

DARK HERESY

UNIQUE WORLDS OF THE CALIXIS SECTOR

(Created in the name of our God-Emperor)

The dominions of the immortal God-Emperor of the Mankind are vast indeed. Here are but a few examples of unique homeworlds for acolytes in service of Imperial Inquisition, Ordo Calixis.

DREAH (IMPERIAL WORLD)

THERE IS NOTHING TO FEAR BUT FAILURE.
— WARMASTER SLAYDO

This important agri-world is noted the sector over for its grey skies, soil, plants and waters. Dreahans are notoriously dull, with pallid, grayish flesh and a sullen look to their faces. Traders are able to make large sums selling exotic dyes to the Dreahans. More unsavory merchants have found a ripe market for hallucinogenic drugs, as Dreahans are particularly fond of the bright colors such substances make them see. The planetary governor is attempting to crack down on this trade, with little success.

DREAHAN PCS

Characters born on this agri-world are calm and devoted to their goal, reasonable and trustworthy... until it comes to hallucinogen drugs. Anyway, they are able hunters with good sight.



CREATING CHARACTERS FROM DREAH

Use the Imperial World template but replace Liturgical Familiarity and Superior Origins traits with the ones described here.

DREAHAN SKILLS

You treat Trade (Agri) (Int) and Wrangling (Int) as basic skills.

EAGLE SIGHT

Centuries old traditions of hunting on vast grey steppes of Dreah or possibly a specific gene in Dreahan heritage make locals good hunters with sharp eye.

Effect: you increase your Perception by +5 and receive Heightened Senses (Sight) trait.

CRAVING FOR COLORS

Dreahans are too weak-willed to resist the temptation of beautiful colors and vivid sensations hallucinogen drugs provide.

Effect: the character has a Minor Obsession to hallucinogenic drugs (page 237 of "Dark Heresy"). However, these tests are Easy (+30 to Willpower test) for him as long as he doesn't suffer effects from any drug.

IOCANTHOS (FERAL WORLD)

*BY THE WILL OF GOD-EMPEROR I SHALL
TAKE OVER IOCANTHOS*
— VAI-PRINCE SETH THE VOICE.

Iocanthos is a lawless world dominated by warlords and their huge armies, which clash across its jungles, forests and plains. The planet's importance in the Calixis Sector is defined by the fact that it is one of the few places in the Imperium where the Ghostfire flower can grow. Ghostfire pollen can be refined into the combat drugs used extensively in the Penal Legions of the Imperial Guard.

Every five years, a taskforce of Administratum officials descends onto Iocanthos to gather the planet's Ghostfire tithe. The warlords exchange their harvests of Ghostfire pollen with the Administratum in exchange for weapons, vehicles, fuel, clean water and other essentials. The warlord who hands over the most Ghostfire pollen is considered the Planetary Governor and claims the lion's share of support from the Imperium and the title Vervai (literally "prince of princes" or "king"). The title brings with it immense prestige and confirms the warlord's position as the most dangerous and skilled on Iocanthos.

The warlords of Iocanthos are also required to hand over their psykers as well as the Ghostfire harvest, but these are taken from them not by the Administratum but by nameless grey-uniformed men who herd the psykers onto their sleek black ship and take their leave. The Administratum fully accepts the situation on Iocanthos. The Ghostfire pollen is

harvested very efficiently because so many warlords' armies battle to find every last blossom. Were the Administratum to take over Iocanthos themselves the planet would first have to be conquered by the Imperial Guard at enormous expense and the Administratum themselves would be hard-pressed to match the vigor with which Iocanthos's warlords hunt down every Ghostfire flower. They therefore leave the warlords to do the hard work, safe in the knowledge that none of them can rebel against Imperial authority lest their supplies of guns and fuel be cut off...

IOCANTHOS PCS

The warriors of Iocanthos are cruel, savage barbarians armed with powder weapons and sometimes with more advanced arms. They are tough and accustomed to long marching and squalid conditions of life.

CREATING CHARACTERS FROM IOCANTHOS

In order to create a player character from Iocanthos use the Feral World template but replace Primitive and Rite of Passage traits with those listed below.

