

# The K'otal System

A Dark Heresy Supplement

By

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Valkan and related material based on ideas and work by Nolan Allen

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What is K'otal? In a word, I don't really know. It's just a series of letters strung together to create an original and interesting name for a fictional planet in a fictional setting of the fictional far future of our not so fictional galaxy. And that is why I love it. Not just K'otal, or Calixis Sector or Dark Heresy but the Warhammer 40K setting itself. It's a dark reflection of everything each one of us (yes including the reader who just shrugged his shoulders at me) has hidden deep within our psyche. That innate fear of the unknown, the dislike of the unusual and the different that caused us as kids to be bullies, or to be bullied. It is that strive we all feel to get our point across and our dreams realized. At times it allows us to band together with others who have the same goals and dreams and to create and even bigger result, but it's also that part of us that we all hide, the loathing, hating and envying we all do when we don't win.

In short, the 40K universe is the result of 38,000 years of mankind at its base need to be the best in a school yard full of mutants and aliens. And amongst the bright spots of safety, civilisation and faith in the Emperor there is a dark stain of soulless desperation, greed and corruption. And K'otal is a dirty, grimy window that peers into that reality.

But this book isn't just that. It's a companion for other Dark Heresy games, providing new Alternate Career Ranks, new Origins, new equipment and rules as well as a setting for adventures and a handful of new foes and xenos to detain, question and purge. It is also proof positive that Dark Heresy is in fact the bastard child of the Warhammer Fantasy Role Playing game and the two are so easily adapted to each other that their parent-child relationship is almost incestuously heretical. Purpose purge worthy!

Several of the creatures and rules in this article are based on entries and variations of the same from the various WFRP rule books, and the winter weather rules are pretty much the same. This use of rules and "samples" from other books from the WFRP line was not used to cheapen those publications or to cheat the owners of their work, but rather they were used because they are rules that work and work well and they were used to bridge the gap between the two games. Perhaps it will lead to more individuals buying both games and adapting from both to each other. Therefore it must be mentioned that I have nothing but the upmost respect and admiration for: David Chart, Steven Darlington, Andy Law, Graham McNeill, Robert J. Schwalb and Kara Hamilton. And that extends to Kate Flack, Owen Barnes and Marc Gasoigne as well as all those at Black Industries, Black Library, Games Workshop, Fantasy Flight Games and Green Ronin who has a hand in the original material some of this work sampled or derived from.

I hope this book and article leads those who read it to find those books this game found its foundation on and buys them. Those books are magnificent guides and sources that are easily used in either system.

Suffer not the Witch to Live and all that.....

CS Barnhart

## Planetary Data

CLASS: Frontier World/Hive World.

SUBSECTOR: The Periphery

SATELLITES: K'otal is orbited by three moons (Denarus, Huluron and Korus) and one artificial satellite (Seraphus).

POPULATION: 4,000,000,000.

CLIMATE CLASSIFICATION: Polar

MEAN SURFACE TEMPERATURE: -20°C.

TROPOSPHERIC COMPOSITION: Nitrogen 70%, Oxygen 23%, Freon 4%, Argon 1%, Ozone 1%, Carbon Dioxide 0.5%.

RELIGION: The Cult of the Emperor is very active, headed up by Cardinal Nazariah Flame and his crusade against heretics all over the planet.

PLANETARY GOVERNER: Planetary Governor Tyrus Bell.

CLIMATE: Extremely Cold.

ECONOMY: Deks, a form of coin currency. It takes 2 Deks to equal a single Throne Geld. The Ice Nomads and K'otal Colonials primarily use a barter system, though Colonials must occasionally deal with Deks as well.

PRINCIPLE EXPORTS: K'otal's main export is metal. All manner of ore is mined and refined on the planet and sold throughout the Sector, usually through the Adeptus Mechanicus. A secondary export would be massive amounts of orphan workers.

PRINCIPLE IMPORTS: K'otal imports lots of food, as the planet can only normally sustain itself on various roots and fungi.

COUNTRIES AND CONTINENTS: The planet is divided into regions of miners and other worker guilds and not individual countries. As a whole, the planet is only inhabited on a huge ice shelf that covers the oceans and lands of the world.

DEFENCES: The K'otal Reserve and the Arbitrator Elite of the Royal Diocese of K'otal are the primary military and law enforcement organisations. In addition, a force of mercenaries is employed by the church under Cardinal Flame and the Tech Priests aboard Seraphus have their own standing army.

CONTACT WITH OTHER WORLDS: A single stable warp route linking K'otal with Synford II makes the planet invaluable in the assistance of producing armoured vehicles. K'otal also has a few "unstable" paths used by smugglers and pirates that are usually avoided by the Imperial Navy and other authorities. This leaves K'otal fairly isolated and allows it to still remain an important planet in the Imperium's war machine.

## **K'otal**

The planet K'otal sits on the edge of the Calixis Sector, bordering on the fringes of the Imperium. It is a frozen barren world known for its great cathedral style hive orphanages and massive amounts of natural resources primarily iron ore. The planet is a massive series of contradictions, being a home for the homeless children of the sector as well as the host to one of the largest slave markets in the Imperium. The world is also an ecological paradox. Part frozen ice world, part volcanic hot spot. Slavers, clergy, miners, mercenaries and fugitives all travel to K'otal for different reasons, usually to indulge in some forbidden acts of indulgence or to escape the prying eyes of the Imperial Authorities.

The planetary governor of K'otal is also President of the Miners Guild, the Esteem Warden of the Orphanages and chief slave merchant. He holds a tentative control of the planet by controlling the resources it has to offer and appeasing those who protect the world from too many prying hands. To this end, the world has strong ties with the Adeptus Mechanicus, the Ecclesiarchy, various Rogue Traders and outlaws. The merchants of K'otal are known to deal in selling ores to various worlds and the Tech-Priests of Mars as well as selling young children to the Ecclesiarchy, Schola Progenium and other markets.

## **Moons and System**

K'otal is orbited by three moons. Two of these moons inhabit the same orbit and move at the same speed, the third moon orbits on a further arc and crosses the planet vertically instead of horizontally like the other two moons.

The first two moons are rocky asteroid like satellites, both of which have limited mining colonies digging for more ore. Both also have extensive vox broadcasting systems built in and around them allowing for extended planetary communications on K'otal. The smaller of these two satellites has many bodies of purified fresh water and provides much of the water needs for K'otal. This smaller moon, Denarus, has periodic storms and high degree of winds, while the larger moon, Huluron, has no atmosphere or weather patterns.

The third moon, Kolus, is a large chunk of ice. It is uninhabited and few explorers have gone there, though rumors persist that some orks live there and that there is an ancient temple of the Gods of Thrar buried beneath its icy shell.

K'otal is also orbited by Seraphus, a research and manufacturing satellite run by the Adeptus Mechanicus. From here the Tech Priests spy on and monitor the Guilds and the Conclave of Orphanages. Though they have great designs for the ore, the rigs and the mines, the Adeptus Mechanicus has no real hatred (or love for that matter) for the Conclave. In fact, many of the Tech Priests aboard Seraphus were once orphans that were bought by the priesthood to fill their ranks.

K'otal is not alone in its orbiting of the star Julius. It is the third planet, the first being a rocky lifeless world called Julius I and the second, called Julius II, is a huge gas giant that blocks much of the star's light and heat from K'otal. K'otal is officially known as Julius III. Beyond K'otal are

Julius IV and V, both lifeless and barren rock planets and then the final planet is Julius VI, another giant gas planet, larger than Julius II and almost the size of the systems central star.

## **Geology, Ecosystem, Flora and Fauna**

K'otal is a large planet composed mainly of iron ore and coal. It has a light atmosphere that is rich in oxygen and a natural form of Freon that causes the planet to be coated in a perpetual winter and snowfall, with huge ice glaciers crisscrossing its surface. The northern hemisphere is largely covered in mountains while large areas of extremely salty water cover roughly a third of the planet.

Very few forests or other natural flora are found on the planet, and usually only near the large bodies of water, though a variety of fungi, some rather treelike, grow in the deep caves found in the mountains and occasionally under the ice shelf.

But K'otal is a natural contradiction and the southern hemisphere is dominated by large pools of molten ore, melted by extreme temperature reactions deep in the planet's core cause by abnormal plate tectonics and volcanic activity. This ore cools the further north one finds it until it has returned to its original solid state near the mountains. These lava oceans are host to special designed hover ore rigs that float anywhere from dozens of meters to miles above the ore. These rigs gather the raw molten ore in special energized containers and shape the ore into portable crates for transportation off the planet. The process is slow, taking weeks to gather and cool, but the sheer volume of the ore enables the miners to prosper and flood the market with their resources.

Miners to the north dig and excavate the solidified ore in much the same manner as ancient miners did on earth millennia ago, save in sub-zero freezing temperatures. These miners also tend to raise and scavenge fungi for food for themselves and as an export to the local nobility in the Calixis Sector, as K'otal Fungi Wine is a rare delicacy few nobles choose to go without. They also tend to make a slight income by hunting local indigenous animals, such as the Ice bear, K'otal Beast and Winter Wolves. Their meat, furs and leathers are valued by the miners, orphans and those off worlders who crave exotic and rare foods and materials.

The oceans of K'otal, though often slightly frozen over and overpopulated with ice bergs, is host to a large amount of animal life, primarily aquatic amphibious birds, thousands of species of fish, sharks, whales and eels and legendary monstrous beasts that live deep in the warmer chasms of the oceans heated by drainage from the molten ore of the southern hemisphere. Various ocean floating rigs inhabit the seas gathering fish, lichen and plankton and drilling up oil and coal reserves.

## History

K'otal was originally set aside by explorers and the Administratum as a shrine world dedicated to obscure saints focusing on survival against all odds. With the discovery of the ore, oil and coal of the planet the world quickly fell into a series of squabbles between merchants and the Adeptus Mechanicus, both of which thought they could make the material of the planet most productive. But the distance from the core systems and an ork invasion left little use for the planet until it was cleansed by members of the Imperial Guard.

After the invasion, the world was largely forgotten and the old cathedrals originally built by the Ecclesiarchy were converted into large barracks and housing units. As the tide of miners flowing onto the world began to subside and the death rate soared from natural and unnatural causes, the planetary governor decided it was time to revamp the structure of the economy of K'otal. It was at this time that the first of K'otal's legendary orphanages opened.

Seeking out the homeless and orphaned of the Imperium, the planetary governor bought as many slave children as he could, opening the cathedrals up to house the poor of the sector. Before long pirates, smugglers and other ne'er-do-wells were kidnapping any child they could and selling them for a small fee to the orphanages. In return, after several years of living at the orphanages, where the children were educated, fed and prepared for the future, they were sold off at slave auctions, usually to the Ecclesiarchy who needed them for the next generation of priests, or to the Schola Progenium for future recruits as Storm Troopers or Commissars. Those not sold directly to the mining guilds, were to be used as contractual laborers aboard the ore rigs or deep within the mines of the north.

From this endless supply of orphans, the planet would make its tithe to the Imperial Guard and even those showing the slightest psychic activity were quickly turned over to the black ships of the Inquisition.

While the rise of these orphanages has enabled the planet to survive, thrive and even become a power unto itself in the Calixis Sector, it has also given way for the unscrupulous and malignant to open up slave routes and markets. Criminal activity in the vicinity of K'otal has more than quadrupled since the initiation of the orphanage system. When part of your profit and economy is funded by illegal slaving, one usually turns a blind eye to various crimes. Thus slavers of all sorts and kinds trade and make safe haven in the systems near K'otal, even renegade Eldar.

This, of course, has caught the eye of the Inquisition.



## Organisations, Groups and Guilds

The most powerful group on the planet is the Conclave of Orphanages, lead by the Warden of Orphanages, who also happens to be the planetary governor and often the President of the Miner's Guild. The Conclave of Orphanages deals with every major venture on the planet and across the sector, from the military to the Administratum to the Ecclesiarchy and the Rogue Traders of the Imperium. They are wealthy beyond means and exert control and power of the guilds and markets of K'otal.

Second to the Conclave of Orphanages are the Miners' Guilds. There is more than one Miners' Guild, at any one time there are usually dozens to hundreds, as they tend to fracture, unite and dissolve with amazing frequency. They control the output, market, price and quantity of the ore, coal and other resources the planet produces. Though they often talk of strike, massacres performed by the Conclave of Orphanages usually prevent this from ever happening.

The Ghost Hand is a pirate organisation that deals with stolen goods, both living and non-living. They trade with the Conclave of Orphanages and The Miners' Guilds on a regular basis, providing slaves for their auctions and mines. While the Ghost Hand is largely comprised of humans a few Dark Eldar are known to have worked with them on occasion. After all, where better to get slaves than from the masters of slavery?

The Adeptus Arbites and the Imperial Guard seldom go near the planet, as law and security are often privatized and run by the Conclave or the Guilds. Bounty Hunters, freebooters, mercenaries and hired guns are the way of life in the icy cold of K'otal. While money can guarantee a certain amount of loyalty, mine wars (and even orphanage wars) do happen often and the hired guns have been known to switch sides at inopportune moments. When the Arbites or Guard do show up, it is usually a matter of war or to quell an uprising or ork resurgence.

The Iced Claw is a band of remnant orks left over from the invasion millennia ago. While few in number, they are still just as vicious and dangerous as any other ork tribe. Due to the nature of the planet, Iced Claw orks tend to be smaller and less green than normal orks and rarely, if ever, have modern weapons or armour. The largest threat they usually have is to small families of miners trying to make their fortunes away from the larger company and corporate run guild mines.

The Cult of the Bloodied Eye is an ancient sect that worships their dead ancestors. Centuries before the Imperium colonised the planet the pre-imperial settlers would simply toss their dead into the ice shelves and pray for their souls to find the path to the Ice Lords of Thrar, who lived high in the mountains. In order to prevent their dead ancestors from returning and claiming their warmth for their own, they would remove the eyes from the dead. They believed that the spirits of the dead could always follow the spiritual path to the Ice Lords, but those that returned to the mortal worlds would be blinded without their eyes. The modern cult seeks to invoke their ancestors to reclaim their lands from Imperial rule. Though only whispers of this cult have made it to the population at large, both Governor Bell and Cardinal Flame are aware of their existence. It is these

heretics that Cardinal Flame seeks to destroy with his crusades into the Cardinal Reaches.

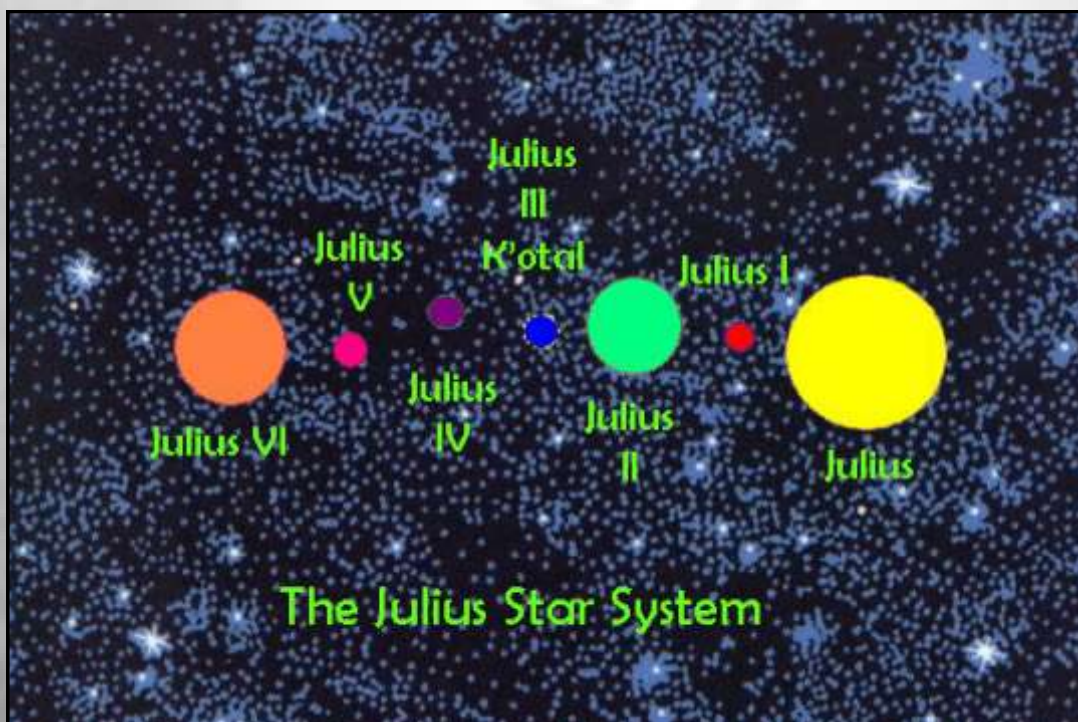
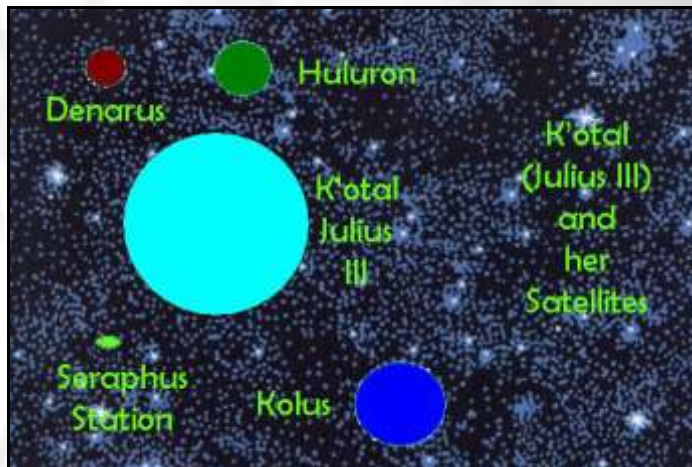
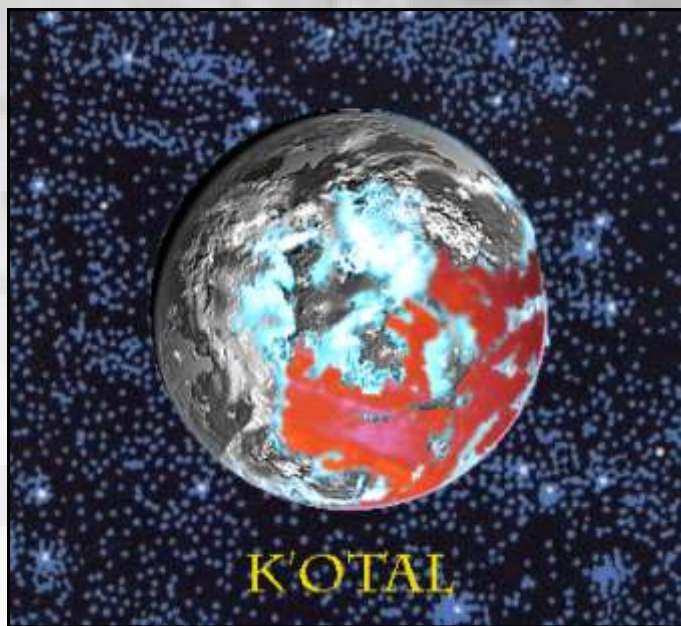
In addition to all of these groups, the Ecclesiarchy has a presence in each orphanage and every mining guild. The Adeptus Mechanicus keep a close eye on the production of their much needed ore from an orbital satellite known as Seraphus.

## Secrets in the Caves

Deep below the ice covered tundra of K'otal lie many unexplored caves. Within these caves lay ancient and malfunctioning Eldar Webway Gates. These gates are the cause of the planet's unstable tectonic plate activity which is a direct cause of the molten seas of ore. Though occasionally used by Dark Eldar raiders to escape pursuit, hide loot or move shipments of slaves and stolen goods, the Webways are mainly used by nests of Hrud who dwell, secretly and hidden, under the surface of K'otal.

Though the Hrud cause few problems for the surface dwellers, their leaching of the ore and use of the Webways are hastening the death of the planet. Continued use of these portals will eventually lead to massive earth quakes and volcanic eruptions that will destroy all life on K'otal. A fact that the Hrud are unaware of or do not care about. This has caused conflict and war between the Hrud and the Dark Eldar hidden beneath the ice and many of the Dark Eldar have infiltrated the human settlements above in order to lure the humans into war with the Hrud they encounter.

