rest of that scene. You may take this Flaw multiple times.

STANDARD WORLDS

Despite the classification, Standard Worlds are anything but standard. With tens of thousands of worlds comes tens of thousands of cultures, laws and traditions. The only truly defining thread throughout the Emperium is the Church, Imperial Law and fear of the Alien, the Warped One, the Diabolist and Inquisitorial scrutiny.

Despite their differences, all Standard worlds hold a few basic similarities. First of all, unlike other worlds, they are all mostly self-sustaining, providing their own food and natural resources and importing and exporting mostly luxury or specialty goods. They are relatively populated, but not over-populated and their environments are typically stable and not too extreme.

All Standard Worlds have standard Imperial levels of technology and have a presence in Galactic Politics through the nobility and Planetary Governors who administer and oversee the tithing of manpower and resources for the greater good of the galaxy.

To live on a Standard World is to live on a shining gem in the crown of the Imperium and to be a well educated and well provided for member of an advanced and well-ordered galactic society... unless, of course, you're a heretic, alien or mutant...

TRAITS

Artistic: The well-ordered environment most Standard Worlders grow up in means that they have more time to devote to activities like the arts. Some artists are so in demand that their works are exported to other worlds and the best musicians all come from Standard Worlds. You are an artist. Choose a particular art (sculpture, music, oil or holographic painting, whatever). You may roll an Extra Die when creating saleable items or trying to please and audience with your art.

Attractive: The best medicine and rejuvenation treatments allow Standard Worlders to live long lives untarnished by the typical blemishes and practically untouched by the ravages of age. You are a prime example of this and may roll an Extra Die whenever your looks might factor in to the situation.

Etiquette: Regardless of differing planetary cultures, many Standard Worlders are also well versed in Imperial etiquette in general and this allows them to travel from world to world as interesting guests instead of boorish foreigners. You are well mannered and may roll an Extra Die when dealing with other Standard Worlders.

Healthy: The best medicine and pleasant environmental conditions give those on Standard

Worlds a much better standard of health than the poor reches on other worlds. You are full of life and add +2 to your Lifeblood.

Standard Education: Most Standard Worlders receive the best education the Imperium offers. As a citizen of a Standard World, you have a +1 Mind (this may not take you above 5).

FLAWS

Arrogant: When dealing with those 'less fortunate' people who live on other worlds, Standard Worlders can often come across as haughty and patronizing. You see those from non-Standard Worlds as deserving of either your pity or scorn and they can tell, no matter how you try to hide it. Roll an Extra Die when dealing with non-Standard Worlders.

Corrupt: Underneath the bright and orderly exterior, Standard Worlds often seethe with the multitude of hidden sins that seem to follow man wherever he goes. Vice and crime are rampant on some worlds and sometimes form a second, underground world that darkly mirrors the advanced civilization it feeds on. You know this first hand and have a vice that is highly illegal and highly addictive. You and the GM should work out what it is you're addicted to, the frequency of use, the consequence of not partaking in it and what happens when you're caught doing so.

Soft: Most Standard Worlders spend a great deal of their time in sedentary pursuits and while advanced technology means never having to exert yourself too hard, it also means never benefitting from that exertion. You are a particularly soft member of your society and have a -1 Strength.

Tainted: Despite the shiny veneer of advanced civilization, mutation is still a problem on Standard Worlds. Standard Worlders are inclined to sweep these sorts of problems 'under the rug,' so to speak, by shipping the The Warped off to other worlds to be sold into slavery. Those who escape the clutches of 'normal society' descend into the sewers, and some Standard Worlds have entire underground civilizations of Warped Ones biding their time until either they rise up or an Inquisitor comes along and burns them out. You must make a random roll on the mutation table. You may take this flaw multiple times.

Weak Willed: To many who live in an ordered society, the easiest route is the route of compliance. When everything is working out, why buck the system? This mental indolence breeds followers and after a lifetime of obedience, it can be a hard to resist those with stronger personalities or mental control powers. When intimidation, command or mental control abilities are used against you, your Mind is not added to the difficulty of the roll.

STARCHILD

As many people as there are on a hundred thousand worlds, there are still more that never set foot on a planet their entire lives. Many major interstellar craft are so large that they are virtually cities in space and many of the crew members are born there, raised there, and live their lives entirely within its hull.

Star-children are a strange enigmatic people with a wider view of God, the universe and their place within it. They tend toward the philosophical and are physically thinner, paler and have less body hair than those raised on a world. When they finally do step out on a planet, many find the uncontrolled environment uncomfortable and the people so different, that most stay aboard ship after the experience.

The more adventurous Star-Children, however, find the experience exhilarating and often find their specific talents in demand, especially as they produce a high number of Nephilim, priests and very talented star pilots and Helmsmen.

TRAITS

Agile: What Star-Children lack in strength, they make up for in agility. You have a +1 Agility (this may not take you above 5).

Born to Fly: Star-Children never suffer the disorienting effects of flying with no fixed gravitational reference, never get motion sick, and are able to sustain greater changes in G-Pressure over short periods than people raised on planet. For these reasons, they make excellent pilots. You may roll an Extra Die when piloting air or spacecraft.

Helmsmen: There is one mutation that the Emperium prizes and seeks to propagate and that is the *Helmsman's Eye*, which allows ships to travel

many times farther and safer during a warp jump. Star-Children tend to carry the gene for this beneficial mutation almost exclusively and Imperial authorities will even ignore other mutations as long as the Star-Child in question has 'The Eye' and is willing to use it in their service. You have the *Helmsmen's Eye* Mutation and when navigating a ship you may multiply all your Warp Jump distances by your Mind attribute.

One with the Universe: It is said that to live among the stars is to experience the vast totality of all creation and understand your place in it. This understanding energizes your spirit and increases your Psychic Power by 2 points.

Zero-G Adaption: Some Star-Children grow up on space stations or work in sections of larger spacecraft where artificial gravity is often turned off. You do not suffer penalties for rolls made in Zero-G conditions.

FLAWS

Arsonphobia: Flame aboard a star-craft can be a terrifying thing. It eats oxygen and fills the confined spaces with smoke while heat and pressure build, crushing the life out of people and causing things to explode. Worst of all, there is no escape from a towering inferno in space. As such, many Star-Children suffer an innate fear of open flame and even the tiny spark of a match can make them sweat. You are terrified of fire and must take an Extra Die on all your rolls whenever it is present in fist sized quantities or greater.

Frail: One of the biggest detriments to a life lived in zero-gravity is the eventual weakening of the bone and general stretching and elongation of the body which makes it less able to take blows. You have an extremely thin and frail body which is represented by a -2 to your Lifeblood.

Near Alien: Off all the different types of humans in all the Emperium, none are so off-putting in appearance and personality than the Star-Children. You are a particularly extreme example, with all the stretched, pale physical features and a point of reference so alien that you find it hard to understand or be understood by the planet-bound. You must roll an Extra Die in any social situation with non Space-Children.

Touched by Dark Matter: Dark matter is everywhere in the universe, invisible, intangible, but its effects are felt across the universe. The Star Children believe that those born with mutations must have Dark Matter intertwined with their genes and thus, have an innate connection with the void. Most ships jettison their Warped Ones right back into that void, but others have more compassion and either set them down on some savage world or, if their mutations are easily concealed or beneficial, might even keep them aboard and out of sight, doing menial tasks and helping where they can. You must make a random roll on the mutation table. You may take this flaw multiple times.

Weak: Most work done on a large star-ship is either mechanically assisted or done in zero-gravity, where agility and the ability to move about in tight confined spaces is far more important than strength. You have a -1 Strength.

LANGUAGES

All characters are assumed to be able to speak Lingua Galactica, even those from Savage Worlds as they are assumed to have been taught the language when 'elevated' from their home world.

All characters are also assumed to be able to read and write in any language they know unless they choose to take the **Flaw: Illiteracy**, in which case they are unable to read or write in any language.

Characters will know a number of additional languages equal to their Mind Ranking and may learn additional languages by spending 2AP for each. The GM has final say on what languages are available to learn.

