

# DRAMATIS PERSONAE

Special thanks to SporkMaster5000

## General Noncombatant

The Wheel contains countless billions of men and women, from the hab-workers trudging to and from factories day after day, to the ratings that blister their hands working impossible hours onboard military ships, to ore miners providing fuel and raw material to fuel the galaxy's lust for wealth.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	2	2	2	2	2	2	2	2

**Skills** Common Lore 1, Perception 1, Craft 1

**Speed** 4  
**Size/Resilience** 4/4  
**Static Defense** 14  
**Mental Defense** 15  
**HP/Resolve** 8/4

**Feats** None

**Armor** None

**Attacks** Unarmed

**Gear** Drab garb, a few coins

**Level** 1

## Green Troops/Common Outlaws

The lowest of the low, these men represent barely trained conscripts and thieves. They present little threat to anyone armed or ready for them, preying upon the weak and afraid. Every day, wars and hardship drive more people to these extremes - many are not even bad people, just hungry and not able to see any other way out.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	3	2	2	2	2	2	2

**Skills** Acrobatics 1, Perception 1, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 1, Ballistics 1.

**Speed** 5  
**Size/Resilience** 4/4  
**Static Defense** 12  
**Mental Defense** 15  
**HP/Resolve** 10/4

**Feats** Weapon Proficiency (Ordinary, Parrying)

**Armor** Leathers (2 AP; Arms, Body, Legs)

**Attacks** Knife (4k2 R; Pen 0), Autopistol (30m; S/6; 2k2 I; Pen 0; Clip 12; Reload Full)

**Gear** Threadbare clothing, leathers, 2 autopistol clips, a few coins.

**Level** 1



## Regular Troops/Rebels

A common, every day soldier, armed with standard service weapon and armor. They've gone through basic training, unlike conscripted soldiers forced into service, and can present an actual threat if there are enough of them around to concentrate fire.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	2	2	2	2	2	2

**Skills** Acrobatics 1, Perception 1, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 2, Ballistics 2.

**Speed** 6  
**Size/Resilience** 4/4  
**Static Defense** 17  
**Mental Defense** 15  
**HP/Resolve** 12/4

**Feats** Weapon Proficiency (Ordinary, Parrying, Las). Sound Constitution x 2, Jaded, Armor Proficiency (light, medium)

**Armor** Flak Vest, Gauntlets, Helmet (5 AP; Arms, Body, Head)

**Attacks** Knife (4k2 R; Pen 0), Lasgun (60m; S/3; 3k2 E; Pen 0; Clip 60; Reload Full)

**Gear** Uniform, Flak Armor, Lasgun, 2 Energy Packs, Micro-bead, Torch

**Level** 2

## Elite Soldiers/Raiders

Elite Soldiers are special forces, distinct not just in having somewhat better equipment, but also in having better training and experience. They tend to not only perform better in combat than the standard soldier, but also know when it's time to leave.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	3	2	2	3	2	2	2

**Skills** Acrobatics 1, Perception 2, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 2, Ballistics 3.

**Speed** 7

**Size/Resilience** 4/5

**Static Defense** 17

**Mental Defense** 20

**HP/Resolve** 12/5

**Feats** Weapon Proficiency (Ordinary, Parrying, Las), Sound Constitution x 2, Jaded, Armor Proficiency (light, medium, Heavy)

**Armor** Carapace Armor (7 AP; Arms, Body, Legs, Head)

**Attacks** Knife (5k2 R; Pen 0), Lasgun (60m; S/3; 3k2 E; Pen 0; Clip 60; Reload Full)

**Gear** Uniform, Carapace Armor, Lasgun, 2 Energy Packs, Micro-bead, Torch, Rebreather, 2 Frag Grenades

**Level** 3

## Mortal Hero

The mortal hero represents a warrior near the very peak of mortal ability, armed with some of the best equipment and training that a person can get. To a newborn exalt, they present a threat in one-on-one combat, pure luck and bloody-mindedness taking the place of supernatural power.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	4	3	4	3	2	2	4

**Skills** Acrobatics 2, Perception 2, Common Lore 2, Intimidate 2, Scrutiny 1, Weaponry 3, Ballistics 3.

**Speed** 9

**Size/Resilience** 4/6

**Static Defense** 18

**Mental Defense** 20

**HP/Resolve** 16/7

**Feats** Weapon Proficiency (Ordinary, Parrying, Las, Chain). Sound Constitution x 2, Jaded, Armor Proficiency (light, medium, heavy, extreme, power), True Grit, Blind Fighting, Luck

**Armor** Light Power Armor (10 AP; All)

**Attacks** Chainsword (8k2 R; Pen 4, Tearing), Pulse Rifle (100m; S/4; 2k2 E; Pen 2; Clip 40; Reload Full)

**Gear** Flashy clothing, Light Power Armor, Pulse Rifle, 2 Energy Packs, Micro-bead, Torch, Rebreather, 2 Frag Grenades

**Level** 3



## Sabbat Thug

The Sabbat is a kind of vampire mafia, an organization whose tendrils reach into many major planetary cities and with political influence that stems from simply being around for over a thousand years and gaining lots and lots of wealth. The lowest members of the Sabbat are thugs, soldiers and enforcers who are at the bottom rung of the organization with nowhere to go but up.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	2	2	2	1	1	2

**Skills** Acrobatics 1, Athletics 1, Ballistics 1, Brawl 2, Drive 1, Intimidation 1, Perception 2, Weaponry 2

**Speed** 6  
**Size/Resilience** 4/4  
**Static Defense** 14  
**Mental Defense** 15  
**HP/Resolve** 11/4

**Feats** Sound Constitution, Weapon Proficiency (Ordinary)

**Armor** None

**Attacks** Bite (4k1 R, Pen 0), Brass Knuckles (3k2, Pen 0), Hand Cannon (35m; S/-; 3k2 I; Pen 3; Clip 6; Reload 2 Full)

### Abilities

*Undead Resilience* – As the Vampire power

*Sunlight Weakness* – As the Vampire power

*Blood Dependency* – As the Vampire power

**Traits** Resource State (Vitae; 5), Dark Sight

**Gear** Dark clothing, Brass Knuckles, Hand Cannon, Chrono, 5 reloads for the Hand Cannon

**Level** 2

## Sabbat Prince

A Sabbat Prince is considerably higher up in the organization than the thugs they command. They have a huge amount of personal power, not just from their undead abilities, but also because they're so well connected with the local political scene. They are rarely seen alone or in any kind of vulnerable position, usually accompanied by bodyguards and hired thugs.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	5	4	2	4	2	3	4

**Skills** Acrobatics 2, Athletics 3, Ballistics 2, Brawl 4, Drive 1, Intimidation 3, Perception 3, Politics 3, Weaponry 4

