

# Return to the Calixis Sector

Die Hausmeister der Inquisition

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# Chapter 1

## Calixis 2.0

This is a collection of rules and tables, which converts the Calixis sector of Dark Heresy RPG first Edition to the rules of the Second Edition.

## Chapter 2

# Rule Changes

### Homeworld Changes

#### Feral World

Acolytes which hail from feral worlds receive a -5 Modifier to their Fellowship Characteristic instead of their Influence.

#### Noble Born

Noble Born Acolytes receive a +5 Modifier to their Intelligence Characteristic instead of their Influence.

### Role Changes

#### Desperado

The special Ability of the Desperado Role changes to: The Desperado can spend a Fate Point to automatically succeed in a deceive or stealth test counting his Fellowship Bonus or Agility Bonus.

#### Psy Rating

There is no penalty or bonus to the focus power check based on difference between chosen power-level and the psykers Psy Rating. This means that pushing

is actually a viable if dangerous option.

## **Influence**

Influence is no longer a Characteristic, but an attribute of the whole Cell.

A cell of acolytes starts with an Influence of 25 which can be increased or decreased through Cell options and during play. All Talents and events which would change the influence of a single Acolyte instead change the Influence of the whole cell.

## Chapter 3

# New Rules

### Downtime

Only in Death does Duty end. Even between Missions the service of an Acolyte does not stop. Thus Acolytes often use the time between missions to train or work on long term projects. The Length of one Downtime Period is not fixed. If numbers are needed, assume it is in the range of a few weeks. Downtime can be between missions or during extensive travel.

During Downtime Periods the following Activities are possible among others:

#### Training

If the Acolyte finds a suitably experienced trainer who is willing to pass on his knowledge, this can be of great help. The Acolyte chooses an Aptitude he does not possess and if he can find a trainer, he can spend XP during one Downtime Period as if he possessed that Aptitude.

#### Managing Contacts

The Acolyte gains a contact worth 100 XP, or increases the worth of an existing Contact by 100 XP. The Players can spend additional personal xp to improve the contact if they so wish.

#### Creating a Secret Identity

The Acolyte creates a plausible alter ego with background, cognomen etc.

### **Crafting**

If the Acolyte has a suitable set of tools or workshop available she can craft an item according to the rules in the Inquisitors Handbook.

### **Requisition**

The Acolyte tries to acquire gear according to the standard Requisition rules.

### **Acquiring Mission Specific Gear**

The Acolyte acquires an item of up to very rare availability to use for a single Mission. The item will have to be returned on pain of death or worse.

### **Polishing Up**

The Acolyte spends time to maintain and polish his equipment to the highest standard. Choose three items, these items are considered to have a higher craftsmanship for the mission. (normal quality becomes good quality, good becomes best quality)

### **Research**

The Acolyte Researches the likely targets of their next mission. She gains a modifier of +20 to three Lore Skills of her choice during the next mission.

## **Investigation Failure**

When the acolyte Cell fails in an investigative task the following Options are possible to escalate the situation instead of ending it outright. The Acolytes find out what they need to proceed in the adventure, but pay a terrible price.

### **Contact goes cold**

The targets of the investigation find out that a contact of the Acolytes is spying on them. He is eliminated, no doubt in a brutal fashion.



### **More Enemies get involved**

An Enemy of the Acolytes (maybe a member of the cell even has the appropriate Enemy Talent) starts to actively work against them. This adds an additional layer of difficulty as the Cell now has to both find the targets of their investigation and fend off the Attacks of their Enemies.

### **Humiliating Reinforcements**

Reinforcements are sent or a rival organisation like another Inquisitor or the Adeptus Arbites or even the dreaded Lords Dragon of the Mechanicus take over. They add the necessary firepower to successfully defeat the heretics but pursue their own goals as well. The master of the Acolytes is going to be very disappointed, a dire prospect indeed.

## Chapter 4

# New Talents

### Sicarius Conditioning

#### Tier 2

#### **Aptitudes: Social, Intelligence**

The character is forced to memorized a staggering number of reasonable responses to common inquiries, allowing him to craft logical lies quickly. The character may use Intelligence in place of Fellowship for all Deceive Tests.