In fact, many of the cults that exist amongst the miners and orphanages are Dark Eldar plots to rid their slave ways and smuggling routes of the cursed Hrud. The Hrud in turn steal food, supplies and other goods from the surface in order to survive. They avoid open encounters with the humans, orks and ever the renegade Eldar. Those led on expeditions into the icy depths of the planet to exterminate nests of Hrud will undoubtedly be shocked to learn that it is a Dark Eldar Wych or Incubi pulling the strings of the mission.



## Persons of Note

## Governor Tyrus Bell

Tyrus Bell is a wealthy merchant who inherited the title of Governor of K'otal when he took over as Warden of Orphanages a half century ago. While he is also nominally in charge of the Southern League Guild of Ore Miners, his primary role in day to day activities is managing the Orphanages across the planet. Tyrus spends his free time engaged in all sorts of debauchery, usually involving various alcohols and stimm drugs. He is also notorious for his fondness of young orphans, of which he has many about his home.

Tyrus lives in the large hive city of Margalos, the capitol city of K'otal. From here he rules over a set of nobles who usually title themselves as barons and counts, though in reality they are only merchants and guild leaders, not true nobles. He also runs an elite army of Planetary Guardsmen and Arbitrator Elite of the Royal Diocese of K'otal known as the Hoods, which is mainly comprised of Imperial Guard deserters, conscripted slaves and outlaws on the run. They are noted as the hoods for the elaborate leather cloaks and hoods they often wear. Treat most NPC Hoods as Enforcers (Dark Heresy page 339).

Personally Tyrus is at odds with both the clergy and the Tech Priests, though he keeps an open flow of communication with both, keeping his disdain secret. But when a priest of either order vanishes, most will be quick to point a thumb in Tyrus' direction.

Tyrus is noted for his Intelligence and Fellowship (Int 51, Fel 53) and as an expert Charmer (Charm +10) but other than that does not stand out more than the average Dissolute Noble (Dark Heresy page 339).



## Magos Errant Dolphus Mae

Dolphus Mae is a mystery. She arrived in the Calixis Sector well over two centuries ago and served time with the Inquisition before attaining her rank as Magos Errant. Shortly after Tyrus Bell became governor of K'otal the Adeptus Mechanicus appointed Mae as their ambassador to Bell's court. With much bad blood spilling early in her roll of ambassador, the Mechanicus sent a fleet of warriors to set a blockade against K'otal. After a long year of attrition the fleet left feeling its mission and point accomplished. Leaving behind the satellite research station Seraphus and Dolphus Mae to observe and interact with Bell, the Adeptus Mechanicus became the largest customer of the planet, buying a full 50% of any ore produced that leaves off world.

Dolphus Mae herself is a quiet reserved individual, preferring to let her agents speak for her. Few have seen her in the last fifty years and she rarely communicates outside Seraphus.

Rumors persist that she has died and transferred her intellect and spirit into the machines of Seraphus, others say she has left her post and no one knows exactly where she is. In all actuality she just no longer concerns herself with politics or human interaction, a trait that has gained her the disfavor of her masters on Mars.



## Cardinal Nazariah Flame

Cardinal Flame is a pompous arrogant fool who was sent to K'otal to remove him from any true position of authority. In his time as the grand cleric of K'otal he has set up an elaborate system of parish priests, one for each mining facility or rig and a small coven for each orphanage. His goal is to ensure that each and every human on the icy rock he now calls home, has a chance to learn to serve the Emperor. And those who don't, or fail to do so to his standard, and searched out and destroyed.

Fortunately for most, Flame is so caught up in his own divine glory that he often misuses his resources and focuses way too hard on a single area. This area is known as the Cardinal Reaches and is located near the great seas. From here his militaristic religious force often engages in witch hunts, burnings and confiscation of land and wealth. His crusade against the Cardinal Reaches is fueled by false intelligence given to him by Tyrus Bell and other community leaders, to keep "that old insane coot busy!"



**Cardinal Nazariah Flame was trained and ordained in the Valkan Parishes and served most of his early career alongside the Imperial Guard from that sector, known as the Legio Valka (Valkan Legion). While serving with the guard he formed strong bonds with several elite squads and platoons of soldiers but crossed paths to many times with the military aristocracy and earned many enemies. These enemies were influential in Cardinal Flame being reassigned to the K'otal Diocese.**

**When he left the Valkan Diocese he took a large detachment of Legio Valka with him to serve as his bodyguard and Ecclesiarch crusaders. These Legio Valka served him well for several decades before their generations began to fade out and new recruits from K'otal and nearby systems began to replace them, taking up their equipment and arms and duties. After years of maneuverings and double crosses, the descendants of the Legio Valka became known as Arbitrator Elite of the Royal Diocese of K'otal and slowly switched allegiance from Cardinal Flame to Governor Tyrus Bell becoming his personal enforcers.**

**The legacy of the Legio Valka is seen throughout the K'otal law enforcement and military organizations especially in vehicles, arms and uniforms.**

## Guildsman Arcos

Arcos is the head of the second largest mining guild on K'otal. He is a dirty down to earth miner who has had several big finds that would have enabled him to leave K'otal and settle down on one of the pleasure worlds of the sector, but has refused to leave. Some say this is due to his heavy connection with secret cults on the planet, others say he is still awaiting the return of his son from when he went off to fight the Ork incursions. The truth is unknown, what is known is that he works his co-workers very hard, pays them modestly and takes care of them fairly well.

He is also not above the occasional mercenary act of attacking rival Guildsmen and their rigs or mines.

**Prince Regent Errik Lued**

The Prince Regent is heir to a large fortune comprised of mines and a shipping fleet. He is often at odds with the planetary governor and other mine owners due to his brash ways and selfish demeanour. Lued is in the market only for his own wealth and glory and not that of the Imperium's benefit or the good of K'otal. Lued is a ruthless knave who likes to exert his authority over his lesser and servants and has been known to "adopt" orphans for various "personal" reasons.

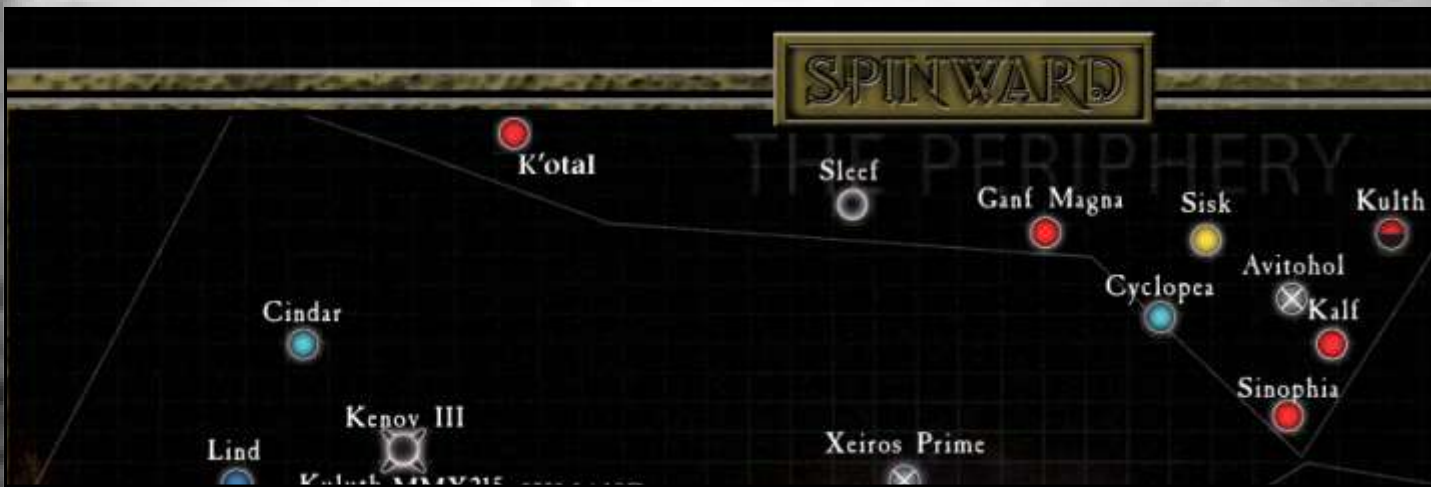
Lued is also very much into the older laws and rules of the sector, his family being originally from Scintilla, Lued has no issues involving himself in duels and courtly challenges for lands, titles and women. He is an expert swordsman and is never far from his bodyguard Kurox (a huge man often referred to as Grox due to his S 52 and T 56).

**General Elect Constantine Gurus**

The role of planetary defense force commander is an elected position pulled from the ranks of the officers of the various forces on K'otal. These include the hoods who serve the governor, the titular knights under the Prince Regent and conscripted soldiers drawn from the miners and orphans of the planet. Constantine Gurus was elected to the position 25 years ago and still holds tightly onto the role, despite not wanting it.

Gurus came to the planet as a prospector decades ago and during a brief Ork incursion he lead a band of refugees and turned them into a squad of hardened veterans. Their deeds were embellished by the Ecclesiarchy and other Ministorum organisations and they became legends.

Before Gurus could return to his home and mines the position of General Elect was thrust upon him. He is modest, kindly and getting old. He is perhaps one of the few true loyal members of the K'otal bureaucracy left.





## LOCATIONS OF NOTE

**The Rigs**

The mining Rigs found on K'otal are a unique hybrid of Adeptus Mechanicus design. Based on a combination of needs, such as living, work, power and transportation, the mining rigs are large hover platforms where ore miners live and work for prolonged periods of time. The rigs can hover anywhere from a few dozen meters to nearly a kilometre above the boiling seas of ore the miners farm for the raw mineral and materials they ship off world.

It is not uncommon for the rigs to have a small garrison of twenty or so PDF soldiers however poorly equipped they may be, as well as housing a small chapel for the Ecclesiarchy and one or two low level tech priests. The bulk of the rig's population is comprised of the miners, their supervisors and families.

While the rigs vary in size from station to station and some are state of the art with global vox communication capabilities, others barely have enough funds to keep power running for ore extraction equipment and medical aid and supplies tend to be low with most managers more then willing to save money by replacing wounded and injured workers then to tend to their medical needs.

The rigs are rarely armed or even defensible from attacks, with their primary defense being their ability to hover at high altitudes.

Rigs have anywhere from a few dozen inhabitants to thousands on some of the larger facilities.

**The Mines**

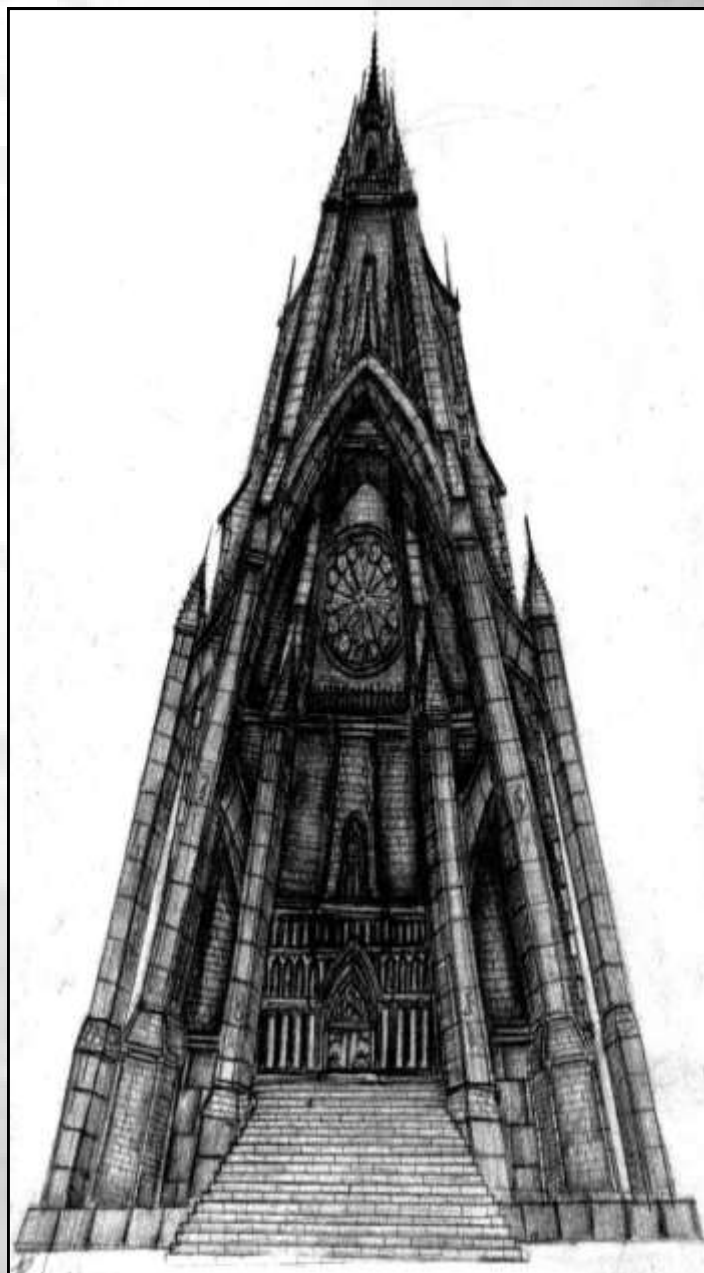
Perhaps the most dangerous locations on K'otal, the mines are often ill constructed and hastily stripped of valuable minerals and ores despite the dangers of collapse and noxious fumes. Thousands of miners die a month from poor working conditions and shoddy mining equipment, to say nothing of the hazards of the cold and wild. Many miners also suffer from poor work conditions, hydration and starvation. It is not uncommon for worker riots and strikes to occur, usually put down quite harshly by the planets elite soldiers, the hoods.

The typical mine cuts through the icy shelf of the northern hemisphere of the planet where it then descends into the frozen earth and deeper into the cavernous undergrounds of K'otal. Antiquated rail and track systems serve as the primary means of transporting ore rocks and other valuable minerals from the location of their discovery to the large transports that port them to the hive cities or off world for sale. The miners, doing the bulk of the dangerous work, see a fraction of these profits come back to them and their families.

**The Orphanages**

The Orphanages are the heart and soul of what K'otal is all about. These large almost hive like constructs are home to hundreds of thousands of people, mainly orphans gathered from throughout the sector. Raised and educated in the proper ways of the Imperium, these young children face an uncertain future where they may be lucky and adopted into the church or other Imperial organization, but most will only find their way into forced servitude in one of the planet's many mines.

Each orphanage is headed up by a warden who oversees the entire orphanage and runs its day to day affairs. They are also usually educated and trained by several clerics from the Ecclesiarchy and adepts from the local Ministrum offices found throughout the sector. Thousands of other workers are needed to keep the orphanages running properly. Each orphanage is like a small hive city, everyone is cramped in one central localized building construction, often resembling a huge cathedral that is built upon, under, around and over by dozens to hundreds of levels and floors, each as cluttered and cramped as the previous.



## **.Hive City Margalos**

Hive City Margalos is the capital and only major city found on K'otal. It is surrounded by thousands of sub sectors and cities that claim to be part of Margalos, but in truth the hive is completely self-sustained by a series of underground subterranean agricultural bio-domes. These bio-domes produce a wide range of mushrooms, fungi and roots that are edible and sustain the population as well as house a large assortment of livestock bred underground for the production of meat and gruel products.

The hive itself is very similar to most other hives throughout the Imperium, save for the lack of any form of artificial heating systems. Most heat in the city comes as a side effect of manufacturing facilities, human body heat and the massive fires the lower levels build to stay warm when the freezing cold of the outside world seeps in. This has created a race of city urchin that are just at ease in the cold as they are in the hot pits of the manufacturing wings of the city.

Margalos refines large deposits of the natural ore of K'otal in its huge factories where it creates various parts for the Adeptus Mechanicus and other off world customers. Most people of the hive work for the refineries and manufacturing facilities in one form or another. Those who don't survive by scraping fungus and roots from the lowest levels of the city, hunting Sump Rats for food and clothing and engaging in mugging, robbery and other forms of illegal activities. A good percentage of the underworld of Margalos deals in the exporting and trafficking of children, who are usually kidnapped or otherwise illegally gathered.

The upper hive levels of Margalos are ruled over first by managers of factories and refineries as well as those who own the Ore Rigs and Mines. Above them sit the merchant lords who claim to be of noble blood. And above them the planetary governor who rules over the city with his self proclaimed Guard Army and false Arbitrators known as the Hoods.

## **The Cardinal Reaches**

Off to the western hemisphere of the planet lie the Cardinal Reaches. An area of cast icy snow plains the Cardinal Reaches is the last frontier for the civilians of K'otal who are not stuck in the mire of Margalos, the Orphanages or working a slave existence on an Ore Rig or in a mine. These settlers are everyday citizens escaping a life of misery for the hope of creating a better life for themselves and their families. However, many do not make it.

The Cardinal Reaches are home to pirates, savage wildlife, deadly snowstorms and cultist activity. And while the true cult activity in the reaches is usually extremist versions of the Imperial Cult, Cardinal Nazariah Flame has been pursuing his own crusade to wipe the reaches clean of heresy. This usually results in the slaughter of innocent settlers and families. However, the occasional military encounter with Iced Claw Orks or the Eyeless Dead have only added to Flame's zealous crusade.

Those who are luck enough to survive the crusades often find quite homes where they start minor mining colonies, set to their own task and pace. The only way for them to

profit is to deal their ore with pirates, smugglers and other members of the underworld, which is more dangerous than trekking the ore all the way back to Margalos or a closer mining port. Most pirates see these settlements as easier and cheaper ways to get the ore they need to keep their black market trade alive and usually turn a blind eye to the citizens and only deal with the heads of the families. Most of the ore villages are protected by the pirates or smugglers they supply, in exchange for cheap prices and the occasional child offered up to them to put into the orphan trade.

Not wanting to miss a profit, many merchants have set up supply towns, inns and other mercantile communities between Margalos and the Cardinal Reaches to both provide security and provisions (both at a price) to settlers and Cardinal Flame's Crusaders alike. These ice towns are the home stations of many of the men who have taken up the title of Ice Templar. These Ice Templars patrol the nearer portions of the Cardinal Reaches at the behest of both Cardinal Flame and Governor Bell in order to provide a border between "civilisation" and the heretics of the west as well as to provide a source of intelligence for Flame's ongoing crusade in the Reaches.

## **Space Station Seraphus**

Seraphus was constructed to provide the Adeptus Mechanicus a greater influence over the natural resources of K'otal, especially the ore so necessary in the construction of new items, like weapons and armour. Initially used as the headquarters for the Mechanicus Blockade that cut K'otal off from the rest of the Imperium the satellite has since become the embassy of the Mechanicus Ambassador, Magos Errant Dolphus Mae. Though still a potent weapon of war, with many weapons pointed toward Margalos, the satellite now serves as both a port between space travelers and the planet below, but also as a research station where the Mechanicus conducts an unknown number of secret experiments and scientific inquiries.

The station itself is home to dozens of Tech Priests, hundreds of servitors (many constructed from disobedient orphans sold at a bulk rate) and a full compliment of Skitarii. The station serves as the largest repair shop in the system and the center of incoming and outgoing communications and interplanetary travel. Due to its unique position, armament and agreements with the governor, Seraphus is responsible for the orbital protection of the refineries, though with its small size and limited man power, they can't protect the entire planet all the time.

Within the station serve the Angelus Mechanicus, special ambassadors from the station that deal with the customers and dignitaries of other organisations and planets in order to assist in the sale, process and procurement of resources and equipment. The Angelus are a special breed of Tech Priest that focus on the almost heretical concept of the human body being the most finely tuned machine ever achieved and delight in learning the ways of the human body, from sensation to functions. They perfect their art acting as the face for the Seraphus station trade agreements and negotiations on behalf of Magos Errant Dolphus Mae.

-  Hive City
-  Major Ore Rig/Mine
-  Major Orphanage





*Northern  
Molten Shelf*

*Andra*

*Margalos*

*Southern Molten Shelf*

**K'OTAL BESTIARY**

As with many planets, there are creatures of unique and distinctive note on K'otal. The following section deals with the following K'otal specific creatures.

Eyeless Dead

Ice Bear

Iced Claw Ork

K'otal Beast

Pit Beast

Sump Rat

Winter Wolf

**CREATURES OF NOTE**

The following creatures have special rules or modifiers to better fit into the K'otal setting.

**K'otal Grox:** As normal Grox but with the talent Resistance (Cold). See Dark Heresy Core Rules page 347.

**Animals and Vermin:** A wide variety of animals and vermin inhabit the caves, woods and snow drifts of K'otal. Use the characteristics presented in the Dark Heresy Core Rules found on page 349 for these creatures, however, add Resistance (Cold) to all of them.