Alien (by species): There are a number of alien species located across the galaxy, and quite a few of them interact with the Emperium. Some have learned to utilize Lingua Galactica, but others prefer their own bizarre methods of communicating. Each Alien language must be learned separately.

Battle Tongue: The military forces of the Emperium use a clipped version of Lingua mixed with acronyms to get across complex orders extremely quickly. It makes absolutely no sense to anyone who doesn't speak it.

Diabolic: The language of magic and demons is a guttural yet highly sophisticated dialect written in complex sigils and runes. The most important parts of the Diabolic lexicon are the Words of Power, purportedly Words of Creation stolen by the fallen as they retreated from Heaven, whose very utterances cause vibrations and changes in reality. Just speaking this language causes feelings of ill will in the average person and any Diabolical writings are burned when discovered by the authorities, along with their owners.

Gutter: The language of criminals, low-lives, mutants and everyone else who lives in or has dealings with the underbelly of society. As a language, it varies a great deal from world to world, but as the main component is attitude, it is easy to pick up new versions rather quickly, especially if a local gives you the correct slang.

Hebrew: Although Christianity is the only official Imperial religion, a few worlds were set aside for the remnants of the Jewish nation left over after the War of Armageddon Valley. And while these worlds are the only ones on which that religion is permitted, their language is learned by many in the priesthood as part of their theological training.

Latin: This is the official language of the Church and the Inquisition and all their documents are written in it. Few outside those two institutions know it and rarely speak or read it fluently. The nobility are the most likely to use it outside of the Church and they only use it to sound impressive.

Lingua Galactica: This is the official language of the Emperium and although spoken in many different dialects with many different accents, it is typically very easy to communicate with anyone else who speaks it and to pick up the nuances of local cultural slang in a few days.

Tribal (by World): The people on Savage Worlds speak a variety of different languages and it is necessary to learn the appropriate language, usually some devolved form of Lingua, before being allowed to make planet-fall. This is typically easy as specific languages are usually taught on the orbiting base stations that monitor each particular world. Savage Worlders automatically know their tribal language.

Trinary: A strange mixture of machine code and organic speech, Trinary is a sacred language only

known by the Priests of the Sacred Order of Raphael, known galaxy wide as the Machine Priests, and their most trusted associates. It is the language of their most holy texts of engineering and to teach it to an outsider without explicit permission from the Compu-Cardinal is a death sentence for the teacher and the pupil alike.

EQUIPPING FUTURE HERESY PCs

Future Heresy PCs are equipped using the rules found on page xx. Each character starts with 16 points to spend on their equipment.

You may also receive a number of bonus points based on your career (min. 0). You may only take the bonus from a single career.

Career	# of Bonus Points
Inquisitor	Career Rank+2
Rogue Privateer	Career Rank+1
Noble	Career Rank
Archangel	Career Rank
Army Officer	Career Rank-1
Naval Officer	Career Rank-1
Questioner	Career Rank-2
Soldier	Career Rank-3

NEPHALIM & ANATHEMA

A very small percentage of the population in the Emperium exhibit mental powers that range from simple abilities like reading surface thoughts, or moving small objects with the mind, to the ability to sunder tanks with a glance and control people so thoroughly that they may as well be puppets on strings.

The general consensus is that these rare few are somehow descended from the bloodline of angels who mixed with the 'daughters of men' in the distant past and their powers are divinely derived. Thus, the name Nephelim is used to describe those with psychic or supernatural abilities not derived from sorcery.

The Church sees the Nephelim as a both a blessing and a scourge. Their abilities are extremely useful and as a counter to the power of diabolists and demons, they seem a gift from God himself. Unfortunately, those who bear the power also bear the stigmata of their human nature (and some say the nature of the angles who defied God to lay with

women), and some decide to use it for personal gain and even in the service of those who seek to bring the Emperium to its knees.

As such, Emperial policy is clear on how such individuals are to be handled. Periodic sweeps of the populations on Emperial worlds are done to round up any emerging Nephelim before they have grown too powerful. Of these, those considered of strong moral and religious character are trained and indoctrinated into the service of the Emperium. Those considered weak or morally unsound are lobotomized, fitted with restraining bolts and turned into Psychic Cyber-Slaves whose talents are harnessed for special purposes.

Any character who takes Rankings in the Nephelim career is a Psychic and may use Psychic Powers. The rules for Psychic Powers can be found on page xx.

Anathema

There are those who seem 'not right.' Through no fault of their own, they are social pariahs who find it hard to make friends due to the innate feeling of unease they generate in everyone around them. They also have a special gift: they cancel psychic abilities, cause sorcery to fail and are disruptive to the very essence of supernatural creatures.

The best minds in the Emperium have not been able to identify how or why these people can do what they do, but their repellent nature has earned them the title Anathema.

As rare as Nephelim are to the general Emperial population, so are the Anathema to Nephelim. When one is located, they are quickly cloistered with others of their kind and trained to hone their abilities. They are used sparingly as potent weapons against the most powerful of the rogue Nephelim and the worst demon incursions. As such, the GM may restrict access to Anathema characters.

Any roll made to use Psychic powers or Sorcery suffers an increased difficulty equal to the Rank of the Anathema +1. Furthermore, supernatural creatures (those listed under *Supernatural Forces* in the **Bestiary** section) feel such intense revulsion in the presence of an Anathema character that they suffer the same penalty on any roll they make.

Anathema characters of lower ranks must be able to see their targets to actively affect them and must also be nearby. The more powerful ones affect larger and larger areas and can even affect targets that they cannot see as long as they are in range. The range and Line of Sight requirements of the Anathema's disruptive influence are based on their rank:

RANK	LOS?	RANGE
0	-	Touch only.
1	Yes	Striking Distance.
2	Yes	An average sized room.
3	No	An average sized dining hall.
4+	No	An average sized warehouse.

Obviously, if you have the Anathema career, you cannot be a Nephelim or Sorcerer. But on the upside, you can't be possessed or mind controlled by sorcerous, supernatural or psychic sources, either.

CREATING ALIEN RACES

Those who take the Heroic Beginning: Alien World probably want to play some sort of non-human trash... ahem, alien race. This is totally acceptable as many in the Emperium have had profitable dealings with those of non-human descent and continue to do so (as long as the aliens know their place).

An alien race can be very similar to humans or as wildly different from us as we are to an amoeba or spider (which some aliens may even resemble) with a number of differing abilities, strengths and weaknesses.

To create a unique alien race, the player may take any trait from any BoL book they like, including mutations (chosen, not rolled). For every Trait taken after the first one, however, they will also receive one flaw, chosen strictly by the GM, who is encouraged to choose those most likely to give your PC more 'character.'

Once Traits and Flaws are settled by you and the GM, you should come up with a description of the race, its home world (if any) and culture. No matter how human like the species, however, every PC alien race should have some sort of physical mark that sets it apart from humans unless disguised. Your race might have lizard tongues, for instance, or pointed ears, emotionless speech, and a penchant for bowl haircuts and spreading your fingers in a

funny way when you hail people. Choose something interesting or the devious GM will do it for you.

BESTIARY

All the men, monsters and aliens described here are laid out with the most basic abilities needed to use them in a game as potential adversaries or allies.

Any creature with Rabble in its title is just that and all the appropriate rules pertain to it. Some creatures have the option of being used as rabble or regular NPCs and this will be noted in their Lifeblood rating.

Some of the beasts and aliens described are suitable for use as PCs and Attribute modifiers, Traits and Flaws are provided to create a member of that particular race.

Any Traits and Flaws labeled as Race Traits or Race Flaws must be taken to qualify the character for that race. All the normal costs or requirements in Flaws or Hero Points still apply (see pg. 16 of the **BOL** rulebook for more info).

ALIEN (RANDOM)

The Galaxy is teeming with life and although there are a number of interstellar alien empires, most sentient non-human races are bound to one planet, either because they lack the numbers, the technology or are brutally suppressed by other species. They are varied in form and treated poorly by the interstellar community at large unless they have some special skill or ability that makes them useful.