### Decadence

#### Tier 1

#### **Aptitudes: Toughness, Social**

Either through mental and physical conditioning or long years of abuse, your body has built up a tolerance to chemicals. When drinking alcohol or similar beverages, you do not pass out until you have failed a number of Toughness Tests equal to twice your Toughness Bonus. You also gain a +10 Bonus to tests to resist the effect of Drugs or Poisons.

### Chem Geld

#### Tier 1

#### **Aptitudes: General, Defence**

A variety of chemical and surgical treatments have rendered you immune to the temptations of the flesh. Seduction attempts against you automatically fail, and the Difficulty of all Charm Tests made against you increases by one step. When you take this Talent you gain one Insanity Point.

## **Paranoia**

### **Tier 2**

#### **Aptitudes: Perception, General**

You are always on the look out for danger and secretly know that the galaxy is out to get you. You gain a +2 bonus on Initiative rolls. In addition, the GM may secretly Test your Perception to see if you notice hidden threats. Others, however, may find your constant muttering and twitchy looks unnerving.

## **Cleanse and Purify**

### **Tier 2**

#### **Aptitudes: Willpower, Offence**

Burn! Burn! Burn! None shall escape your fiery wrath! Targets exposed to your flamer attacks take a -20 penalty to avoid being hit.

## **Litany of Hate**

### **Tier 2**

#### **Aptitudes: Offence, Leadership**

You are so impassioned in your hatred that you can rouse others to similar heights of emotions. As a Full Action, you can make a Charm Test to extend the effects of your Hatred talent to those around you.

## **Lasgun barrage**

### **Tier 2**

#### **Aptitudes: Ballistic Skill, Offence**

Through years of practice drill and battlefield experience, the character has become a master of the lasgun. When firing any class of las weapon on full or semi-auto, the character may score one additional Degree of Success (provided the Test is successful) if he does not take a Move Action this Turn.

## **Las Weapon Expertise**

### **Tier 2**

#### **Aptitudes: Ballistic Skill, General**

Whenever the Acolyte attacks with a las weapon, he imposes a -5 penalty on Dodge Tests to avoid the attack for every Degree of Success he scores beyond the first (to a maximum of -30).

## Las Weapon Mastery

### Tier 3

**Prerequisite:** Las Weapon Expertise

**Aptitudes:** Ballistic Skill, General

The Acolyte is an expert with las weapons, attuned as much to the weapon's machine spirit as to its physical characteristics. Whenever the Acolyte attacks with a las weapon, he deals +1 additional Damage for every two Degrees of Success he scores beyond the first.

## Solid Projectile Weapon Mastery

### Tier 3

**Aptitudes:** Ballistic Skill, General

The Acolyte fires a Solid Projectile weapon, it gains the Proven (X) Quality, where X is equal to half of his Ballistic Skill Bonus (rounded up).

## Enthusiastic Shooter

### Tier 2

**Aptitudes:** Ballistic Skill, Offence

When using a Solid Projectile or Bolt Weapon to lay down Suppressive Fire with the full auto option, increase the penalty to enemy pinning tests to -30.

## Unarmed Warrior

### Tier 2

**Aptitudes:** Strength, Offence

After extensive training, the acolyte has gained the Natural Weapons Trait, improving his unarmed attacks to 1d10, and meaning he counts as armed, even when facing opponents with weapons while bare handed.

## Chain Weapon Mastery

### Tier 2

**Prerequisites:** Weapon Training (Chain)

**Aptitudes:** Weapon Skill, Offence

When rolling damage for Weapon with the Tearing Attribute, roll two additional dice, instead of one and chose the highest.

## Intellectualization

### Tier 2

#### **Aptitudes: Intelligence, Knowledge**

The character is adapt at rationalizing words and texts and stripping them of their power over him. If called to make a Test against Fear, Insanity or Corruption as a result of reading or hearing forbidden words or language (such as reading a corrupted tome), the character may reroll any failed Willpower Tests substituting his Intelligence for Willpower on the reroll.