**Speed** 9  
**Size/Resilience** 4/5  
**Static Defense** 23  
**Mental Defense** 25  
**HP/Resolve** 21/8

**Feats** Sound Constitution x3, Weapon Proficiency (Ordinary), Quick Draw, Swift Attack, Fearless, Wall of Steel

**Armor** None

**Attacks** Bite (6k1 R, Pen 0), Brass Knuckles (5k2, Pen 0), Hand Cannon (35m; S/-; 3k2 I; Pen 3; Clip 6; Reload 2 Full)

### Abilities

*Undead Resilience* – As the Vampire power

*Sunlight Weakness* – As the Vampire power

*Blood Dependency* – As the Vampire power

**Traits** Resource State (Vitae; 15), Dark Sight, Fear 1

**Gear** Sharp black suit, Brass Knuckles, Hand Cannon, Expensive Chrono, 5 reloads for the Hand Cannon.

**Level** 3



## Zoanoid Thug

Werewolves are a divided group, and Zoanoids are the worst of the worst, changed and mutated by the powers of the Warp. They're barely distinguishable from daemons in their warforms, and it's entirely possible that they'll have abilities and traits that aren't listed here as a consequence of these mutations.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3[6]	2	4[6]	2	1	3	2	2	2

**Skills** Brawl 2, Perception 3, Intimidate 2, Weaponry 2

**Speed** 5 [8]

**Size/Resilience** 4/4 [6/5]

**Static Defense** 14 [10]

**Mental Defense** 20

**HP/Resolve** 12/5 [16/5]

**Feats** Furious Assault, Heightened Senses (smell), Iron Jaw

**Armor** None

**Attacks** [Claws (7k1 R), Bite (8k1 R)]

**Abilities**

*Shifting* – As the Werewolf power. Stats in brackets are for Warform.

*Lycan Resistance* – As the Werewolf power

*Silver Bane* – As the Werewolf power

**Traits** Resource Stat (Rage; 6), Regeneration 1

**Gear** Torn street clothing

**Level** 2

## Zoanoid Heavy

More powerful than the standard Zoanoid, these monsters are deadly, sometimes simply berserk monsters that go wild in the streets but occasionally one with exceptional power or charisma will form a gang of mutant monsters and terrorize a city. Most appear as horrible abominations in their warform, a mix of insect and aquatic features that look unreal and terrible.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5[7]	3	5[7]	2	1	3	2	2	4

**Skills** Brawl 4, Perception 3, Intimidate 4, Weaponry 4

**Speed** 8 [10]

**Size/Resilience** 4/5 [6/6]

**Static Defense** 21 [18]

**Mental Defense** 20

**HP/Resolve** 20/7 [24/7]

**Feats** Sound Constitution x2, Furious Assault, Power Attack, Heightened Senses (smell), Iron Jaw

**Armor** None

**Attacks** [Claws (8k1 R), Bite (9k1 R)]

**Abilities**

*Shifting* – As the Werewolf power. Stats in brackets are for Warform.

*Lycan Resistance* – As the Werewolf power

*Silver Bane* – As the Werewolf power

**Traits** Resource Stat (Rage; 10), Regeneration 1

**Gear** Expendable suit, sunglasses

**Level** 3



## Monodrone Modron

Modrons. The very name causes some of the bravest heroes in the Wheel to shudder in terror. They are immortal things, battle shells of an unholy living metal. Their weapons fire beams that tear their targets apart layer by layer. They slowly and methodically seek out living things and destroy them, implacable and terrible. Monodrones are the most common Modron, simple creatures like metal spheres of skeletal metal with baleful eyes and long, birdlike legs.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	5	-	-	-	-	4	5

**Skills** Weaponry 3, Ballistics 3, Brawl 3, Perception 3

**Speed** 3

**Size/Resilience** 5/5

**Static Defense** 18

**Mental Defense** -

**HP/Resolve** 20/-

**Feats** True Grit

**Armor** Armor Plating 4 (All)

**Attacks** Gauss Flayer (80m; S/-; 2k2 X; Pen 12; Clip -; Reload -; Tearing), Melee Attachment (8k3 R; Pen 4)

**Abilities**

*Gauss Weapon* - Whenever a creature takes damage from the Modron's Gauss Flayer, they suffer 1 critical damage to that location even if they have HP remaining.

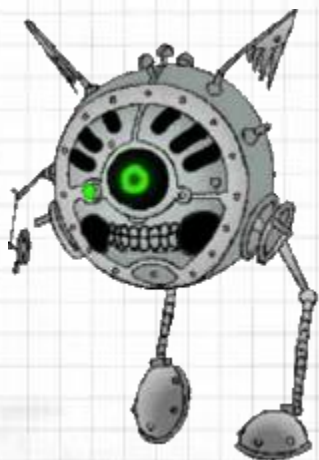
*Frightful Presence* - Whenever this creature charges or makes an All Out Attack, all creatures within melee range of it must test against its fear rating.

*We'll Be Back* - When 'killed', roll 1d10 at the start at each of its turns. On an 8+, the creature fades away, teleporting somewhere else. After three rounds, the creature comes back to life at 0 wounds.

**Traits** Armor Plating (4), Aura (4), Crawler, Fear 2, Mindless, Regeneration 1, Stuff of Nightmares

**Gear** -

**Level** 3



## Duodrone Modron

Duodrones are more advanced and powerful than monodrones, capable of not only destroying life, but seeking out new targets when they have eliminated their targets. They have even more deadly weapons than monodrones, and are even tougher and stronger.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	8	-	-	-	-	4	8

**Skills** Weaponry 4, Ballistics 4, Brawl 4, Perception 4

**Speed** 4

**Size/Resilience** 6/6

**Static Defense** 19

**Mental Defense** -

**HP/Resolve** 32/-

**Feats** True Grit

**Armor** Armor Plating 6 (All)

**Attacks** Gauss Blaster (80m; S/3; 2k2 X; Pen 12; Clip -; Reload -; Tearing), Melee Attachment (9k3 R; Pen 4)

**Abilities**

*Gauss Weapon* - Whenever a creature takes damage from the Modron's Gauss Flayer, they suffer 1 critical damage to that location even if they have HP remaining.

*Frightful Presence* - Whenever this creature charges or makes an All Out Attack, all creatures within melee range of it must test against its fear rating.

*We'll Be Back* - When 'killed', roll 1d10 at the start at each of its turns. On an 8+, the creature fades away, teleporting somewhere else. After three rounds, the creature comes back to life at 0 wounds.