IOCANTHOS SKILLS

Characters from Iocanthos start with Search (Per) skill and treat Forbidden Lore (Psykers) (Int) as basic skill.

THE CULTURE OF WAR

Natives of Iocanthos constantly engage in war conflicts and bloody battles.

Effect: you receive +2 bonus to Weapon Skill and Ballistic Skill and get Basic Weapon Training (Primitive) talent. Reduce your starting Intelligence by -3.

PORT SUFFERING EDUCATION

Port Suffering is the only town on the planet which serves as a spaceport as well. Some characters may come from this seat of Administratum and centre of Imperial creed.

Effect: the choice of careers is extended. It is possible to become an Adept or Cleric. However, there are no Assassins in Iocanthos' culture.

KARRIK (IMPERIAL/DEATH WORLD)

BURN THIS FUNGAL GROWTH IT SEEMS TO BE AN ORK SHIT.

— ANGOR LASSEQUI LOCAL MILITIA LEADER

Karrik, also known as the Pocked World by spacefarers, is the sole planet of its system. Regularly bombarded by asteroids, shocked by powerful electrical storms, far colder than most habitable

worlds, subject to a moderate level of Orkoid infestation and with a high gravity relative to that of Terra, its breathable atmosphere nevertheless means that it is home to a number of human and abhuman colonists.

Karrik has two moons. The first is Phobos, it is a pitted asteroid, riddled with tunnels. Remains of Orkoid technology can be found on the moon. It is theorised to be an old Ork Rokk that became stuck in the orbit of Karrik many millennia ago. The second is The Pearl Moon, which is covered in water and has its own population and government. Karrik is one of the outlying worlds in its solar system, and is regularly peppered by meteors. Defence orbitals exist to take care of larger meteors that threaten Karrik, but smaller meteors regularly smash into the planet, ruining crops and buildings as they do so.

Whilst not an ice world like Valhalla Karrik is a very cold world, with large permanent ice caps, freezing high winds and frequent blizzards, even on the equator. Humans on the planet who do not take precautions with shelter or protective clothing soon risk death by exposure.

An Ork vessel crashed here many years prior to the planet's discovery by the Imperium. The planet is infested with Orkoids. The cold atmosphere stunts their development somewhat, but during the summer months the fruiting bodies of mushroom bloom in warmer areas and, left to their own devices, young Orkoids soon emerge. To keep them in check regular patrols are sent out with Heavy Flamers to destroy any suspicious fungal growths they find. Now and then parties of feral Orks are encountered on the world, but they are usually small in number, poorly armed, and easily dealt with.

KARRIK PCS

The people surviving on this death world are friendly to each other and highly religious. Also there is a significant amount of ogryn population, so if your Gamemaster permits, you may start your career as an Ogryn character.

CREATING CHARACTERS FROM KARRIK

In order to create a character native to this death world use the Imperial World template but replace Liturgical Familiarity and Superior Origins traits with the following ones.



KARRIK SKILLS

Characters from Karrik speak a local dialect, so they receive Speak Language (Karrik dialect) skill in the beginning of play.

ORK INFESTATION

People from death world of Karrik are used to fight Orks.

Effect: you receive Hatred (Orks), Melee Weapon Training (Primitive) and Pistol Training (SP) talents. Also choose between free Pistol Training (Flame) or Basic Weapon Training (Flame) talents at the beginning of game.

DEATH WORLD COLONIST

You need to be really tough and skilled to survive in the harsh environment of Karrik.

Effect: character receives Survival (Int) skill and Resistance (Cold), Sound Constitution and Talented (Survival) talents.

LATHES (FORGE WORLD)

BZZTTT... OUR ALLIANCE MUST TERMINATE HERE YOUR OBJECTIVES ARE NO LONGER COMPATIBLE WITH MINE.

