

DARK HERESY™

HERESY BEGETS RETRIBUTION™



ASCENDED ADEPTA
SORORITAS

WARHAMMER
40,000
ROLEPLAY

CREDITS

LEAD DEVELOPER

Mack Martin

PRODUCTION MANAGER

Eric Knight

WRITTEN AND DEVELOPED BY

Lee Gunby, Kevin Rubitsky, and Ross Watson

FFG LEAD GAME DESIGNER

Corey Konieczka

EDITING

Charles May

FFG LEAD GAME DEVELOPER

Michael Hurley

PROOFREADING

David Johnson

PUBLISHER

Christian T. Petersen

DARK HERESY DESIGNED BY

Owen Barnes, Kate Flack, and Mike Mason

GAMES WORKSHOP

GRAPHIC DESIGN

Kevin Childress and Mark Raynor

LICENSING MANAGER

Owen Rees

COVER ART

Matt Bradbury

HEAD OF LICENSING

Paul Lyons

INTERIOR ART

Matt Bradbury, Ramon Contini, Victor Corbella, Paul Dainton, Wayne England, Dave Gallagher, Zach Graves, David Griffith, Illich Henriquez, Michal Ivan, Karl Kopinski, Igor Kieryluk, Brandon Leach, Marc Lee, Grzegorz Rutkowski, Mark Smith, Nicholas Stohlman

HEAD OF INTELLECTUAL PROPERTY

Alan Merrett

ART DIRECTION

Zoë Robinson

SPECIAL THANKS

"Bolters Solve Everything" Kevin Rubitsky with Ian Hardin, Charles May, Scott Ollenberger, Don Richardson, "Sons of a Rogue Trader" Robin Everett-McGuirl with Matt Robenhymmer, Chris Brandmeier, Nate Taylor and Adam Hargrave, "Furies for Everyone!" David R. Schumpert III Esq. with Adam Schumpert, Pierre Wagenseil, Marthinus J. Linde, David Hudock, Paul Shivery, Nathan Walters and Chris Hebert, Charles Kellner with Eve Bloom, Jacob Martasek, Jeff Rubinoff, Megan Cook and Pavel Ort, Dave Cerezo with Andrew Schneider, Dave Evensen, Gregory Sabino and Peter Burke, Michael Underwood with Aaron Bond, Andrew Fields, Jason West, John Beavers and Nathaniel Nicholson

ART ADMINISTRATION

Kyle Hough



**FANTASY
FLIGHT
GAMES**

Fantasy Flight Games
1975 West County Road B2
Roseville, MN 55113
USA

Copyright © Games Workshop Limited 2010. All rights reserved. Games Workshop, Warhammer 40,000, the Warhammer 40,000 logo, Warhammer 40,000 Roleplay, the Warhammer 40,000 Roleplay logo, Dark Heresy, Heresy Begets Retribution, Calixis Sector, and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2000–2010, variably registered in the UK and other countries around the world. All rights reserved. Published under license to Fantasy Flight Publishing Inc. Fantasy Flight Games and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. All Rights Reserved to their respective owners. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publishers.

Product Code DHP4

Printed in China

For more information about the Dark Heresy line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com

INTRODUCTION

"I stand now before you as a blessing from the God-Emperor. You have prayed to Him on Terra, and He has rewarded your faith with our arrival."

—Palatine Rosatia to the gathered nobles of Hive Perascus

You hold in your hands a companion to both the **BLOOD OF MARTYRS** and **ASCENSION** supplements for **DARK HERESY**.

This booklet introduces a new Ascended Career specifically for Adepta Sororitas characters: the Palatine. This document begins with Transition Packages that take an Adepta Sororitas character into her Ascended Career.

As described in **ASCENSION**, it is important to note that the responsibilities and duties of a Throne Agent are commensurate with the power and authority she wields. Palatines are figures of passionate faith and objects of respect from much of the Adeptus Terra, with access to great resources within the Orders of the Adepta Sororitas. Many Palatines spend their entire lives serving alongside the Sisters of their Order, but there are some Palatines who work side-by-side with an Inquisitor in the course of his duties.

Those Palatines who work as Throne Agents are the subject of this document, and represent one possible fate for a **DARK HERESY** Adepta Sororitas player character. Adepta Sororitas characters from **BLOOD OF MARTYRS** may also select other Ascended Careers (see page 4).