**Traits** Armor Plating (6), Aura (6), Crawler, Fear 2, Mindless, Regeneration 1, Stuff of Nightmares

**Gear** -

**Level** 4

## Cultist

A cultist is, naturally, a member of one of the more extreme arms of a religion. They're not any stronger, faster, or smarter than the average person, but they've got just enough crazy to make them really dangerous and the blessings of their gods mean that they shouldn't be underestimated.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	2	2	2	2	2	2	1	3

**Skills** Academic Lore 2, Forbidden Lore 2, Arcana 2, Weaponry 2, Persuasion 2

**Speed** 4

**Size/Resilience** 4/4

**Static Defense** 11

**Mental Defense** 15

**HP/Resolve** 10/5

**Feats** Lucky, Powerful Charge, Weapon Proficiency (Ordinary)

**Armor** None

**Attacks** Hand Weapon (5k2 R; Pen 0)

**Traits** Resource Stat (Favor; 6)

**Gear** Tattered Robes, Hand Weapon, Heretical Writings, Charm

**Level** 1

## Arch-Heretic

A dangerous and fanatical champion of their god, typically the leader of a radical sect. They might even worship a daemon directly. Regardless of their cause or master, they are dangerous, not just because they have magical blessings but because they cannot be reasoned with.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	4	3	4	4	3	3	5

**Skills** Academic Lore 2, Forbidden Lore 4, Arcana 3, Weaponry 3, Persuasion 3, Ballistics 3

**Speed** 6

**Size/Resilience** 4/5

**Static Defense** 20

**Mental Defense** 25

**HP/Resolve** 20/9

**Feats** Lucky, Powerful Charge, Weapon Proficiency (Ordinary, Flail, Flame), Armor Proficiency (Extreme), Sound Constitution x2, True Grit, Divine Ministration

**Armor** Plate Armor 8 (Arms, Body, Legs)

**Attacks** Dire Flail (5k3 I; Pen 3; Two Hands, Flexible, Unwieldy), Hand Flamer (10m; S/-; 3k2 E; Pen 4; Clip 3; Reload 2Full, Flame)

**Traits** Resource Stat (Favor; 8)

**Gear** Ornate Robes, Dire Flail, Hand Flamer, extra fuel tank, Plate Armor, Heretical Writings, Charm

**Level** 3

## Heretek

A Heretek is a failed promethean, a being more machine than man and often driven insane by the bionic upgrades and surgeries that they've suffered in their attempt at immortality. Some are the poor victims of mad scientists, others are the mad scientists themselves, men with the will and drive to experiment even on themselves.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	4	2	2	3	4	2	3

**Skills** Academic Lore 3, Ballistics 2, Drive 2, Forbidden Lore 3, Pilot 2, Tech-Use 3

**Speed** 5

**Size/Resilience** 4/4

**Static Defense** 14

**Mental Defense** 20

**HP/Resolve** 14/6

**Feats** Weapon Proficiency (Las, Ordinary)

**Armor** Subdermal Plating (2, All)

**Attacks** Laspistol (30m; S/-; 2k2 E; Pen 0; Clip 30; Reload Full; Reliable), Wrench (4k2 I)



## Abilities

*Man of Iron* - The Heretek ignores critical effects that would cause death except for effects resulting from critical damage to the gizzards or head.

**Traits** Armor Plating (2), Stuff of Nightmares, Resource Stat (Pyros, 3)

**Gear** Tattered robes, Combi-tool, Data Slate filled with illegal data, Chrono, Laspistol, 2 power packs, Heavy wrench

**Level** 2



## Dark Mechanicus

A powerful and dangerous opponent, the Dark Mechanicus is almost everything the Heretek wants to be, merely the barest traces of flesh remaining inside a machine shell. Nearly every

part of them has been replaced with bionics, and many are little more than a few scraps of brain tissue controlling a machine.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	6	3	2	4	5	2	5

## Skills

Academic Lore 3, Ballistics 2, Drive 2, Forbidden Lore 3, Pilot 2, Tech-Use 3

## Speed

8

## Size/Resilience

4/5

## Static Defense

17

## Mental Defense

25

## HP/Resolve

25/9

**Feats** Weapon Proficiency (Las, Ordinary, Plasma), Crack Shot, Sound Constitution x3, Iron Jaw

**Armor** Subdermal Plating (4, All)

**Attacks** Integrated Plasma Gun (90m; S/2; 3k3 E; Pen 8; Clip -; Reload -; Recharge), Power Sword (9k2 R; Pen 4; Power Field)

## Abilities

*Man of Iron* - The Dark Mechanicus ignores critical effects that would cause death except for effects resulting from critical damage to the gizzards or head.

*Mechendrites* - The Dark Mechanicus has a number of extra mechanical limbs. These allow him to take an extra half action on each of his turns that can only be used for something those extra limbs could do, such as a ready action or attack.

**Traits** Armor Plating (4), Stuff of Nightmares, Resource Stat (Pyros, 9)

**Gear** Tattered robes, Combi-tool, Data Slate filled with illegal data, Chrono, Power Sword

**Level** 4

## Incarnate Lesser Demon

A daemon brought from the warp and into the real world, the incarnate daemon presents a deadly threat. They're almost impossible to kill by normal means, made more out of warp stuff than any real matter. A lesser daemon is little more than an animal, clever and dangerous but not truly intelligent or with much magical ability.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	3	1	3	1	3	3

## Skills

Perception 1, Arcana 2, Brawl 3

## Speed

6

## Size/Resilience

4/4

## Static Defense

20



**Mental Defense** 20  
**HP/Resolve** 15/6  
**Feats** None  
**Armor** Daemonic Toughness (3, All)  
**Attacks** Claws and Teeth (5k2 R; Tearing)  
**Traits** Daemonic, Dark Sight, Fear 1, Resource Stat (Essence; 7)  
**Gear** None  
**Level** 2

## Incarnate Greater Demon

Where the lesser daemon is essentially a wild animal, the greater daemon is an intelligent opponent that uses its abilities to their all. With its massive size and sheer toughness, the Greater Daemon can shrug off all but the most impressive attacks.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	4	6	3	1	3	3	3	5

**Skills** Perception 1, Arcana 2, Brawl 4  
**Speed** 10  
**Size/Resilience** 8/7  
**Static Defense** 15  
**Mental Defense** 20  
**HP/Resolve** 28/8  
**Feats** Frenzy, Swift Attack  
**Armor** Daemonic Toughness (6, All)  
**Attacks** Claws and Teeth (8k2 R; Tearing), Warp Fire (50m; S-; 4k3 E; Flame)  
**Traits** Daemonic, Dark Sight, Fear 2, Resource Stat (Essence; 14)  
**Gear** None  
**Level** 4

## Beast of Burden

This stat block represents a great variety of creatures. From oxen to heavy horses or grox, the Beast of Burden takes as many shapes as there are worlds. They're hardly dangerous, but they're usually stubborn.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	4	1	1	1	1	3	2