— QUINTASS DELTA III MECH—WRIGHT. THE LATHES

A trio of quasi-worlds at the hem of the Malfian subsector, the Lathes are the foremost forge worlds of the sector, rivaling Scintilla's Gunmetal City for weapons manufacture. The three planetoids, Het, Hesh and Hadd, enjoy an irregular orbit around their star, intersecting to produce events of hyper-gravity. At such times, industry goes into frantic production, as the commingled gravitational urges of the passing planetoids allow for the specialist smelting of rare metals and alloys. Lathe-world blades are famed throughout the Calixis Sector for their unbreakable character. Gravitational duress also accounts for the dense, armor-piercing quality of Latheworld ammunition. These so-called "body-blowers" are expensive and rare, and often purchased singly. The damage they can do to flesh is astonishing. Blades produced under gravitic circumstances on the Lathes are considered holy and special. Lord Hax owns a rapier of Lathe origin, presented to him by Magus Luol Rho, the Lathe-world emissary to the court of Scintilla. It is rumored that King Skull's sword is also an unbreakable tongue of Lathe-world manufacture. As with all forge worlds held in the fealty of the Mechanicus of Mars, the Lathes are a secretive, closed environment. Visits require special permits and authority, and the Lathes are protected by a fraternity of warrior priests, who can call upon the power of Titans if the circumstances demand...

LATHIAN PCS

The workforce of the Lathes is surprisingly small but all those born and bred on those oddly tangling planetoids are meaty, squat and powerful in their

demeanor, and built with heavy bones and mounds of flesh.

CREATING CHARACTERS FROM LATHES

In order to create a character coming from any of the three planetoids of Lathes system use the Forge World template but replace Fit for Purpose trait with one below.

LATHIAN SKILLS

Tech-Use (Int), Trade (Armorer) (Str) and Forbidden Lore (Adeptus Mechanicus) (Int) count as Basic skills for character from Lathes.

POWERFUL BUILT

As it said before, Lathians are really tough and accustomed to extreme gravity.

Effect: you get +3 bonus to Strength and Toughness characteristic. Also you never suffer from the effects of high gravity.

MALFI (HIVE WORLD)

NOW YOU WILL FEEL THE WRATH OF MALFIAN VENDETTA

— GUILDMASTER FENRIS UTELLAS

Hive world, eight hundred days standard from Scintilla, the main population and manufacturing focal of the rimward territories of the sector. Malfi is a semitropical, gloomy world of overbuilt hives and habitations ledges. Its population approaches that of Scintilla and it subsists on its engineering and metalwork industries. Malfi has a grudge: it believes it should be the sector capital world and venomously protests the supremacy of Scintilla. Certainly, with its super-continental hives and eradication of natural landscape, Malfi resembles a Solar hiveworld far more than any of the other worlds in the sector and its claim for capital eminence seems reasonable. However, politics and demographics are fickle mistresses. Scintilla is better placed to provide a centre of effective governance for the sector. Early regimes, following the Lord Angevin's campaign, made their headquarters on Malfi but the province has spread out since then. Despite its efforts, Malfi remains a border world, colossal in both its consumption and its production. It satisfies itself in commanding the Malfian subsector, ruling the territories rimward and spinward of Scintilla. The subsector governor, Jendrous Kaffiq, answers only to Lord Sector Hax himself. Malfi is a seat of the Administratum and several chief banking houses.

Malfi is - and this may be the very reason the sector rulers passed over it - a place of the most infernal intrigue. It is impossible to count the courtly factions vying for power and the ear of the Matriarch. The central palace is a labyrinth of chambers and

anterooms, a warren that, so proverbs say, many have entered and subsequently died trying to find a way out again. Guides may be procured to steer a visiting party through the warren of Malfi's central palace: they cannot be trusted. Every act and motion of Malfian life is about dissemblance and intrigue. Hire the wrong guide and you may be damned to years of squabbling diplomacy and sudden duels. It is said of the Malfian palace that "life has a thousand separate doors" and this is no exaggeration. Entering Malfian society, one enters a world of complexity and deceit. Few emerge alive.

MALFIAN PCS

The art of deceit, trickery and threats is the key to survival on Malfi. This is true both for lawless Underhives and high spires where the court intrigues are woven into an intricate web.

CREATING CHARACTERS FROM MALFI

Use the Hive World template, replacing the Wary trait with the following one.

