

Home World and Career Mementos for Dark Heresy

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The following Home World and Career Mementos are an optional component you can use during Character Generation and adds a further degree of colour to your Acolyte's background and personality. In addition, GMs may wish to use these items to embellish Non Player Character descriptions.

Home World Mementos

Your Acolyte has managed to keep some small trinket as a link to their place of birth. Though relatively worthless in cost, it as a priceless reminder of your Acolyte's past life, when things were so much simpler, before he or she began their service to the God-Emperor. Players should ideally think about how their Acolyte gained the item and what personal significance it may carry –it could be a piece of "home", a family heirloom or something that reminds them of a significant event.

While most mementos have no "real" use in game terms, they are exactly the kind of thing a character might "toy" with while doing some heavy thinking or whiling away the hours in warp transit with fellow Acolytes. It could also be something the Acolyte might turn to when in need of spiritual reinforcement, or a reminder of how far they have come from their lowly beginnings. GMs may decide that especially relevant items have the same quality as a Charm (see page 146 of Dark Heresy).

Roll on the **Home World Mementos Table** (below) to see what item the Acolyte carries with them. If you roll doubles (11, 22, 33, etc.) you may roll for a second item.

Home World Mementos

Roll	– Feral World –	– Hive World –	– Imperial World –	– Void Born –
01-05	Length of Braided Hair	Heavy gloves	Brocade Coat	Bag of Salt
06-10	Animal Skull	Jacket in Gang/Hive Colours	Metal Lho-Stick Case	Ceremonial Sword
11-15	Bag of Home World Dirt	Deck of Cards	All-Weather Cape	Corpse Hair Amulet
16-20	Broken Spear Tip	Wooden Dice	Ancestral Sabre	Three Quartz Marbles
21-25	Leather pouch	Spent Bullet Casing	Glassteel Disc	Bone Dice
26-30	Collection of Dried Leaves	Engraved Knife	Necklace	Wooden beads
31-35	Carved Idol	Hipflask	Metal Flute	Dogtags
36-40	Stone Finger Ring	Identity Card	Book of Inspiring Words	Glow Lantern
41-45	Dried Umbilical Cord (yours)	Tattoo Kit	Icon of the Emperor	Aquila Pendent
46-50	Fire Stick	Spent Bullet Casing	Metal Coin (bent)	Squeezebox
51-55	Fur <i>or</i> Skin Cloak	Leather cap	Antique Earring	Lodestone
56-60	Stone Knife	Vial of Glowing Water	Tattered Velvet Cloak	Lucky Rat's Foot
61-65	Hide Boots	Smoking Pipe	Impressive Hat	Mirror
66-70	Human Skull	Mass of Melted Bullets	Incense Sticks	Asteroid Fragment
71-75	Leather Bracers	Crystalline Carving	Old Hab Door Key	Deck Plate Section
76-80	Bag of Ashes	Steel Toecap Boots	Shard of stained glass	Expired Rad-Counter
81-85	Necklace of Teeth	Small Length of Chain	Headband	Glass Lens
86-90	Tallow Candle	Lucky Cog	Skull Charm	Bag of Seeds
91-95	Ceremonial Mask	Tube of Grease	Pilgrimage Token	Polished Coral Icon
96-00	Dried Frog	Fancy Vest	Vial of Blessed Water	Whittling Knife

Career Mementos

Perhaps acquired whilst in training or during an early mission, such mementos would be meaningless except to another who walks the same path as you, acting as a common bond between you and a fellow practitioner (or even a secret signal of your true vocation).

Like Home World Mementos, these items should be used as the basis for creating layers of personal history for a character, especially in the time spent before joining the Inquisition.

Find the appropriate Career Path on the **Career Mementos Table** (below) and roll d100 to see what souvenir of your occupation and training has stuck with you, long after other more valuable items have been lost or traded away. If you roll doubles (11, 22, 33, etc) you may roll for a second item.