THE FIRES OF WAR BURN BRIGHTLY FROM STAR TO STAR. EVERYWHERE, THE FORTRESSES OF MAN ARE STEEPED IN BLOOD, AND ANCIENT ENEMIES APPEAR FROM THE DARKNESS. SENSING WEAKNESS, THEY GATHER FOR THE KILL. THEY KNOW, AS WE KNOW, THAT NIGHT APPROACHES AND ALL MORTAL LIFE SHALL BE EXTINGUISHED. WE KNOW, AS THEY CANNOT, THAT THERE SHALL BE A NEW DAWN AND A NEW DAY WHEN WE WILL RISE AND THEY WILL BE DRIVEN INTO THE DARKNESS FOREVER.



ASCENDING AN ADEPTA SORORITAS

“One does not seek glory in battle. One simply does her duty to the God-Emperor of Mankind. She grasps glory from the enemy and delivers it to He Who Is On Earth.”

—Palatine Rosatia at the Pyre of the Rotten City

Included here are three new Transition Packages specifically for Adepta Sororitas characters wishing to ascend to the rank of Palatine. They are open only to Sororitas characters and provide options for Orders Militant and Non-Militant alike. A Sororitas sister still has access to any of the Ascended Careers and Transition Packages presented in *ASCENSION* at the GMs discretion—some particularly appropriate ones include: Mind Repurposed, Cleansed and Purified, and Sole Survivor.

Adepta Sororitas are not required to ascend to the rank of Palatine. Some leave their Orders in service of the Inquisition or take on rolls within their Order similar to those Ascended Careers presented in *ASCENSION*. Appropriate Ascended Careers for Battle Sisters would be: Crusader, Hierophant, Palatine, or (very rarely) Inquisitor. Non-Militant Sororitas would find the following Ascended Careers appropriate: Crusader, Heirophant, Sage, or Inquisitor.



SORORITAS TRANSITION PACKAGES

While two of the Transition Packages in this section require that the Sororitas be from either a Militant or Non-Militant Order, there is no such restriction on becoming a Palatine. Palatines are prepared to do battle at any given moment, but the Palatine has not always necessarily been a Battle Sister. These additional Transition Packages are available for all Adepta Sororitas and may be used for any appropriate Ascended Career.


PRICE OF PIETY (FOR ANY ORDER)

After a long tour of duty with the Holy Ordos, many Sisters return to the Adepta Sororitas Orders, battered of body but reaffirmed in their faith. The demanding role in the service of the Emperor's Left Hand has made many appreciate the rare moments of solitude granted. Upon her return to the Sisterhood, a Sister is welcomed back with open arms.

Only the foolish would be without doubts, and there is always the lingering concern of minor corruption in the pursuit of her duties. What if the Sister should have the same concerns about herself? Fearing the worst has happened, many servants of the God-Emperor turn inward. Fasting, corporal mortification, and prayer become a holy trinity of activity as they strive to find the source of their impurity.

The newer novitiates watch and learn from this example, showing acts of reverence to the Emperor and preparing themselves for the life they have chosen. In an act of solidarity, novices may join the vigil, singing hymns softly as the penitent prays. The penitent and the novitiates pray together for days, breaking only to sip water. Completing the vigil, all of them feel clean again, pure in both spirit and body. When they emerge from the chapel, the Canoness recognises the Sister's devotion and takes her for personal tutelage. The acolyte spends months learning the arts of leadership. Months are spent in prayer and instruction as the Orders' mysteries are opened to her.

Effects: The character gains +5 to both Willpower and Fellowship. The character suffers -5 to Weapon Skill and Ballistic Skill as the character devotes herself to academic studies and mastering the art of leadership off the battlefield. The process of her studies has cleansed the character, so she may also remove 2d10 Corruption Points.


 FAITH BE YOUR SWORD, YOUR SHIELD, YOUR
 BLOOD AND YOUR PURPOSE. WITHOUT FAITH
 THERE IS NO VICTORY. WITHOUT FAITH
 THERE IS NO DEED THAT CANNOT BE UNDONE.
 IN HIS NAME, ALL THINGS ARE RIGHTEOUS
 AND ETERNAL.