CULTURE OF LIES

Malfian flowering culture of lies is a fertile ground for all sorts of scum.

Effect: you gain +10 bonus to all Deceive (Fel), Inquiry (Fel) and Intimidate (Str) tests.

PERCIPRE (FORGE WORLD)

*FROM THE WEAKNESS OF THE MIND. OMNISSIAH
SAVE US
— CHANTS OF THE JOURNEYMAN. VERSE III W-K-03*

This rather cold and inhospitable world is nevertheless teeming with life. Percipre was once a famous garden world. Terraforming created a lush paradise, stocked with an incredible variety of plant species from around the galaxy. With the failure of the terraforming Engines, the planet's population constructed vast glasshouses to protect the collections from the ever harsher conditions, and now only the hardiest of xeno-flora survive outside of their protection. Most of the population are servitors, hive dregs from the lowest levels remade to toil in the Great Beds. Hundreds of these servitors wonder around the gigantic wrought iron glasshouses, intermittently droning Standard Imperial Motivational Phrases (*The dead return to the soil. From the soil springs the Emperor's Bounty. It is in death we win victory, 'It is through intensive agriculture that great victories are won',* and so on).

There are, however, many other denizens scattered across the planet, including Supervisors, Engineeers, Bio-Priests, unenhanced peasants and escaped Servitors. Some live in semi-independent communities in remote, forgotten glasshouses.

In the millennia since the construction of the glasshouses, complex ecosystems have grown up within them. This has led to the abandonment of



large segments of the network as infestation by hostile xenofoms (including pests such as Pyrrusian Dire-Slugs or Catachan Bind-Weed) has made permanent habitation of these areas impossible. Teams armed with flamers and defoliants regularly cleanse such areas, though the strains grow back with aggressive speed and tenacity. Despite this, many expeditions are launched in to lost areas, either to harvest valuable plants growing in ancient, immovable support beds or to search for valuable species forgotten for centuries.

Percipre is effectively a bio-forge world, operated by the Adeptus Mechanicus Collegia Biologica. Advanced principles of Biological Technomancy are used to produce massive crop yields from the limited space available. Engineered crop strains are grown in hydroponics support beds, tended by Mechanicus Servitors and watched over by Bio Priests of the collegia. Such an interest in biotechnology is considered somewhat heretical by other factions within the Adeptus Mechanicus, although the world has so far proved too valuable to be moved against directly.

Percipre exports vast quantities of foodstuffs and other organic products. Nega-Wheat grown in the glasshouses forms the staple diet of several hives, while Praxian-Ironwood from its arboreta is an important building material across the sector. Drugs

and stimulants extracted from exotic plant species are important in many fields, including medicine and combat-enhancement, and are greatly desired by decadent noblemen or by certain Imperial Guard regiments who are prepared to experiment with these forms of Stimm.

PERCIPRE PCS

The population are almost all inductees of the Cult of the Machine God, although visiting Tech-Priests from more orthodox congregations often comment that local worship contains a distasteful respect for the biological. Pagan cults are rumoured to worship primal gods in the depths of the domed forests.

CREATING CHARACTERS FROM PERCIPRE

In order to create a character from Percipre bio-forge world use the Forge World template but replace Fit for Purpose and Credo Omnisiah traits with those presented here.

BIOLOGICAL TECHNOMANCY DOCTRINE

Denizens of this world are trained by Bio-Priests to harvest certain organics and create drugs and stimulants for export. Bio-Priests themselves are trained in obscure and forbidden science of biological technomancy.

Effect: All characters (except Tech-Priests) from Percipre possess Chem-Use (Int) and Tech-Use (Int) skills. Tech-Priests receive more sophisticated knowledge – Forbidden Lore (Adeptus Mechanicus) (Int) and Forbidden Lore (Bio-Tech) (Int) skills. Percipre characters treat Trade (Agri) (Int), Medicae (Int) and Scholastic Lore (Chemistry) (Int) as basic skills and receive Binary Chatter and Chem-Geld talents.

RESPECT FOR BIOLOGICAL

Natives of Percipre, even lowly unmodified peasants, tread within the areas of the forbidden. Such is their respect for this knowledge, deemed heretical by many outsiders with radical views, that it makes them not as pure as other humans.