**Dark Eldar:** The Dark Eldar have a strong presence on K'otal, for stats concerning these vile xenos consult Purge the Unclean pages 86-89 and look up the proper entries. Or, alternatively, use the Dark Eldar stats presented in the Unearthed Apocrypha: Dark Eldar supplement.

**Hrud:** The Hrud are also rather present in the dark shadows of K'otal. Full characteristics and rules are presented for the Hrud in the Unearthed Apocrypha: The Hrud supplement.



**EYELESS DEAD**

There is a tradition out in the Cardinal Reaches, amongst the followers of the Cult of the Bloodied Eye, to take the dead away into the snow and leave them there for the Ice Lords of Thrar to lead into the afterlife, not to mention the fact that the ground is too frozen to be broken by shovels for a grave, and wood too priceless to waste on pyres. According to the old ways, however, the dead sometimes wake and try to find their way back to their homes. To prevent this, the eyes are removed from the body so they cannot see which way to go. However, there are some restless hungry spirits who will not let this deter them, and they return to life in their old form, though their skin is bleached white, and their eye sockets remain empty. These undead creatures have nothing of their old personality and hunger only for the warm touch of the living. They hide their deficiency under a deep hood or dark goggles and prey on travellers, sucking out their souls and stealing their eyes. Everyone knows when a traveller stumbles in with empty, bleeding eye sockets that the fool has met an Eyeless Dead and paid dearly for his kindness.

Main Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
38	28	38	44	38	32	32	44	38

**Movement:** 3/6/9/18

**Wounds:** 14

**Skills:** Charm (Fel), Intimidate (S).

**Talents:** Resistance (Cold), Sure Strike.

**Traits:** Daemonic, Dark Sight, Fear (1), Freezing Touch, From Beyond, Natural Weapons (Taloned Hands), Pass for Human.

**Freezing Touch:** Whenever an Eyeless Dead succeeds on a WS test to attack a living target, it reduces the victim's TB by 1. If the TB falls to 0, the victim falls unconscious for 1D10 hours. Such victims may be awakened with a successful Medicae test. Whether conscious or not, the victim recovers 1 point of TB ever 1D10 hours.

**Pass for Human:** As long as the Eyeless Dead keeps its empty sockets hidden, it may pass for human. In this state it loses its Fear (1) trait.

**ICE BEAR**

Ice Bears live deep in the cold wastes throughout K'otal. These creatures use their white fur to hunt invisible on the tundra. They are frequently man-eaters and can smell such prey from miles away. To hunt and slay and Ice bear is a deed worthy of many a litany and many young hunter from the Cardinal Reaches and other habitats of colonial and Ice Nomads have met their fate attempting such deeds.

Main Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
39	00	59	53	30	12	24	35	00

**Movement:** 3/6/9/18 **Wounds:** 28

**Skills:** Awareness (PER), Concealment +20 (AG), Track (INT), Intimidate +10 (S), Climb (S), Swim (S).

**Talents:** Bear Hug, Crushing Blow, Frenzy, Heightened Sense (Smell, Hearing), Resistance (Cold).

**Traits:** Bestial, Fear (1), Natural Weapons (Claws, Fangs).

**Bear Hug:** Bear Hug allows an Ice Bear to use its massive bulk and powerful strength to pin large opponents. They gain a +10 on grappling tests and a total of +20 on tests to maintain a grapple and to damage a grappled opponent. Finally they receive a +1 to their SB when dealing damage on a grapple.



**ICED CLAW ORKS**

Iced Claw Orks are a divergence from normal orks who were defeated after invading K'otal centuries ago after its large amounts of fossil fuels and ores were discovered. These orks continue to spring up from the fungi spores left behind by the originally invading orks. However, due to the cold climate, snowstorms and unnatural underground heat created by the raw ore, these fungi spawned Ice Orks are smaller and weaker than the standard ork.

They are also quite stupid with little or no ability to understand technology or even modern weapons on destruction. Instead these orks spawn during seasons of thaw, roam the tundra for a few months before the harsh winters claim most of them and they raid small bands of travelers and communities armed with spears, rocks and fist. However, the outer skin of their fungus ground bodies is usually iced over and frozen, creating a hard shell of almost armour like protection.

Their construction skills seem limited to primitive metal armour constructed from bits found here and there and axes, which they wield as fiercely as any normal ork.

Main Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
38	19	34	36	20	19	20	28	13

**Movement:** 2/4/6/12 **Wounds:** 14

**Skills:** Concealment (Ag), Silent Move (Ag), Track (Int).

**Talents:** Melee Weapon Training (Primitive), Resistance (Cold), Thrown Weapon Training (Primitive).

**Traits:** Armour Plating, Bestial, Fire Vulnerability.

**Fire Vulnerability:** Ice Orks treat their TB as 0 against heat and fire based attacks, including flamers, meltas and plasma weapons. In addition they lose their Armour Plating trait after taking damage from heat/fire attacks.

**Equipment:** Scavenged Armour (1AP, Body, Arms, Legs) Choppa (Damage 1D10+2, PEN1, Choppa\*, Un-balanced)

\*Counts as having the tearing trait when used after a charge.



**K'OTAL BEAST**

The K'otal Beast is a large furry humanoid monstrosity that preys both on humans and their live stock. They have been the creature of myth, legend and tall tales on K'otal for centuries and on rare occasions have been sited approaching even large communities, even Margalos itself. These beasts use their huge paws and stone hard nails to rend flesh and their massive jaws and fangs to tear flesh from bone.

While not a truly evil creature, as they are a naturally occurring brute on K'otal, the Inquisition believes they may be the remnant of the taint of chaos from millennia ago. Few who encounter these juggernauts live to tell the stories to others, and those that do usually are quivering lunatics babbling about the expiration of the rest of their party. Encounters with these beasts usually include stories of vanished pack animals and lone members of exploration parties who never return.

K'otal Beasts are rumoured to travel in pairs, others say in packs, but as no official reports exist on them, these assumptions are just that and are not fact. However, because of their diet and size, it is doubtful they could survive in bands of more than three or four.

Crusaders of Cardinal Flame in the Cardinal Reaches have reported slaying a few of these beasts and outposts near the Ore Mines and in the Cardinal Reaches have spoken of strange lithe trackers and hunters in dark armour tacking and capturing these creatures for unknown reasons.

Main Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
38	00	54	47	25	12	22	17	10	

**Movement:** 2/4/6/12

**Wounds:** 28

**Skills:** Awareness (Per), Concealment +10 (Ag), Dodge (Ag), Intimidate +10 (S).

**Talents:** Berserk Charge, Crushing Blow, Fearless.

**Traits:** Bestial, Brutal Charge, Dark Sight, Fear (2), Natural Weapons (Talons, Fangs), Unnatural Toughness (X2).



**PIT BEAST**

The Pit Beast is the result of years of filth and pollution of the great hive cities. As the rich get richer they move higher up the spires and levels of the mega-cities while the poor only get poorer and move lower and lower. Those who move so far down eventually remove themselves from society, succumbing to deadly wastes and mutating to savage beasts who seek only to eek out a living by scrounging food and warmth.

Pit Beasts are misshapen former humans who have taken to cannibalism for survival. They stalk the lowest levels of the hive cities taking lone individuals and rat catchers by surprise and taking them back to their labyrinth like lairs in order to consume their flesh. While cunning and natural survivors, they lack any of their former intelligence of social abilities, and have usually mutated into deformed husks of their once human forms.

It is not uncommon of upstart arbitrators or bored gangers to search out and kill Pit Beasts as a means to remedy their boredom.

Main Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
50	00	50	40	10	10	20	15	05	

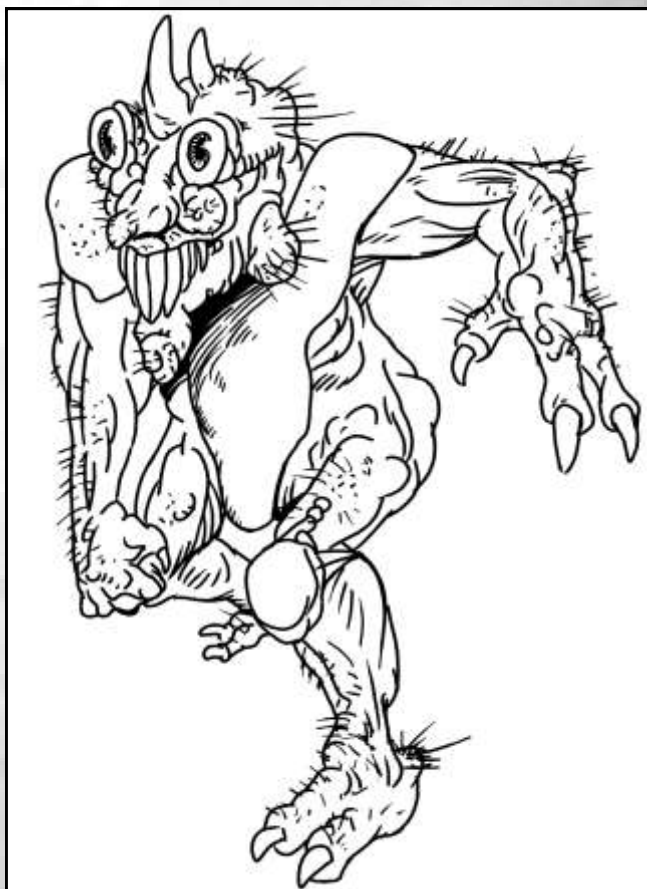
**Movement:** 1/2/3/6

**Wounds:** 24

**Skills:** Concealment +20 (Ag), Silent Move +20 (Ag).

**Talents:** Resistance (Cold)

**Traits:** Bestial, Dark Sight, Natural Weapons, Toxic.



**SUMP RAT**

These large omnivorous rodents live deep in the lower levels of the hive city of Margalos. A cross breed between rats ferried to the planet hidden amongst cargo and transport ships and a native cave dwelling rat-like rodent, the Sump Rat has found a new habitat swimming about the sewage and garbage of the urchin of Margalos. Like many scavenger animals, the Sump Rat will eat and consume anything it can chew, this includes electrical wiring, oil and other fuel based liquids, human flesh, paper products and food scraps.

While the Sump Rat is dirty and carries many diseases and illnesses (as the GM needs) they are often hunted by young survivors and hivers at the lowest ranks of the social ladder of Margalos and consumed as food or processed and sold to others in need. Their skin is often used for furs and leathers and their bones are used in the construction of primitive tools and decorations. But being a Sump Rat Hunter is not the easiest job in the world and many would be Rat Catcher have lost a finger, limb, eye or life to the aggressive and frenzied attacks of a Sump Rat.

The Sump Rat is quick, agile and fierce when defending itself or its nest.

Main Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
23	00	20	20	50	15	40	17	10

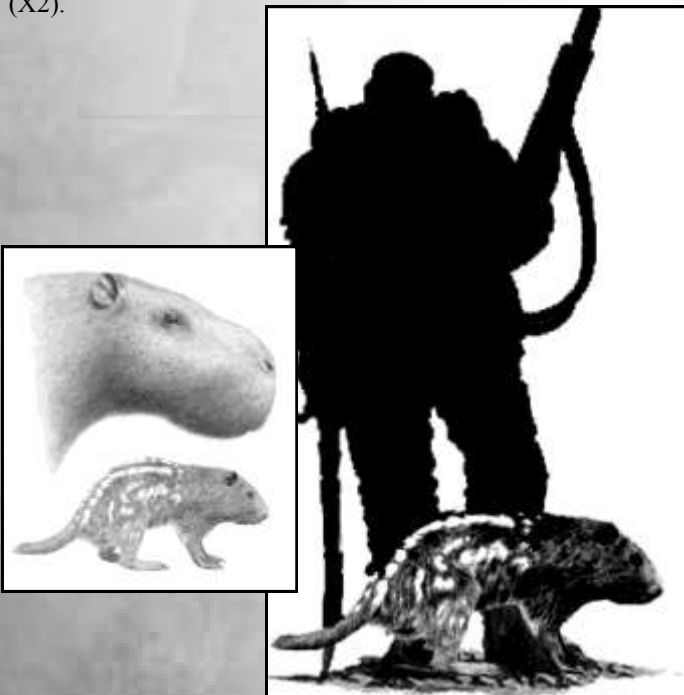
**Movement:** 5/10/15/30

**Wounds:** 7

**Skills:** Acrobatics +10 (Ag), Awareness (Per), Climb +20 (S), Concealment +20 (Ag), Dodge +10 (Ag), Silent Move +20 (Ag), Swim +20 (S).

**Talents:** Berserk Charge, Catfall, Frenzy, Furious Assault, Lightning Reflexes, Step Aside, Sure Strike.

**Traits:** Bestial, Brutal Charge, Natural Weapons, Size (Scrawny), Strange Physiology, Toxic, Unnatural Agility (X2).



**WINTER WOLF**

Winter Wolves are large, semi-intelligent canine beasts that roam the tundra, hills, woodlands and lower mountains of K'otal. Valued for their pelts they are hunted by many Ice Nomads and settlers near mining communities and distant outposts of civilisation. The fact that they tend to prey upon the few herds of Ice Grox present on K'otal does not endear these beasts to the men and women who survive off the meat and milk of these herds.

Winter Wolves are carnivorous pack hunters known for their persistence and cunning. They are as much a bane to the humans of the planet as they are to the orks and even the K'otal Beast and Ice Bears have been challenged by ferocious and cunning members of these packs. The Winter Wolf is revered by many of the Ice Nomads and many cults have sprung up around the legends and tales of their magic properties and ties with ancient gods and powers.

Main Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
33	00	41	40	30	08	50	10	05

**Movement:** 3/6/9/18

**Wounds:** 14

**Skills:** Awareness +10 (Per), Concealment (Ag), Tracking +10 (Int), Silent Move +10 (Ag), Swim (S).

**Talents:** Resistance (Cold), Sprint

**Traits:** Bestial, Dark Sight, Heightened Senses (Smell, Hearing, Sight), Natural Weapons (Bite/Claw), Quadruped.



## NEW ORIGINS

K'otal has a diverse population of contending factions fighting and scheming over the orphans and ore of the planet. To this end, K'otal is unique in the Imperium as it has more than one possible origin package. In fact there are five distinct and separate cultures and origins to choose from when creating K'otal native characters.

They are as follows:  
Ice Nomad (Feral)

K'otal Colonial (Imperial)

Margalian Hiver (Hive)

Orphan of K'otal (Hive)

Seraphi (Forge/Void)

Note that each new origin has an original Dark Heresy origin listed with it. Use this original origin for any modifiers or special circumstances that may exist in other books, rules and adventures that may need to be applied based on a character's home world of origin.

### Characteristic Generation

When generating characteristics for K'otal native characters it is important to note the following special situations for Margalian Hivers, Orphans of K'otal and Seraphi.

**Margalian Hivers:** Margalian Hivers determine Wounds, Characteristics and Fate Points as normal Imperial Worlders do, not as Hive Worlders.

**Orphans of K'otal:** Orphans of K'otal determine Wounds, Characteristics and Fate Points as Schola Progenium characters if *The Inquisitor's Handbook* is available, otherwise treat as normal Imperial Worlders.

**Seraphi:** Seraphi determine characteristics, Fate Points and starting wounds as Forge World born characters if *The Inquisitor's Handbook* is available, otherwise treat as normal Void Born.

### Other Notes

These new origin options use their base origin for the optional rules found on page 30-38 of the *Dark Heresy Core Rules* with Seraphi using Void Born not Forge World.

If using these new origins with the *Unearthed Apocrypha: Alternate Character Generation* supplement, treat these origins as their parent origins for all rolls pertaining to origin type. This also applies if using the optional Home World/ Career mementos rules published by the Black Industries web site and later posted on the Fantasy Flight Games Dark Heresy web site.

## Ice Nomad (Feral)

Ice Nomads live a savage and deadly life amongst the elements of the wild, surviving temperature extremes of the cold long winters and the intense heat of underground caverns that they shelter in from time to time. The Ice Nomads are secluded from the remaining K'otal communities by their choice to survive in the snow and ice covered tundra, be they tribes men out in the Cardinal Reaches or dwelling on the ice cliffs of the mountains to the north, they have opted to live away from the civilised cities and hives.

Unlike other native K'otal cultures, the Ice Nomads survive by hunting wild beasts, from the herds of harts to the deadly Winter Wolf and in time of dire need they even feed upon their own weak. Though devout to the Cult of the Emperor, it is not uncommon for an Ice Nomad to also call upon their ancestors or the Ice Lords of Thrar in times of need. The Cult of the Bloodied Eye is also rampant in their ranks and many have mixed the cult with Imperial creeds and litanies. To them it is of no major concern, as they have little ties with the other people of K'otal, though they have been known to wage intertribal wars where the victors often take entire generations of children as prisoners and sell them to Orphan Traders for weapons, armour and food stock.

Ice Nomads are physically strong and durable, have little or no patience for diplomacy or deal making as in their harsh lives they usually only have but a moment to make a life or death decision. They are slow to become friends with anyone, including fellow tribesmen and mates, but once a blood debt is accrued they will serve it till death. This distance between tribe members extends to siblings and children, only seeing their direct ancestors (not aunts or uncles) as a source of power and pride.

### Ice Nomad Born PCs

Ice Nomads are natural hunters and survivors and are dedicated to the concept of the blood debt. Their ability to survive, track and never get lost is only surpassed by their superstition and ancestral worship, which borders on heresy. They will often be used by off worlders as guides and guards when going into the wilderness or be attached to a Rogue Trader or Orphan Trader serving a blood debt. They may be superstitious but in battle they know little fear.

### Creating Ice Nomad Characters

Use the Feral World Home World template, replacing Iron Stomach and Rite of Passage traits with those presented here.

### Ice Nomad Native Skills

You begin play with the Speak Language (Ice Nomad Cant) (Int) and Tracking (Int) skills.

### Winter Skin

Ice Nomads spend their entire lives in the cold tundra of K'otal, surviving fierce winters, storms and cold fronts. It is not uncommon for the Ice Nomads to have patches of their pale skin marred with black spots caused by frost bite. Years of living in these conditions have given them an almost supernatural resistance to cold.

Effect: Ice Nomads receive the Resistance (Cold) talent at character generation, in addition, to resist cold effects and damage treat their Toughness as if it were +10 higher. Starting Ice Nomads also permanently add +1 to their Toughness. They also receive +10 to Silent Move, Climb and Concealment in the snow and ice. Lastly a Ice Nomad begins play with 10 +1D5 Wounds.

## Blood Debt

While proving themselves to their ancestors is important, nothing takes priority over fulfilling a blood debt. If an Ice Nomad finds himself in a blood debt, he will do anything to free himself from this curse. To become a victim of a blood debt, the Ice Nomad has to have been saved by someone who in the process of saving the Ice Nomad's life at least one Fate Point was spent, be it the same round or in the rounds immediately before or after the event.

Effect: The Ice Nomad will fight for his blood indebted ally until he has returned the favor. When fighting in melee side by side with this ally the Ice Nomad has the Frenzy talent. If his ally is reduced to 0 Wounds then the Ice Nomad also gets the Battle Rage talent. A PC Ice Nomad can start the game with a blood debt as long as a total of 100XP are spent. This fee can be paid by either the Ice Nomad, the character he is indebted to, or shared by both. This fee can be waived if the Ice Nomad reduces his Fate Points by 1 permanently.

## Heretical Faith

The ancestral worship and influence of the Cult of the Bloodied Eye has reduced the true faith of the Ice Nomads. They are generally seen as savage chaos barbarians feared by the general populace.

Effect: Ice Nomads add +10 to attempts to Intimidate and suffer -10 to any positive social activities (Charm, Blather and so forth). In addition, they start with one less Fate Point.

## Ice Nomad Careers

Characters from the Ice Nomads may take the following Career Paths:

**Guardsmen:** The warriors and tribal protectors. This is by far the most common career for Ice Nomads. They are strong and brave and durable combatants, rarely used by the planetary defense forces because of their lack of ranged attacks with modern weapons, but few can deny their brute skill in melee combat. It is not uncommon for Ice Nomad warriors to be used as pit fighters in illegal tournaments run by pirates, wayward Orphanage Wardens and even the Dark Eldar.

**Scum:** The natural rangers and hunters of the tribe. Ice Nomad Scums are noted for their wilderness skills of stealth, concealment and hunting. Few hunters in the galaxy can meet the level of skill an Ice Nomad Scum brings to the table.