**Skills** Perception 2, Athletics 2, Brawl 1  
**Speed** 12  
**Size/Resilience** 8/6

**Static Defense** 9  
**Mental Defense** 10  
**HP/Resolve** 12/3  
**Feats** None  
**Armor** None  
**Attacks** Kick (5k2 I)  
**Traits** Quadruped  
**Gear** None  
**Level** 1

## Ferocious Creature

A predatory creature much more dangerous than the simple beast of burden, the Ferocious Creature is typically cat- or wolflike. They tend to be much less fearful than most animals, and many are not afraid to hunt people for food. Or sport.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	4	3	1	1	1	1	3	3

**Skills** Perception 3, Athletics 3, Acrobatics 2, Stealth 2, Brawl 3  
**Speed** 16  
**Size/Resilience** 4/4  
**Static Defense** 23  
**Mental Defense** 10  
**HP/Resolve** 12/4  
**Feats** Heightened Senses (Scent), Step Aside  
**Armor** None  
**Attacks** Bite (6k3 R)



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Special thanks to SporkMaster5000

**Traits**     Quadruped, Dark Sight  
**Gear**         None  
**Level**             2

## Flying Creature

From large hawks to severely pissed off swans, there are plenty of things that fly around that might give a Hero some trouble. They are more dangerous because their mobility and

agility makes them difficult to hit than because of their low damage potential.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	5	2	1	1	1	1	4	2

**Skills**                     Perception 3, Athletics 2, Acrobatics 1, Brawl 1

**Speed**                     7  
**Size/Resilience**        3/3  
**Static Defense**         31  
**Mental Defense**       10  
**HP/Resolve**             8/3  
**Feats**                     Swift Attack  
**Armor**                    None  
**Attacks**                   Claws (3k1 R)  
**Traits**                    Flyer (14)  
**Gear**                      None  
**Level**                      1

## Slithering Creature

Most worlds have some form or another of sneaky ambush predator that uses poison and stealth to get to its prey. Snakes are a surprisingly common type of creature, with variants throughout the stars. This stat block represents something like a large rattlesnake or viper with a dangerous enough bite to prove toxic even to a Hero.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	4	2	1	1	1	1	4	2

**Skills**                     Perception 2, Stealth 3, Brawl 2  
**Speed**                     3  
**Size/Resilience**        3/3  
**Static Defense**         28  
**Mental Defense**       10  
**HP/Resolve**             8/3  
**Feats**                    None  
**Armor**                    None  
**Attacks**                   Bite (4k2 R; Toxic)  
**Traits**                    Crawler  
**Gear**                      None  
**Level**                      1

## Walking Creature

A primitive humanoid creature like a gorilla or vegetarian, these beasts are fairly rare creatures on most worlds, but are sometimes surprisingly intelligent and capable of learning limited speech.





Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	3	1	1	1	1	3	3

<b>Skills</b>	Brawl 4
<b>Speed</b>	7
<b>Size/Resilience</b>	6/5
<b>Static Defense</b>	16
<b>Mental Defense</b>	10
<b>HP/Resolve</b>	12/4
<b>Feats</b>	None
<b>Armor</b>	None
<b>Attacks</b>	Fist (4k2 I)
<b>Gear</b>	None
<b>Level</b>	1

## Combat Servitor

A robot designed to kill, the Combat Servitor is a dangerous machine with an integrated multi-barrel las weapon that can put down an impressive volley of fire. It isn't a terribly intelligent machine, however, and its programming typically has it do little else but keep an overwatch over an area and fire at anything that moves.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	6	1	1	3	1	1	2

<b>Skills</b>	Brawl 1, Crafts 1, Tech Use 1, Ballistics 3
<b>Speed</b>	9
<b>Size/Resilience</b>	6/6
<b>Static Defense</b>	13
<b>Mental Defense</b>	20
<b>HP/Resolve</b>	16/5
<b>Feats</b>	None
<b>Armor</b>	Machine Toughness (6, All)
<b>Attacks</b>	Claw (6k2 I; Snare), Multilas (60m; S/8; 3k2 E; Pen 0; Reliable)
<b>Traits</b>	Machine (6)
<b>Gear</b>	None
<b>Level</b>	3

## Industrial Servitor

A more modest machine, the industrial servitor is designed to work in environments where people would be put too much at risk. They have hardened plating designed to stand up to the difficulties of an industrial workplace and an arc welder that can be set to an amazingly dangerous power level if it is programmed or ordered to defend itself.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	5	1	1	3	1	1	1

<b>Skills</b>	Brawl 1, Crafts 1, Tech Use 1
<b>Speed</b>	6
<b>Size/Resilience</b>	5/5
<b>Static Defense</b>	9
<b>Mental Defense</b>	20
<b>HP/Resolve</b>	12/4
<b>Feats</b>	None
<b>Armor</b>	Machine Toughness (2, All)
<b>Attacks</b>	Claw (6k2 I; Snare), Arc Welder (10m; S/-; 3k3 E; Flame)
<b>Traits</b>	Machine (2)
<b>Gear</b>	None
<b>Level</b>	2





## Dragon

Giant killing machines made of scales, wings, and fire. They're also smarter than you are, centuries old, and with more magic in their fingernail than the typical wizard has in his entire body. The stats presented here are only representative of a fairly small and young dragon. Ancient wyrms can be far, far more powerful.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
7	4	6	6	3	4	5	5	5

**Skills** Academic Lore 3, Acrobatics 2, Arcana 4, Athletics 2, Ballistics 3, Brawl 4, Charm 3, Command 5, Common Lore 2, Forbidden Lore 2, Intimidation 5, Perception 3, Politics 2, Scrutiny 4, Weaponry 3

**Speed** 11  
**Size/Resilience** 12/10  
**Static Defense** 13  
**Mental Defense** 25  
**HP/Resolve** 22/9

**Feats** Danger Sense, Eidetic Memory, Iron Jaw, Power Attack, Powerful Charge, Strong Minded

**Armor** Iron Scales (10, All)

**Attacks** Claws and Teeth (10k3 R; Tearing), Dragon Fire (80m; S/-; 6k3 E; Flame)

### Abilities

*Frightful Presence* - Whenever this creature charges or makes an All Out Attack, all creatures within melee range of it must test against its fear rating.