Effect: start game with 1d5 Insanity and Corruption

points. Moreover, decrease your starting number of Fate Points by 1.

PILGRIM SHIP (VOID BORN)

BURN THEM ALL. THE EMPEROR WILL KNOW HIS OWN

— JOACHIM QUAIS, THE JUDGMENT ON XIEROS PRIME

To live in the void is to be apart from the rest of humanity. But to be born and live in one of the numerous pilgrim ships, slowly traversing the sector, is to be closer to the God-Emperor than anyone else save High Lords of Terra.

Pilgrim ships are the most common transport for the teeming masses of humanity – whose who cannot afford any other type of space travel. Often without a warp drive, these ships may travel to shrine worlds for several generations like famous “Path of Drusus” vessel.

It is a wonder how people do survive in these horrid conditions, but true miracles sometimes happen on board. The most famous story is the tale of “Faith Eternal” pilgrim ship which Geller fields failed once in transmit, but the righteous chanting of passengers kept the ship protected until it could safely exit the immaterium.

PILGRIM PCS

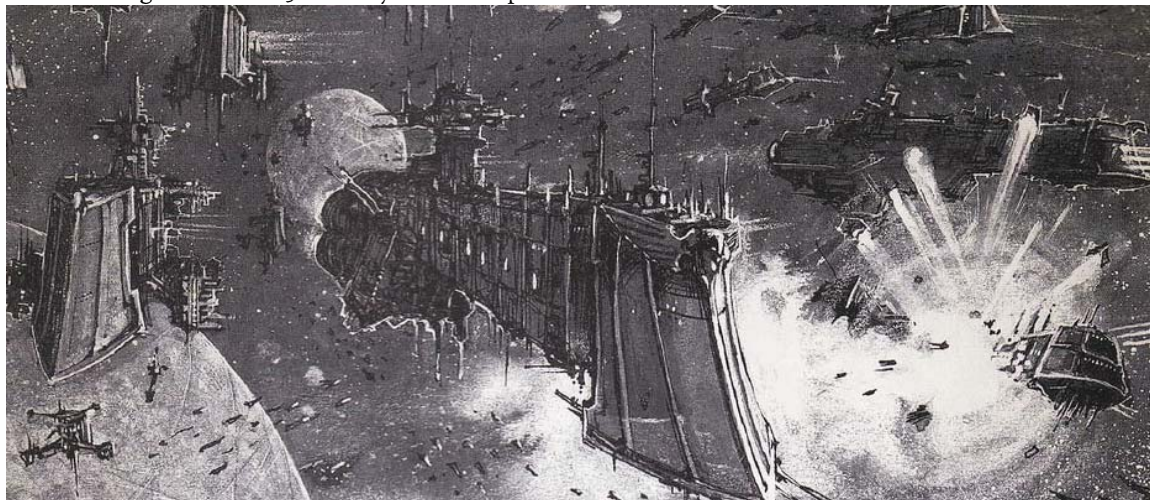
Characters born on pilgrim ship tend to be strong in their faith and devotion, though weak in body due to terrible conditions on these barely spaceworthy vessels.

CREATING CHARACTERS FROM PILGRIM SHIP

Use the Void Born Home World template but replace Ill-Omened and Shipwise traits with the those described here.

PILGRIM SKILLS

You treat Speak Language (High Gothic) (Int), Literacy (Int) and Common Lore (Imperial Creed) (Int) as basic skills.



BELOVED OF THE GOD—EMPEROR

Unshakable in their sincere faith and devotion, pilgrims may face the most horrible dangers of the universe armed with an aquila charm alone.

Effect: you receive Unshakable Faith and Resistance (Fear) talents. Also increase your number of Fate Points by 1.

HORRID CONDITIONS

Plagues, diseases and worse haunt the docks of pilgrim ships. Rotten food, poisoned water, radiation leaks – the holy voyage comes with price.

Effect: reduce your Strength and Toughness by -2 each. Furthermore, halve your starting amount of Thrones.

