

Character Name: Malakai Burtin **Player Name** _____
Home World: Mortressa (Death World) **Career Path:** Missionary **Rank:** 1
Motivation: Endurance **Quote:** "The God-Emperor preserved my life for a purpose—to spread His light into the darkness."
Description: A dedicated missionary of the Imperial Creed, Malakai Trent was the only survivor of the pilgrim vessel *Pious Light*, lost in battle with Ork Freebooters. Malakai's salvation pod was recovered by Sarvus Trask. Ever since, Malakai has travelled with Trask in order to lend the Rogue Trader's dynasty the God-Emperor's blessing and carry the Ecclesiarch's word to heathen planets beyond the Imperium.

CHARACTERISTICS

Weapon Skill WS	Ballistic Skill BS	Strength Str	Toughness T	Agility Ag	Intelligence Int	Perception Per	Will Power WP	Fellowship Fel
4 5	3 1	4 0	4 1	3 5	3 2	3 3	4 9	4 2

SKILLS

	Basic	Skilled	+10%	+20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) (Imperial Creed)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Medicae (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperial Creed	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Occult	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Search (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR

Micro-bead, void-breather, pilgrim's robes, pilgrim's staff, a book of St. Drusus' teachings, 1 tank of flamer ammunition.

TALENTS AND SPECIAL RULES

Special Ability: Malakai possesses the Wrath of the Righteous special ability. When making an attack, he may spend a Fate Point to deal an additional 1d5 points of Damage.

Balanced: Malakai's chainsword is a heavy, powerful weapon that is difficult for an opponent to move aside. Malakai receives a +10% bonus to his Weapon Skill Tests made to Parry with this weapon.

Tearing: Malakai's chainsword uses spinning blades to rend an opponent with righteous fervour. When rolling for Damage, make two rolls and choose the highest result.

Flame: Flame weapons project a cone of flame out to the range of the weapon. Unlike other weapons, flamers have just one range, and when fired, cast fiery death out to that distance. The wielder does not need to test Ballistic Skill; all creatures in the flame's path (a cone-shaped area extending in a 30-degree arc from the firer out to the weapon's range) must make an Agility Test or be struck by the flames and take damage normally.

WOUNDS

Total: 15

Current _____

Fatigue _____

FATE POINTS

Total: 3

Current _____

ARMOUR

Imperial Guard Flak Armour

Armour Points: 4

MOVEMENT

Half Action: 3m **Full Action:** 6m

Charge: 9m **Run:** 18m

WEAPON

Name: Chainsword

Class: Melee **Damage:** 1d10+6 **Pen:** 2

Special Rules: Balanced, Tearing

WEAPON

Name: Mezoa-pattern Boarding Flamer

Class: Flame **Damage:** 1d10+4 **Pen:** 2

Range: 20m **ROF:** S/-/- **Clip:** 6 **Reload:** 2 Full

Special Rules: Flame

The most important things to know about playing Malakai are:

- You fight well in close combat.
- You are skilled at dealing with people and are trained in the arts of medicine.
- You believe that the God-Emperor has a greater destiny for you—and you will bear any burden to achieve it.

Character Name: Dominik Van Goren **Player Name** _____

Home World: Noble Born **Career Path:** Void-Master **Rank:** 1

Motivation: Fortune **Quote:** "My destiny lies amongst the stars. I shall wrest it from the void, whatever may come."

Description: The eighth son of a Battlefleet Admiral, Dominik's aristocratic upbringing afforded him a near-unique opportunity to strike out on his own. He left behind his grasping siblings and the stifling restrictions of the Battlefleet Elite, and took his knowledge of voidfaring to the fringe of Imperial space. In time, he became a true expert in small craft handling—a perfect fit for Sarvus Trask's need for a pilot.

CHARACTERISTICS

Weapon Skill WS	Ballistic Skill BS	Strength Str	Toughness T	Agility Ag	Intelligence Int	Perception Per	Will Power WP	Fellowship Fel
4 0	4 1	4 3	4 5	3 1	3 2	3 3	2 9	3 2



SKILLS

	Basic	Skilled	+10%	+20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperium	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
War	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Pilot (Space Craft) (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Astromancy	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Search (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR

Micro-bead, void-breather, blessed ship token, pict-recorder, boatswain's baton, 2 clips of amputator shells.

TALENTS AND SPECIAL RULES

Special Ability: Dominik possesses the Mastery of Small Craft special ability. When piloting any Small Craft (i.e., Guncutters, fighters, bombers, or any other similar-sized vehicle), he may re-roll any Piloting Tests.

Scatter: Dominik's naval shotgun is more dangerous up close. When fired at a foe within 3 metres, each two degrees of success that the firer scores on his Ballistic Skill Test indicates another hit. However, at longer ranges, this spread of small projectiles reduces its effectiveness. All Armour Points are doubled against hits from scatter weapons at long or extreme range.

Amputator Shells: Dominik's naval shotgun is loaded with special shells loaded with explosive micro-shrapnel. These rounds add +2 to the weapon's Damage (already added in).

The most important things to know about playing Dominik are:

- You are a well-rounded brawler and a naturally gifted pilot.
- You are imposing and formidable in appearance.
- Your main concern is making your fortune with wealth you earned rather than inherited.

WEAPON

Name: Mono-Knife
Class: Melee **Damage:** 1d5+5 **Pen:** 2
Special Rules: None.

WEAPON

Name: Naval Shotgun
Class: Basic **Damage:** 1d10+6 **Pen:** 0
Range: 30m **ROF:** S/-/- **Clip:** 8 **Reload:** 2 Full
Special Rules: Scatter, Amputator Shells

ARMOUR

Imperial Guard Flak Armour
Armour Points: 4

MOVEMENT

Half Action: 3m **Full Action:** 6m
Charge: 9m **Run:** 18m

WOUNDS

Total: 15
Current: _____
Fatigue: _____

FATE POINTS

Total: 4
Current: _____