Attributes		Combat	
<i>Strength</i>	D6-1	<i>Brawl</i>	D6-1
<i>Agility</i>	D6-1	<i>Melee</i>	D6-1
<i>Mind</i>	D6-1	<i>Ranged</i>	D6-1
<i>Appeal</i>	D6-1	<i>Defence</i>	D6-1

Attacks

The Alien will have any natural attacks plus D3 weapons from the following table:

2-6	The alien has a Common Weapon
7-9	The alien has an Uncommon Weapon
10-11	The alien has a Rare Weapon
12	The alien has a Unique Weapon

Protection

The Alien will have any natural protection plus D3 items of protection from the following table:

2-5	No protection/armour
6-9	Common protection/armour
10	Uncommon protection/armour
11	Rare protection/armour
12	Unique protection/armour

Lifeblood: 10+Str or 3 for Rabble.

Special Rules

Aliens will have D6 'Mutations' as racial features.

PC Aliens

See the previous section on **Creating Alien Races**.

ARCHANGEL

Archangels are the best soldiers humans can be modified to become. They are physical giants with the best training and equipment the Emperium has to offer. While normally fielded only in the largest and most important battles against the toughest foes, small 5 man squads or even single Archangels are often sent on important missions far from the support of their brethren. The example given below is a standard frontline archangel...

Attributes		Combat	
<i>Strength</i>	6	<i>Brawl</i>	3
<i>Agility</i>	3	<i>Melee</i>	3
<i>Mind</i>	3	<i>Ranged</i>	3
<i>Appeal</i>	0	<i>Defence</i>	3

Attacks

Archangel Blaster Rifle w/Reloads
(2D6+3, AP3, ROF 6, Range 240')

Archangel Combat Knife
(D6+3, +1 Defense)

Archangel Frag Grenades
(D6+3, Grenade, Throw 20', Blast 10')

Protection: 9

Full Battle-Suit (9)

Lifeblood: 19

BUGBEARS

More a force of nature than a race, Bugbears are hulking monsters whose numbers grow from small localized threats into massive waves, each one led by a single powerful War-chief, which surge across the stars, collecting more bugbears into a foul alien mockery of a crusade.

Eventually, the war-chief is killed and petty squabbling and infighting destroy the cohesiveness of the force so that it is easily dispersed, but not until it has blazed a trail of war and destruction across a wide swath of systems.

Bugbear technology is the domain of the shamanistic 'Tek's' who build incredibly crude, but high-tech machines, even spacecraft and their own primitive form of Augmentek. Their equipment is large, loud and destructive, even the bits which aren't necessarily weapons. The following profile represents a standard Bugbear Trooper.

Attributes		Combat	
<i>Strength</i>	3	<i>Brawl</i>	3
<i>Agility</i>	0	<i>Melee</i>	3
<i>Mind</i>	-1	<i>Ranged</i>	0
<i>Appeal</i>	-1	<i>Defence</i>	0

Attacks

'Bang-Stick' Bugbear SMG

(Ranged: D6+2, ROF 10, Range 90', -1 to hit.)

(Melee: D6)

'Bada-Boom' Bugbear Frag Grenade

(D6+2, Grenade, Throw 20'/10', Blast 10')

'Gut-Stikka' Bugbear Combat Blade

(D3+1, Throw 10')

Protection: 4

Tough Hide (1)

Ballistic Mesh (3)

Lifeblood: 13 (3 for Rabble).

Bugbear Technology: For Bugbear Tek's, firearms are supposed to be destructive, noisy and durable enough to be used in melee, in that order, with accuracy coming in a distant last. As such, they have a +1 to damage, can be used as in melee for D6 damage, but suffer a -1 to hit in Ranged combat. Non-bugbears who try and use the weapons suffer a -3 to hit.

Bugbear grenades and explosives are large, loud and deadly. Add a +2 to their damage. They are heavy, however, so anyone with a strength of 2 or less will only be able to throw them half as far.

Finally, all Bugbear Technology is excessively large, typically anywhere from 10-60% larger than the standard equipment. Roll a D6 and multiply it by 10% to find out how much larger each individual piece of equipment is.

Too Dumb to Know They're Dead: Bugbears are so tough and insensitive to pain that they have 1 point of Armour Protection from their thick skin and may continue to stay conscious and fight until they reach -6 Lifeblood, at which point they die as normal. All other rules for Lifeblood and injury still apply.

PC Bugbear

Attribute Modifiers: +2 Strength, -1 Mind, -1 Appeal
Bugbear Technology (Race Trait)

Too Dumb to Know They're Dead (Race Trait)

Iron Sinews (Trait)

Dumb as a Box of Rox (Flaw)

Gave a Taste (Flaw)

BUGBEARS, GOBKIN (RABBLE)

A small sub-race of the bugbear species, the Gobkin serve as a slave underclass to their bugbear masters, fetching, carrying and preparing food or assisting Tekes with their inventions (usually from a safe distance).

They are small and weak, but much more quick witted and agile than their larger cousins, which helps them to duck the random smack about the ears that they typically receive on an hourly basis from irritable bugbear masters. They are also ornery and cunning, with a juvenile and often deadly sense of humour.

Attributes		Combat	
<i>Strength</i>	-2	<i>Brawl</i>	-1
<i>Agility</i>	2	<i>Melee</i>	-1
<i>Mind</i>	0	<i>Ranged</i>	1
<i>Appeal</i>	-1	<i>Defence</i>	3

Attacks

Poke with Sharp Stuff (D3, Throw 10')

Bite (D3-1)

Protection: 0

Lifeblood: 3

Swarm: Gobkins gain a +1 to hit in melee for every other Gobkin attacking the same target.

Ducking is Second Nature: Gobkin may dodge once a round and still perform another action, such as attacking.

Sneaky Git: Gobkin may roll an Extra Die when moving quietly or hiding.

PC Gobkin

Attribute Modifiers: -2 Strength, +1 Agility, -1 Appeal

Swarm (Race Trait)

Ducking is Second Nature (Race Trait)

Sneaky Git (Race Trait)

Omega Dog (Flaw)

Weak Willed (Flaw)

COLLECTIVISTS

Collectivists are a blue skinned race of communal aliens that believe in uniting all species into an interstellar collective. In this collective society each gives to the society according to their abilities and receives from the society according to their needs. If an 'unenlightened' species refuses to join in their brave new universe, the Collectivists politely take their leave and then return later to enlighten them with highly accurate weapons fire.

Collectivists are a young species, but they have a surprisingly advanced technology that allows them to fight from range at great effectiveness. This is fortunate, because when it comes to close combat, they couldn't fight their way out of a wet paper bag. Fortunately, they have a large number of 'Comrade' species who have joined their Collective and can shore up their weaknesses, and any Collectivist party is likely to contain one or two random 'Comrades' with specialist abilities.

Attributes		Combat	
<i>Strength</i>	0	<i>Brawl</i>	0
<i>Agility</i>	1	<i>Melee</i>	0
<i>Mind</i>	2	<i>Ranged</i>	1
<i>Appeal</i>	1	<i>Defence</i>	1

Attacks

Pulsar Rifle
(D6, ROF 6, Range 150')

Fusion Grenade
(D6+1, Grenade, Throw 20', Blast 10', Blind, Catch Fire)

Protection: 6

Enclosed Helmet (2)
Reinforced Ballistic Mesh (4)

Lifblood: 10 (3 for Rabble)

Targeting Systems: Any weapons and armour built by the Collectivists have sophisticated targeting and ranging systems built into them and the entire species is trained from birth to use them. They may roll an Extra Die when using their own weapons.

Negotiators: Certain members of the Collectivists are skilled negotiators with unearthly patience when it comes to politics and bargaining. They roll an Extra Die when negotiating with other races.

Effete: Collectivists are physically unassuming creatures who have a distaste for close combat. They must roll an Extra Die when using the Brawl or Melee Combat Abilities.