PROL IX (IMPERIAL WORLD)

SERVE THE EMPEROR TODAY. FOR TOMORROW YOU MAY BE DEAD

— LEXICONUM MORALIS

This crowded, reddish-brown world is the current seat of the scholastic order known as the Decatalogues of Prol. This ninth planet of the “Scrivener’s Star” is an ancient seat of the Administratum. Each of the nine planets is given over to record keeping, collation, statistical analysis, archiving and the like. Space is running out on Prol IX leading to a vicious schism within the ranks of the Decatalogues. The Centurists wish to move to the forbidden tenth planet within the system, whilst the Pyratsics wish to destroy the ancient files stored upon Prol I and raise new temples of information from the ashes of the old. Violent debate and long, impeccably researched discourses are being exchanged between the two factions. These written arguments – some as many as one hundred and six volumes long – are not helping the chronic shortage of space.

PROLAN PCS

Prolan characters are highly educated to serve the Imperium of Mankind. They may seem insane a little, but it’s just a drawback of their Administratum training.

CREATING CHARACTERS FROM PROL IX

Use the Imperial World template but replace Superior Origins and Liturgical Familiarity traits with the following.

PROLAN SKILLS

You receive Literacy (Int) skill in the beginning of game, also treat Common Lore (Administratum) (Int), and Scholastic Lore (Bureaucracy) (Int) as basic skills.

SHARP MIND

Data cataloguing, deciphering, analysis, record keeping – all those require a trained mind. All inhabitants of Prol IX are likewise educated and hypnodocrinated.

Effect: Increase your starting Intelligence by +3 and start the game with 1 Insanity point.



RETH (IMPERIAL WORLD)

BE STRONG IN YOUR IGNORANCE

— THE IMPERIAL PREACHINGS

Historically, Reth has been entirely dependent upon its reputation as a paradise world. Consisting largely of a vast archipelago of thousands of golden islands scattered across a shallow warm turquoise sea, its climate and environment are said to be perfect for soothing and rejuvenating the tired and troubled mind.

Now, whilst it retains (to some extent) its status as a favored destination for senior Adeptus Terra functionaries and Imperial Nobles, it also boasts a small, yet influential, complex for the treatment of mental disorders operated by the Orders Hospitaller of the Adeptas Sororitas. This facility, the Asylum of Saint Vero, based on Reth's third largest island, treats over a million inmates, all suffering from a variety of mental illnesses. It is a conglomeration of hospitals, clinics and shrines maintained by the dutiful and dedicated sisters.

Disquieting rumours persist that many of the unfortunate patients of the St. Vero asylum are in fact psykers brought to the planet for reasons unknown. The Inquisition has, on occasion, sent its own most troubled members to a secret bunker, known as the Chapel of Blessed Peace, sited below the asylum and protected by hexagrammatic wards, silver seals of great potency and Inquisitorial Stormtroopers of ancient charter. Many valued Imperial servants whose talents are deemed 'useful' to the Imperium, are sent to Reth for a period of recuperation, and in some cases, mind-cleansing.



RETHIAN PCS

Characters who come from Reth are perhaps ones tired from living a relaxed life and seeking for adventure. Sadly, they are rarely aware of terrible truths that lurk above the pleasant blue skies of their paradise homeworld...

CREATING RETHIAN CHARACTERS

In order to create a character native to the paradise world of Reth use the Imperial World template but replace Hagiography and Superior Origins traits with those described here.

RETH SKILLS

You begin play with Swim (Str) and Carouse (T) skills. Also Tech-Use (Int) skill is Basic for you.

LIFE FULL OF PLEASURE

Rethians, whilst retaining a proper respect for the Lord of Mankind, tend to think of him in fairly abstract, neutral terms. Rethians are typically laid back and would rather enjoy a life of mild sin than a life of confessing over imagined sins. Whilst this rarely converts into outright heresy, many outsiders feel that the average Rethian needs to have the love of the Emperor thrashed into them!

Effect: you receive -10 penalty to all Fellowship tests involving Ecclesiarchy members. Also you start game with 1d5-1 Corruption points.