**Traits** Flyer (22), Unnatural Toughness, Armor Plating (10), Dark Sight, Caster (Evocation 3, Divination 4), Fear 2

**Gear** None

**Level** 5



## Lich

Not everyone can become an immortal Exalt. That doesn't mean there aren't other paths to immortality. Well, being a Lich isn't quite immortality – being an undead horror is more accurate – but it's a pretty attractive option for a sorcerer getting on in his years and feeling mortality creeping up on him. Becoming a lich is a terrible process that involves the death of someone the lich deeply cares about as a sacrifice.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	3	5	1	4	5	4	4

**Skills** Academic Lore 3, Acrobatics 2, Arcana 5, Athletics 2, Brawl 4, Charm 3, Command 5, Common Lore 2, Forbidden Lore 5, Intimidation 2, Perception 3, Politics 2, Scrutiny 4

**Speed** 5  
**Size/Resilience** 4/5  
**Static Defense** 23  
**Mental Defense** 25  
**HP/Resolve** 14/8

**Feats** Wizard Tradition (All), Spell Specialization (All), Tested

**Armor** None

**Attacks** Unarmed

### Abilities

*Phylactery* – Every Lich has hidden their death Skills somewhere safe. They cannot be killed as long as their Phylactery exists. A lich's phylactery



is invariably a constructed and typically valuable item.

**Traits** Undead, Dark Sight, Caster (Evocation 4, Speed Illusion 3, Abjuration 3, Conjunction 3)

**Gear** Musty but expensive robes, staff, ancient gems and jewelry.

**Level** 4



**Size/Resilience** 3/4

**Static Defense** 28

**Mental Defense** 25

**HP/Resolve** 14/9

**Feats** Danger Sense, Eidetic Memory, Strong Minded

**Armor** None

**Attacks** Tentacles (2k2 I; Snare)

**Abilities**

*Mind Blast* – The mind flayer may spend a half action to fire a 60' cone of psychic power. All targets within the cone must make a TN 25 Willpower test or else become stunned for one round.

*Eats Your Goddamn Brain* – A mind flayer's attacks in a grapple always hit the head. While grappling, a mind flayer's tentacles gain Tearing.

**Traits** Dark Sight, Caster (Divination 3, Enchantment 3, Illusion 3)

**Gear** Blasphemous robes

**Level** 3



## Mind Flayer

Mind Flayers are some of the most dangerous creatures in the Wheel. They are evil, mind-controlling things with only simple desires. Desires like the subjugation of all living things, brains to eat, and countless slaves. They're humanoids with slick slimy skin, long fingers, and tentacles sprouting around a beaked mouth. They use those tentacles to pry open skulls from their victims and extract their brains.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	3	2	4	5	5	5

**Skills** Academic Lore 4, Acrobatics 2, Arcana 4, Athletics 2, Brawl 4, Command 3, Common Lore 2, Forbidden Lore 5, Perception 3, Scrutiny 5

**Speed** 5



Aboleth

Aboleths come from the same blasted and forsaken place as the Mind Flayers. They're even more powerful and evil than Mind Flayers, if that's possible. They're bloated, scaled fish things with bony ridges and four powerful tentacles. They don't eat brains with them. They just poison with the barbs on them, and anyone who dies from this poison turns into a sludge that the aboleth consume. They typically have a few slaves on hand to deal with interlopers.

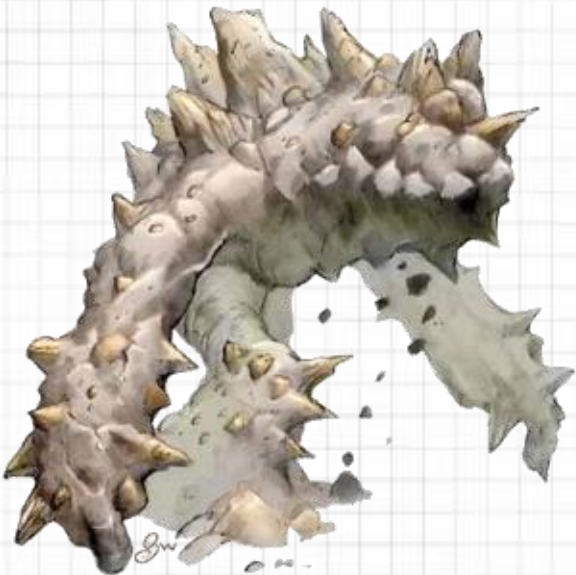
Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	4	4	1	4	6	5	6

- Skills
- Academic Lore 4, Acrobatics 2, Arcana 4, Athletics 2, Brawl 4, Command 3, Common Lore 2, Forbidden Lore 5, Perception 3, Scrutiny 5
- Speed
- 4
- Size/Resilience
- 8/7
- Static Defense
- 18
- Mental Defense
- 25
- HP/Resolve
- 20/10
- Feats
- Danger Sense, Eidetic Memory, Strong Minded, Swift Attack
- Armor
- Bone Ridges (3, All)
- Attacks
- Tentacles (5k2 I; Snare, Toxic)
- Abilities
- Mindslaver – An Aboleth can concentrate to maintain Enchantment spells as a free action, and targets do not get extra dice to resist the effects of those spells based on the orders given.
- Traits
- Dark Sight, Caster (Divination 4, Enchantment 4, Illusion 4), Crawler, Amphibious, Armor Plating (3)
- Gear
- Slime
- Level
- 4



Elemental

Elementals are spirit creatures that create and inhabit bodies made of one of the four primary primal elements - Earth, Air, Fire, or Water. They're not really properly life forms, and are quite common in the Umbra and places where one of the elements is found in exceptional natural purity. They're typically not dangerous as long as they're left alone.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	3	2	4	5	5	5

- Skills
- Perception 3, Brawl 3
- Speed
- 6
- Size/Resilience
- 6/5
- Static Defense
- 13
- Mental Defense
- 20



**HP/Resolve** 12/6

**Feats** None

**Armor** None

**Attacks** Slam (6k3 I)

## Abilities

Elementals get one of the following, depending on their composition:

*Earth* – An earth elemental gains 6 armor to all locations.

*Air* – An air elemental gains Phasing.

*Fire* – Fire elementals deal E damage with their attacks and all targets within melee range must test Constitution against TN 15 every turn or gain a point of fatigue from waves of heat.

*Water* – Water elementals gain Regeneration 1.

**Traits** Amorphous, Stuff of Nightmares

**Gear** None

**Level** 2

## The Walkin' Dead

Zombies. Shamblers. They go around biting people and eating their flesh. Sometimes they're caused by a plague or curse, but they're more often the result of evil sorcery and warp energy. While they only really pose a threat in huge numbers and to ill-prepared people, they still manage to cause a lot of trouble on more primitive or run-down worlds.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	2	-	-	-	-	2	2

## Skills

Brawl 2, Perception 2

**Speed** 5

**Size/Resilience** 4/4

**Static Defense** 14

**Mental Defense** -

**HP/Resolve** 8/-

**Feats** None

**Armor** None

**Attacks** Claws and Teeth (3k1 R)

**Traits** Undead, Mindless

**Gear** Bloody and torn clothing

**Level** 1

## Ghost

When someone dies, their spirit can linger, vengeful and angry. A ghost is just such a spirit, a warp echo of someone who has died. They're most commonly seen in the Umbra, but their influence can extend to the real world in places where the veil is thin.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	2	4	1	2	2	2	2

**Skills** Brawl 2, Perception 2, Arcana 3

**Speed** 5

**Size/Resilience** 4/4

**Static Defense** 14

**Mental Defense** 15

**HP/Resolve** 8/4

**Feats** None

**Armor** None

**Attacks** None



# DRAMATIS PERSONAE

Special thanks to SporkMaster5000

## Abilities

*Possession* – The Ghost may test Charisma and Arcana to affect a target as the Dominate spell.