BATTLEFIELD PROMOTION (ORDERS MILITANT)

For the Orders Militant, advancement often occurs in the bedlam of battle. A Sister who served the Inquisition was expected to lead a unit of Battle Sisters in combat during a Holy War. When the Canoness fell in battle, it fell to the Sister experienced in the service of the Inquisition to take charge. Thus, the chain of command remained unbroken and the former commander was carried back to the convent for last rites.

With the body laying in repose, the senior members of the Order gather for vigil, laying into record the past duties performed in the name of the God-Emperor by the Canoness. One of the Palatines is chosen to take the mantle of Canoness, and her former position is left vacant.

Deliberation and ritual behind closed doors span days as the most revered members of the Order determine who is worthy of commanding the Holy Order in battle taking the Palatine's place. Finally a decision is reached, and the Sister trained by the Holy Ordos is elevated to the rank of Palatine, ready to lead her fellow Sisters and root out the enemies of mankind.

Effects: The character is now trained in the Command Skill. If the character was already trained in Command then she gains the Talented (Command) Talent.

MIRACULOUS SALVATION (ORDERS NON-MILITANT)

After returning to her Order, the Sister experienced in the ways of the Inquisition finds herself close to the Canoness. Often her expertise and experience is called upon to help guide the entire Order. As part of the Canoness' retinue, the Sister bore witness to miraculous acts of faith and delivered the God-Emperor's light into the darkness.

In the largest battle she had ever been a part of, the Sister nearly witnessed the defeat and devastation of her Order. The Canoness was mortally wounded, her fellow Sisters beaten back to a small defensible position—doom was imminent. Suddenly aware of the God-Emperor's light, the Sister knew she must act.

The records of what transpired on that day are forever sealed. Only those who were there will ever know the truth of what happened. When the Canoness recovered, she immediately made use of the Sister, placing her in the position of Palatine, a true Heroine of the Order.

Effects: The character gains an additional Fate Point.

PRE-GENERATED ASCENSION PALATINES

ASCENSION contains two approaches for creating characters. A third option (after the top-down and bottom-up approaches from page 23) for creating new ASCENSION characters is to simply select the following pre-generated packages. This package represents one route from amongst many to reach the beginning of Rank 9 and take the roll of a Palatine. This pre-generated package has completed all the steps necessary to gain an Ascended Career, but has not yet selected a Transition Package (and applied the attendant bonuses), nor spent their bonus 500 xp (see page 29 in ASCENSION). This quick-start package is ideal for a player who simply wants to begin playing a Palatine as soon as possible and provides one way to speed up the process of character creation. Naturally, a player who selects this option for his character may, at the player's discretion, add additional layers to the character that are not included in this package, such as a Divination (see page 34 in the DARK HERESY Rulebook) or additional background packages from other books in the DARK HERESY line.

Former Career: Battle Sister

Characteristics: +10 WS, +15 BS, +5 Strength, +10 Toughness, +10 Agility, +15 Willpower, +10 Fellowship, +6 Wounds

Starting Gear: Best Quality Bolt Pistol, Best Quality Godwyn De'az Bolter, Best Quality Chainsword, Best Quality Sororitas Power Armour, Ring of Suffrage, copy of Rule of the Sororitas, Scoriada, Writing Kit, Best Quality Shield Robes

Starting Skills: Awareness +20, Charm, Common Lore (Ecclesiarchy) +10, Common Lore (Imperial Creed) +10, Common Lore (Imperium), Common Lore (War) +20, Dodge +10, Forbidden Lore (Heresy) +10, Performer (Singer) +10, Scholastic Lore (Tactica Imperialis), Scrutiny, Search, Secret Tongue (Sororitas War Cant) +10, Speak Language (High Gothic), Speak Language (Low Gothic)

Starting Talents: Basic Weapon Training (Bolt), Hatred (Heretics), Litany of Battle, Melee Weapon Training (Chain), Melee Weapon Training (Primitive), Miraculous Survival, Pistol Training (Bolt), Pure Faith, Quick Draw, Rapid Reload, Sharp Shooter, Sound Constitution (x6), Tests of Faith, Unshakeable Faith

Faith Talents: Wrath of the Righteous, Hand of the Emperor, Divine Guidance, Divine Endurance, Holy Radiance



PALATINE

“Though doubts assail you, though the storms of war engulf you, though all your past certainties be proved empty lies, take strength and fear not. The Emperor is with us! Against Him, no army shall stand, no xenos shall endure, and no heresy shall go unpunished. Fear not, because we stand with you—His daughters of cleansing fire and unyielding adamant, the bearers of His sacred wrath!”