## Unparalleled Proficiency

### Tier 3

#### **Aptitudes: Intelligence, Knowledge**

#### **Prerequisites: Total Recall, One Scholastic Lore at level Expert (+20)**

The Adept as spent years studying a single subject, and knows minutia that would baffle even other scholars. So skilled is the Verispex Adept at memorization of facts that he adds half is Intelligence Bonus (rounding up) to the Degrees of Success of any successful Scholastic Lore Test.

## Seen this Before

### Tier 2

#### **Aptitudes; Intelligence, Knowledge**

#### **Prerequisites: Jaded, Total Recall**

The Adept has witnessed so many crime scenes that he begins to quickly identify. The Adept may make an Intelligence Test in place of any skill Test with the Investigation skill descriptor.

## Luminen Barrier

### Tier 3

#### **Prerequisites: Luminen Shield, Electoo Inductors, Potentia Coil**

#### **Aptitudes: Toughness, Defence**

Full Action to activate Luminen Barrier which is equivalent to Force Field with Rating equal to the Tech-Priests Willpower characteristic. See Details in “Lathe Worlds” p. 56

## Luminen Flare

### Tier 3

#### **Prerequisites: Luminen Blast, Electoo Inductors, Potentia Coil**

**Aptitudes: Toughness, Offence**

Deal 1d10 + WP Bonus Damage with Blast (WP Bonus) See Details in “Lathe Worlds” p. 57

**Luminen Shield**

**Tier 2**

**Prerequisites: Electoo Inductors, Potentia Coil**

**Aptitudes: Toughness, Defence**

Full Action to activate Luminen Barrier which is equivalent to Force Field with Rating equal to half the Tech-Priests Willpower characteristic. See Details in “Lathe Worlds” p. 56

**Luminen Surge**

**Tier 3**

**Prerequisites Luminen Shock, Electoo Inductors, Potentia Coil**

**Aptitudes: Toughness, Offence**

Deal 2d10 + 3 E Damage to Melee Target. See Details in “Lathe Worlds” p. 57

## Chapter 5

# Elite Advances

### Gunmetallican Gunslinger

**Prerequisites:**

- Homeworld: Gunmetal City
- Role: Assassin, Warrior or Desperado

**Cost:** 200 xp

**Immediate Changes:**

You gain the Talent Peer (Inhabitants of Gunmetal City)

**Knave of Pistols**

The Gunslingers of Gunmetal City focus on Pistols as their sole weapons. A Gunslinger is considered to be proficient with Pistols only, disregarding any Weapon Training he might have.

**Talent: Way of the Gun**

**Tier 2**

**Aptitudes: Ballistic Skill, Social**

When the Gunslinger points a pistol at someone he gains a +20 Bonus to Intimidate checks against that target. He may also gain the same Bonus to Influence Tests even though using such methods might come with dire repercussions.

## Talent Master of Pistols

### Tier 3

**Prerequisites:** One exotic Weapon Training

**Aptitudes:** Ballistic Skill, Tech

The Gunslinger is so familiar with all sorts of pistols imperial and alien that he is considered to have Weapon Training for all Pistol Class Weapons

## Talent: Last Killer Standing

### Tier 2

**Aptitudes:** Ballistic Skill, Defence

Veteran of a hundred gun battles, you have learned to stay alive regardless of the odds when the bullets and las-bolts fly by, using the environment to your best advantage. You are immune to pinning caused by small arms fire (pistol and basic weapons), and additionally you add +1 AP to the defensive value of any cover protecting you against ranged weapons fire while you are deliberately hiding behind it.

## Talent: Dual Shot

### Tier 2

**Prerequisites:** Two Weapon Wielder, Agility 40

**Aptitudes:** Ballistic Skill, Finesse

Gunslingers are able to focus the firepower of two guns to maximize the impact. When armed with two pistols you may fire both simultaneously as a Full Action. Make a single Standard Attack Test. On a success you hit the target with both shots. Add the damage together before it is reduced by Armour and Toughness Bonus. They are only applied once.

## Moritat Reaper

### Prerequisites:

- Homeworld: Hive World, Feral World or Feudal World
- Role: Assassin, Warrior or Fanatic
- WS 40, AG 40, Forbidden Lore: Occult
- The Acolyte must already be an accepted member of the Moritat Death Cult.