**Imperial Psyker:** very few psykers come from the ranks of the Ice Nomads, but it is not unheard of. These individuals serve as guides and seers for the Ice Nomads, helping determine weather and migration patterns and well as assisting in the hunt. However, most individuals displaying mutation or psyker abilities are usually quickly killed, consumed and offered back to the ancestors.

## K'otal Colonial (Imperial World)

K'otal Colonials are those people on the planet who eek out a life as miners, agricultural experts, explorers and port operators amongst other jobs. They neither live in the massive hive city of Margalos or dwell, isolated and alone, along the tundra of the Cardinal Reaches, but instead survive on the verge between both lifestyles. These people are the backbone of the true economy of the planet, assisting in transporting, refining and mining the planet's priceless ore and gathering and escorting the many orphans that come on the planet or leave it.

K'otal Colonials act much like standard Imperial Worlders, save their more universal understanding of the world and their place in it. They know at anytime they can be conscripted to fight in the Cardinal Reaches, their children could be confiscated to meet an Orphanage's quota or the harsh winters could claim their entire community. This has led them to stray slightly from the ignorance of their imperial kin and to be more open about their dissatisfaction with life.

To that end, K'otal Colonials are risk takers, deal makers and natural gamblers. They have little to lose and much to gain and are not afraid to put it all on the line. They truly believe at times that death is a preferable out to the existence they live out day to day. They do not have the grandeur or security of the hive city or the freedom of the Ice Nomads. Instead they are locked in an almost slave class of citizenship, here to toil for the profits of the merchant guilds and Governor Bell.

## K'otal Colonial Born PCs

K'otal Colonial PCs are those individuals who have decided to strike out on their own and make their own fortune. They have quite their jobs, by choice, force or accident, left their dwellings and are off to make their name or wealth or, Emperor damn it, they will die trying.

## Creating K'otal Colonial Characters

Use the Imperial World Home World template, replacing Blessed Ignorance and Superior Origins traits with those presented here.

## K'otal Colonial Native Skills

You begin play with the Speak Language (K'otal) (Int), Gamble (Int) and Evaluate (Int) skills.

## Tradesmen

K'otal Colonials all have a role in the society they dwell in. To this end they are all skilled in their day to day occupations and life role, determined for them from birth. All K'otal Colonials are indoctrinated at an early age to do their part, for Governor and Emperor, as status many resent.

Effect: All K'otal Colonials start with the Trade (Miner) (S) or Trade (Agri) (S) or Trade (Smith) skill at +10. Alternatively the GM may let the character choose any other Trade skill they desire (Dark Heresy Page 108) but without the +10 modifier.

**Wide Eyed**

K'otal Colonials who are PCs or prominent NPCs are eager to escape their day to day life and are very open to new experiences and opportunities. They are trusting in their luck and plan to survive.

Effect: K'otal Colonial PCs and prominent NPCs gain a bonus Fate Point at character generation and may add +3 to Perception.

**Cold Blooded**

Due to centuries of living in the cold environment of K'otal the natives of this planet have an unnatural resistance to the cold.

Effect: Characters start with the Resistance (Cold) talent.

**K'otal Colonial Careers**

K'otal Colonial characters may take the following Career Paths:

**Adept:** Scribes, managers and foremen are all needed to keep mines and factories on schedule. Even the massive Orphan shipments need proper head counts and cataloguing, and to do this the people of K'otal need trained and educated individuals. Adepts easily find work and wealth on K'otal, taking money for their work and bribes to look the other way.

**Arbitrator:** K'otal Colonials serve the Imperium in many ways. Amongst the most dangerous services is the enforcing of law in the wilds of the Cardinal Reaches and other portions of the icy tundra of the planet. Even small communities and mining rigs need law enforcement and protection. Very few bandits, smugglers and outlaws want to face down with an Ice Templar representing the Governor in the wilds of the tundra.

**Cleric:** The people need to be saved. Even on a mining rig the religious arm of Cardinal Flame cannot be overlooked. K'otal Colonials are often dragged into clergy by force or by price to serve the guilds and Ecclesiarchy in order to maintain the will of the faithful and remove the sense of doubt many colonials display.

**Guardsmen:** The K'otal Planetary Defense Force is not the best military known in the Imperium and it draws heavily on a draft conscription which shows up randomly, sometimes monthly and sometimes not in decades. However, K'otal Colonial Militias do exist and operate on a standard PDF outline and many of these men and women make a living later as hired guns, bounty hunters, mercenaries and guards. And few make it into the Arbitrator Elite of the Royal Diocese of K'otal, also called the Hoods.

**Imperial Psyker:** K'otal Imperial Psykers are rare. Offered up to the Golden Throne at young ages these men and women who survived the sanctioning and sacrifice often return to K'otal to seek out others like them or to hunt rogues with the Inquisition. Cardinal Flame prefers to keep them off world, which is why Governor Bell goes out of his way to ensure some return to their home. At least long enough to make the Cardinal nervous and set him off on another crusade. Psykers are invaluable to the Inquisition while hunting members of the Cult of the Bloodied Eye and K'otal Colonial Imperial Psykers warp abilities

and resistance to cold is a great asset.

**Scum:** Every planet, every city, every culture has an underbelly so black no one wants to touch it or clean it themselves. K'otal Colonial Scum are involved in illegal orphan trading, black market ore dealing and smuggling goods for Dark Eldar, Hrud, Pirates and the wealthy alike. Some would say that the Scum of K'otal are the true business men keeping the planet's economy flowing.



## Margalian Hiver (Hive)

The Hive City of Margalos is different from many other hives in its construction. Primarily the hive isn't completely enclosed, with the vast bluish white sky of K'otal visible from many sectors of the city. The Hive is more of a series of circular layers, each one larger than the one above it by several miles, allowing each subsector, or level, to have open air forums.

In addition, the merchant guilds, who like most hive city merchants and rulers, live in the upper levels which are the only levels the receive any form of artificial heat, the remaining levels must make due by producing their own heat and by surviving off the heat produced by manufacturing facilities and ore refining plants. Many levels have constant fires roaring to add to the heat levels produced by body warmth and the excess of production lines.

The citizens of Margalos are protected from the rampaging Iced Claw Orks, the savage and hungry predators such as the Winter Wolf and the K'otal Beast and from the winds and storms of the native weather. However, they face the harsh working conditions, lack of any real food programs and available Medicae facilities. Many resort to eating rodents, garbage and the dead just to survive. Gruel paste is a common foodstuff and in itself expensive and considered a delicacy by the poor. This lack of community support from the higher levels of the hive have caused gangs to form and sub-governments to attempt to run their blocks.

City blocks erupt in gang wars and street fights with regular occurrence, and the politic body that runs the factories and economy care little as long as the work quotas are met daily. These tasks are kept in line by a strict society of managers and overseers who receive aid and enforcement from Governor Bell's own Arbitrator Elite of the Royal Diocese of K'otal, also known as the Hoods.

## Margalian Hiver Born PCs

Margalians are deal makers, short cut takers and survivors who prosper by nerve and the strength of their guts. To them everything has a value, a price and a worth and while these are all similar concepts, a Margalian Hiver knows the difference. They are fast talkers, quick thinkers and know that in order to survive they may have to sell something, buy something or kill someone.

Margalian Hiver PCs have survived for years eating sump rat, rotted meat, processed garbage and near-toxic fungi. They know what is bad and what is really bad and do not believe in a "good" life, just the next thrill, next profit, next reward. And then right back to survival.

Their general outlook is one of "make it through today and worry about tomorrow, tomorrow."

## Creating Margalian Hiver Characters

Use the Hive World Home World template, replacing Hivebound and Caves of Steel traits with those presented here.

## Margalian Hiver Native Skills

You begin play with the Speak Language (K'otal) (Int)

and Carouse (T) skills.

## Cold Blooded

Due to centuries of living in the cold environment of K'otal the natives of this planet have an unnatural resistance to the cold.

Effect: Characters start with the Resistance (Cold) talent.

## Iron Stomach

Food is often scarce in Margalos and those who live there learn to set aside their revulsion and eat whatever they must to survive.

Effect: You gain a +10 bonus to Carouse skill tests made to resist the effects of ingested toxins, poisons or other tainted foods. This bonus applies to tests made to consume unusual or unpleasant meals (such as rotting meat, grox testes, corpse starch rations, to name a few) as well as tests made to resist throwing up.

## Margalian Hiver Careers

Margalian Hiver characters may take the following Career Paths:

**Adept:** Margalian Hiver Adepts are the record keepers and managers of factory floors, leaders of block councils and teachers who educate the youth of the hive in their future vocation. These are the men and women who keep the city running and keep the people working, ensure funds are transferred and bills are paid. They are housing complex landlords and street vendor cashiers.

**Arbitrator:** The streets of any hive are dangerous, and Margalos is no exception. The higher levels have more Arbites and local planetary law enforcers than the lower levels, but their presence is unmistakable. Be they enforcers for local militias and gangs, guards employed by block councils or private investigators and bounty hunters they have a vital role in maintaining the peace, or at least enough peace to ensure the factories reach their daily quota. Many of these law enforcers are members of Governor Bell's personal Arbitrator Elite of the Royal Diocese of K'otal.

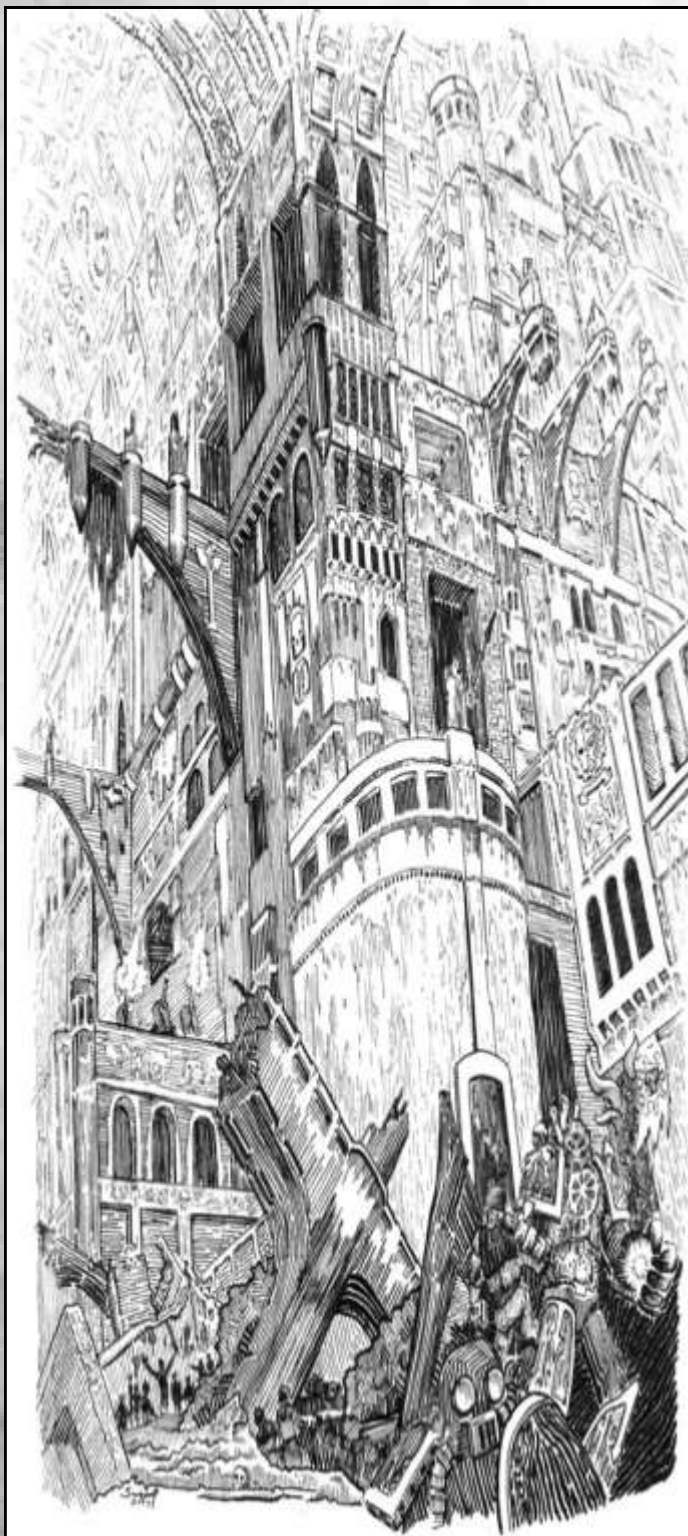
**Assassin:** In a city rife with crime and where everyday life is a game of survival, it is bound to have its underworld elements, gangs and local militias employ and train assassins for the purpose of ridding them of rivals and enforcing rule. Margalian Assassins are used by warring business factions, gangs and angry citizens to remove threats and sores unwanted any longer by those who can afford or enforce their services.

**Guardman:** A city besieged by wild beasts, savage nomads and the occasional ork outbreak has to keep its walls and surroundings well protected. In addition, the businesses of Margalos request the local government, including Governor Bell, be able to provide riot security and military strength when needed to quell a block street fight or urban uprising. A city guard comprised of drafted and conscripted men and boys is kept at all times and is often composed of prisoners, indebted servants and gangs who need the extra cash and weapons.

**Imperial Psyker:** A city as large as a hive is bound to have rogue psykers and other warp touched malcontents

pop up now and then. To that end, Governor Bell attempts to keep as many sanctioned psykers as he can on his military and law enforcement agencies. Imperial Psykers brought to the city (and planet as a whole) are usually originally from K'otal whenever Governor Bell can bribe the right people and grease the right palms. Other Imperial Psykers from K'otal are present throughout the Calixis Sector and are valued for their unique outlook on life, that of a K'otal Hiver.

**Scum:** The scum of Margalos represent a wide range of occupations, from gangers and dealers, to rat hunters, transportation drivers, orphan smugglers and thieves. It is by far the most populace and most important occupation and career of the Margalian Hivers.



### Orphan of K'otal (Hive)

The Orphanages of K'otal are not the ideal place to be raised or even to live and work. Hundreds, if not thousands, of the children die daily, while most look forward to a life where they are either sold into slavery or forced servitude or "removed" from the orphanage to make room for new arrivals. The luckiest orphans and "adopted" by Margalos Hive Nobles, others go into service with the clergy or Adeptus Mechanicus and still more are sent to the ore rigs and mines for a lifetime of labour and toil tapping and refining ore.

Life is a daily struggle to remain sane, healthy and worthy of adoption. To this end the children are disciplined by experts in the proper fields of study for life in the Imperium in large Schola Dormitories and punished for failure to perform to standard. When studies are not being conducted the children are used as labourers in one of the many factories or shops run by the Wardens of the Orphanages, making material for sale to finance the orphanages to keep them open. Those who are extreme disciplinary problems are often exiled to the frozen wilderness that surround the orphanages, executed, sold at dirt cheap prices or relocated to fighting pits for the amusement of the merchant nobles of Margalos.

At a certain age some orphans are released on their own and given their freedom, while the majority are just shipped off to fill the worker quota in mines, on rigs, at factories or inducted into the local militaries of K'otal.

### Orphan of K'otal Born/Raised PCs

The Orphans are tough and durable once they escape the Orphanages, capable of handling themselves in fistcuffs and knowledgeable on basic Imperium creeds and concepts. As PCs they are possibly bought by the Inquisitor or an older acolyte or are recent additions to local military or religious organisations. Those who escape the Orphanages or are sold to the wrong adopters often learn the trade and ways of the rogue by become muscle or bait for black market plots and schemes.

### Creating Orphan of K'otal Characters

Use the Hive World Home World template, replacing Wary and Cave of Steel traits with those presented here.

### Orphan of K'otal Native Skills

You begin play with the Speak Language (K'otal) (Int) and one Trade (Page 108) of choice as starting skills.

### Cold Blooded

Due to centuries of living in the cold environment of K'otal the natives of this planet have an unnatural resistance to the cold.

Effect: Characters start with the Resistance (Cold) talent.

### Brutal Schooling

Years of discipline and fierce competition have honed the orphan's knowledge and skill to the peak of perfection and craftiness, including surviving schoolyard brawls, riots and cell fights.

Effect: Orphans of K'otal treat the Common Lore (Imperial Creed) (Int) and Common Lore (Imperium) (Int)

as Basic Skills and start the game with the Street Fighting talent.

## Perfected Upbringing

Orphans are often adopted to go into the best career that matches their upbringing, physique and personality. They are conditioned and trained this way by their instructors and the Wardens.

Effect: The player may add +3 to the characteristic of his choice as long as that characteristic matches one of the easier ones to advance according to his career path.

## Orphan of K'otal Careers

Orphan of K'otal characters may take the following Career Paths:

**Assassin:** With their few connections to friends and no family to mention, the Orphans make ideal assassins for secretive guilds and pirate clans as well as for the government of K'otal itself. Very many of the elite servants of Governor Bell who perform the more illegal and immoral duties for him were once raised in the orphanages located on the tundra of K'otal.

**Cleric:** Cardinal Nazariah Flame hand picks his clergy from the children available at the Orphanages and does so twice yearly, purchasing the ones he deems capable of handling the trip to Ecclesiarchy training schools and who seem to display unnatural levels of loyalty.

**Guardsmen:** In times of need, and when the numbers begin to fall, it is not uncommon for the commanders of local militias to recruit new soldiers from the orphanages, and this is not just limited to K'otal. Commanders from all across the Calixis sector come to recruit new conscripts from the ranks of the orphans. Mercenaries also find new troops here. Those orphans who survive the orphanages and either escape, survive exile or are released often find no other way to survive than by being guns for hire. It is also no unheard of for the Schola Progenium to recruit new cadets from the ranks of the legendary Orphanages of K'otal.

**Imperial Psyker:** With so many children it is only a matter of moments before one became a psyker and when this happens, the child is immediately secluded and shipped off to the nearest collection point for the black ships. Where the children wind up is much a guess to the orphanage Wardens as it is to their original parents. More than one orphan psyker has linked up with the Inquisition and returned to K'otal for a bit of revenge.

**Scum:** With such a wrong upbringing and not many ways out, orphans who escape or are purchased by the wrong clientele often wind up as bad as their adopters. Those adopted or saved by black market merchants usually follow their new owners down the same path, while those who enlist or escape with pirates become pirates as well. Others make a new living after adoption as face men and con men, engaging in dubious activities for their new lords in Hive Margalos.

**Tech Priest:** The Adeptus Mechanicus representatives onboard the Satellite Seraphus replenish their own ranks from the births on their station, especially from the activities of their Skitarii guards and other low ranking techni-

cians. However Magos Errant Dolphus Mae likes to replenish her Tech Priests with the orphans of K'otal, to allow her more direct control over her stock of followers and to gain a decisive advantage over Governor Bell. It is these new Tech Priests that often become members of the secretive and almost heretical Angelus Mechanicus.



bkm-97

**Seraphi (Forge/Void Born)**

Seraphus is a large satellite that orbits K'otal and is home to the Adeptus Mechanicus. From this satellite the Tech Priests of Mars keep an eye on the politics and business of K'otal and Magos Errant Dolphus Mae maneuvers her power game for control of the ore and other natural resources of the planet.

Those born into the ranks of the Mechanicus aboard the station have a unique lifestyle and are trained and educated in the ways of the Mechanicus from birth, all while living in the low gravity fields of space. Keep completely encased in the satellite and isolated from the Imperium by edicts and doctrines created by Dolphus Mae, these individuals learn to despise the surface dwellers and to feel little or no compassion for those who do not follow the creed of the Ommissiah.

The Seraphi, as they are known, see themselves as removed from the poor planet-bound serfs who toil below and are only motivated by the purest of instincts to refine the natural resources of the planet to help aid in the construction of new devices to improve the life of those without tech. And they especially despise the Ice Nomads.

**Seraphi Born PCs**

Characters born and raised on Seraphus are a unique cross of Forge World and Void Born origins. They are brooding, isolationists and cold, not just in personality but to the touch. However, unlike other Void Born they are able to fake social contact and interactions on a level that makes them seem almost normal. PCs from Seraphus are either loyal followers of Magos Errant Dolphus Mae, secret spies for her enemies in the Adeptus Mechanicus or those lucky few who are raised and educated on the satellite but then shipped elsewhere for duty.

**Creating Seraphi Characters**

Use the Forge World Home World template, replacing Fit for Purpose and Stranger to the Cult traits with those presented here.