—Canoness Vail’s Sermon Extremis, Second Siege of Vaxanide

The Adepta Sororitas are the elite forces of the Ecclesiarchy, dispensing both the Emperor’s Vengeance to His foes and mercy to His subjects. When there is a need for new leadership in an Order, a battle-tested yet well-grounded Sororitas Sister will often be charged with the foundation of a Mission or to lead her fellow Sisters into conflict. These Palatines wield considerable influence and often work side by side with Inquisitors and Imperial Generals to defend humanity in its darkest hours.

Though well-versed in scripture, the saints, and the daily devotions, the Palatine’s purpose is to lead her fellow Adepta Sororitas. Many Palatines remain predominantly militant and train both themselves and those in their charge as such.

The transition for the Orders Militant is generally straightforward. A talented Battle Sister who has been tested on the field of battle is promoted through the ranks. Typically Battle Sisters are chosen from the ranks of the Veteran Superiors who are already beacons of faith for the other Battle Sisters in her combat unit. In the Calixis Sector, however, it has become far more common to select Sisters who have served in Acolyte cells to work closely with Ordo Hereticus Inquisitors. Their experience in service of the Holy Ordos has made them instruments of both divine justice and diplomacy. The Sororitas under their charge become the first summoned by an Inquisitor who finds he needs to call upon the Ecclesiarchy’s finest.

As the leader within a Mission, a Palatine must harness the fiery, passionate faith of her youth and cultivate that same flame in her charges. It is by virtue of their positions that many Palatines find they must work alongside such odious company as radical Inquisitors or even a xenos diplomat. It takes an unshakable faith in the God-Emperor to put such long-held hatred aside and then resummon such fury later when she must bring holy condemnation to treasonous former “allies.”

In many ways, a Palatine serving with an Inquisitor walks in two worlds: the world of her Order and her faith, and the world she serves as a Throne Agent. It is a treacherous path to walk, as each foray into the field with the Inquisition risks exposing an entire Mission of Sororitas Sisters to the heresies she has witnessed.

As with others of similar station, a Palatine is defined largely by the company she keeps. The Orders Militant rarely move outside of the normal circles of the Departamento Munitorum, the Ecclesiarchy, and occasionally the Inquisition. The presence of the Sisterhood in these arenas has provided both the Imperial Guard and the Ecclesiarchy

with valuable guidance and bolstered the spiritual health of the Imperium as a whole. It has also served as an important network of advisors and allies for the Inquisition, halting heretical activity before it spreads.

When heresy rears its head, it is often the Sisterhood leading the way forward to fight it. Though the majority of her time is spent in preparing the next generation of Sororitas Sisters, a Palatine in battle is truly a sight to behold. Often carrying a holy relic of the Order or the highest quality weaponry and armour the Order can supply, she brings decades of combat experience and an intimate knowledge of heretics to bear on the battlefield. Guiding her troops from the front line, she accepts that any battle could be her last and, should it be her fate, she will be commended to the Emperor’s side.

In the Calixis Sector, the vast majority of newly anointed Palatines have replaced martyrs on the battlefield. While the actual rate of attrition is fairly low, it is notable that so many are commended to the Emperor’s side through acts of violence. It is a testament to the Sisters of Battle as a whole that their leaders are so willing to place themselves into danger alongside those under their command. They are truly martyrs to His perfect will.

The Orders Famulous and Dialogous wield considerable political power and are considered to be on par with the Orders Militant in the halls of the Tricorn Palace or the Cathedral of Illumination. The Orders Hospitaller, however, refrain from engaging in politics lest it impede their work. Outside the halls

of learned men and Inquisitorial power, however, it is the Orders Militant that hold the most temporal power over the Imperial citizens in the Calixis sector.



STARTING SKILLS, TALENTS AND GEAR

Gear: Best Craftsmanship Godwyn-De'Az Pattern Bolter, Best Craftsmanship Bolt Pistol, Best Craftsmanship Chain Sword, Best Craftsmanship Sororitas Power Armour, Ring of Suffrage, copy of Rule of the Sororitas, Writing Kit, Best Craftsmanship Shield Robes. A Palatine may freely requisition any appropriate gear from her order (see page 80 in **BLOOD OF MARTYRS**), and she is not limited to those selections; she may use Influence as normal to make acquisitions (see page 15 in **ASCENSION**).