**Traits** Undead, Flyer (10), Phasing, Fear 1

**Gear** None

**Level** 2

## Fire Warrior

Fire Warriors are the Tau's standard military force, armed with better weapons and excellent training. They're somewhat shorter and stockier than the average Tau, and most are trained from birth for their expected lifetime of fighting for the Greater Good.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	2	2	2	3	2	2	2

**Skills** Acrobatics 1, Perception 1, Persuasion 2, Common Lore 2, Scrutiny 1, Weaponry 1, Ballistics 3

**Speed** 6

**Size/Resilience** 4/4

**Static Defense** 17

**Mental Defense** 20

**HP/Resolve** 9/5

**Feats** Weapon Proficiency (Ordinary, Parrying, Las), Sound Constitution x1, Armor Proficiency (light, medium), Deadeye Shot

**Armor** Flak Vest, Gauntlets, Helmet (5 AP; Arms, Body, Head)

**Attacks** Knife (4k2 R; Pen 0), Pulse Rifle (100m; S/4; 2k2 E; Pen 2; Clip 40; Reload Full; Reliable)

## Abilities

Fall Back – As the Tau racial power.

**Gear** Uniform, Flak Armor, Pulse Rifle, 2 Energy Packs, Micro-bead, Torch

**Level** 2

## Ratling

Halflings typically live their life on the wrong side of the law. They've fallen through the cracks in modern society, and Ratlings are just such halfling, thieves and pickpockets that prey on unsuspecting people to survive in the slums and gutters of the Wheel.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	2	2	2	2	3	2

## Skills

Acrobatics 2, Perception 2, Common Lore 3, Deceive 2, Scrutiny 1, Weaponry 1, Larceny 3, Ballistics 1

**Speed** 5

**Size/Resilience** 2/3

**Static Defense** 22

**Mental Defense** 15

**HP/Resolve** 8/4

**Feats** Weapon Proficiency (Ordinary, Parrying), Sneak Attack

**Armor** Leathers (2 AP; Arms, Body, Legs)

**Attacks** Knife (3k2 R; Pen 0), Autopistol (30m; S/6; 2k2 I; Pen 0; Clip 12; Reload Full)

## Abilities

Shifty – As the Halfling racial power.

**Gear** Threadbare clothing, leathers, Autopistol, Knife, 2 autopistol clips, a few coins.

**Level** 1

## Slayer

When a Squat does something truly disgraceful and dishonorable, there is only one option left for them in their society. They go to find an honorable death, taking only the most basic equipment - an Axe, their body marked with the traditional paint used to bless those who are already dead, and a grenade to give them a way out that can take an enemy with them.





Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	3	2	2	3	2	2	3

**Skills** Athletics 2, Crafts 2, Intimidation 2, Weaponry 3, Common Lore 2

**Speed** 5  
**Size/Resilience** 3/5  
**Static Defense** 16  
**Mental Defense** 20  
**HP/Resolve** 12/6

**Feats** Iron Jaw

**Armor** None

**Attacks** Axe (6k2 R)

## Abilities

*Squat Toughness* – As the Squat racial power.

**Gear** Axe, boots, loincloth, body paint, mean look, frag grenade

**Level** 2

## Living Ancestor

A wise and respected member of Squat society, the title of Living Ancestor is only given to those with wisdom and ability that comes only once in a hundred years. All other Squats try to emulate the Living Ancestors, and whenever a Squat is declared a Living Ancestor, they become the head of a new noble house founded in their name. While they have no special political position save as the head of their noble family, they have great pull in Squat society thanks to the respect others give them.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	2	5	4	2	5	2	4	5

**Skills** Athletics 3, Crafts 4, Intimidation 2, Weaponry 4, Common Lore 2, Command 3, Academic Lore 2

**Speed** 7  
**Size/Resilience** 3/6  
**Static Defense** 18  
**Mental Defense** 30  
**HP/Resolve** 20/10

**Feats** Iron Jaw, Armor Proficiency (Power)

**Armor** Power Armor (12 AP, All)

**Attacks** Power Axe (9k2 R Pen 4, Power Field), Plasma Pistol (30m; S/-; 3k3 E Pen 8; Clip 10; Reload 4Full; Recharge, Overheats)

## Abilities

*Squat Toughness* – As the Squat racial power

**Gear** Power Axe, Power Armor, Plasma Pistol, 2 extra plasma charges, mean look, beard jewelry, embroidered clothing

**Level** 3

## Talon of Tiamat

Tiamat's followers have never died out. Some dragonborn carry on in her name, seeking to destroy Bahamut and avenge their fallen lord. Some rumor that Tiamat is still alive, taking a hundred centuries to recover from her wounds, almost ready to resume her war against Bahamut and forge a new Draconic Empire in her fivefold image.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	3	4	3	3	2	3	3

**Skills** Command 2, Weaponry 3, Intimidation 2, Ballistics 2, Brawl 2, Athletics 2, Acrobatics 2, Perception 2

**Speed** 6  
**Size/Resilience** 5/5  
**Static Defense** 15  
**Mental Defense** 20  
**HP/Resolve** 12/6

**Feats** Armor Proficiency (Medium), Weapon Proficiency (Ordinary, Fencing)

**Armor** Flak Jacket (5 AP; Arms, Body, Legs)

**Attacks** Fencing Sword (6k2 R; Balanced), Pump Shotgun (30m; S/-; 3k2 I Pen 0; Clip 8; Reload 2Full; Scatter)

## Abilities

*Dragon Breath* – As the Dragonborn racial power.

**Gear** Flak Jacket, Pump Shotgun, 24 extra shells, Fencing Sword, Micro-Bead, Tough clothing

**Level** 2

## Dragonfire Adept

Some Dragonborn focus on the power within themselves, training themselves in magic. Especially fire magic. And when that doesn't work, they carry a really big gun that they can use to shoot people to death. Typically one or the other will work in any given situation.