**Seraphi Native Skills**

You begin play with the Speak Language (Seraphi) (Int) skill and treat Common Lore (Tech) (Int) and Common Lore (Machine Cult) (Int) as Basic Skills.

**Shipwise**

Birthered and raised onboard Seraphus the Seraphi have a natural affinity with ships and other such vehicles.

Effect: Navigation (Stellar) (Int) and Pilot (Spacecraft) (Ag) are Basic Skills for you.

**Void Accustomed**

Due to their strange and unnatural childhood, the Seraphi are used to the vagaries of changing gravity.

Effect: You are immune to space travel sickness. In addition, zero- or low-gravity environments are not considered difficult terrain for you.

**Caves of Steel**

To the Seraphi, surrounded at all times by metal, machinery and industry, the arcane mysteries of technology are not so strange.

Effect: Seraphi treat the Tech Use (Int) skill as a Basic Skill.

**Hivebound**

Seraphi seldom endure the horrors of the open sky or the indignity of the great outdoors.

Effect: Seraphi take a -10 penalty to all Survival (Int) tests, and while out of the station of Seraphus the Seraphi takes a -5 penalty to all Perception tests.

**Seraphi Careers**

Seraphi may take the following Career Paths:

**Adept:** Even the technical minds of the Adeptus Mechanicus need to keep detailed records of events and transactions and to study the historical and political events of the worlds and people they interact with. Magos Errant Dolphus Mae understands the importance of documentation, research and study and keeps a steady source of adepts trained and ready to aid her in chronicling the events of Seraphus, as well as to investigate her allies and enemies alike.

**Arbitrator:** Seraphus may not be known for its crime or seedy black market, but it still has to deal with information brokers and hereteks and in order to best prevent these atrocities from occurring, the station has a large standing force of law enforcers. Used by Dolphus Mae as both law enforcers and a secondary defense force against invaders, these lawmen enforce the rules, regulations, codes and laws of the Adeptus Mechanicus and any other laws that Dolphus Mae sees fit.

**Guardsmen:** Skitarii are an important part of any Adeptus Mechanicus force, be it a temple, a forge world or a research station. Space Station Seraphus is no exception. Many of the citizens born and raised on the satellite are sent to extensive training camps to become soldiers for Dolphus Mae, while others leave the station to seek their wealth and fortune as bounty hunters, mercenaries and adventurers.

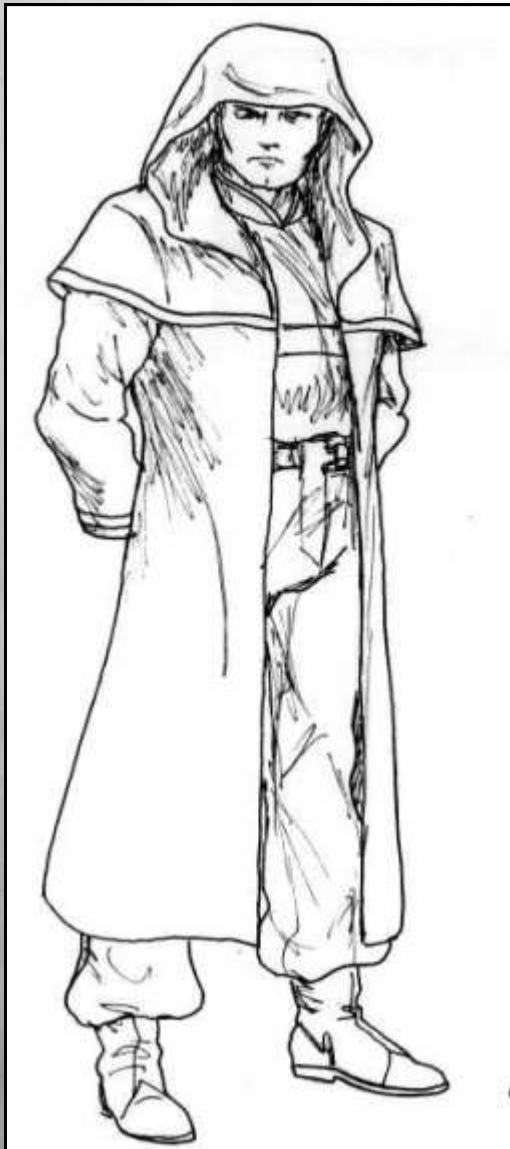
**Tech Priest:** Seraphus would fall from the sky without its dutiful cadre of Tech Priests. While only a small portion of the actual children born on Seraphus actually become Tech Priests, only those who do earn the fullest trust and faith from Dolphus Mae and all of her top aides and advisors are natives to Seraphus. Few of these Tech Priests are sent to other stations to perform other duties at the request of the Adeptus Mechanicus lords on Mars.



**NEW ALTERNATE CAREER RANKS**

In addition to new specific worlds of origins, K'otal also presents new optional Alternate Career Ranks that are specific to the K'otal system. In all there are eight new career ranks and they are as follows:

Career Rank Name	Careers	Rank Available
Angelus Mechanicus	(Tech Priest)	(2+)
Arbitrator Elite of the Royal Diocese of K'otal	(Arbitrator, Guardsman, Scum)	(1+)
Bloodied Eye Cultist	(Any)	(2+)
Bloodied Eye Magos	(Any)	(6+)
Ghost Hand Pirate	(Assassin, Guardsman, Scum)	(3+)
Ice Templar	(Arbitrator)	(3+)
Orphan Trader	(Adept, Cleric, Scum)	(2+/3+)
Rat Catcher	(Scum)	(1+)



**Angelus Mechanicus**

*"Let not the face of man be the instrument of our demise, for as the cog moves the machine, so does the face move the people, and is it not the people whom the machines of the Omnissiah strive to serve and protect?"*

Angelus Mechanicus proverb

The Angelus Mechanicus are a sect of Tech Priests that serve Magos Errant Dolphus Mae aboard the Seraphus. These specialized agents study the perfection of the human body and the emotions that fuels its primitive and often flawed needs. To this extent, these Tech Priests study the ways of physical pleasure, pain and other senses as well as the psychological edicts that steer the body through life. It is these skills that take these men and women to a different depth of social interaction and political involvement than normal Tech Priests.

The Angelus Mechanicus serve as ambassadors, diplomats, merchants and spies for the Adeptus Mechanicus Cult on K'otal and nearby systems. Their understanding of the human body and mind, as a machine based on pleasure and satisfaction have made them excellent at skills of subterfuge, seduction and social interaction. Unfortunately these new skills come at the cost of them extending their technical and lore skills. Many Angelus Mechanicus lead difficult lives conflicted between serving the will of the Omnissiah and the interactions with other humans they have become almost addicted to.

It is not uncommon for Angelus Mechanicus to be offered up to the Inquisition as agents or to be sent to live amongst rig and mine workers on K'otal, enabling Dolphus Mae to continue her spying and covert control of the ore while still satisfying the curiosity and wanderlust of the Angelus Mechanicus in her service.

**Becoming an Angelus Mechanicus:** In order to become one of the Angelus Mechanicus, Tech Priests must have an origin of Seraphi or Orphan of K'otal. Furthermore they must have a Fellowship of at least 30.

**Required Career:** Tech Priest

**Alternate Rank:** 2 or Higher (500 XP)

**Other Requirements:** None

**NEW TRAIT: Face Shifting:** Angelus Mechanicus have special implants grafted into the flesh of their faces to enable slight alterations in their features to enable them to become more appealing to others. In addition to this slight shifting of features they also perspire a sweet honey smelling chemical. Together these two traits allow an Angelus Mechanicus to add +10 temporarily to his Fellowship on a successful Tech Use skill test.

**NEW TALENT: Personality Upgrade:** Unlike other Tech Priests, Angelus Mechanicus can purchase Fellowship Advancements. Angelus Mechanicus can only buy a single advancement per rank and only up to the level of Trained. Use the chart below for price of advancements in XP.

SIMPLE/INTERMEDIATE/TRAINED/EXPERT	250	500	750	NA
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**Angelus Mechanicus Advancements**

Advance	Cost	Type	Prerequisite
Awareness	100	S	
Barter	100	S	
Charm	100	S	
Concealment	100	S	
Deceive	100	S	
Demolition	100	S	
Heightened Senses (Sight)	100	T	
Inquiry	100	S	
Interrogation	100	S	
Light Sleeper	100	T	PER30
Mimic	100	T	
Personality Upgrades (New Talent)	200	T	
Search	100	S	
Security +10	100	S	Security
Trait: Face Shifter			

**Arbitrator Elite of the Royal Diocese of K'otal**

*"My sons, it is days as those found only in war were true men know loyalty and truth, where a man knows who he is and who the soldier beside him is. In the depth of war and sacrifice, true bloods never run, never flee and only those of righteous fire can say 'I was there! I served the Emperor!' and it is to these men that I speak. I charge to you noble born of Valka and to your families and the blood of your fathers upon our path to ruin. A crusade is to be fought, and we will fuel it by our blood and the blood of our foes! Let us lift our voices TO WAR!"*

Cardinal Nazariah Flame upon his departure from the Legio Valka

Originally descended from the large bodyguard of Legio Valka that Cardinal Nazariah Flame brought with him to K'otal upon assuming his duties as head of the clergy of the system, the Arbitrator Elite of the Royal Diocese of K'otal, otherwise known as the Hoods, serve now as the Governor's elite police, soldiers and guards. They have a long storied history, originally filled with blood oaths, noble blooded lineages and honor, but have fallen in the past two centuries to a band of secret enforcers, mercenaries and bad blooded thugs.

The original members of His Eminences' Royal Ecclesiarch Guard were the finest noble born first sons of Cardinal Flame's homeworld. Hand picked and specifically bred from the finest families, these elite guard served as his bodyguard and the head of his many crusades against heresy. When treachery and double crosses led to his reassignment to the backwater world of K'otal, the Royal Ecclesiarch Guard accompanied him to his new Diocese. Two centuries later the Valka military has become the pattern that K'otal's defenses are based on and the Royal Ecclesiarch Guard has slowly fallen from the graces of His Eminence as the original noble born members were replaced with new recruits from K'otal and other nearby systems.

In the past fifty years Governor Tyrus Bell has assumed authority over the Royal Ecclesiarch Guard and reformed them as his Arbitrator Elite of the Royal Diocese of K'otal. Now they serve as secret enforcers, thugs and aggressive guards for the Governor. They are responsible for enforcing the Governor's law, crushing riots and strikes and ensuring that security is maintained within the Hive city of Margalos as well as assist in maintaining the mines and rigs and orphanages.

Noted for their hooded masks and long cloaks, these soldiers are often referred to as The Hoods.

**Becoming an Arbitrator Elite of the Royal Diocese of K'otal:** If someone that wants to become a member of the Hoods must first find a recruiter and apply for a position within the organisation. If the applicant can pass a series of rigorous physical training exercises conducted by a recruiter for the Arbitrator Elite of the Royal Diocese of K'otal is eligible to attend their special boot camp and become a member of the unit. The training then takes 6-15 weeks, depending on skill and prior experience.

Required Career: Arbitrators, Guardsmen and Scum can all become members of the Arbitrator Elite of the Royal Diocese of K'otal. Arbitrators and Guardsmen must no longer be in the employ of the Imperium, or have very under-standing assignments.

**Alternate Rank:** Rank 1 or higher (0 XP). Note this means you may opt to specify this at character creation as your advance scheme. This does not affect your basic starting skills and talents, only how and on what you can spend your starting XP.

**Other Requirements:** None.



**NEW TRAIT: One of Them:** The general population fears the Hoods and the Hoods tend to exploit this fact. Members of the Arbitrator Elite of the Royal Diocese of K'otal gain a +10 skill test bonus to Intimidation, Inquiry and Interrogation with civilians and citizens of the hive cities on K'otal, but receive a -10 modifier to Barter, Blather, Charm and Deceive when dealing with the same people.



**Arbitrator Elite of the Royal Diocese of K'otal Advancements**

Advance	Cost	Type	Prerequisite
Basic Weapon Training (Las)	100	T	
Basic Weapon Training (SP)	100	T	
Common Lore (K'otal)	100	S	
Common Lore (K'otal) +10	200	S	CL (K'otal)
Ciphers (Governor's Code)	100	S	
Ciphers (Governor's Code) +10	200	S	Ciphers (Gov. Code)
Drive (Ground Vehicle)	100	S	
Drive (Hover Vehicle)	100	S	
Interrogation	100	S	
Intimidate	100	S	
Peer (Hoods)	200	T	FEL30
Pistol Training (SP)	100	T	
Rapid Reload	200	T	
Scholastic Lore (K'otal Law)	100	S	
Scholastic Lore (K'otal Law) +10	200	S	SL (K'otal Law)
Sound Constitution#	100	T	

Trait: One of Them

# This talent may be taken twice at this rank.

**Bloodied Eye Cultist and Magos**

*"And upon the worlds he looked and he saw nothing, for his eyes were as blind as the truth of humanity. It is not upon the stars from whence we came, but that of the blood of our fathers. Fear not, for your eyes will deceive you as they do the dead who call to return to their homes, homes built in our cities, in our lives and upon our deaths. Homes built of our blood, that which we no longer see, for we stare to often upon the stars of night and not inward at the lines of our fathers."*

Libra Oris Deum Ex (The Book of the Eyes of the Gods)

The Cult of the Bloodied Eye is older than the known government of K'otal, but was crushed by early settlers over five hundred years ago. However, being a primitive cult worshiped mainly by tribes of Ice Nomads and dissatisfied Imperial Citizens the cult springs up over and over again at various times and locations.

The primary purpose of the cult is the veneration of one's ancestors and their deeds. Every action in the new life is to add to the glory of your forefathers as well as to reduce faith in other gods, especially those gods that deny the importance of one's bloodline. The secondary concepts of the cult include the false perception of the world and the importance of others, which is denounced. The only thing that matters is the one, the one blood, the one tribe, the one cult. Each cult is separate from all others and the only interactions between them are blood feuds, assassinations and conquest. Defeated members of rival cults are accepted into the victorious cult as slaves, servants or sacrifice. This friction causes the cults to be more secretive than most, because even sympathetic cults of the same general demeanor would rather destroy their cousins than assist them.

Cultists see the world through a very narrow spectrum of perception. To them a false god has arisen and sent his hordes to conquer their holy world and the false god and his chief worshippers are raping their home of her possessions, mainly the ore. These cultists wage a insurgency when possible against the false god and his followers, using their dark ways and arts to wield dark powers and to make daemonic allegiances in order to oust the invaders.

There are two general category of cult members, general Cultists and the Magos, or leader.

**Becoming a Cultist of the Bloodied Eye:** Cultists of the Bloodied Eye must willingly blind themselves in an eye of their choice (female members and children will have a single eye blinded by the oldest male in the cult). This blinding can be anything from plucking the eye out, covering the eye permanently with a patch or an operation or similar method of blinding the visual reception abilities of the eye. Blinded eyes may be replaced by cybernetic augmentations.

To become a cult Magos a cultist must have been selected by the cult as their new elder and they must be a male with a Magos in their bloodline in the past. The Magos has both eyes removed/blinded, but does not suffer penalty for it.

**Required Career:** Any

**Alternate Rank:** Cultist: 2+ (500 XP)

Magos: 6+ (6,000 XP)

**Other Requirements:** Cultist: 5+ Insanity Points, 1+ Corruption Point.

Magos: 11+ Insanity Points, 6+ Corruption Points, Fellowship 30, Willpower 30.

**NEW TRAIT: Heretic:** Player Characters who become members of the Cult of the Bloodied Eye for any reason permanently reduce their Fate Points by 1. All members of the cult who have chosen this career rank suffer a -10 on all tests involving social interaction with members of the Cult of the Emperor or of the Machine God.

**NEW TRAIT: Blaspheme:** A Cult Magos receives +10 on all interaction tests that involve his cult followers, in addition to any other modifier. In addition he may make blasphemous statements that fuel his followers to a near frenzy. If he passes a Challenging (+0) Fellowship roll the Magos can add his WP bonus to his followers Initiative rolls. However their max Initiative is still equal to 10+Agility Bonus (and any other normal modifier).

**NEW TALENT: Mutation:** A Magos is often afflicted with many gifts from the chaos gods, despite the Cult never officially claiming to be a chaos cult. For 100 XP a Magos can take a random roll on the Minor Mutation Table or 200 XP for a roll on the Major Mutations Table (Tables 12-3 and 12-4) found on pages 334-335 of the Dark Heresy Core Rulebook. He may take no more than one mutation per rank (starting with rank 6) and never have more Talent Mutations than his Toughness Bonus.



**Bloodied Eye Cultist Advancements**

Advance	Cost	Type	Prerequisite
Awareness	100	S	
Awareness +10	100	S	Awareness
Common Lore (K'otal)	100	S	
Decadence	100	T	T30
Fearless	200	T	
Forbidden Lore (Bloodied Eye Cult)	100	S	
Forbidden Lore (Bloodied Eye Cult) +10	200	S	FL (Bloodied Eye Cult)
Gamble	100	S	
Intimidate	100	S	
Insanely Faithful	100	T	
Minor Psychic Power	200	T	
Peer (Cultists)	100	T	FEL30
Psy Rating 1	300	T	
Trade (Choice)	100	S	
Trait: Heretic			

**Bloodied Eye Magos Advancements**

Advance	Cost	Type	Prerequisite
Awareness +20	200	S	Awareness +10
Charm	100	S	
Command	100	S	
Common Lore (K'otal) +10	100	S	CL (K'otal)
Corpus Conversion	200	T	Psy Rating 2
Deceive	100	S	
Forbidden Lore (Bloodied Eye Cult) +20	100	S	FL (Bloodied Eye Cult) +10
Intimidate +10	100	S	Intimidate
Minor Psychic Power	100	T	
Mutation (New Talent)	100	T	
Psychic Power	200	T	
Psyniscience	100	S	
Psyniscience +10	200	S	Psyniscience
Psy Rating 2	300	T	Psy Rating 1
Sound Constitution	200	T	
Trait: Blaspheme			

**Ghost Hand Pirate**

*"Now be good Lars, or the Ghost Hand will get you!"*  
Common saying to children by parents

In a system full of double crosses, back stabbing and political rivals such as K'otal it is sometimes too easy for the underworld to prosper and hide from the authorities. Such is the way of the Ghost Hand Pirates, a necessary evil in the system as they provide transportation and bodies to keep the economy of the planet going when the powers that be have massive stand offs and internal struggles.

Existing on the outside of the K'otal culture, the Ghost Pirates raid small villages, plunder wayward transport ships and work as mercenaries and thugs for anyone who can find them and pay them. They often find employ with the orphanage wardens to assist in raising the numbers of orphans to meet the necessary quotas set by the government and by demand. It is not uncommon for the military

to hire them to perform actions against rivals that they cannot officially have any hand in and the Adeptus Mechanicus on Seraphus often turn to these pirates to provide safety for their exploration vehicles and as an added deterrent against Governor Bell ever raiding the satellite temple to the Ommissiah.

Ghost Hand Pirates themselves are a varied and rugged bunch of felons, assassins, murderers, thieves, rogues and swashbucklers. Each seeks to make his own fortune, usually at the expense of others and few know the meaning of words like honor or dignity. But they are a valued commodity and it is not rare for the Inquisition to recruit, usually by threat of force or blackmail, from their ranks. They work well as acolytes as they tend to know the seedier side of the system as well as every back wall secret establishment and pirate haven. They are also valued for their skill at arms and for their willingness to do whatever it takes to win, survive and prosper.

But at the end of the day, Ghost Hand Pirates are still kid-

nappers, thieves and pirates. Very few care about the Imperium or their civic duty to the Inquisition, a fact that seals the fate of many pirates.

**Becoming a Ghost Hand Pirate:** Becoming a Pirate is relatively simple either you get hired as one or you are forced to become one by circumstance or you get press ganged into service with them or you go undercover as one. In any circumstance you usually must find the pirates first before you can join the crew and learn the trade. However, there are always exceptions.

**Required Career:** Ghost Hand Pirate is available as an alternate career rank to Assassin, Guardsman or Scum. Guardsmen must no longer be in the employ of the Imperium or be undercover.

**Alternate Rank:** 3+ (1,000 XP)

**Other Requirements:** None.

**NEW TRAIT: Wanted:** Ghost Hand Pirates are wanted by the law, this impedes their day to day life. In addition they have excellent black market contacts. Both of these factors make it easy for a pirate to get rare and illegal items and yet hard to get common goods at the same time. Items with Availability of Common, Plentiful and Abundant become one level harder to find while items of Very Rare, Rare and Scare become one level easier to find.