ASCENDED TRAITS

Upon becoming a Palatine, the character gains the Favoured of the Emperor trait. She must also choose one additional trait from the selections below.

FAVOURED OF THE EMPEROR

Such is the power of her faith that a Palatine does not suffer the warp's foul taint. She is immune to the effects of any Corruption Points she accumulates. In addition, she reduces any Corruption or Insanity Points she gains by her Willpower Bonus to a minimum of 1. When a Palatine reaches 100 Corruption Points, the character must be retired. It is up to the GM to decide how this process happens, but self-martyrdom is an option many Palatines seek.

NEW WEAPON QUALITY: PROVEN

Weapons with a Proven rating treat any damage die roll lower than the Proven rating as if it were the Proven rating instead. Thusly a Proven 3 weapon would treat any die roll of 1 or 2 as a 3 for the purposes of calculating damage.

CHOOSE ONE...

MIRACLE WORKER

The Palatine is one of a rare handful able to work great miracles in the Emperor's name, and is known in many circles as unquestioning proof of the God-Emperor's divine power. Once per game session the Palatine may spend a Fate Point to activate a Faith Power as if she had burned a Fate Point. The effects of this power last for only a single scene if they would normally last longer.

HEROINE OF THE ORDER

Battles on countless worlds have honed the Palatine's skill at arms. Against foes for which she has the appropriate Hatred Talent the Palatine treats her weapon as Sanctified and Proven (3). In addition, she will always confirm Righteous Fury against such targets.

PALATINE CHARACTERISTICS ADVANCES

Characteristic	Heroic	Master
Weapon Skill	1500	2000
Ballistic Skill	1000	1500
Strength	1500	2000
Toughness	3000	3500
Agility	1500	2000
Intelligence	3000	3500
Perception	1500	2000
Willpower	1000	1500
Fellowship	1500	2000

RANK 9 PALATINE ADVANCES

Advance	Cost	Type	Prerequisites
Good Reputation (Ecclesiarchy)	500	Influence Talent	Peer (Ecclesiarchy)
Good Reputation (Adepta Sororitas)	500	Influence Talent	Peer (Adepta Sororitas)
Outspoken Monodominant	500	Influence Talent	—
Peer (Adeptus Arbitres)	500	Influence Talent	Fellowship 30
Peer (Inquisition)	500	Influence Talent	Fellowship 30
Observation Mastery	500	Mastered Skill	—
Basic Weapons Expertise	500	Paragon Talent	—
Heroic Leadership	700	Paragon Talent	Fellowship 30, Willpower 30, Command
Melee Weapon Expertise	500	Paragon Talent	—
Secret Tongue (Throne Agent)	500	Skill	—
Exotic Weapon Training (Choose One)	500	Talent	—
Faith Talent	700	Talent	—
Sound Constitution	500	Talent	—
Swift Attack	500	Talent	Weapon Skill 35
Wall of Steel	500	Talent	Agility 35

RANK 10 PALATINE ADVANCES

Advance	Cost	Type	Prerequisites
Peer (Academics)	700	Influence Talent	Fellowship 30
Peer (Administratum)	700	Influence Talent	Fellowship 30
Peer (Middle Class)	700	Influence Talent	Fellowship 30
Peer (Military)	500	Influence Talent	Fellowship 30
Pious Observation	500	Influence Talent	—
Common Lore Mastery	700	Mastered Skill	—
Soul of Stone	700	Paragon Talent	Willpower 40
Peerless Marksman	700	Paragon Talent	Ballistic Skill 40
Faith Talent	700	Talent	—
Infused Knowledge	500	Talent	Intelligence 40

RANK 11 PALATINE ADVANCES

Advance	Cost	Type	Prerequisites
Good Reputation (Adeptus Arbites)	500	Influence Talent	Fellowship 50, Peer (Adeptus Arbites)
Good Reputation (Inquisition)	500	Influence Talent	Fellowship 50, Peer (Inquisition)
Peer (Imperial Guard)	500	Influence Talent	Fellowship 30
Rival (Cult (Specific))	-300	Influence Talent	—
Scholastic Lore Mastery	700	Mastered Skill	—
Gunfighter Saint	1000	Paragon Talent	Ballistic Skill 40, Agility 40, Pistol Training (Any)
Heightened Reactions	700	Paragon Talent	Agility 40, Perception 40
The Emperor Protects	500	Talent	Pure Faith
Faith Talent	700	Talent	—
Lightning Attack	500	Talent	Swift Attack