PC Collectivist

Attribute Modifiers: -1 Strength, +1 Mind
Targeting Systems (Race Trait)
Negotiators (Race Trait)
Effete (Race Flaw)
Frail (Flaw)

CULTIST

While the term is typically applied to diabolists and demon worshippers, it can also be used for the followers of any recidivist religious movement, such as the Oracles of Apollo or the Jihadists of the planet Achmedistan.

The typical cultist is weal minded, and easily bribed with promises of power, popularity or the freedom to indulge perverse desires. The following profile describes this particular type of low level individual.

Attributes		Combat	
<i>Strength</i>	0	<i>Brawl</i>	1
<i>Agility</i>	0	<i>Melee</i>	1
<i>Mind</i>	0	<i>Ranged</i>	0
<i>Appeal</i>	0	<i>Defence</i>	1

Attacks

Sacrificial Knife (D3)

Pistol (D6+1, ROF 3 Range 100', AP 1)

Protection: 1

Voluminous Robes (1)

Lifblood: 10 (3 for Rabble)

Cult Leader: One out of every 10 cultists will be a minor cult leader with +1 to all his Attributes and Combat Abilities and, at GMs discretion, 1 level of Sorcerer.

CYBER-GLADIATOR

While most of the arena fodder are criminals sold into combat-slavery, there are a select few who voluntarily enter into the arenas for the fame and wealth that comes from being a blood soaked celebrity. These warriors spend a good deal of their earnings on Augmentek to boost their combat abilities and install weapons into their body (taken into account in the profile).

Attributes		Combat	
<i>Strength</i>	6	<i>Brawl</i>	2
<i>Agility</i>	3	<i>Melee</i>	4
<i>Mind</i>	0	<i>Ranged</i>	1
<i>Appeal</i>	3	<i>Defence</i>	3

Attacks

Augmentek Chainsaw Axe Arm
(2D6, 1 AP)

Augmentek Leg Kick
(D6, +10% to Move)

Protection: 6

Armoured Chest (4)
Large Shield (2)

Lifblood: 16

Crowd Appeal: When fighting for an audience, a Cyber-Gladiator may attempt to make a Crowd Appeal after making a flashy attack. The harder the attack the more likely the crowd will go wild. The Crowd Appeal roll is **Demanding** and the Cyber-Gladiator may add 1 to this roll for every -1 they take to their attack roll. On a success, they gain a +1 bonus to all their rolls for D6 turns as the crowd cheers them on.

CYBER-HOUNDS (*RABBLE*)

While normal dogs excel at tracking and can act as a force multiplier for police and soldiers hunting down small groups of cultists or other enemies, the addition of Augmentek to canines makes them living weapons and highly intelligent hunters.

Attributes		Combat	
<i>Strength</i>	2	<i>Brawl</i>	3
<i>Agility</i>	3	<i>Melee</i>	NA
<i>Mind</i>	0	<i>Ranged</i>	NA
<i>Appeal</i>	0	<i>Defence</i>	3

Attacks

Bite (D6, AP 1)

Protection: 4

Cyber-shell (4)

Lifeflood: 3

Pin: If the Cyber-Hound can make a Successful Agility roll, it can jump onto an opponent. The opponent must make a Strength check (minus the Cyber-Hounds Strength) or be pinned to the ground. While pinned, the Hound's bites hit automatically.

Worry: If a Cyber-Hound hits with its bite and makes a successful Strength roll (- the opponent's Strength), it holds on and does automatic bite damage in the next round.

Tracker: Cyber-Hounds are fitted with highly sophisticated sensor systems and can track by smell, infrared, radio frequency or electromagnetic anomaly (to find heartbeats, for example) at a +6 to their rolls.

DEADITES

These shiny skeletal robots are the last remains of an ancient civilization that completely abandoned their fleshy existence for a body of cold, emotionless, metal. They appear suddenly, without warning, and go about slaughtering whole populations without uttering a single word, sparing only a few whom they take off for purposes unknown.

No one knows what they want, only that they do not negotiate and their weapons are of a technology that is horrifyingly efficient in its destruction, leaving nothing in its wake. But the most nightmarish thing about the Deadites is that once killed, they have the ability to rise again from death, to exact their revenge upon their slayers. Only complete destruction of their bodies can prevent this.

Attributes		Combat	
<i>Strength</i>	5	<i>Brawl</i>	2
<i>Agility</i>	0	<i>Melee</i>	2
<i>Mind</i>	0	<i>Ranged</i>	2
<i>Appeal</i>	NA	<i>Defence</i>	0

Attacks

Attack

Protection: 4

Metal Bodies (4)

Lifeflood: 10 (3 for Rabble)

Atomizers: Deadite firearms are analogous to Light Weapons, but fire an energy beam that disrupts the electromagnetic forces holding the target's molecules together. A graze will severely weaken the target's molecular structure, while a full on hit can disintegrate a hole right through it.

Treat Atomizers as Light Weapons that do an extra point of damage for every 1 point the attacker beats the target number by. In addition, any hit reduces the target's armour protection by 1 point.

Death Cannot Hold Them: Deadites regenerate 1 point of Lifeflood every round until killed. Once killed, they will regenerate 1 point of Lifeflood every hour until they are brought back to 1 point, at which point they rise again and regenerate 1 point every round until completely healed.

FALLEN ANGEL

Sometime after the creation of the Archangels, when a great deal of the galaxy had finally been placed firmly under the thumb of humanity, a brilliant Archangel Commander named Sammael led one third of the archangel forces in rebellion against the Emperium. He had become obsessed with the angelic imagery of his forces and convinced many of his brethren that only they, the superhuman guardians of mankind, were fit to lead the Emperium, not the weak, petty, and often corrupt members of the Imperial government and nobility.

He slowly and quietly gathered his forces, but realized that his numbers were too little to overcome his enemies, and so, in the name of saving mankind from itself, he learned sorcery and the summoning and binding of demons in order to boost his power. He rationalized his actions as using the tools of the devil against the devil's servants, but the more powerful he became, the more that power corrupted his purpose. By the time he made his final move against Earth, both he and his followers bore their corruption in spirit, mind and body and the noble goal of saving mankind had been slowly turned towards enslaving mankind for their own personal glory.

The battle was a close one, with massed hordes of demons, the defection of several Imperial military units and powerful sorceries helping to even out the disparity in forces, but eventually, Archangel-Captain Michael of the Order of the Sword threw down Sammael in one-on-one combat, breaking the backbone of the diabolic forces and scattering them to the four corners of the galaxy.

These forces did not just disappear, however, and with the help of demon patrons they settled on hidden worlds far from the Emperium. There, they rebuilt their forces from the most dangerous scum of humanity and prisoners captured in raids and then mentally twisted by temporary demonic possession. To this day, they still harass the Emperium and, every few centuries or so, they invade, their numbers bolstered as the corrupted and the diabolical come out from hiding to answer their call.

Attributes		Combat	
<i>Strength</i>	6	<i>Brawl</i>	3
<i>Agility</i>	3	<i>Melee</i>	3
<i>Mind</i>	3	<i>Ranged</i>	3
<i>Appeal</i>	0	<i>Defence</i>	3

Attacks

Archangel Blaster Rifle w/Reloads
(2D6+3, AP3, ROF 6, Range 240')

Archangel Combat Knife
(D6+3, +1 Defense)

Archangel Frag Grenades
(D6+3, Grenade, Throw 20', Blast 10')

Protection: 9

Full Battle-Suit (9)

Lifeblood: 19

Mutations: Each Fallen Angel has D6 mutations. The Fallen Angel's Battle-Suit will mutate in order to accommodate these changes.

LIVING DAMNED, THE

Although the punishment for most crimes in the Emperium typically involve either slavery or death, there is one form of punishment that is feared above all others because it combines those two in the most horrifying way.

There are those whose crimes are so great that death or even being converted into a cyber-slave is too merciful for them. Instead, their bodies are extensively modified and their heads are fitted with control helms that allow them full consciousness with no control and which constantly bombard them with choral music and long sermons on their crimes and the eventual fate of their immortal souls. These are the Living Damned.