**Ghost Hand Pirate Advances**

Advance	Cost	Type	Prerequisite
Basic Weapon Training (Flame)	200	T	
Chem-Use	100	S	
Ciphers (Underworld)	100	S	
Common Lore (Adeptus Arbites)	100	S	
Common Lore (K'otal)	100	S	
Crippling Strike	200	T	WS50
Disturbing Voice	100	T	
Dodge	100	S	
Dodge +10	200	S	Dodge
Evaluate	100	S	
Navigation (Surface)	100	S	
Melee Weapon Training (Shock)	200	T	
Pilot (Civilian Craft)	100	S	Pilot (Civilian Craft)
Pilot (Civilian Craft) +10	200	S	
Search	100	S	
Sleight of Hand	100	S	
Sound Constitution#	200	T	
Sure Strike	200	T	WS30
Unremarkable	100	T	

Trait: Wanted

# This talent may be taken twice at this rank.

**Ice Templar**

*“The law is not cold. The law will carry you, it will hold you, and the law will keep you warm. And if that doesn’t alleviate the cold, burn your prisoner and sleep near his flame engorged corpse.”*

Chief Constable Marius Hellebore

The frozen tundra of K’otal is a lawless and violent sector. From colonial outposts, mining colonies and nomadic tribes of feral natives to prowling winter wolves and upstart ice ork Waaaghs, the law must prevail. Out of the rise of a need for stability in the regions outside the hive cities and orphanages the government of K’otal employs mercenary lawmen and political marshals to guard the open wilds of the planet. These lone lawmen travel the cold landscape carrying justice to the lost and punishing the guilty.

Known collectively as the Ice Templars or Royal Marshals to some, these lone wagers of justice survive on little personal luxuries and serve long hours and years in the field, often dying in the pursuit of the law. An Ice Templar is trained in combat to a point where he is a lone army of one capable of surviving for weeks alone in the cold and more then capable of tackling an Iced Klaw Ork in melee combat. But it is not just their duty to fight and kill, they also train and instruct local community constables on the ways of the law and serve as an example to the pioneers and colonials of K’otal of proper Imperial behavior and duty.

For most Ice Templars only a lonely death in the cold wastes await them, some however join together in bands to better patrol and protect larger regions while others take the law all the way to the city walls and at times further. In truth, under the charter that created these dangerous men of the law, only the clergy and the Governor are immune to their investigation, though arrests of those in power will take the consent of the Governor as well.

**Becoming an Ice Templar:** In order to become a member of the Ice Templars a character must first be a member of the K’otal law enforcement society, whether they are in private security, are a street Arbitrator or are in some other law function. Once they have proven themselves they can either petition for a charter to patrol or inherit one or be assigned one, once this happens they officially become Ice Templars.

**Required Career:** Only Arbitrators can become Ice Templars.

**Alternate Rank:** Rank 3 (1,000 XP).

**Other Requirements:** To be an Ice Templar a character must have a BS or WS of 25 or better. In addition an Ice Templar also needs a 25 or better in Strength, Perception and Willpower and at least a 30 in Toughness.

**NEW TRAIT: Lone Arm of the Law:** Ice Templars usually work and patrol on their own, as a result they are resourceful, lucky and skilled and therefore receive one bonus Fate Point. This bonus Fate Point functions like any normal Fate Point but can not be burnt.



**Ice Templar Advances**

<b>Advance</b>	<b>Cost</b>	<b>Type</b>	<b>Prerequisite</b>
Ambidextrous	100	T	AG30
Awareness +10	100	S	Awareness
Climb	100	S	
Common Lore (K'otal)	100	S	
Common Lore (K'otal) +10	200	S	CL (K'otal)
Die Hard	100	T	WP40
Forbidden Lore (Xenos)	200	S	
Hatred (Choice)	200	T	
Heightened Senses (Sight)	100	T	
Heightened Senses (Hearing)	100	T	
Intimidate	100	S	
Jaded	100	T	WP30
Melee Weapon Training (Chain)	200	T	
Navigation (Surface)	100	S	
Pistol Training (Bolt)	200	T	
Search	100	S	
Silent Move	100	S	
Sound Constitution#	100	T	
Street Fighting	100	T	
Survival	100	S	
Two-Weapon Wielder (Ballistic)	100	T	BS35, AG35
Tracking +10	100	S	Tracking
Trait: Lone Arm of the Law			

# This talent may be taken three times at this rank.

**Orphan Trader Advances**

<b>Advance</b>	<b>Cost</b>	<b>Type</b>	<b>Prerequisite</b>
Blather	100	S	
Carouse	100	S	
Carouse +10	100	S	Carouse
Charm	100	S	
Chem-Use	100	S	
Chem-Use +10	200	S	Chem-Use
Common Lore (K'otal)	100	S	CL (K'otal)
Common Lore (K'otal) +10	200	S	
Common Lore (Underworld)	100	S	
Dark Soul	100	T	
Decadence	100	T	T30
Deceive	100	S	
Deceive +10	200	S	Deceive
Exotic Weapon Training (Webber)	300	T	
Exotic Weapon Training (Web Pistol)	200	T	
Forbidden Lore (Xenos)	200	S	
Gamble	100	S	
Gamble +10	200	S	Gamble
Intimidate	100	S	
Jaded	100	T	WP30
Light Sleeper	100	T	PER30
Peer (Underworld)	100	T	FEL30
Sure Strike	100	T	WS30
Unremarkable	100	S	
Tracking	100	S	
Wrangling (Children)	100	S	
Trait: Façade			

**Orphan Trader**

*"Suffer the little children, for that is where the profit is."*  
Common Orphan Trader Amasec Toast

In a society where the sale and enslavement of children is not only permitted but publicly announced as one of the chief industries, it is only a matter of time before some people enter the trade illegally. While more direct individuals enter into open piracy and often join the ranks of the Ghost Hand, those with more public faces or who desire extra secrecy in their actions become members of the underground Orphan Trade. These men and women find, trick, buy or otherwise get their hands on children to either sell to pirates or directly to the orphanages or outsource their "children" to off-worlders who are no longer permitted, are not capable or do not want to deal with the Wardens and merchants of the orphanages directly.

Orphan Traders are usually remorseless and relentless in their capturing and handling of children, willing to deal with the eldar, hrud and even chaos cultists if the money is right. They commonly trade with pirates and murderers and even more unsavory ruffians and as long as they make their profit, they care not for the welfare of their charges. Some more elaborate, better connected and wealthier Orphan Traders keep harems full of concubines for the strict purpose of breeding more children for the sale markets.

An alternate on the Orphan Trader is the Liberator, which follows the exact same advancements and rules for Orphan Trader but focuses on rescuing children and shutting down illegal orphan sales markets. Liberators often enlist mercenaries to help them rescue children, as most Liberators abhor violence themselves. Liberators are also known for raising money and attending orphan auctions where they purchase children themselves to save them directly.

**Becoming an Orphan Trader:** Individuals who want to become Orphan Trader must first lack any sort of remorse or shred of humanity and be willing to exploit others for their own gain. Most Orphan Traders are selfish, bitter and greedy merchants who desire only wealth and security for themselves. To become a Liberator, only must only have common morality, a sense of duty and be aware of the situations that exist for the orphans of K'otal.

**Required Career:** Only Adepts, Clerics and Scums can become Orphan Traders.

**Alternate Rank:** Scum can become Orphan Traders at rank 2 (500 XP).

Adepts and Clerics can become Orphan Traders at rank 3 (1,000 XP).

**Other Requirements:** The first advancement a Orphan Trader must purchase is the Jaded talent.

**NEW TRAIT: Façade:** Orphan Traders keep their work secret, covering their tracks with other occupations. In order for them to perform their deeds in utter secrecy they must keep up to date with their public occupation and identity. To that end, Orphan Traders can select a number of skills or talents equal to their Intelligence Bonus from their normal rank and career as available advances while in the Orphan Trader career.



## Rat Catcher

*"Here ritty, ritty, ritty!"*

Gus, Rat Catcher on the prowl in Hive Margalos

Rat Catchers are a common sight in the lower levels of Hive Margalos. They can be found in most blocks, warrens and ghettos making a living by disposing of sump rat and other vermin infiltrating and infesting the urban areas, usually preventing unsanitary conditions from expanding.

Rat Catchers often travel throughout the hive, although more populace areas have permanent resident catchers. Sump Rats are their chief game, but they can also dispose of bugs, mice, pit beasts and even worse critters. Rat Catchers spend a great deal of time in the sewers, searching through refuse and rivers of waste in the hunt for their prey.

As a side occupation, many of these industrious and dedicated hunters sell the meat and skins of the rodents they capture and slay. A full coat of rat skin fur is often considered a fine piece of clothing, while meat is always a welcome addition to any meal.

**Becoming a Rat Catcher:** People usually don't become Rat Catchers, they are usually born that way.

**Required Career:** Scum.

**Alternate Rank:** Rank 1 or higher (0 XP).

Note this means you may opt to specify this at character creation as your advance scheme. This does not affect your basic starting skills and talents, only how and on what you can spend your starting XP.

**Other Requirements:** A Rat Catcher must have 25 in the following characteristics: Agility, Perception and Ballistic Skill. Furthermore a Rat Catcher cannot have a Fellowship over 30 while in this rank/alternate career. Rat Catchers must have the Margalian Hiver origin.

**NEW TRAIT: Small But Vicious:** Every Rat Catcher has some sort of small, angry and vicious animal to aid them in their hunt for vermin. Be this a cat (or cat like), a dog (or dog like) or other critter varies from Rat catcher to Rat Catcher. In general, treat these loyal animals as Ferocious Creatures as found on page 349 of the Dark Heresy Core Rulebook, but with the Frenzy and Swift Attack talents.

**NEW TRAIT: Tunnel Rat:** A Rat Catcher is at home beneath the sewers and in tunnels and other cramped urban locations. They gain a +10 modifier to Concealment, Climb and Silent Move skill tests in these locations.

However, a Rat Catcher suffers a -10 penalty to the same tests and skills while out of an urban environment.



**Rat Catcher Advances**

Advance	Cost	Type	Prerequisite
Awareness	100	S	
Basic Weapon Training (Primitive)	100	T	
Climb	100	S	
Common Lore (K'otal)	100	S	
Concealment	100	S	
Dodge	100	S	
Melee Weapon Training (Primitive)	100	T	
Navigation (Surface)	100	S	
Resistance (Disease)	100	T	
Resistance (Poison)	100	T	
Search	100	S	
Silent Move	100	S	
Sound Constitution	200	T	
Sprint	100	T	
Swim	100	S	
Thrown Weapon Training (Primitive)	100	T	
Tracking	100	S	
Wrangling	100	S	
Wrangling +10	100	S	
Trait: Small but Vicious			
Trait: Tunnel Rat			



**VALKAN WEAPONRY**

The K'otal military, being largely based on remnants of Cardinal Flame's Valkan Bodyguard, uses primarily Valkan style weaponry and armour in its day to day function. They supplement these weapons with any weapon they can find or easily purchase and often the government will exchange ore and orphans for weaponry.

In addition to the Valkan weapons, K'otal military and law enforcement organisations have a large stockpile of old Cadian Hell weapons which they use largely in their border wars with Iced Claw Orks and Ice Nomads. These hell weapons are valued commodities and few find themselves in the hands of civilians or private militias.

The following is a basic run down of the most common Valkan and Cadian weapons available to standard military forces of K'otal. These weapons are often modified by K'otal Colonials for extended use in the cold extremes of the frozen tundra of the Cardinal Reaches and many mining security forces are known to be armed with Mark V Lasrifles or Mark IV Lasguns.

Due to the age and use of these weapons, they do not have the reliable trait common amongst most lasguns. Many of the modified colonial versions in fact have the unreliable trait.

**Mark V Lasrifle**

Weight: 3.5Kg

Length: 60 in.

Barrel Length: 48 in.

Munition Type: Laser

Magazine: Type VII Power Pack

Firing Mode: Single Shot, Burst Fire

Firing Range: 100m

Made to resemble the old musket design of the solid, ball and shot rifles at the beginning of Valka Prima's Powder Age, the base of all the Valkan pattern weapons, las-based and solid, is the Mark V Lasrifle. Powerful passed the effective range of a lasgun, the lasrifle trades the short stock of a standard lasgun for the muscle it possesses. The nose of the weapon is fitted to accommodate a skinny bayonet made of plasteel.

**Mark III Long Las**

Weight 4Kg

Length: 60 in.

Barrel Length: 48 in.

Munition Type: Laser

Magazine: Type IX Power Pack (Hotshot Cells)

Firing Mode: Single Shot

Firing Range: 150m

The Mark III Long Las was easily converted from the Mark V because the power converting system was replaced with a more powerful one. A scope provides 15 x magnifications to allow a sniper the ability to fire a kilometer away with every nanometer of accuracy that a marksman needs to make that clean kill.

**Mark IV Lasgun**

Weight: 3.5Kg

Length: 48 in.

Barrel Length: 18 in.

Munition Type: Laser

Magazine: Type VII Power Pack

Firing Mode: Single Shot, Burst Fire, Full Automatic

Firing Range: 150m

The Mark IV Lasgun is only assigned to those who achieve a rank within the umbrella of Commissioned Officer or for special units (recon or veteran commandos). Platoon leaders, 2nd Lieutenants, like the size and power of the lasgun because it allows them to command and fight when they need to. The lasgun is perfect for urban and jungle fighting, clearing rooms, and "trench sweeping," and gives a hefty punch at 100m on full automatic. Like the Mark V Lasrifle, the Mark IV is fitted with a skinny bayonet lug.

**Mark II Lascarbine**

Weight: 2.5Kg

Length: 60 in.

Barrel Length: 48 in.

Munition Type: Laser

Magazine: Type VII Power Pack

Firing Mode: Single Shot, Burst Fire

Firing Range: 60m

Given to scouts, sniper spotters, and special operations units, the Mark II Lascarbine is the smallest lasweapon to have enough punch to get through carapace armor. With a side-folding stock, the lascarbine is perfect for close quarters, jungle, and urban combat. Tank crews are also issued this weapon for if their vehicle is immobilized or destroyed and are forced to move on foot. The lascarbine is able to hold a skinny bayonet but users usually do not because the blade offsets the weapon's weight from the center to the front.

**Mark VII Laspistol**

Weight: 1.25Kg

Length: 10 in.

Barrel Length: 5 in.

Munition Type: Laser

Magazine: Type III Power Pack

Firing Mode: Single Shot, Burst Fire

Firing Range: 30m

Like the Mark V, the Mark VII Laspistol is modeled after Valka Prima's old flintlock pistol. Though it sports a traditional design, the potency of the weapon's lasbolt is up to par with every other laspistol in the Munitorum's surplus warehouses. The laspistol is one of the sidearms of an officer.

**The Valkan design of using wooden stocks and coverings on weapons make these arms very resilient to the cold conditions of K'otal. Valkan weapons gain a +30 bonus to resist damage from cold conditions and using such weapons unprotected does not risk harm to the weapon's wielder.**

## Cadian Pattern Hell Pistol

Weight: 4Kg  
 Length: 60 in.  
 Barrel Length: 48 in.  
 Munition Type: Laser  
 Magazine: Type VII Power Pack  
 Firing Mode: Single Shot, Burst Fire  
 Firing Range: 35m

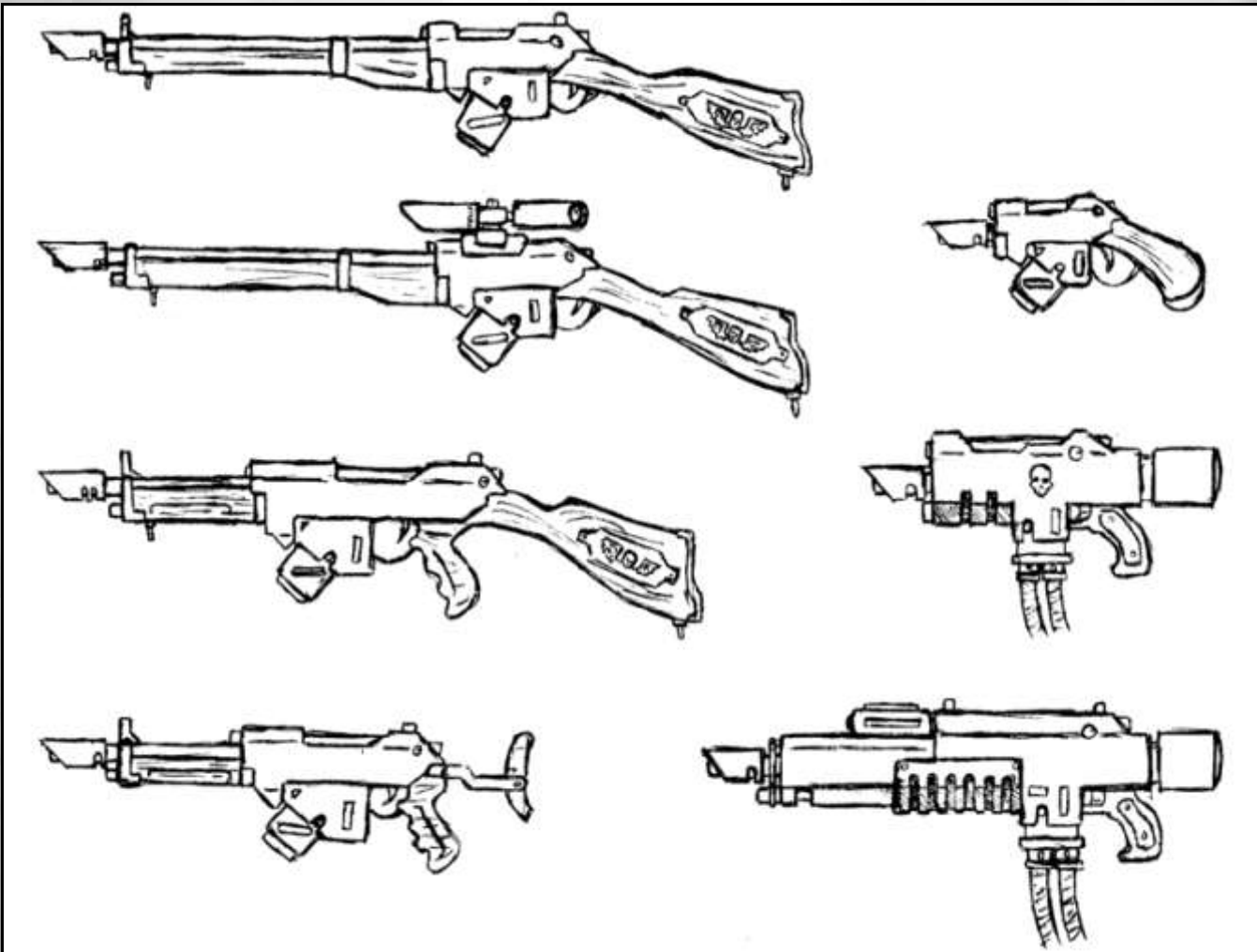
The hell pistol corresponds to the laspistol the same way the hell gun corresponds to the lasgun - it is deadlier and only slightly heavier than the laspistol. However, it is correspondingly more expensive in terms of materials and manpower to manufacture and are usually found with grenadier or storm trooper sergeants, although higher-ranking officers also have access to this weapon by virtue of their higher rank.

**The original Valkan soldiers under Cardinal Flame considered the Cadian Pattern Hell Gun/pistol to be a necessary evil, as they believed the design was too bulky and devoid of artistic feeling in which they saw their own weapons. The Herculian (Valkan storm-troopers), however, have said that, though ugly, the hell gun is the strongest and most ideal weapon for all urban or close quarters missions. It is also quite handy in the cold climate of K'otal, unlike standard las weapons.**

## Cadian Pattern Hell Gun

Weight: 6Kg  
 Length: 60 in.  
 Barrel Length: 48 in.  
 Munition Type: Laser  
 Magazine: Type VII Power Pack  
 Firing Mode: Single Shot, Burst Fire  
 Firing Range: 110m

A hell gun is an upgraded lasgun which fires a substantially more focused beam, using a series of high quality focusing lenses and a completely revamped power feed to give it a far greater armour-penetration factor compared the typical lasgun. However, the higher power consumption requires superior quality power cells or a backpack power supply to keep maintained, and the complex gun system requires more time and resources to manufacture and repair - as well as more training to get the most out of. This makes it more costly to field, so it is not generally issued to the average Imperial Guardsman. However, Storm Troopers and Grenadiers are always equipped with a hell gun as standard to take full advantage of their superior training and weapons expertise.