RANK 12 PALATINE ADVANCES

Advance	Cost	Type	Prerequisites
Good Reputation (Academics)	500	Influence Talent	Fellowship 50, Peer (Academics)
Good Reputation (Administratum)	500	Influence Talent	Fellowship 50, Peer (Administratum)
Good Reputation (Middle Class)	700	Influence Talent	Peer (Middle Class)
Good Reputation (Military)	500	Influence Talent	Fellowship 50, Peer (Military)
Peer (Adeptus Astartes)	700	Influence Talent	Fellowship 30
Peer (Imperial Navy)	700	Influence Talent	Fellowship 30
Peer (Nobility)	700	Influence Talent	Fellowship 30
Peer (Pilgrims)	700	Influence Talent	Fellowship 30
Athletic Mastery	700	Mastered Skill	—
Mental Aegis	700	Paragon Talent	Willpower 50
Combat Sense	700	Talent	—
Faith Talent	700	Talent	—

RANK 13 PALATINE ADVANCES

Advance	Cost	Type	Prerequisites
Enemy (Cult (Choose One))	-300	Influence Talent	—
Renowned Warrior	700	Influence Talent	—
Good Reputation (Imperial Guard)	500	Influence Talent	Fellowship 50, Peer (Imperial Guard)
Peer (Enforcers)	500	Influence Talent	Fellowship 30
Peer (PDF)	500	Influence Talent	Fellowship 30
Berserker	700	Paragon Talent	—
Target Selection	700	Talent	Ballistic Skill 50
Faith Talent	700	Talent	—
Favoured By Fate	700	Talent	—
Sound Constitution (x2)	500	Talent	—

RANK 14 PALATINE ADVANCES

Advance	Cost	Type	Prerequisites
Conciliator	700	Influence Talent	—
Good Reputation (Adeptus Astartes)	700	Influence Talent	Fellowship 50, Peer (Adeptus Astartes)
Good Reputation (Imperial Navy)	700	Influence Talent	Fellowship 50, Peer (Imperial Navy)
Good Reputation (Nobility)	700	Influence Talent	Fellowship 50, Peer (Nobility)
Good Reputation (Pilgrims)	500	Influence Talent	Fellowship 50, Peer (Pilgrims)
Peer (Government)	500	Influence Talent	Fellowship 30
Voice of the Masses	700	Influence Talent	—
Warmonger	700	Influence Talent	—
Wide Correspondence	700	Influence Talent	—
Driving Mastery	1000	Mastered Skill	—
Linguistic Mastery	700	Mastered Skill	—
Faith Talent	700	Talent	—
Guardian	700	Talent	Agility 40
Polyglot	700	Talent	Intelligence 40, Fellowship 30
Power of Faith	1000	Talent	Pure Faith

RANK 15 PALATINE ADVANCES

Advance	Cost	Type	Prerequisites
Good Reputation (Enforcers)	500	Influence Talent	Fellowship 50, Peer (Enforcers)
Good Reputation (PDF)	500	Influence Talent	Fellowship 50, Peer (PDF)
Charismatic Mastery	1000	Mastered Skill	—
Blade Dancer	1000	Paragon Talent	Agility 40, Acrobatics, Willpower 40, Melee Weapon Training
Deathblow	1000	Paragon Talent	Weapon Skill 50, Strength 50
Unassailable Grace	700	Paragon Talent	Agility 50, Dodge
Power of Faith	1000	Talent	Pure Faith
Faith Talent	700	Talent	—
Favoured By Fate	700	Talent	—
Sound Constitution	500	Talent	—

RANK 16 PALATINE ADVANCES

Advance	Cost	Type	Prerequisites
Member of the Tyrantine Cabal	1000	Influence Talent	—
Oath Bonded to the Angels of Death	1000	Influence Talent	—
The Ear of the Lord Sector	700	Influence Talent	—
Good Reputation (Government)	500	Influence Talent	Fellowship 50, Peer (Government)
Forbidden Lore Mastery	1000	Mastered Skill	—
Indomitable Fortitude	700	Paragon Talent	Toughness 40, Willpower 40
Transcendent Hatred	1000	Paragon Talent	Fellowship 30
Power of Faith	1000	Talent	Pure Faith
Faith Talent	700	Talent	—

NEW TALENT: POWER OF FAITH

The Throne Agent can call upon the Power of Faith when things look bleakest and even the most pious man would fear that the God-Emperor does not look upon them. Once per game session, the Throne Agent may activate a Faith Power (as if a Fate Point had been spent) without spending a Fate Point, but only when the character has no remaining Fate Points to spend. This talent may be taken multiple times, and each time it is taken the character may activate an additional Faith Power for free when she has no remaining Fate Points.