The Living Damned are lent out to Inquisitors, high ranking Clergy and other important persons on missions where extreme, close-up violence is likely. When needed, their helmets are disabled and the half insane creatures are set loose upon the enemies of the Emperium, lashing at their opponents, blind to pain and injury and pumped into a frothing fury by combat drugs and the constant punishing reminder of their eternal damnation and separation from God.

Attributes		Combat	
<i>Strength</i>	3	<i>Brawl</i>	NA
<i>Agility</i>	3	<i>Melee</i>	3
<i>Mind</i>	NA	<i>Ranged</i>	NA
<i>Appeal</i>	NA	<i>Defence</i>	3

Attacks

Augmentek Energy Lashes in Arms
(2D6, -1 Parry)

Protection: 6

Stimulants and Pain Relievers (6)

Lifeflood: 15

Chemical-Rage: Every one of the Living Damned has a special 'trigger' word that activates the Combat Drug dispensers implanted into their bodies. This elevates their Strength to 6 and gives them D6 attacks per round. This can be used once per adventure.

Unfortunately, the artificially heightened metabolism damages the body and the Living Damned suffer 1 point of Lifeflood damage every

round until a second 'trigger' word is given which injects counter-stimulants are injected.

OVIPOSITOIDS

Bizarre creatures from parts of the galaxy unknown, the Ovipositoids are hideous monsters. They're seven foot tall killing machines, with multiple arms, chitonous armour and a snake like head. The true horror of an ovipositoid, however, lies in their ability to take over other species from the inside, literally, by corrupting their gene-pool.

Each one has a long snake like tongue with an ovipositor at its tip, which it uses to pierce the skin of its victim. This releases a viral egg that creates an intense loyalty to the purebreed ovipositoid and alters the host's reproductive DNA. The children of the infected are born as monstrous hybrids, part ovipositoid, part parent species, which go on to infect more and more people until, after many generations, there are so many of them they can take the world by force.

Each successive generation of hybrids loses more and more of its ovipositoid traits until the third generation can almost pass for human with proper disguises. The 4th generation, however, is special, and one of these will be a Noble. Nobles outwardly resemble the host species in every way except for extremely hypnotic eyes and a lack of body hair. They are psychically gifted highly intelligent, and well versed in the subtle ins and outs of their society.

When a Noble comes of age, they lead the brood from hiding and seek to take control of their host world, usually with the aid of infected members of the host species who have, over the years, infiltrated all the branches of the government and military. It is very difficult to purge the infection once this tipping point is reached and many worlds are simply destroyed to prevent further infection.

The following profile reflects the three stages of ovipositoid life: the Purebreed, the Hybrid and the Noble.

Attributes		Combat	
<i>Strength</i>	6/3/1	<i>Brawl</i>	6/3/0
<i>Agility</i>	6/3/1	<i>Melee</i>	0/1/2
<i>Mind</i>	-1/0/6	<i>Ranged</i>	0/1/2
<i>Appeal</i>	-3/-1/3	<i>Defence</i>	3/1/0

Attacks

Purebreed,

Claws (D6+6, AP3)
The Kiss (D3)

Hybrid

Claw (D6)
The Kiss (D3)
SMG (D6+1, ROF 10, Range 90')

Noble

Light Pistol (D6+1, ROF 3, Range 100')
Sword (D6, +1 Defense)

Protection: 6/3/1

Purebreed

Chitonous Armour (6)

Hybrid

Chitonous Skin (3)

Noble

Voluminous Robes (1)

Lifblood: 16 (3 for Rabble)/13 (3 for Rabble)/11

Hypnotic Attack: Purebreed and Noble Ovipositoids can try to mentally dominate a single person within 10' of them. This requires eye contact and the ovipositoid can do nothing else that round. The victim must make a **Tough Mind** Roll or be helpless until the gaze is broken. The ovipositoid may administer a kiss automatically in this situation.

Kiss: If a purebred or hybrid ovipositoid can make a successful Kiss attack, then the victim is infected and will fall unconscious for D6 hours. Once they awake, they will be completely devoted to the ovipositoid cause. Their children will be hybrids of the 2nd, 3rd or 4th generation, depending on which generation of ovipositoid infected them. This is an infection on the genetic level and there is no known cure outside of a bullet in the brainpan.

SCUM

Scum can represent gang members, street toughs, gunslingers and any other assorted ne'er-do wells common to the seedier side of life. Most are strong, tough and capable with a weapon of some form or another. They typically make their living by taking away someone else's.

Attributes		Combat	
<i>Strength</i>	2	<i>Brawl</i>	2
<i>Agility</i>	1	<i>Melee</i>	1
<i>Mind</i>	0	<i>Ranged</i>	2
<i>Appeal</i>	0	<i>Defence</i>	1

Attacks

Pistol (D6+1, ROF 3, Range 15')
Knife (D3)
Knuckledusters (D3)

Protection: 3

Ballistic Mesh (3)

Lifblood: 12 (3 for Rabble)

SOLDIER

No matter how advanced the vehicle and long range weapon technology, the basic infantryman is the backbone of the military and has been for untold millennia. They are capable on their own, deadly in squads and much cheaper and more expendable.

Attributes		Combat	
<i>Strength</i>	1	<i>Brawl</i>	1
<i>Agility</i>	1	<i>Melee</i>	1
<i>Mind</i>	1	<i>Ranged</i>	1
<i>Appeal</i>	1	<i>Defence</i>	1

Attacks

Light Rifle (D6+1, ROF 3, Range 100')
Grenades (D6, Grenade, Throw 20', Blast 10')
Combat Knife (D3)

Protection: 5

Ballistic Mesh (3)
Helmet (2)

Lifblood: 11 (3 for Rabble)

STAR FAE & DARK FAE

The Star Fae are an ancient and fickle race of beings whose massive interstellar empire once covered almost 60% of the galaxy, linked by a series of wormhole based star-gates that allowed them to travel almost instantaneously between worlds. Their empire fell many millennia ago, however, due to a massive civil war, the 'Kinstrife,' that saw the use of such powerful physical, psychic and in the end, sorcerous forces that nearly 90% of their population was wiped out in but a few short decades. Now they are a dying race whose kindred are split into two separate factions.

The Star Fae, the purebred members of the original race, are as aloof as they are enigmatic and jealously guard their homeworlds. They are aesthetes who restrain their passions and pursue a life of contemplation and perfection. They hate the diabolic yet have a vast knowledge of the diabolical powers and how to fight them. They see mankind as a primitive upstart and fear that his weakness to diabolic influence will bring about the fall of the entire galaxy. They interfere whenever and wherever they decide using their network of Stargates. Sometimes they come to humanities aid, sometimes they come to inflict harm. Only they know why and they rarely give explanation or even warning.

The Dark Fae believe that they should revel in their passions and engage in every physical excess, even at the expense of others. During the Kinstrife they eschewed the use of mind powers, which required great discipline and control, for sorcery and the summoning and binding of demons to fight for them. Today, they are little more than sybaritic fiends who raid planets, taking slaves for nightmarish uses and leaving a few demon possessed victims behind to wreak havoc in their wake.

Attributes		Combat	
<i>Strength</i>	0	<i>Brawl</i>	0
<i>Agility</i>	2	<i>Melee</i>	2
<i>Mind</i>	1	<i>Ranged</i>	2
<i>Appeal</i>	2	<i>Defence</i>	1

Attacks

Slicer Pistol (D6+2, ROF 6, Range 30', AP 2)
Energy Sword (2D6, +1 Defense)
Fusion Grenade (D6+1, Grenade, Throw 20', Blast 10', Catch Fire, Blind)

Protection: D6
Armour Field (D6)

Lifeblood: 10 (3 for Rabble)

Advanced Technology: As a highly advanced race, the Star Fae and the Dark Fae have greater access to advanced tech. Treat all equipment availability ratings as one less when equipping them.

Masters of the Mind: All Star Fae start out at Rank 0 in the Nephelim career for free but may never use sorcery. They also have extremely powerful psychic minds and start out with 10 + (Mindx2) PK.