**ATLW: Valkan All Terrain Land Walker**

When the Valkan Guard arrived with Cardinal Flame they immediately saw major issues with the frozen tundra, mountainous regions and molten ore flowing over their new area of operations. To ease their need to travel, patrol and fight for Cardinal Flame they imported to them hundreds of the Valkan legendary walking tanks. Four legged and crab like these armoured vehicles are capable of handling various forms of terrain from ice and snow, to rocky paths and shallow water beds.

After several decades wear, use and abuse the ATLW are not in the best of conditions, but lose contracts and deals with the Adeptus Mechanicus aboard Seraphus keep enough of these beasts functional to allow Governor Bell's forces to maintain the security outside Margalos and other important locations as well as to assist Cardinal Flame in his crusades against the unsaved in the Cardinal Reaches.

A few less reliable models have made their way into wreckage heaps and civilian hands, and many an Orphan Trader or Ghost Hand Pirate enjoy the use of a ill repaired ATLW in their illegal endeavors.

**Type:** Walker

**Size:** Enormous

**Traits:** Walker

**Armour:** Front 22, Top 20, Rear 20

**Narrative Speed:** 30 Kmph/40 Kmph

**Combat Speed:** 5/15/30/45/60

**Handling Modifier (Drive (Walker)):** -10

**Armaments:** One heavy weapon mounting.

**Crew:** 2

**Access Points:** Bottom, Top and Rear hatches.

**Special:** None

**Passengers:** 8

**K'otal Mining Lander**

Primarily used to transport equipment and personnel the K'otal Mining Lander is a modified service to air transport vehicle. Fitted with net seating in the rear compartment, the lander can carry upwards to 15 passengers comfortably or nearly 20,000 KG of equipment, ore and accessories.

The lander is occasionally commandeered by local military forces for use in military raids and crusades into the Cardinal Reaches. Many models have been converted into medicae transport vehicles used in the hive cities and near orphanages and major star ports and others serve and prison transports or commercial carriers providing taxi services across the planet (or at least from hive to port).

**Type:** Civilian Craft

**Size:** Massive

**Armour:** Hull 20

**Traits:** None

**Narrative Speed:** 300 Kmph

**Combat Speed:** 50/300/600/900/1200

**Handling Modifier (Pilot (Civilian Craft)):** 0

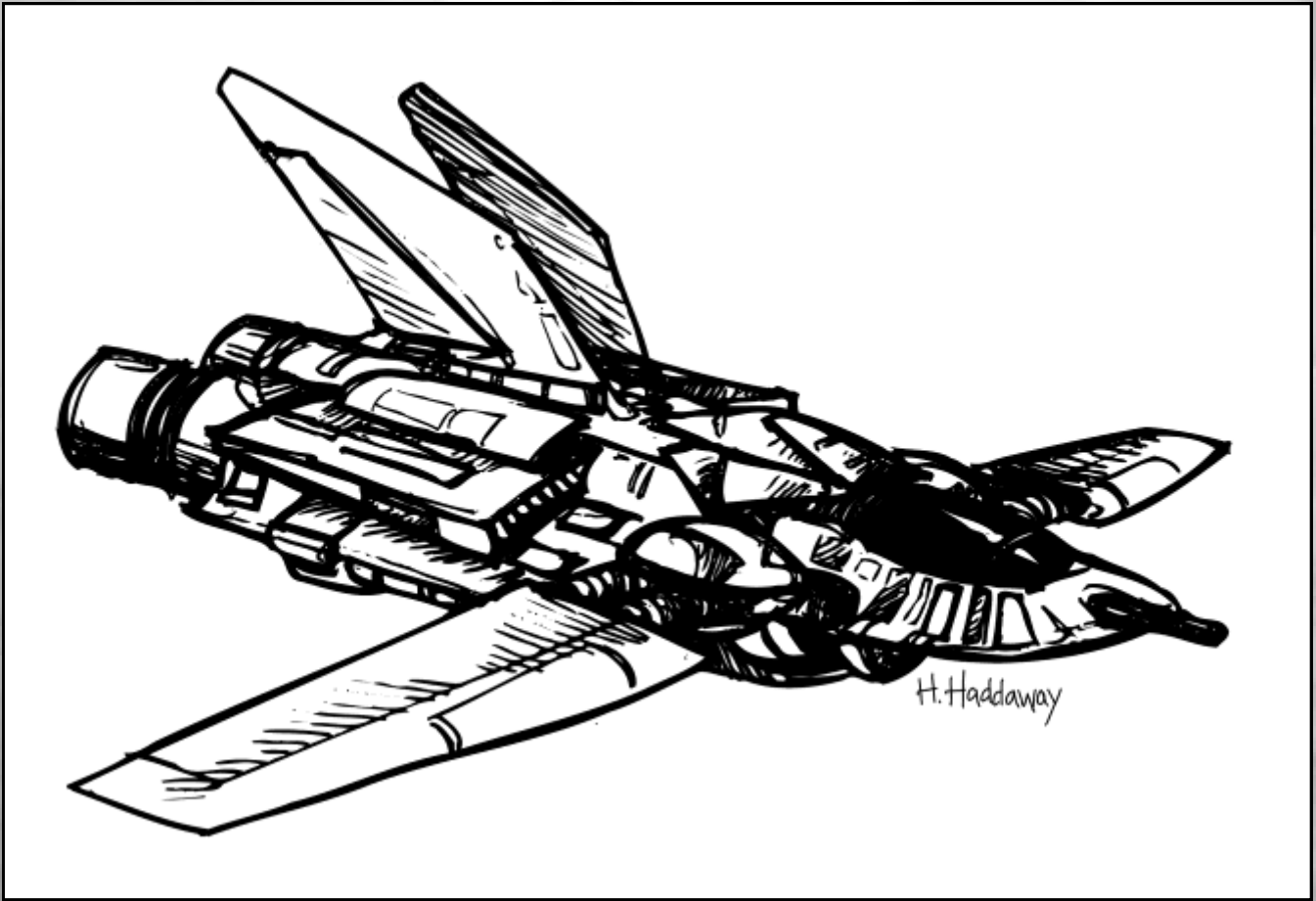
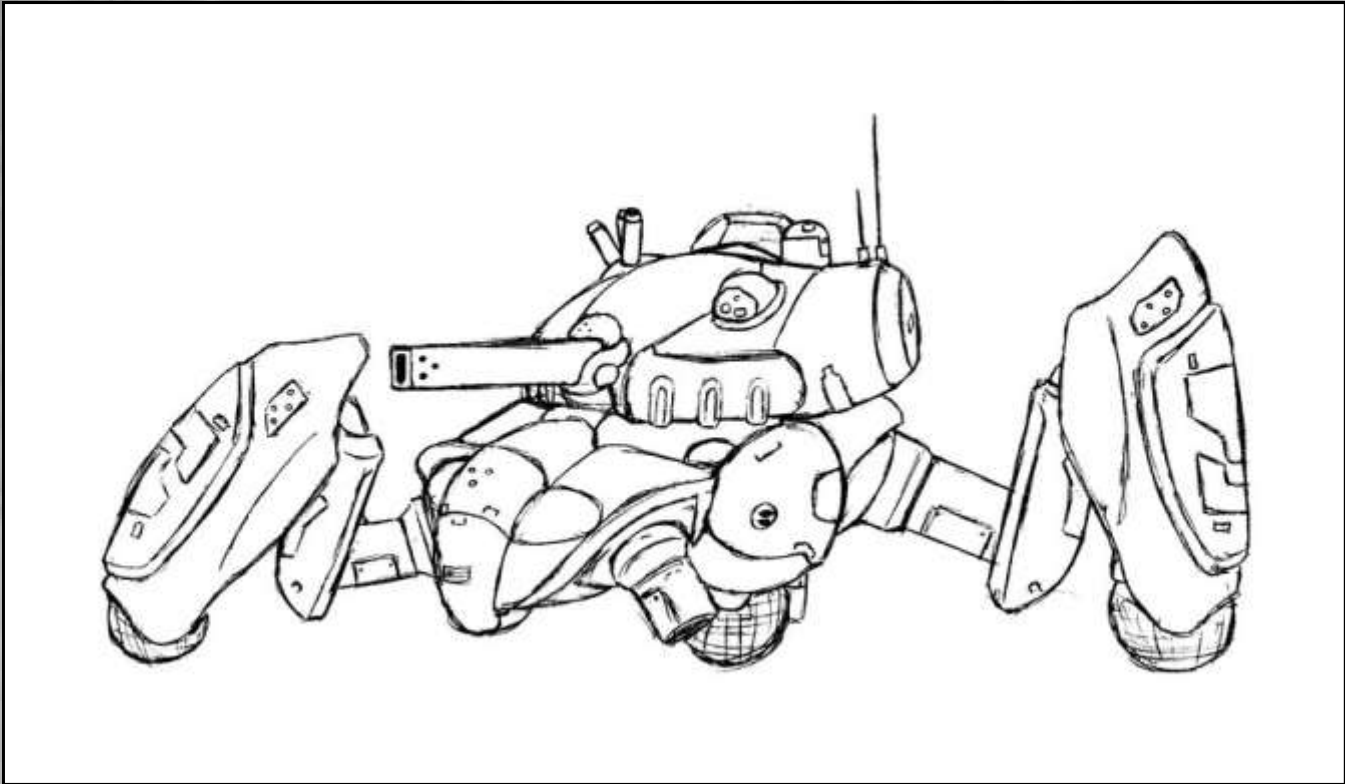
**Armaments:** None

**Crew:** 2

**Access Points:** Rear boarding ramp, crew access hatch/airlock

**Special:** None

**Passengers:** 15



**K'otal Shield House Spiral Ornithropter**

Shield House, much like Lunar Pyramid, is a contractually obliged factory that produces ornithropters for Margalos military and law enforcement needs in accordance to direct supervision and control by the Seraphus Adeptus Mechanicus cell. These special ornithropters are propeller based, not wing based, and have the ability to hover and take off and land in near stationary conditions, making them idea for crowd control, riot suppression and emergency rescue and evacuation operations.

It is highly illegal for anyone but specially trained Tech Adepts from Seraphus to pilot these vehicles and the punishment is death, but at the hands of the Adeptus Mechanicus, not the hands of the local law enforcement agencies.

**Type:** Civilian Craft

**Size:** Hulking

**Armour:** Hull 18, Wings 9

**Traits:** None

**Narrative Speed:** 100 Kmph/170 Kmph

**Combat Speed:** -/35/70/110/150

**Handling Modifier (Pilot (Civilian Craft)):** -10

**Armaments:** None

**Crew:** 1

**Access Points:** Rear boarding ramp and crew hatch/airlock.

**Special:** None

**Passengers:** 4

**Lunar Pyramid Ground Security Speeder**

Lunar Pyramid is a loose band of contract factories located in Margalos that work for the Adeptus Mechanicus Tech Priests of Seraphus. They construct, maintain and repair land vehicles used primarily by the security forces of K'otal and local allied systems. Their primary function is to take ailing older land vehicles, revamp their armour and outfit them with a simple, yet effective and multipurpose weaponry based on the area the new vehicle will be shipped. On K'otal this usually involves the installation of a flamer of some sort.

Though primarily for military and law enforcement use, these vehicles do fall into the hands of nobles, affluent civilians and the criminal element of the city. Gangs of hooligans and scum often steal these vehicles to perform raids on ore and orphan shipments from mines, hives or orphanages to space ports or vice versa. The few roads that exist outside the hives are often rules by these rogue road pirates and possession one of these vehicles outside the city walls of Margalos, unless with official government sanction, is punished by death. Many an Ice Templar dedicates his career to the pursuit of these road pirates.

**Type:** Ground Vehicles

**Size:** Hulking

**Armour:** Front 15, Hull 12, Rear 10

**Traits:** None

**Narrative Speed:** 40 Kmph/60 Kmph

**Combat Speed:** 12/25/50/75/100

**Handling Modifier (Drive (Ground car)):** 0

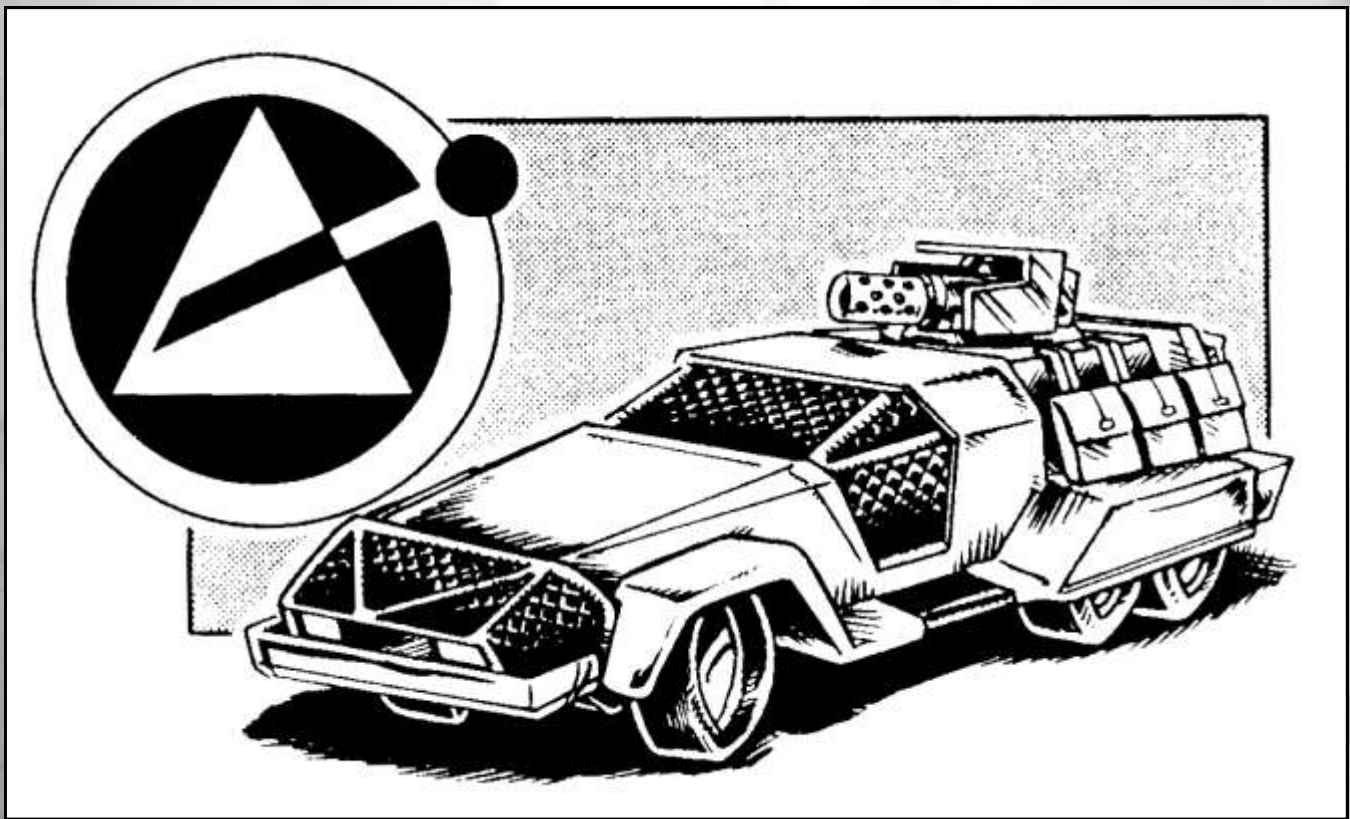
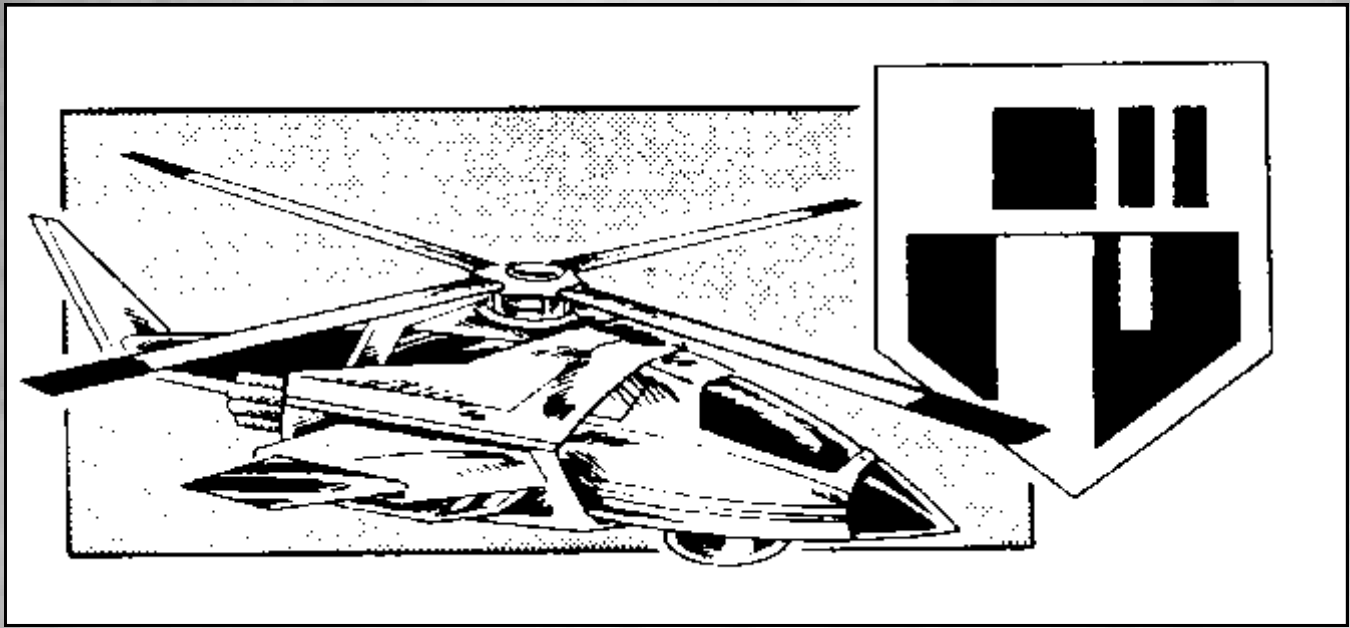
**Armaments:** Heavy Stubber or Flamer.

**Crew:** 1

**Access Points:** Crew hatch

**Special:** None

**Passengers:** 3



**Berdysh**

An adaptation of the halberd or bardiche, the Berdysh's five foot haft has a large, two foot axe blade incorporating a rest for steadying the crossbows and muskets commonly used by the Ice Nomads. A Berdysh can be planted in soft ground for a half action, providing a +5 bonus to Ballistic Skill tests when making aimed shots from such weapons steadied upon it. This is considered a Primitive Weapon for Ice Nomads and an Exotic Weapon for anyone else.

**Hell Fist**

The hell fist is a specialised gauntlet used to store heat and energy to warm a traveler. Individuals protected by a Hell Fist only test Toughness against cold every 8 hours instead of every 6 hours and gain a +30 bonus when doing so. The Hell Fist batteries last for 24 hours and then must be re-charged for 6 hours. Plugging in las weapon power packs will charge the Hell Fist for 2 hours per pack used.

A Hell Fist can also discharge its energy into a focused stream of heat equal to a Melta Gun. However, doing so drains the Hell Fist of 8 hours of power.

**Herd Dog**

A scruffy, intelligent and loyal dog used by Ice Nomads and Colonials alike to herd their animals. Use the Walking Creature statistics found on page 349 of the DHCR, except increase its Intelligence and Will Power by +3.

**Kibitka**

A heavily decorated, portable tent constructed from wooden poles (or large bones) and multiple layers of felt. Kibitka are normally rectangular and have door frames festooned with charms and brightly coloured tassels. The listed example sleeps four people. To determine details of a larger example, add 20 Deks and 20KG per extra person it can house. Poor quality kibitka do not allow those sheltering inside to recover from penalties from the cold at the normal rate, require twice the normal time to do so.

**Winter Clothing**

An outfit of heavy furs, woolens and thick leather designed to keep out the cold. When worn, it grants a +10/+20/+30 (poor, common, good) bonus to any Toughness test made to resist the effects of exposure from cold but confers a -10 penalty to all Agility tests. Best quality does not hinder Agility at all.