# DRAMATIS PERSONAE

Special thanks to SporkMaster5000

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	4	5	3	4	2	3	4

**Skills** Command 2, Weaponry 3, Intimidation 2, Ballistics 3, Brawl 2, Athletics 2, Acrobatics 2, Perception 2, Arcana 2, Academic Lore 2

**Speed** 7  
**Size/Resilience** 5/5  
**Static Defense** 18  
**Mental Defense** 25  
**HP/Resolve** 16/8

**Feats** Armor Proficiency (Medium), Weapon Proficiency (Ordinary, Fencing), Spell Focus (Evocation)

**Armor** Flak Jacket (5 AP; Arms, Body, Legs)

**Attacks** Fencing Sword (6k2 R; Balanced), Meltagun (20m; S/-; 4k3 E Pen 12; Clip 5; Reload 2Full)

## Abilities

*Dragon Breath* – As the Dragonborn racial power.

**Traits** Caster (Evocation 3)

**Gear** Flak Jacket, Meltagun, 2 extra reloads, Fencing Sword, Micro-Bead, Brightly colored robes

**Level** 3

## Tinkerer

Gnomes are generally harmless people, more concerned with playing with new technology (and fixing old technology) than hurting anyone. Sometimes, though, they have to defend themselves against thieves or, worse, saboteurs.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	2	3	2	3	1	2

**Skills** Academic Lore 3, Acrobatics 2, Arcana 2, Ballistics 1, Common Lore 3, Drive 2, Perception 2, Pilot 3, Scrutiny 1, Weaponry 2

**Speed** 5  
**Size/Resilience** 3/4  
**Static Defense** 16  
**Mental Defense** 15  
**HP/Resolve** 8/4

**Feats** Blind Fighting, Evasion, Fearless

**Armor** Mesh Vest (4 AP, Body)

**Attacks** Laspistol (30m; S/-; 2k2 E Pen 0; Clip 30; Reload Full; Reliable), Web Pistol (30m; S/-; Clip 1; Reload Full; Snare), Katar (2k2 R, Pen 3)

## Abilities

*Improvise* – As the Gnome racial power.

**Gear** Laspistol, 3 energy packs, Web Pistol, 2 web loads, Katar, Mesh Vest, Auspex, Backpack, Chrono, Combi-Tool, Data Slate, Torch, Void Suit, Clothing with a lot of pockets.

**Level** 2



## Ork Freeboota

Orks love nothing more than a good fight. An Ork freeboota is a fairly typical ork warrior with little experience, almost no scars, and all his own teeth. All of which mark him as being very low on the totem pole indeed.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	3	3	2	2	2	3	3

**Skills** Intimidation 2, Scrutiny 2, Ballistics 1, Weaponry 3, Brawl 2

**Speed** 6  
**Size/Resilience** 5/5  
**Static Defense** 15  
**Mental Defense** 15  
**HP/Resolve** 12/5

**Feats** Cleave, Crushing Blow, Power Attack, Fearless, Armor Proficiency (Light), Weapon Proficiency (Ordinary)

**Armor** Heavy Leathers (3 AP, Arms, Body, Legs)



**Attacks** Choppa (7k2 R), Autogun (90m; S/10; 2k2 I Pen 0; Clip 30; Reload Full)

**Abilities**

WAAAAAGH! – As the Ork racial power.

**Gear** Charm, Heavy Leathers, Choppa, Autogun, 3 clips, Patchwork clothing

**Level** 2



## Ork Nob

An Ork Nob is much larger than a mere freeboota, with the scars and a few bionik bitz to prove it. They're good at yellin' really loud and givin orders to make sure no one is muckin' about. Most Ork Nobs love nothing more than gettin' stuck in, and so they can be found in the very thickest fighting.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	4	4	2	2	2	3	4

**Skills** Intimidation 3, Command 4, Scrutiny 2, Ballistics 3, Weaponry 4, Brawl 3

**Speed** 8  
**Size/Resilience** 6/6  
**Static Defense** 16  
**Mental Defense** 15  
**HP/Resolve** 16/6

**Feats** Cleave, Crushing Blow, Power Attack, Fearless, Armor Proficiency (Light), Weapon Proficiency (Ordinary)

**Armor** Heavy Leathers (3 AP, Arms, Body, Legs)

**Attacks** Big Choppa (9k2 R; Pen 4), Autogun (120m; -/10; 3k2 I Pen 5; Clip 100; Reload Full)

**Abilities**

WAAAAAGH! – As the Ork racial power.

**Gear** Charm, Heavy Leathers, SAW, Autogun, 3 belts of ammunition, Patchwork clothing

**Level** 3

## Aspect Warrior

Aspect Warriors are Eldarin warriors, members of one of their great fighting schools. Many fighting schools have extremely specialized equipment or tactics - the following is a kind of baseline warrior type with standard (very deadly) weapons and armor.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	4	2	3	4	3	4	4	3

**Skills** Academic Lore 2, Acrobatics 3, Arcana 2, Athletics 2, Ballistics 2, Common Lore 3, Deceive 2, Perception 3, Scrutiny 2, Weaponry 4

**Speed** 7  
**Size/Resilience** 3/4  
**Static Defense** 28  
**Mental Defense** 20  
**HP/Resolve** 10/6

**Feats** Blademaster, Armor Proficiency (Light), Blind Fighting, Catfall, Defensive Mobility, Fleet of Foot, Swift Attack, Weapon Proficiency (Fencing, Synchroneth)

**Armor** Mesh Overcoat (4 AP, All)

**Attacks** Fencing Sword (5k2 R; Balanced), Lightning Gun (30m; S/2; 4k2 E Pen 4; Clip 6; Reload 2Full; Scatter, Shocking)

**Abilities**

Warp Step – As the Eldarin racial power.

**Gear** Lightning Gun, 2 Lightning Charges, 3 Photon Flash Grenades, Fencing Sword, Mesh Overcoat, silk suit

**Level** 3



## Eldarin Farseer

Eldarin Farseers are leaders in their race, using powerful divinations and other magics to see through the veil of the warp and determine the best course of action. They're really too valuable for the Eldarin to lose, but because their powers are so useful they end up in all sorts of dangerous situations. Most Eldarin have the sense to start running once they see the Farseer absconding.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	4	2	4	4	2	4	3	4

### Skills

Academic Lore 1, Acrobatics 3, Arcana 4, Athletics 2, Ballistics 2, Common Lore 3, Deceive 2, Forbidden Lore 3, Perception 3, Scrutiny 3

### Speed

6

### Size/Resilience

3/4

### Static Defense

23

### Mental Defense

15

### HP/Resolve

12/6

**Feats** Common Sense, Danger Sense, Defensive Mobility, Fast Reflexes, Foresight, Spell Might, Spell Penetration, Strong Minded, Weapon Proficiency (Fencing, Synchrony)

**Armor** Leathers (2 AP, Arms, Body, Legs)

**Attacks** Fencing Sword (5k2 R; Balanced)

### Abilities

*Warp Step* – As the Eldarin racial power.