Masters of the Diabolic: All Dark Fae start out at Rank 0 in the Sorcerer career for free but may never use Psychic Powers. The Dark Fae also make great use of demonic servants and the Possessed and may roll an Extra Die when summoning and binding them.

PC Creature

Attribute Modifiers: +2 Agility, +1 Appeal
Advanced Technology (Racial Trait)
Soft (Flaw)

Star Fae

Masters of the Mind (Racial Trait)
Arrogant (Flaw)

Dark Fae

Masters of the Diabolic (Racial Trait)
Mutation (Flaw)

SUB-HUMANS, GNOMIN

There are a few off-shoots of the human race who possess a few stable and reproducible genetic mutations that are common in all members of the race. These races are classified as sub-humans. One such race are the Gnomin.

These short (around 4'-5' in height), stout people are the descendents of colonists who worked the mines of three high gravity and mountainous planets in a system at the very border of Emperial space. The high gravity, cramped conditions and Spartan existence bred dwarfism, strength and somberness, while the frequent invasions by bugbears bred sturdy fighters. They are dour and stubborn, but loyal to those who earn their respect and friendship.

Gnomin have a very high level of technical know-how, which rivals and even surpasses the Machine Priests in some areas. They guard this technology, like all of their secrets: jealously. This has caused a bit of a rivalry between the two factions, though there is little the Priests can do about it as the Gnomin are expert miners and their knowledge and skills are valuable to the Emperium.

Attributes		Combat	
<i>Strength</i>	2	<i>Brawl</i>	2
<i>Agility</i>	-1	<i>Melee</i>	2
<i>Mind</i>	3	<i>Ranged</i>	1
<i>Appeal</i>	0	<i>Defence</i>	0

Attacks

SMG w/ under-slung Microwave One Shot.
(D6+1, ROF 10, Range 90')
(One Shot: 2D6, Range 10', Microwave)

Pistol w/ Laser Sight
(D6+1, +1 to hit, ROF 3 Range 100', AP 1)

Combat Knife (D3)

Protection: 5

Helmet (2)
Ballistic Mesh (3)

Lifeblood: 15 (3 for Rabble)

Hard as Stone: +3 Lifeblood.

Bones of the Earth: Gnomin may roll an Extra Die for any mining or mineralogical related activities.

Secrets of the Ancestors: Gnomin may add +1 to any attempt to build (if they can use Alchemy) or repair machines.

Cold as Stone: Gnomin are not friendly or welcoming to strangers and must roll an Extra Die whenever dealing with non-gnomin.

PC Gnomin

Attribute Modifiers: +1 Strength, -1 Agility

Hard as Stone (Race Trait)

Bones of the Earth (Race Trait)

Secrets of the Ancestors (Race Trait)

Agoraphobic (Flaw)

Cold as Stone (Race Flaw)

Environmental Weakness: Low Gravity (Flaw)

SUB-HUMANS, HORNED ONES

Another, much more reviled strain of sub-humans is the unruly and unkempt race of goat-men known as the Horned Ones. Bearing goat like heads, hooves and covered from top to bottom in goat hair, these creatures are feared and despised throughout the Emperium for their satanic appearance.

Indeed, the only people who will willingly deal with the horned ones are recidivists, diabolists and sorcerers who find them useful as muscle (and sometimes as spell components). It is also rumoured that certain Inquisitors employ them as bloodhounds due to their ability to track sorcerous and diabolic taint, and [++AUTHOR PURGED FOR HERESY++]

Attributes		Combat	
<i>Strength</i>	2	<i>Brawl</i>	2
<i>Agility</i>	1	<i>Melee</i>	1
<i>Mind</i>	-1	<i>Ranged</i>	0
<i>Appeal</i>	NA	<i>Defence</i>	1

Attacks

Headbutt/Horn Gore (D6, +1 damage/5' charge)

Back Kick (D6, opponents in rear only)

Primitive Weapon (as Weapon)

Ballistic Firearm (as Weapon)

Protection (1)

Tough Furry Hide (1)

Lifeblood: 12 (3 for Rabble)

Scent the Diabolic: Horned Ones can track demonic presences, diabolical influence and sorcerous activity by their supernatural odour. Their smell is so keen that just witnessing a diabolical ceremony without taking part can leave a trace that they can detect.

Blood-Rage: See pg. xx

Hated: Horned Ones have no Appeal and fail all Appeal rolls.

PC Horned Ones

Attribute Modifiers: +1 Strength, -2 Mind

Scent the Diabolic (Race Trait)

Blood Rage (Race Trait)

Headbutt/Gore Attack (Race Trait)

Kick Attack (Race Trait)

Hated (Race Flaw)

Mutation (Flaw)

SUB-HUMANS, OGRES

There is a little known Hell World on the eastern most fringe of the Emperium that is so hostile to human life that the original colonists have devolved hulking, mentally deficient brutes that resemble nothing less than the Ogres of old earth legend.

Their entire lives spent on a planet where the flora and fauna is trying to eat them and which in turn is toxic for humans to eat, Ogres have developed a number of stable mutations to help them survive. They are as large, strong and tough as Archangels, and they have developed a secondary stomach that 'pre-digests' anything they eat, removing toxic substances and reducing even the most indigestible matter into something the main stomach can handle. They can eat (and will) almost anything.

The Imperial Army finds Ogres to be the ideal shock troops. They may be rare, and eat five times as much as an ordinary man, but they are fearless, easily converted to Christian belief and are doggedly tenacious and loyal to the Emperium once indoctrinated.

Unfortunately, if recruited by other forces before the Emperium can get to them, they can be just as easily swayed in other directions, and not a few Jihadist Armies contain 'Djinn' that believe just a strongly that the Emperium should be destroyed.

Attributes		Combat	
<i>Strength</i>	6	<i>Brawl</i>	4
<i>Agility</i>	0	<i>Melee</i>	4
<i>Mind</i>	-2	<i>Ranged</i>	0
<i>Appeal</i>	-1	<i>Defence</i>	0

Attacks

Attack

Protection: 6

Thick Hide (1)
Ballistic Mesh (3)
Helmet (2)

Lifeflood: 16

Eat Almost Anything: As long as an Ogre can chew it or swallow it whole, it can be digested without any ill effects apart from some extremely smelly bodily emissions.

Giants: Ogres can wield two-handed weapons with one hand and weapons designed for their two-handed use do an extra 2 points of damage.

PC Ogre

Attribute Modifiers: +3 Strength, -2 Mind, -1 Appeal

Eat Almost Anything (Race Trait)

Giants (Race Trait)

Iron Sinews (Trait)

Dumb as a Box of Rox (Flaw)

Gave a Taste (Flaw)

Mutation (Flaw)

SUB-HUMANS, RUNTS

Thamoot Beta III is a pastoral world of extreme beauty and tranquility, with few predators and an abundance of game and arable land. The radiation from the sun, however, seems to stimulate the genes for dwarfism, however, and the current descendents of the original colonists are now no taller than 3-4' tall, with slightly pointed ears and extremely hairy feet, which they proudly display.

Their idyllic life has softened them a bit, and they are not the strongest of folk, but they have gained in other ways. Their eyesight is incredibly keen and they are incredibly agile. They never need to wear shoes because the soles of their feet are hardened like leather. They are also experts at stalking and hiding, so it is no surprise that while they're near useless in a frontline role (and eat nearly as much as an Ogre) the Emperium employs them as scouts, infiltrators and snipers for its armies.

Attributes		Combat	
<i>Strength</i>	-2	<i>Brawl</i>	-1
<i>Agility</i>	4	<i>Melee</i>	-1
<i>Mind</i>	0	<i>Ranged</i>	3
<i>Appeal</i>	1	<i>Defence</i>	3

Attacks

Light Rifle w/ Telescopic Sight
(D6+1, ROF 3, Range 600')

Sling with mini-grenades
(D6, Range 30')

Protection: 3

Ballistic Mesh (3)

Lifeblood: 8 (3 for Rabble)

Immune to Mutation: Of all the human and human like races, Runts have somehow become so genetically stable that they are completely immune to the corrupting effects of mutation.