**Cost:** 500 XP



## **Immediate Changes:**

- Upon successfully performing the bloody rites of the Cult, the Moritat Reaper gains 1d10 Insanity Points.
- The Reaper gains the Keen Edge Talent

### **Talent: Keen Edge**

The Moritat show an unhealthy obsessions with blades and other edged Weapons. The Acolyte must pass a Willpower Test -20 to use any Weapon without an “Edge”. Thrown knives, Arrows etc. are ok. Thus is their mastery of blades, that the Acolyte treats all bladed weapons as having the Tearing Quality.

### **Talent: Bloodletting**

#### **Tier 3**

#### **Aptitudes: Weapon Skill, Finesse**

The Moritat Reaper has mastered the Art of a thousand cuts. When making a Charge, the Acolyte can make a Swift Attack or Lightning Attack instead of the usual Standard Attack. The Bonus to Attack from the Charge applies on top of the potential modifiers from Swift or Lightning Attack.

### **Talent: Cult of Blood**

#### **Tier 3**

#### **Aptitudes: Weapon Skill, Offence**

Once per Encounter the Acolyte may trigger Righteous Fury on a Damage Roll of 7 or higher. The Acolyte may decide to use this Talent after damage has been rolled. In addition all critical damage caused by the acolyte is increased by one.

## **Storm Trooper**

Elite Soldiers of the Imperium often serving in the most dangerous of missions in the Inquisition or the Tempestus Scions.

### **Prerequisites:**

- Background: Imperial Guard
- Influence: 50, BS: 40
- Trained in Common Lore: War

**Cost: 500 xp**

### **Immediate Changes:**

- Gain Training in: Scholastic Lore (Tactica Imperialis)
- Gain Talent: Peer (Imperial Guard)
- Equipment: One Hotshot lasgun, One Hotshot Pistol, One good quality Storm Trooper Carapace

### **Talent: Armour Proficiency**

#### **Tier 3**

#### **Aptitudes: Defense, Fieldcraft**

Carapace or Flak Armour worn by the Storm Trooper counts as having a craftsmanship of one level higher. The Storm Trooper ignores the max Agility Attribute of Carapace or Flak Armor.

### **Talent: Hellgun Mastery**

#### **Tier 2**

#### **Aptitudes: Ballistic Skill, Finesse**

The Storm Trooper treats all Hotshot Las weapons as having the Tearing Quality.

### **Talent: Mentor**

#### **Tier 2**

#### **Aptitudes: Fellowship, Leadership**

Once per game session, the Storm Trooper may impart his training to his comrades. A number of people up to his Fellowship Bonus may take all Skill Tests in a single Skill of the Storm Trooper's choosing as if they had the Storm Trooper's Skill Training. Once activated, this effect lasts until the end of the encounter, or ten minutes in narrative time.

## **Black Priest of Maccabeus**

Clerics trained in the dangerous knowledge of the daemon hunters.

#### **Prerequisites:**

- Background: Adeptus Ministorum
- The Acolyte must have less than 30 Corruption Points.

- Willpower 35

**Cost 500 Xp**

### **Immediate Changes:**

- Gain 1d5 Insanity Points
- Gain Training in Forbidden Lore (Daemonology)
- Gain the Insanely Faithful Talent

### **Encarta Maleficarum**

Some Black Priests in order to aid them as holy exorcists, are subjected to a secret ritual called the Encarta Maleficarum. During this ritual, forbidden knowledge is burned deep into their minds, shackled with wards inscribed by occult means directly into the cerebral cortex. This procedure is rare and considered a radical one even by the most ardent of Daemonhunters. You gain a +10 bonus on all Tests made to resist torture and interrogation, attempts to read or control your mind and any form of possession. In addition, if an attempt to possess you does succeed, but by less than three degrees of success, the assault or intrusion is blocked by the wards within your mind. It fails and you collapse in a catatonic state for 1d10 minutes.