**Traits** Caster (Divination 4, Enchantment 2, Illusion 3, Evocation 2)

**Gear** Fencing Sword, Staff, Leathers, Elaborate robes

**Level** 3

## Space Marine

Armed with the best weapons, the thickest armor, knowing no fear and with the sole purpose of bringing the forces of Chaos to their knees. These are the Space Marines. They are Aasimar who are part of the elite forces of the Blessed Pantheon, going out into the Wheel to smite the enemies of their gods.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	5	3	3	4	3	5	4

### Skills

Acrobatics 2, Athletics 3, Ballistics 3, Common Lore 2, Perception 2, Scrutiny 3, Weaponry 3

### Speed

8

### Size/Resilience

5/6

### Static Defense

22

### Mental Defense

25

### HP/Resolve

21/8

**Feats** Jaded, Fearless, Sound Constitution x3, Combat Master, Armor Proficiency (all), Weapon Proficiency (all)

**Armor** Power Armor (12 AP, All)

**Attacks** Chainsword (8k2 R; Pen 4; Tearing), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full;

### Abilities

*And They Shall Know No Fear* – As the Aasimar racial power.

**Gear** Power Armor, Chainsword, Boltgun, 2 Bolt clips, Plain clothing, charms

**Level** 3



## Grey Knight

If the Space Marines are the best of the best, the Grey Knights are the best of the best of the best. They are issued relics and equipment that is of such value that it must only be given to those who can make the best use of it. They have training superior even to that of a Space Marine, and are sent to carry out missions with nearly no chance of success but which they cannot afford to fail.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	3	5	4	3	5	3	5	5

**Skills** Acrobatics 3, Athletics 4, Ballistics 4, Common Lore 3, Forbidden Lore 3, Perception 3, Scrutiny 4, Weaponry 4

**Speed** 9

**Size/Resilience** 5/7

**Static Defense** 22

**Mental Defense** 30

**HP/Resolve** 25/10

**Feats** Jaded, Fearless, Sound Constitution x5, Combat Master, Armor Proficiency (all), Weapon Proficiency (all), Blind Fighting, Danger Sense, Luck, Strong Minded

**Armor** Power Armor (12 AP, All)

**Attacks** Power Sword (10k2 R; Pen 4; Power Field), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full; Tearing)

### Abilities

*And They Shall Know No Fear* – As the Aasimar racial power.

**Gear** Power Armor, Power Sword, Boltgun, 2 Bolt clips, Plain clothing, charms

**Level** 4

## Chaos Marine

As the Space Marines serve the forces of the Blessed Pantheon, the Chaos Marines serve the Ruinous Powers of Chaos. They are a more varied lot than the Space Marines, their armor altered to serve the various mutations each Tiefling gains over time, and covered in spiky bits and garish colors for good measure.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	5	3	3	4	3	4	4

**Skills** Acrobatics 2, Athletics 3, Ballistics 2, Common Lore 2, Perception 2, Intimidate 3, Weaponry 4

**Speed** 9

**Size/Resilience** 5/6

**Static Defense** 22

**Mental Defense** 25

**HP/Resolve** 18/8

**Feats** Sound Constitution x3, Armor Proficiency (all), Weapon Proficiency (all), Frenzy

**Armor** Power Armor (12 AP, All)

**Attacks** Chainsword (8k2 R; Pen 4; Tearing), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full; Tearing)

### Abilities

*Bloody Minded* – As the Tiefling racial power.

**Gear** Power Armor, Chainsword, Boltgun, 2 Bolt clips, Plain clothing, charms

**Level** 3

## Obliterator

There is a kind of curse or magic or virus (or all three) that infects some Chaos marines. They become one with their weapons and armor, mutating to become a mass of weaponry with flesh stretched over gunmetal. They've almost all been driven insane by the torment of their condition, but serve well as engines of death and destruction.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	4	6	3	1	4	2	1	4

**Skills** Acrobatics 2, Athletics 3, Ballistics 3, Common Lore 2, Perception 2, Intimidate 3, Weaponry 3

**Speed** 10

**Size/Resilience** 8/7

**Static Defense** 9

**Mental Defense** 25

**HP/Resolve** 25/8

**Feats** Sound Constitution x5, Armor Proficiency (all), Weapon Proficiency (all), Frenzy

**Armor** Armor Plating (10 AP, All)

**Attacks** MP Lascannon (300m; S/-; 5k4 E Pen 10; Clip -; Reload -; Recharge), Heavy Bolter (120m; -/10; 4k2 X Pen 8; Clip -; Reload -; Tearing), Crushing Fist (6k3 I).

## Abilities

**Bloody Minded** – As the TIEFLING racial power.

**Integrated Weapons Array** – The Obliterator can create nearly any weapon from its body. In addition to the listed attacks, it can generate nearly any Ordinary, Las, Plasma, Melta, Bolt, or Flame weapon it needs to. An obliterator has effectively infinite ammunition with all of its weapons. It requires a full round action to shift weapons, and can have any two at a time.

**Traits** Auto Stabilized, Machine (10)

**Gear** None

**Level** 4

## Dark Eldarin Raider

The Dark Eldarin have a culture of slavery, sacrifice of souls to the Daemon Lolth, and incredible decadence that would make even the most jaded whore blush. They often send raiding parties out to capture fresh prey to bring, screaming, to their hidden dark city of Commorragh. Those that they take are typically never seen again.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	5	2	4	4	3	3	3	3

**Skills** Academic Lore 1, Acrobatics 3, Arcana 2, Athletics 2, Ballistics 2, Common Lore 2, Deceive 4, Forbidden Lore 2, Perception 3, Scrutiny 2, Weaponry 4

**Speed** 8

**Size/Resilience** 3/4

**Static Defense** 28

**Mental Defense** 20

**HP/Resolve** 10/6

**Feats** Blademaster, Armor Proficiency (Light), Backstab, Catfall, Defensive Mobility, Decadence, Fleet of Foot, Sneak Attack, Weapon Proficiency (Fencing, Exotic, Parrying)

**Armor** Mesh Overcoat (4 AP, All)

**Attacks** Officer's Cutlass (5k2 R; Shocking), Needle Gun (180m; S/-; 2k2 E Pen 0; Clip 6; Reload 2Full; Accurate, Toxic)

## Abilities

**Warp Miasma** – As the Dark Eldarin Racial power.

**Gear** Needle Gun, 2 Needle Packs, 3 Smoke Grenades, Officer's Cutlass, Mesh Overcoat, spider silk suit.

**Level** 3