Keen Eyes: Runts can see twice as far and with only half the light requirements of normal humans.

Sneaky Git: Runts may roll an Extra Die when moving quietly or hiding.

PC Runt

Attribute Modifiers: -2 Strength, +2 Agility
Immune to Mutation (Racial Trait)

Keen Eyes (Racial Trait)
Sneaky Git (Racial Trait)
Frail (Flaw)
Pickled (Flaw)

SUPERNATURAL FORCES, CORRUPTION

The demon servants of the Arch-demon Pharzuph use earthly desires to tempt unwary mortals. They are the sowers of greed and carnality who delight in taking even the simplest of pleasures and corrupting them into objects of obsession and debauchery.

Demons of Corruption come in three general types.

Imps (*RABBLE*): These small demons are typically invisible, but when revealed, they look like tiny bat-winged devils. They typically hover near those being tempted and whisper rationalizations into their ear that convince them to succumb 'just that one time.' They are often bound by sorcerers and used as minor servants.

Succubi: Appearing as extremely attractive members of whatever sex they choose to be, the true form of a succubus is bat winged, with small vestigial horns, glowing red eyes, pointed fangs and razor sharp claws. They specialize in carnal temptations but are stronger than they look and can kill very effectively when needs be (or when they tire of toying with a mortal).

Great Horned Beast: These are the most powerful and monstrous of Pharzuphs servants and tempt mortals with the power of secrets and knowledge. They are master tempters who can mislead nations as well as powerful combatants who eviscerate any who defy them and defile all that they touch.

The Profiles below represent Imps, Succubi and Great Horned Beasts, respectively.

Attributes		Combat	
<i>Strength</i>	0/3/12	<i>Brawl</i>	0/6/12
<i>Agility</i>	6/6/6	<i>Melee</i>	0/0/6
<i>Mind</i>	0/6/12	<i>Ranged</i>	0/0/0
<i>Appeal</i>	0/6/12	<i>Defence</i>	3/3/6

Attacks

Imp

Claw (D3)

Succubus

Claw (D6)

Great Beast

Gore/Bite (2D6)

+Claw (2D6, AP 6)

+Kick (2D6, KO)

Protection: 1/3/6

Demonic Toughness (1/3/6)

Lifeblood: 3/15/24

Daemonic Vitality: +2 Lifeblood.

Sorcerers: All demons of corruption know sorcery at the following rank:

Imp	1
Succubus	3
Great Horned Beast	6

Imps bound by sorcerers also serve as sorcerous batteries and their master may use their Arcane Power in addition to his own.

Pheromones: Succubi and Great Horned Beasts emit a pheromone cloud that weakens the will of those within a radius equal to the demons Mind x2 in feet. Any rolls made to resist mind control within that radius suffer a negative modifier equal to the demons Mind. Gas Masks reduce the effect by ½ while re-breathers negate it completely.

Secret Keeper: The Great Horned Beast can whisper secrets that can only be heard by its intended target. No matter how loud or quiet the background noise, the target will hear what was said but no one else will. These secrets can be edifying or sanity breaking depending on what the beast wishes. The target must make a **Demanding** Mind roll.

If they gain a Legendary Success, they gain a permanent point of Mind as their picture of the universe is expanded.

If they succeed, nothing happens as they manage to ignore the demons whisperings.

If they fail, their mind is overloaded by the sanity blasting scope of the knowledge and they take 1D6 lifeblood in damage. A Calamitous failure means that the Lifeblood loss is permanent as the horror of it all withers their body, mind and spirit.

SUPERNATURAL FORCES, PANDEMONIUM

Sowers of discord and confusion, the children of the Arch-Demon Beelzebub personify his nature as the 'Lord of Chaos,' with unstable forms and capricious natures. They delight in turning the world upside down in any way possible, pitting friend against friend through gossip and rumours, causing machinery to malfunction and afflicting the minds of mortals. These Daemons come in three general types, although their forms may vary wildly.

Gremlins (RABBLE): Like Imps, these small demons are typically invisible, but they can become visible at will, usually to incite or aggravate mental trauma in an unsuspecting victim. Their main function, however, is to foul up complex structures. They disrupt machinery by using direct manipulation or destruction and they foul up societal structures by starting rumours, misdirecting messages, whispering paranoid thoughts into the ears of the weak minded or otherwise causing communication problems.

Insanities: These beasts of chaos are the foot soldiers of Pandemonium and everywhere they go, probability warps and bends in their magical presence. The temperature might drop suddenly, or shoot up. Weapons misfire and combatants trip over untied bootlaces. It might even start raining frogs.

Greater Discordians: These masters of fate can see the multiple threads of probability and manipulate them with childish ease. They are not as outwardly chaotic as their lesser brethren, but they are even more committed to the complete and utter breakdown of order. In form they are always maddening to look upon.

Attributes		Combat	
<i>Strength</i>	-2/D6/9	<i>Brawl</i>	3/ D6/9
<i>Agility</i>	3/D6/0	<i>Melee</i>	0/ D6/9
<i>Mind</i>	0/D6/18	<i>Ranged</i>	0/ D6/0
<i>Appeal</i>	0/D6/0	<i>Defence</i>	3/ D6/9

Attacks

Gremlin

Claw (D3)

Insanity

Random Spells and Mutations

Greater Discordian

Claw (D6)

Giant Staff (2D6-2, 2-Hands, +1 to Parry)
Spells

Protection: 1/0/3

Demonic Toughness (1/0/3)

Lifeflood: 3/D6+2/21

Daemonic Vitality: +2 Lifeflood.

Mutations: No two demons of pandemonium look alike. They have a number of mutations based upon their type:

Gremlin	D3
Insanity	D6
Greater Discordian	2D6

Sorcerers: All demons of pandemonium know sorcery at the following ranks:

Gremlin	1
Insanity	3
Greater Discordian	9

Gremlins bound by sorcerers also serve as sorcerous batteries and their master may use their Arcane Power in addition to his own.

Weaken Structures: *Gremlins* can identify the weak spots in any type of organized structure, from machines, to organizations, to personal relationships. They may roll an Extra Die on any roll involving the further weakening or destruction of that structure. In the case of machines, they may also use this ability to make the machine backfire or act in a completely unexpected way.

Random: One per turn, for each *Insanity* present, one random thing will occur. This can be anything even remotely possible, and will likely be highly improbable, the GM determines the details. This can be used by the GM as a 'Hero Point' for the *Insanity's* benefit.

Cause Insanity: *Insanities* and *Greater Discordians* are so maddening to look at that anyone viewing them must make a Mind test to avoid going mad. The test is at the following difficulty:

Insanity	Hard
Greater Discordian	Demanding

A Legendary Success will fill the viewer with rage at the blasphemy before them, and allow them to use to take an Extra Die on any roll to banish it. This lasts until the demons are destroyed.

A Failure means that the character is struck mad and runs off screaming, for D6 days. The character becomes an NPC and the GM will determine what they get up to over the next D6 days before their sanity returns.

On a Calamitous Failure, the character suffers as above, but for 2D6 days and they gain the **Flaw: Mental Disorder**.

Masters of Fate: *Greater Discordians* can see the skeins of possibility and act upon them in an instant, giving them preternatural control over their own and other's fate. Once per turn, the demon can roll an Extra Die and take the best result for one of its rolls and force one of its opponents to taken an Extra Die and take the worst result for one of theirs.

SUPERNATURAL FORCES, PESTILENCE

The servants and followers of the Arch-Demon Nergal delight in the spread of plague. For every germ, natural or man-made, his servants stand ready to bend it to his will and mutate it into something far deadlier. He also brings pestilence through destruction from vermin, and though Beelzebub is often called the 'Lord of Flies,' it is to Nergal that all manner of parasite and crop-eaters owe their allegiance.

His demonic servants come in three basic forms. Despite their rotten appearance, they are strong, tough and all of them are highly infectious:

Pus-balls (RABBLE): Like Imps and Gremlins, these tiny football sized demons are typically invisible, but they can become visible at will, which they must do in order to do their dirty work. They delight in using their bodily excretions to foul households by infecting foodstuffs with them, leaving little puddles of piddle on the floor where some innocent passerby will tread in them or befouling clothing and bed linens. They're also notorious ankle biters and their sharp little teeth leave tiny necrotic wounds.