**Yurta**

An easily transportable tent constructed from wooden poles and animal skins. Smaller examples are often simple and barely waterproof. Larger yurta, some capable of housing entire nomadic families, have straight sides and a conical roof. To determine the details of a larger yurta, multiply the listed price and weight by the amount of people it can house. Poor quality yurta do not allow those sheltering inside to recover from penalties from the cold. Common allow those inside to recover from the cold at twice the normal time to do so.



VEHICLES	COST
ATLW	120,000
K'otal Mining Lander	80,000
K'otal Shield House Spiral Ornithropter	100,000
Lunar Pyramid Ground Security Speeder	5,000

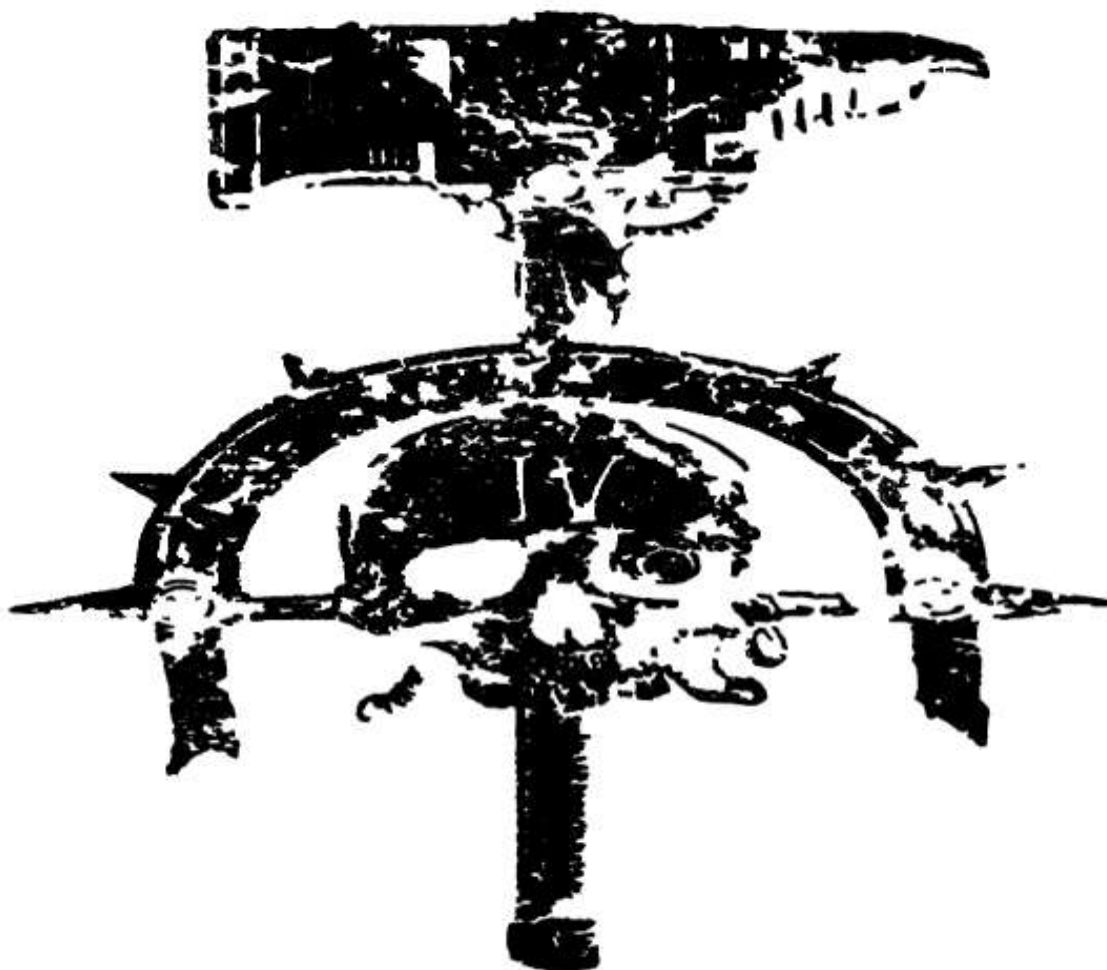
EQUIPMENT	WT	COST	AVAIL
Berdysh	10	40	Rare
Hell Fist	20	2000	Rare
Herd Dog	10	25	Common
Kibitka	70	15	Common
Winter Clothing	15	20	Plentiful
Yurta	30	10	Common

WEAPONS	COST
Mark V Lasrifle	180
Mark III Long Las	240
Mark IV Lasgun	160
Mark II Lascarbine	160
Mark VII Laspistol	120
Cadian Pattern Hell Pistol	300
Cadian Pattern Hell Gun	420

All prices are in Deks.

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Availability
Mark V Lasrifle	Basic	100m	S/2/-	1D10+3E	1	30	Full	Reliable	3.5Kg	Common
Mark III Long Las	Basic	150m	S/-/-	1D10+3E	0	40	Full	Reliable	4Kg	Scarce
Mark IV Lasgun	Basic	150m	S/3/-	1D10+3E	0	60	Full	Reliable	3.5Kg	Common
Mark II Lascarbine	Basic	60m	S/2/-	1D10+2E	0	40	Full	Reliable	2.5Kg	Scarce
Mark VII Laspistol	Pistol	30m	S/-/-	1D10+2E	0	30	Full	Reliable	1.25Kg	Common
Cadian Pattern Hell Pistol	Pistol	35m	S/-/-	1D10+4E	3	20	2Full	Reliable	4Kg#	Rare
Cadian Pattern Hell Gun	Basic	110m	S/3/-	1D10+3E	3	40	3Full	Reliable	6Kg#	Very Rare

# Does not include power backpack.



### Plains of Ice and Snow

Most of K'otal is taken up by the tundra, a broad, empty frozen land, punctuated by small settlements, rivers and raiding bands of Ice Nomads and Iced Claw Orks. To most off worlders, it is a soul killing area and devoid of anything of value. To the natives of K'otal it is a mineral rich environment and many colonial miners make their living taming the ores of the deep icy earth.

Adventures on K'otal must deal with the cold wastes at some point, even if they deal with it by travelling through as quickly as possible to get from settlement to settlement or hive to hive.

The tundra is large, empty and cold. There are few settlements, fewer roads and not many forests. Such circumstances mean this area poses particular challenges to travellers; many ways exist for the unwary to be killed by the land.

#### A Note on Survival and Resistance (Cold)

Both the skill Survival and the talent Resistance (Cold) will affect a character's ability to withstand the cold. If a character passes a Survival test before making a test to resist damage from the cold, he may take a +10 modifier to this test. Resistance (Cold) gives a +10 bonus to resist all of the special tests against cold a character must make.

#### The Cold

The days on K'otal are cold most of the time and dotted with occasional periods of extreme cold. On a really nice day, it might be simply cold, which poses no particular problems. More intense frigidities, however, can kill.

#### Very Cold

Characters must pass Toughness tests every six hours, around dawn, noon, dusk and midnight. A success means the cold does nothing more than make them miserable, while failure means the character takes a cumulative -10 penalty to all tests. Should this penalty ever exceed the character's Toughness Characteristic the character freezes to death. For every six hours spent in a warm environment, this penalty drops by 10.

#### Extreme Cold

A character must pass a Toughness test every three hours. Each failed test imposes the normal cumulative -10 penalty to all tests, but it also inflicts damage from frostbite. The character loses 1 Wound for every degree of failure by which he failed the Toughness test by. This loss bypasses armour and Toughness bonus. If damage causes a critical, it is always to either a leg or arm. People do lose limbs to the cold, but the damage never leads to uncontrollable bleeding, so ignore those aspects of the critical effects tables. Instant death does happen; the cold shock simply stops the character's heart.

### Countermeasures

Warm clothing, fires and the like are a big help against the cold. Sitting or sleeping around a substantial fire moderates the temperature and avoids the need for Toughness tests. It does not, however, count as a warm environment for the purpose of recovery unless the fire and the character are in an enclosed space, such as a house or tent. Sleeping while sharing a blanket with another warm blood creature (generally a human, horse, hound or grox) also removes the need to make tests but cannot actually make the character warm.

The Toughness test should be modified based on what the character is wearing. Standard cold weather clothing of the Imperium merits an unmodified test. Lighter outfits should impose penalties, up to -30 for light swim wear or being naked. Heavier outfits grant bonuses of up to +30, though the heaviest gear is also bulky and interferes with free movement. Standard K'otal cold weather gear grants a +20 bonus.

Most K'otal born individuals stay out of extreme cold; even the Ice Nomads pitch their tents. Otherwise, they make sure to keep warm at night, which generally allows them to recover from the cold, even if they were in it all day.

#### Blizzards

Snow is not uncommon on K'otal, but blizzards are far worse than normal snow. The combination of heavy snow and wind reduces visibility to almost zero and the effective temperature to extreme lows. No native of K'otal would suggest travelling through a blizzard unless staying still meant certain death. Of course, on K'otal, that is not as rare as might be wished.

Characters moving through a blizzard move at Agility Bonus -2 instead of normal Agility Bonus. All Navigation tests take a -30 penalty and must be made every hour instead of daily. On a failed test, the characters head in the wrong direction but do not notice it until either they pass a later Navigation test or the blizzard ends. Once over, a Navigation test reveals they are lost, but the test to work out where they actually are normally Very Hard (-30). Don't forget the effects of characteristic losses due to the cold's effect on the ability to navigate.

Blizzards also inflict a -20 penalty to all Ballistic Skill, Agility and Perception tests.

#### Getting Lost

The lack of true landmarks in the ice covered plains of K'otal makes it easier to get lost at the best of times. Navigation tests must be made every day, unless following a trail of some sort, and they are normally Difficult (-10). However, characters in areas around that they are intimately familiar with (Common Lore or Scholastic Lore), such as the area around their own cities and homes, get a +30 bonus, and tests to reach a general area are considered Ordinary (+10). So generally, packs of Ice Nomads can find their way home from anywhere on K'otal they simply head in the right general direction and then adjust once they're on home territory.

## Going Mad

The ice vastness of the tundra can strain the minds of those not used to it. Natives to the tundra (K'otal Colonials, Ice Nomads and Iced Klaw Orks) are immune to these effects, but hive dwellers are just as vulnerable as off worlders. Every time a vulnerable character wakes up lost in the icy void of the tundra, he must pass a Will Power test or gain a single insanity point.

## Metal

In the extreme cold metal becomes a dangerous item to have contact with, with flesh often freezing onto such items. If flesh comes into direct contact with metal in extreme cold or colder conditions, the individual making the contact suffers 1D5 wounds with no modifiers for armour or Toughness bonus. Any sort of barrier between flesh and metal prevents this from happening, including simple gloves and cloth.

## Crystallisation

The cold of K'otal has a weird effect on las weapons. Exposure to the extreme colds of the planet causes crystallization to occur within the optics and laser generating components of the weapons causing the weapons to lose their reliable trait and reducing their damage by 1. Off world weapons can be modified to avoid this reduction in power at a cost of 500 Deks (250 Throne Geld). Only standard las weapons are affected by this glitch, Hell Weapons, Bolters and other non laser weapons function normally.

Valkan made las weapons have been treated to avoid this effect.

## Special Weather Effects

The following special weather effects are not always in play, but on occasion they spice up the normal ice and snow rules.

### Biting Wind

A gust of strong wind sends flurries of snow and shards of ice flying through the air. All characters exposed suffer 1D10+4 (primitive) damage. In addition, creatures that lost 1 or more wound from exposure must pass a Strength test or fall to the ground, prone.

### Death Frost

A sudden drop in the temperature causes all exposed to suffer 1D10+8 damage, this damage ignores armour. If the character passes a Toughness test they only suffer 1D10+2 damage.

### Hailstorm

Chunks of ice drop from the sky with horrifying speed and numbers. All creatures beneath the storm take 1D10+2 damage each round they remain in the area. Also, they reduce their range of sight by 4 meters, take a -20 penalty to Ballistic Skill and Agility tests and halve their movement.

### Ice Sheet

An area of snow or ground has frozen over into a layer of slippery ice. Those in the area must succeed in a Difficult (-10) Agility test every time they attempt an action involving movement, or they slip and fall, taking 1D10 damage, and lose the rest of their turn. A success means the character can act normally but at half movement.

## Steam Geyser

K'otal's molten core and molten seas of ore occasionally creep into the subterranean streams, rivers and caves of the ice shelf. When this happens the combination of frozen ice, sub zero temperatures and molten ore causes geysers of flesh boiling steam to erupt from the surface.

Characters caught in one of these geyser eruptions suffer 1D10+5 damage that ignores armour but not Toughness. If the armour is completely enclosed (covers all body locations) then it applies as normal.

## Hiding, Tracking and Snow

The snow storms of K'otal can hinder or aid in the tracking of another individual or animal. During normal day to day weather, a character gains +10 to Track. During a blizzard the character increases this bonus to +30 if tracking a target within 1D10 rounds of passing.

Each round after the initial 1D10 reduces the bonus by -10 until it reaches a max of -60 (or -30 if not using the updated errata).

Wind will penalise tracking by -10 per hour.

Individuals familiar with the terrain and weather can obscure their tracks on a successful Concealment, Tracking or Survival test. For each degree of success, the tracker suffers a -10 modifier. However, sometimes trying to obscure your tracks leaves other tell tale signs of passage. Each degree of failure on the obscuring test gives a tracker a +10 modifier.

A successful Survival test can also add a +10 bonus to Silent Movement and Concealment.

### Starvation and Dehydration

The human body can only go so long without food and water. Even in the extreme cold temperatures of K'otal a human being must take an adequate intake of water or risk dehydration and death. Normally a human being can survive several days without food, but considerable less without water.

#### Starvation

Characters can survive a number of days equal to their Toughness Bonus before suffering the risk of death from starvation, but even a day or two without food will severely impair an individual's strength and endurance. After a number of days without food equal to half the character's Toughness Bonus individuals begin to suffer a -10 cumulative penalty per day on all tests. For each day a character goes without food beyond his Toughness Bonus he loses 1D10 from his Strength Characteristic. If the result of the loss on any given day is a "10" then the character loses 1D5 Strength permanently. If his Strength ever goes to 0 or below the character has died of starvation.

Strength returns at a rate of 1D5 per day of rest, provided adequate food and water is available.

#### Dehydration

Dehydration works much like starvation, but acts faster. Characters can survive a number of days equal to half their Toughness Bonus before suffering the risk of death from dehydration, but even a day or two without water will severely impair an individual's strength and endurance. After a number of days without water equal to one third the character's Toughness Bonus individuals begin to suffer a -10 cumulative penalty per day on all tests. For each day a character goes without water beyond his Toughness Bonus he loses 1D10 from his Strength Characteristic. If the result of the loss on any given day is a "10" then the character loses 1D5 Strength permanently. If his Strength ever goes to 0 or below the character has died of dehydration.

Strength returns at a rate of 1D5 per day of rest, provided adequate food and water is available.

#### The Survival Skill

Characters can use the survival skill to stave off the effects of starvation and dehydration by one day. This test can be made daily to keep starvation and dehydration off indefinitely. The Game Master should apply bonuses and penalties as appropriate for the character's location, equipment, familiarity with the area and physical or mental condition.

#### Physic Aid and Medicae Skills

Using Physic Aid or Medicae on a character who is suffering from starvation or dehydration will immediately restore 1D5 points of lost Strength. The Physic Aid skill suffers a -10 penalty when used in this fashion.

### Exhaustion

Exhaustion occurs when the body does not get adequate rest. The normal amount of rest required each day for the body to function is equal to 6-TB hours. If a character cannot get the required sleep or rest he can test against Will Power at +20 to function normally. Each additional day the character goes without rest another Will Power test is required, each successive Will Power Test is reduced by a cumulative -10 penalty.

If a character goes for more days without sleep than his Toughness Bonus then he begins to lose 1D10 off Perception, Will Power, Intelligence and Strength per day and suffers a -10 cumulative penalty to all tests. If any characteristic drops to 0 or lower the character immediately passes out. If two characteristics drop to 0 or below on the same day the character must make a Toughness test (with no modifiers) or suffer 1D5 wounds from system shock. Add +2 wounds per degree of failure. If system shock reduces the character to 0 or less wounds the character dies.

Characteristics recover at a rate of 1D10 per 8-TB hours of sleep or similar rest. Wounds are recovered at a rate of 1D5 per 8-TB hours of sleep or similar rest.

#### Fate Points, Dehydration, Exhaustion and Starvations

A character can spend a Fate Point and ignore a single day's worth of penalties for Dehydration, Starvation or Exhaustion. Furthermore, a character can burn a Fate Point to recover completely from one of the three conditions.

## NEW SKILLS

### Physic Aid (Intelligence, Basic)

Using the Physic Aid skill to perform immediate battle-field treatment of injuries offers a quick fix for those wounded. On a successful test the user of this skill can stop blood loss.

In addition a successful Physic Aid skill test used on lightly wounded victims removes damage equal to the number of successes the treating character received on his test, with a max removal of damage equal to Intelligence Bonus.

If used against heavily wounded victims the test is considered Difficult (-10) and only 1 damage can be removed.

Used on critical damage and the test is considered Hard (-20) and only 1 damage can be removed.

On a standard failure (i.e. by less than 10 points) the victim remains unharmed and aid cannot be rendered until an individual with a higher Intelligence (or modifier for Physic Aid) arrives on the scene to take over.

For each further failure the victim suffers an additional wound. If at 0 wounds or less then the victim must pass a Toughness test or die.

Physic Aid counts as an extended action for both characters involved. It takes a minimum of 2 rounds per wound recovered to use this skill.

If a character using the Medicae Skill also has Physic Aid, then he receives +10 to his Medicae skill tests.

Physic Aid is available at the following Ranks:

**Adept:** Scrivner (rank 2) 100XP, Scribe (rank 3) +10 200XP, Chirurgeon (rank 4) +20 200XP.

**Arbitrator:** Trooper (rank 1), 100XP, Regulator (rank 3) +10 200XP, Arbitrator (rank 5) +20 200XP

**Cleric:** Initiate (rank 2) 100XP, Cleric (rank 5) +10 200XP, Confessor (rank 6) +20 300XP

**Guardman:** Conscript (rank 1), 100XP, Armsman (rank 3) +10 200XP, Veteran (rank 5) +20 200XP

**Scum:** Outlaw (rank 3) 200XP, Rogue (rank 5) +10 200XP

**Tech Priest:** Technographer (rank 1) 100XP, Technographer (rank 1) +10 100XP, Mech-Wright (rank 2) +20 100XP

### Specialisations (Various, Advanced)

Specialisation is not a new skill as much as it is a new skill option. Similar to the talent Talented, Specialisation indicates a character who is especially skilled at a focused use of a Broad Skill or a narrower variation of a specific Skill Group.

In essence, when a skill that is not normally a broad skill (such as Wrangling or Survival) is given a specific area of training (such as Survival-urban or Wrangling-children) then the character with that skill can only use it when it involves his specific area of study. However, to represent the character's broader study with the specialised skill, he receives a +10 on all tests involving that skill.

Various alternate career ranks in this book as well as some of the new origins will have certain skills listed as specialisations. These are normally noted by having a skill group or category listed after the skill in parenthesis. Such as Survival (Cold) or Wrangling (Children). As a general rule, any skill that is part of a broad skill is considered a specialisation and gains the +10 modifier to all tests.

GMs may also allow weapon specialisations. In order to do this, a character selects a single weapon from those he would normally be proficient in from his weapon talents, such as Basic Weapon Training (Las-Las Gun). His talent with Basic Weapon Training would then only apply to Las Guns and not Las Carbine or Long Las. He would, however, gain +10 to his Ballistic Skill when using a Las Gun.

If the GM allows this option, then it is recommended that all Weapon Talents be treated as Basic Skills and nonproficient use would be based on half the character's Weapon Skill or Ballistic Skill not at -20.

XP cost of all skills remain the same, the player may choose to specialise or focus or not when he purchases a new skill or weapon talent.

### Familiarity (Various, Basic)

Familiarity is used with Broad Skills only. The base XP cost remains unchanged. The player may choose when he purchases a new skill that is a Broad Group and an Advanced skill and list it as a familiarity, such as Forbidden Lore (Familiarity).

This allows the character to treat all of the broad group areas listed under that skill as basic skills and test against them with half of the appropriate characteristic as a normal basic skill does.

A character may purchase this skill variation multiple times, gaining the +10 and +20 bonuses as normal. However, since the skill is tested at half value, these modifiers are added to the proper characteristic before halving it.

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