



## LOREMASTER THORPE

(Archive, Imperial)

Gavis Lucius Thorpe earned recognition at an early age for having an uncanny talent in the recollection and cross reference of historical events spanning the history of the known universe.

As a result he is the youngest Loremaster in Imperial History, serving the High Lords of Terra by wandering and recording events from across the galaxy.

Thorpe is a living Archive. He will do research for you once per week, but characters never gain Sg from his research and may not 'study' with him to raise Sg.

Sp	WS	BS	S	T
5	42	42	50	45
I	WP	SG	NV	LD
50	90	130	51	69

**TALENTS:** Dodge, Force of Will, Lightning Reflexes

**EQUIP:** Highly Advanced Bionic Brain, Laspistol, Auspex, Refractor Field



## QUINTUS COMMODUS

(Imperial Governor)

Governor Commodus a former Imperial Gaurd commander has a strong sense of martial spirit and no respect for those who have never seen combat. The greatest evidence of his utter devotion to the fighting arts are the many gladiatorial arenas he has built, and in which he spends much of his time watching, and often fighting in, bloody combat.

Each week you have Commodus as a contact, roll a D6. On 5-6, he 'invites' you to fight in the arena or lose him as a contact. The GM will set up the combat.

Sp	WS	BS	S	T
5	90	75	69	75
I	WP	SG	NV	LD
75	75	75	100	90

**TALENTS:** Ambidexterity, Force of Will, Heroic, Leader Lightning Reflexes, and all CC talents.

**EQUIP:** Whatever he wants...



## MOIRA O'SHEA

(Freedom Fighter)

Moira's ancestors came from Terra before the Age of Strife to find a planet free from the religious persecution of their island home. They prospered here for millenia until the Imperium reached out to reclaim them during the Great Crusade. Since then, the 'Keltoi' have existed as rebel freedom fighters, struggling to reclaim their planet from the heathen 'Emperor' and his followers.

Their current leader is Moira. She can provide you with grenades and explosives without 'shopping'.

Sp	WS	BS	S	T
5	75	60	45	60
I	WP	SG	NV	LD
75	75	60	90	90

**TALENTS:** Blademaster, Catfall, Dodge, Heroic, Leader

**EQUIP:** Power Knife, Bolt Pistol, Full body Flak, Carapace Helmet, Any Grenades/Explosives she wants.



## EMPEROR'S TAROT DECK

(IMPERIAL)

You have found a deck of the Emperor's Tarot in the long dead hand of a former member of the Inquisition who went missing years ago.

You not only gain the deck but investigation of the body and clues surrounding it have led to the discovery of a mysterious group known as the 'Cult of Ultimate wisdom.' and their leader Zacharias.

If ever you discover that an enemy has the Chaos Cultist Zacharias, you may choose to Raid them for the Zacharias Contact card in lieu of the normal Encounter roll.



## SCYTHIAN TEMPLE

(Dojo)

Despite their alien nature, the Planetary Governor so respects the martial abilities of the Scythian Monks that he allows them to keep a secret monestary in the capital which he often trains at himself.

Whenever this resource is drawn, it represents some clue as to the whereabouts of the temple. Make a Sg/2 roll. If you succeed, you have located the temple and gain it as a resource. If not, it goes back in the card deck.

As well as being a Dojo, the Temple also gives a warband access to Venom Talons and any type of Toxin without needing to make a 'shopping' roll.



## Treasure Map

A map that supposedly shows the location of an ancient colonial ruin has come to your attention.

Whether or not it is an accurate map or a forgery is something you will have to investigate.

When you gain this resource card, you may send a warband member to hire an exploration team and seek out the ruin. Spend D6 Prestige and Roll a D10:

- 1-2 The character and the team vanish w/o a trace.
- 3-5 The map proves to be a forgery.
- 6-8 After 2D6 days, an STC ruin is found.
- 9-10 As 6-8, and the STC Ruin has a +1 enhancement.

If the map is a forgery or the team is lost, return this card to the deck. Otherwise, treat it as an STC Ruin.