### **Talent: Aura of Faith**

#### **Tier 2**

#### **Aptitudes: Willpower, Offence**

Daemonic entities reel from the Acolyte, their daemonic powers cleansed in his presence. Any Daemon within a radius equal to the Acolyte's Willpower Bonus in meters suffers 1d5 damage if it fails a Warp Instability Test plus an additional 1d5 damage per degrees of failure. This damage is not affected by armor or Toughness Bonus.

### **Talent: Rite of Banishment**

#### **Tier 3**

#### **Aptitudes: Willpower, Offence**

This rite is closely guarded, written only in the most sacred texts and taught only to experienced Banishers. With this rite the Daemonic can be banished from the material world. The character chooses a single daemonic entity and spends three Rounds inscribing holy symbols into the floor in up to a 10m radius. The targeted daemon need not be present at the time of the inscribing. While in the area the chosen daemon does not benefit from the Daemonic Trait and

may not enter or leave the area unless it passes a Very Hard (-30) Willpower Test.

## Cyber-mastiff Handler

### Prerequisites:

- Background: Adeptus Arbites or Adeptus Mechanicus
- Trained in Survival Skill

**Cost: 500 Xp**

### Immediate Changes:

- Gain Peer (Adeptus Arbites)
- Upon taking this elite advance the Acolyte automatically receives one “Bloodhound” Cyber-mastiff and a Constructor Interface Augmentic.

### Talent: Pack Hunter

#### Tier 2

#### Aptitudes: Perception, Fieldcraft

By relaying sensory data from multiple cybermastiffs to one another, the Handler is able to combine their efforts into a single hunting party far more capable than any individual within the group. For every cybermastiff controlled by the Handler participating in the hunt, the Handler receives a +10 bonus to Survival (Tracking) Tests. In addition he may gain bonuses from Heightened Senses or applicable gear possessed by one of his controlled hounds.

### Talent: Wolf Pack Tactics

#### Tier 2

#### Aptitudes: Intelligence, Offence

Some Cyber-mastiff Handlers are adept at working alongside their charges, even in the thick of battle. These front-line Handlers often fight beside their hounds as trusted and familiar allies. When ganging up on an opponent with his cybermastiff, a Cyber-mastiff Handler imposes a -20 penalty to all Dodge or Parry Skill Tests made by his target.

## Pure Faith

### Prerequisites:

- The Character must have less than 20 Corruption Points.
- As soon as they have 20 or more Corruption Points they loose access to all Faith Talents including Pure Faith.

**Cost: 500 Xp**

### Immediate Changes:

Characters with Pure Faith gain access to the following Abilities:

- They are completely immune to the Daemonic Presence and are unaffected by it.
- They may spend a Fate Point to ignore a Fear Test. They must do so as soon as the Fear Test would be required and before any rolls are made.
- They may spend a Fate Point to avoid gaining Insanity or Corruption for an encounter, as determined by the GM.
- They may burn a Fate Point to ignore the effects of a single daemonic psychic attack that effects them. They must do so as soon as the power manifests, before they make any rolls to resist or any of the power's effects are applied.

## Faith Talents

Characters of pure faith can buy more potent talents which provide them with unique tools to fight the unclean.

Detailed descriptions can be found in the Book of Martyrs. Here are rule adaptations for Dark heresy 2nd Edition.

- All Emperors Sign Talents have the Willpower and Defence Aptitude.
- All Emperors Hand Talents have the Willpower and Social Aptitudes.
- All Emperors Wrath Talents have the Willpower and Offence Aptitudes.
- All Faith Talents are considered to be Tier 2.

## Chapter 6

# New Homeworlds

### Schola Progenium

#### Attribute Modifiers

Willpower +5, Strength + 5, Perception -5

#### Aptitudes: Leadership

#### Tempered Will

You gain a +20 Modifier to all Willpower tests made to resist attempts to influence your behaviour like deceive, charm, command tests. You gain a +20 Modifier to resist Interrogation attempts. This Bonus does not apply for fear and pinning tests.