Leper-kin: The leper-kin are the unholy lore-masters of disease who pass their knowledge on to those who wish to create deadly viruses and super-germs. They also work tirelessly infecting plague carrying vermin with their pus and then loosing them into sewers and ship to spread the disease.

Plague Lords: The very presence of these immensely fat and grotesque avatars of rot and decay causes harmless germs to mutate into deadly diseases and swarms of vermin to multiply one-hundred fold. The Profiles below represent Pus-balls, Leper-kin and Plague Lords, respectively.

Attributes		Combat	
Strength	-2/4/14	Brawl	0/3/7
Agility	-2/-2/-7	Melee	0/4/7
Mind	0/7/14	Ranged	0/0/0
Appeal	NA	Defence	0/0/-7

Attacks

Pusball

Claw (D3, Plague)

Leper-kin

Rot-fang Sword (D6, Plague)

Plague Lord

Grab (D6, Plague)

+Hug (On successful grab, D6, Plague)

Lick (14' Plague)

Protection: 1/4/7

Demonic Toughness (1/4/7)

Lifblood: 3/15/24

Daemonic Vitality: +2 Lifblood.

Sorcerors: All demons of pestilence know sorcery at the following rank:

Pus-ball	0
Leper-kin	3
Plague Lord	7

Rot & Ruin: Whatever a Pus-ball bites, oozes over, piddles on or defecates in becomes spoiled immediately and contact with the material causes non-fatal but extremely uncomfortable rashes and/or internal illness. Those afflicted must roll an Extra Die and take the lowest two on any rolls for D6 days.

Necrotic Fluids: Whenever any Demon of Pestilence is wounded or killed, it sprays pus, infected blood and other disgusting fluids back in the direction of its attacker. This is treated as a standard ranged attack with the following characteristics:

DEMON	RANGE	Damage
Pus-ball	D3'	1 + Disease
Leper-kin	D6'	D3 + Disease
Plague Lord	2D6'	D6 +Disease

Plague: Every turn in contact with the servants of Pestilence forces the victim to make a Strength roll or become infected with a virulent disease. The difficulty of the roll and the effects of the disease can be found below.

DEMON	DIFFICULTY	EFFECTS
Pus-ball	Moderate	Roll an Extra Die for D6 days.
Leper-kin	Hard	Inactive. Lose D6 LB/day for D6 days
Plague Lord	Demanding	Inactive. Lose D6 LB/Day for 2D6 days

Lifblood loss due to plague is not recovered as normal, although a Chirurgeon may still attempt to

heal a character using the rules found on page 11 of the **BoL** rulebook.

Aura of Pestilence: Plague Lords radiate a stinking aura of decay and sickness that affects everyone within 14' causing them to roll an Extra Die and take the two lowest on all rolls. A re-breather reduces this penalty to a -1 to all rolls and a fully enclosed suit (like a Battle-suit) negates it entirely.

SUPERNATURAL FORCES, DESTRUCTION

Where there is even the slightest spark of anger or irritation, the demons of Abaddon, the Arch-Demon of Destruction will be there to fan it into a raging inferno of hate. War and strife are their bread and butter and every one of them is a living instrument of violence. Demons of Destruction take three main forms:

Dogs of War (*RABBLE*): These fiery red hounds are the canine embodiment of rage. In their invisible spirit form they find areas of high temper and add their inner heat to ignite a volatile situation into full-blown conflict. When they take physical form they join the battle as ferocious hounds of hell and are used to track true servants of God and tear them to shreds.

Habbalah: Horned Demons who embody destruction, the Habbalah are the foot soldiers of Abaddon, called upon to aid the Devil's servants in battle. They are fierce combatants and neither ask for or give any quarter.

The Beast: A gigantic, winged demonic engine of destruction, when The Beast is summoned, massive bloodshed is sure to follow in its wake. It is the general of Demon armies and practically unstoppable in combat. Only one is ever seen and it is unclear whether that is because there is only one in existence or reality is just unable to bear the strain of more than one in any place at the same time.

The Profiles below represent Imps, Dogs of War, Habbalah and The Beast, respectively.

Attributes		Combat	
<i>Strength</i>	2/4/16	<i>Brawl</i>	8/4/16
<i>Agility</i>	8/4/2	<i>Melee</i>	0/8/16
<i>Mind</i>	0/2/4	<i>Ranged</i>	NA
<i>Appeal</i>	NA	<i>Defence</i>	4/4/8

Attacks

Dogs of War

Claw (D6)

Habbalah

Hellblade (D6+2)

The Beast

Massive Axe (3D6)

+Whip (D6, Grapple)

+Kick (2D6, KO)

Protection: 1/4/8

Demonic Toughness (1/4/8)

Lifblood: 3/16/28

Daemonic Vitality: +2 Lifblood.

Flare: In any situation where tempers are hot and conflict is imminent, the presence of a *Dog of War* forces anyone trying to calm the situation to roll an Extra Die and take the worst result. If no one is trying to defuse the situation, it ignites.

Eternal Hatred: The presence of a *Habbalah* or *Beast* on the field incites such hatred that neither side will surrender until the other is dead or the demon is dispersed.

Terror: The Beast is such a terrifying blood soaked nightmare that all who see it must make a **Demanding** Mind roll or immediately run from the battle. A Calamitous result on this roll means that the victim takes 2D6 Lifblood in damage and even if they survive the fright, they immediately pass out from it.

SUPERNATURAL FORCES, THE POSSESSED

Being of a primarily spiritual nature, it is very difficult for a supernatural entity to produce and keep a physical form on the earthly plane. Even the most horrible of hell-spawned terrors can only maintain their physical presence through a constant flow of arcane power provided by the sorcerer, the revulsion and terror of those who encounter them or straight out human sacrifice (which they often provide for themselves).

A much easier way for a demon to maintain its stay amongst mortal men is to possess one of them. This is usually instigated by a sorcerous ritual in which a diabolist binds the demon into a willing or unwilling host although there are cases where some men commit such foul deeds that they invite possession without any ritual involved.

Once possessed, the mortal takes a mental back seat to his demonic passenger whenever the spirit wills it. At these times, the victim remembers little, if anything although some demons make sure that their host is all too aware of the actions committed with their body.

When the spirit is in control, the hosts' stats change. All his Attributes and Combat Abilities are averaged with the demons. Any attacks, protection or psychic abilities become those available to the host although the demon retains any of his innate spiritual powers.

The possessed can be freed of their demonic taint by exorcism, the knowledge of which is a closely guarded secret available only to Priests of Rank 3+. This requires a Mind + Priest roll with a negative modifier equal to the original Mind of the possessing demon. It also takes a number of rounds equal to the original Strength of the Possessing demon to cast it out, during which the acting Priest must stay alive. Each additional priest helping in the exorcism may add +1 to the acting Priests roll.

Outside of exorcism, there is only one other option for casting out a demonic presence, and it usually means a dead host. At the last moment before the killing blow is struck, however, a demon might leave and will immediately try to possess someone else (this is a straight Mind test). If it fails, it is banished.

THE WARPED

There is no such thing as a standard mutant, but the profile below will give you a good starting point for the typical lowlife Warped Ones found in shanty towns across the galaxy.

Attributes		Combat	
<i>Strength</i>	D6-3	<i>Brawl</i>	D6-3
<i>Agility</i>	D6-3	<i>Melee</i>	D6-3
<i>Mind</i>	D6-3	<i>Ranged</i>	D6-3
<i>Appeal</i>	D6-3	<i>Defence</i>	D6-3

Attacks

Natural Attacks (As mutations)

Harquebus (D6 +1, Range 50' AP 1, Misfire)

Improvised Club (D6-1, KO)

Shiv (D3)

Protection: 0

Rags (0)

Lifblood: 10+Strength (3 for Rabble)

Mutations: The Warped will have D6 mutations.