ASCENDED RELIQUARY

"That which looks away from the God-Emperor's light shall earn the illumination of my Flame."

—Seraphim Belinara

The following weapons and armour are scarce in the Calixis Sector and are often available only to Throne Agents or Acolytes of exceptional skill.

ARMOUR

The following armour is available only to Palatines.

CLOAK OF ST. ASPIRA

These fur-lined velvet cloaks are blessed in the Ecclesiarchal Palace of Holy Terra. Highly prized for their protective benefits by the faithful as blows are simply warded away.

A Throne Agent wearing a Cloak of St. Aspira adds 3 to their armour value on each hit location.

MANTLE OF OPHELIA

This badge of office for high ranking Sisters of Battle has sacred powers of protection. Exceptionally rare in the Calixis Sector, these are prized among the Heroines of the Adepta Sororitas and it is an instance of great importance that will see one upon the battlefield.

A Throne Agent wearing a Mantle of Ophelia is treated as having the Unnatural Toughness (x2) quality. This effect does not stack with additional Unnatural Toughness.

WEAPONS

Ecclesiarchal Throne Agents (most notably the Palatine) and their Acolytes have the following additional weapons to bring to bear against the Heretics and Mutants of the Calixis Sector.

AXE OF RETRIBUTION

Rumoured to be crafted in the image of Saint Jason of Huale's double-headed weapon, this massive axe is studded with jewels that are cut to a deadly edge, making it as deadly as it is beautiful. There are even those who say the weapons are so sharp that they cleave impurities from the air and sin from a man's soul.

BLADE OF ADMONITION

The mirror polish of the Blade of Admonition reflects the true face of those who gaze upon it. The wicked must avert their gaze in abject terror of their own true selves.

A Palatine may look at the reflection of themselves or others and make a Forbidden Lore (Psykers) test. If successful they know the Degree of Corruption of the target. In addition, the character is treated as having a Fear Rating of 1 against any character with more than 30 Corruption Points.

FIRE LANCE / FLAME HAMMER

The Fire Lance and Flame hammer are peculiar weapons created for use by the guardians of the Cathedral of Illumination as they punish the wicked. A small reserve of promethium heats the cutting edges or spikes of these weapons boiling the blood of the victims as they strike. The weapon also contains a device allowing it to discharge the flame in a spectacular blast of the Emperor's divine will.

Damage dealt by these weapons ignores 3 points of the target's Toughness Bonus (after modifiers such as Unnatural Toughness). In addition, the weapon cauterizes wounds it inflicts. Any ongoing bleeding effects caused by this weapon are ignored.

The weapon may also fire once as a Flamer (after which it needs refueling). Once it has done so, it ceases to heat the weapon and no longer ignores the Toughness of a target or cauterizes wounds, until it is recharged.

ASCENDED RELIQUARY ARMOUR

Name	Location(s) Covered	AP	Wt	Cost	Availability
Cloak of St. Aspira	All	+3	4 kg	—	Extremely Rare
Mantle of Ophelia	—	—	4 kg	—	Near Unique

ASCENDED RELIQUARY WEAPONS

Name	Class	Range	Dam	Pen	Special	Wt	Cost	Availability
Axe of Retribution [†]	Melee	—	2d10 R	8	Sanctified	8 kg	—	Near Unique ^{††}
Blade of Admonition [†]	Melee	—	2d10 R	4	Balanced, Sanctified	6 kg	—	Near Unique ^{††}
Fire Lance [†]	Melee	—	1d10 R	0	Special	4 kg	550	Rare
Flame Hammer [†]	Melee	—	2d10 I	2	Unwieldy, Special	8 kg	800	Rare

[†]These weapons require two hands to use

^{††}These weapons are available only to Palatines