#### Wounds: 8+ 1d5

#### Fate; 2 (4+)

### Imperial World

#### Attribute Modifiers

Add +5 to one Attribute of your choice

## **Know your place**

You gain training in a single Trade Skill of your choice. You gain a +20 Bonus when interacting with civilians, such as craftsmen, workers, farmers etc. This Bonus does not apply to interactions representatives of the ruling class such as nobles or members of an imperial Adeptus.

**Aptitudes: Fieldcraft or Social**

**Wounds: 7+ 1d5**

**Fate; 3 (8+)**

## Chapter 7

# Calixian Homeworlds

### **Gunmetal City (Hive World)**

Instead of the Fellowship Bonus from the regular Hive World, gain a Bonus to Ballistic Skill.

### **Volg (Hive World)**

#### **Born Survivor**

The Hell Hive of Volg breeds a hardy kind of people, tough, brutal and slightly psychotic. The Character can reroll failed Toughness and Survival Tests.

### **Maccabeus Quintus (Shrine World)**

#### **Beloved by the Emperor**

To be born on the shrine world of Maccabeus Quintus is to know that you are born of a place blessed by miracles and touched by a saint. Increase your Fate Threshold by one.



## **Sinophia (Imperial World)**

### **Blighted Origins**

You gain training in the Deceive Skill.

You gain the Paranoid talent.

You gain training in Forbidden Lore (Occult) and 1d5 Corruption Points.

## **Dusk (Death World)**

### **Little Left to Fear**

You reduce the effects of Fear on your character by one degree (reducing Fear 3 to Fear 2, etc.) Essentially this also means that you suffer no effects from creatures or phenomena with a Fear Rating of 1. Since your life has been full of near-scapes with things best left unsaid, you also gain 1d10 Insanity points.

## **Darkholder (Void Born)**

### **Ghiliam Blood**

Gain your choice of Dark Sight or Natural Weapons Trait.

Gain 1d10+5 Corruption Points

## **The Tainted Blood of Malfi (Noble Born)**

### **Born for Greatness**

Every time you make a check for an action that would cause gain of Corruption Points you get a +20 Bonus to Checks corresponding to that action. Examples are Sorcery or Forbidden Lore checks when reading corrupt Tomes or Tech Use Tests when activating a maltek's device. This Bonus does not apply to resistance checks against Corruption itself but it does apply even if the Corruption Points acquired through an action are reduced to zero.

## Chapter 8

# Inquisitors and Acolyte Cells

### Modus Operandi

Inquisitors of the Holy Ordos vary widely in both ideology and the methods they choose in their fight against the enemies of the Imperium. The methods an Inquisitor prefers, guide the way his cells operate, what actions he tolerates and what kind of missions he sends them into.

### Shadow Master

The Inquisitor works through a byzantine network of intermediaries and retainers. If she ever acts in public herself it is through carefully crafted alter egos. The Acolytes have likely never met their mistress or know her true name at all

- Each Acolyte gain the Talent Paranoid
- The Cell gains a +5 Modifier to their Base Sublety.

### Outspoken Monodominant

The Inquisitor is a fanatical puritan who announces loudly his beliefs with impassioned rhetoric and a history of deeds soaked in blood and fire. He accepts no-one to stray from the true path and expects nothing but unflinching faith from his servants. Acolytes Cells of the Monodominant Inquisitor gain the following:

- Each Acolyte gains the Unshakable Faith Talent as well as Weapon Training (Flame)
- Each Acolyte gains the Peer (Puritans) Talent.
- the Cell suffers a -5 modifier to their Base Sublety.

## Dangerous Radical

An Inquisitor might consider himself a pragmatist, but to Puritans, he is a dangerous radical. All Acolytes gain the following:

- Talent Enemy (Puritans)
- Training in Forbidden Lore (Daemonology, Psykers or Xenos)

## Tools of the Enemy

Servants of the radical Inquisitor gain a +10 Bonus to Tech Use, Trade and Requisition Tests when using, repairing, modifying or acquiring Alien or Daemonic Weapons and Gear. The final decision if a piece of equipment counts as proscribed and gains the Bonus is up to the GM.

## Witch Hunter

The Acolytes serve under a dedicated Withfinder.