Career Mementos

Roll	–Adept–	–Arbitrator–	–Assassin–	–Cleric–
01-05	Brass Quill Tip	Short Length of Chain	Skull Fragment	Broken Sextant
06-10	Ribbon Bookmark	Expired Wanted Poster	Broken Gunsight	Lamp Wick
11-15	Cracked Lens	Bag of Shot Pellets	Cloth Sash	Leaking Hourglass
16-20	Singed Parchment	Dented Steel Toe Cap	Vial of Blood	Rat Tail
21-25	Vial of Powdered Ink	Broken Spy-Eye Lens	Xenos Bone	Tin of Soft Wax
26-30	Rusty Scalpel	Leather Wrist-Band	Snapped Lock	Dried Leach
31-35	Map Fragment	Bent Key	Throne Penny	Ball of Feathers
36-40	Finger Bone	Lock of Hair	Frayed Bow-String	Large (5cm sq) Salt Crystal
41-45	Wire Coil	Knife Handle	Carved Animal Tooth	Bone Drill Bit
46-50	Lump of Candle Wax	Metal Shot Glass	Bloodstained Kerchief	Phial of Dust
51-55	Glass Key	Stick of Chalk	Veil	Fragment of Stone Tablet
56-60	Charcoal Stick	Cracked Data-Slate	Human Hair Gamsbart	Stained Wooden Tooth
61-65	Fingernail (yours)	Old Nameplate	Small Stone Bowl	Regicide Piece
66-70	Copper Key Punch	Scrap of Chain Mail	Pistol Trigger	Smudged Optic Lens
71-75	Metal Book Clasp	Small Brush	Cracked Grey Pearl	Tattered Bookmark
76-80	Fesnel Hair Paint Brush	Braided Dog Hair	Tin of Ashes	Bag of Old Spices
81-85	Aquila Paperweight	Pommel Weight	Duelling Foil Safety Cap	Brass Key Punch
86-90	Stitching Needle	Section of Chest Plate	Pinfeather	Handkerchief with Burn Holes
91-95	Ancient Magnifying Lens	Bag of Broken Teeth	Bone Nose or Ear Ring	Sliver of Silver in Plasteel Disc
96-00	Blank Velum Folio	Amasec Bottle Top	Fragment of Tanned Skin	Burned Feather Quill

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Roll	– Guardsman –	– Psyker –	– Scum –	– Tech Priest –
01-05	Burnt Las Power Pack	Myrrhine Musk Stick	Box of Matches (all used)	Brass Cog Wheel
06-10	Xenos Skin Fragment	Bent Spoon	Bottle of Shrapnel	Sulphur Crystal
11-15	Braided Boot Lace	Torn Tarot Card	Eye Patch	Length of Coiled Wire
16-20	Bent Grenade Pin	Deck Plating Fragment	Silk Gorget	Plasteel Cube (1cm)
21-25	Bloodstained Rock	Pressed Flower Petal	Ankle Bracelet	Bag of Red Sand
26-30	Chip of Tank Tread	Wooden Egg	Shotgun Shell Casing	Tiny Hand-Gyroscope
31-35	Shard of Ceramite Armor	Necklace of Beads	Leather Hair Strap	Nugget of Copper Ore
36-40	Ration Pack Foil	Metal Tube (5cm)	Cork Bottle Stopper	Bar Magnet in Glass Block
41-45	Small Iron Horseshoe	Wide Black Ribbon (30cm)	Bent Coin	Lump of Mummified Flesh (yours)
46-50	Rock that Glows in Dark	Cracked Looking Glass	Leather Pouch	Cracked Crystal Wafer
51-55	Cracked Baton	Animal Horn Chip	Flagon Handle	Hematite Stone
56-60	Orc Toof Necklace	Swath of Metallic Cloth	Cloth Armband	Phial of Iron Filings
61-65	Chunk of Fused Sand	Charred Mahogonite Chip	Metal Artificial Nose	Small Brass Ingot
66-70	Bloodstained Bandage	Bag of Toenail Clippings	Cracked Autopistol Clip	Oily Cleaning Rags
71-75	Smoked Glass Shard	Thin Glassteel Disc	Tube of Bright Red Lipstick	Twisted Metal Wrench
76-80	Frayed Pennant	Crystal Ring	Mouth Harp	Phial of Gelatinous Liquid
81-85	Old Helmet Strap	Rusted Iron Nail	Loaded Dice (2)	Small Metal Pyramid
86-90	Dented Belt Buckle	Fossil Xeno Bone	Badly Forged Gelt Coin	Fragment of Stained Glass
91-95	Form 4111-JUN-555	Broken Chrono	Bag of Dust	Finger Bone (yours?)
96-00	First Commendation Medal	A Single Black Pearl	Plasteel Toothpick	Metal Carbon Rod (3cm)