- Each Acolyte gains the Hatred (Psykers) Talent
- Each Acolyte gains the Resistance (Psychic Powers) Talent

## Adeptus Arbites

The Groups is not a Cell of Acolytes, but a group of Detectives serving in the Adeptus Arbites.

- Each Acolyte gains Talent Hatred (Criminals)
- Each Acolyte gains Training in Inquiry and Common Lore Adeptus Arbites

## Cell Directives

### Deferred Executions

#### Requirements:

member of the Cell must be have the Adeptus Arbites, Adeptus Ministorum or

Adeptus Sororitas Background.

**Cost 300 xp**

- Each Acolyte gains training in Stealth.
- Each Acolyte gains the Talent Double Team.
- Each Acolyte gains the Nothing left to loose Talent.

**Talent: Nothing left to Loose**

Acolytes in this cell may spend a Fate Point to ignore the results of a Fear Test for 1d5 rounds.

## Interdepartmental Co-Operation

**Cost 500 xp**

The Adeptus Arbites and the Holy Ordos of the Inquisition have found themselves pursuing the same criminal element on numerous occasions within the Calixis Sector. The Cell might be expected to perform tasks for the Adeptus Arbites as well and as they say: No one can serve two masters for long..

- Each Acolyte gains Training in Common Lore (Adeptus Arbites) and their choice of Inquiry, Interrogation or Command
- Each Acolyte gains Talent Peer (Adeptus Arbites) and Hatred (Criminals)
- Each Acolyte gains one of the Talents Disarm or Takedown

## Detectives Militant

**Cost: 200 xp**

Acolyte cells might be embedded deep within military operations. Here the less martially minded often find themselves woefully unprepared for the carnage of imperial warfare. To lower the attrition rate among their Acolytes, many Inquisitors make sure they go at least through base training of a imperial guard unit.

- Each Acolyte gains Training in Common Lore (War)
- All members of the cell are equipped with the standard outfits including Weapons of the unit they must serve with.
- When the Acolytes have worked successfully for a while within the Unit of the Imperial Guard, they get the Talent Peer (Imperial Guard Unit) for that Unit.

## Hive Gang

**Cost 300 xp**

**Requirements:** At least one Acolyte must have the Hive World Origin.

In order to better uncover the secrets of the underhive, some Calixian Inquisitors have created cells of Acolytes whose sole purpose it is to become a Hive Gang and operate within the bowels of one of the Calixis Sector's many hive cities.

- Each Acolyte gains Training in Common Lore (Underworld)
- Each Acolyte gains Training in Deceive, Tech Use and Stealth

## Firebrands

**Cost 300 xp**

**Requirements:**

The group must include at least one member of the Adeptus Ministorum or Adeptus Sororitas.

## Bathed in Promethium

- Frequent use of fire grants each member one of the following talents: Weapon Training (Flame) or Resistance (Heat).
- Each member also gains the Talents Frenzy and Hatred (Heretics, Mutants or Psykers).
- In addition each Acolyte gains 1d5 Insanity points.

## Hereticus Retinue

**Requirements:**

The group must include at least one member of the Adeptus Ministorum or Adeptus Sororitas. The Group must serve an Inquisitor of the Ordo Hereticus who provides additional training to them.

Influence: 50

## The Apostates Bane

- Each Acolyte gains Talent Hatred (Heretics)
- Each Acolyte gains Training in Forbidden Lore (Psykers) or Forbidden Lore (Inquisition)
- Each Acolyte gains Resistance (Psychic Powers) or Jaded

## Ordo Malleus Retinue

**Cost 500 xp**

**Requirements:**

The Group must serve an Inquisitor of the Ordo Hereticus who provides additional training to them.

Influence: 50

- Each Acolyte gains Training in Forbidden Lore (Daemonology)
- Each Acolyte gains the Malleus Conditioning Talent.

**Talent: Malleus Conditioning**

Many Inquisitors of the Ordo Malleus expend considerable effort to make sure that their agents are well protected against the Daemons of the Warp. As such, any character with this Talent ignores the negative modifier to Willpower Tests from the Daemonic Presence Trait. In addition, the character is immune to Warp Shock. The character still gains Insanity as normal, but does not gain Corruption from Warp Shock.