SUPERIOR GENETICS

The population of Reth has never suffered from mutations, epidemics or any industrial hazards. Is it a blessing of the God-Emperor himself or just their genetic superiority? That's still a question.

Effect: you get +1 to all your Characteristic scores, except Weapon Skill and Ballistic Skill. Also the number of your starting Fate Points is increased by 1.

PSYCHIC INSTABILITY

The majority of the population live relaxed lives: they are dependant upon their fishermen, but the seas are so plentiful that they rarely need to work too hard to eke out a living. That relaxing life makes person incapable to resist the terrors of the universe. But when the horror is over, they may easily overcome its consequences and settle their troubled minds.

Effect: all Fear tests for character are one category more difficult; for example, Fear Rating 1 becomes Fear Rating 2 for them, and so on. However, he needs to spend just 50 XP to remove an Insanity point.

TRANCH (HIVE WORLD)

EDUCATE MEN WITHOUT FAITH AND YOU MAKE THEM NOTHING MORE THAN CLEVER DEVILS

— KROSS VORGT, DRILL ABBOT

A grimy and relatively minor hive world, Tranch's only lasting fame is a slow burning and viscous civil conflict that, despite countless lives lost, shows no sign of abating. Tranch's economy before the war was sustained in part by a sizable population of mutants utilized as slave labor in the Soot Warrens of the furnace levels. Its masters, Oligarchs of Tranch were pitiless and sadistic rulers with a history of brutal repression. When a portion of mutants rose, few dreamed it would spark a conflict that would spread to engulf the entire planet and live more than a billion dead. The planet descended into anarchy in an almost overnight.

Now classified as "officially pacified", the Calixian Guard regiments who are routinely rotated through deployments on Tranch still take the brunt of the slowly simmering conflict and must face a thankless war of ambushed, desperate victims, booby traps, atrocities and ever present terror. Tranch is still a militarized zone, administered as a fiefdom of the powers of the Malfian sub-sector. Large-scale efforts to recolonise and restart the world's industry have only been partially successful, and whole hive spires are still lawless battlegrounds – the domain of rogue mutants and worse.

TRANCH PCS

Characters who come from Tranch are all sorts of scum, dregs, brutes and other survivalists trying to see the light of another day. They are raised amongst terrorist attacks of Pale Throng and they know very well the smell of death and misery. Their hatred and desperation are all that keeps them clinging to this bitter life.



CREATING CHARACTERS FROM TRANCH

In order to create a character native to the war-torn world of Tranch use the Hive World template but replace Accustomed to Crowds and Hivebound traits with those described here.

TRANCH SKILLS

You begin play with Speak Language (Tranch Cant) (Int) and you treat Forbidden Lore (Mutants) (Int) as a basic skill.

KILL THE MUTANT!

From your very birth you are taught to fear and hate mutants – the never-ending terror of your home planet.

Effect: you receive Jaded and Hatred (Mutants) talents. However no one is sane on Tranch – roll 1d10 for starting Insanity points and reduce your Willpower by -3.

COMBAT TRAINING

The population of Tranch is taught to survive and local militia sometimes proves more useful and effective than Calixian Guard regiments stationed on planet surface.

Effect: you start the game with Primitive Weapon Training (Melee), Basic Weapon Training (SP) and Pistol Weapon Training (SP) and Leap Up talents.

VAXANIDE (HIVE WORLD)

LET'S GET OUT OF THIS DAMNED WORLD AS SOON AS POSSIBLE

— CHARTIST CAPTAIN WAKX BLAETOS

The forgotten frontier colony. Situated at the edge of sector territory, Vaxanide is a poorly supplied, desperate world, struggling to enter the “inner circle” of sector planets. It has decent mineral output and considerable exports of meat and fish, but it fights to survive. Its three billion population answers to Lord Vaxanide, scion of House Vaxanide, which has holdings on Scintilla, Malfi and Regulus. The economic degeneracy of Vaxanide results in it being a generally lawless, dangerous frontier world, especially beyond the precincts of the central hive, Vaxanhive. The planet is especially famed for its porcelain, glass and fish products. It is also the site of a shrine to Saint Drusus, where miracles are said to occur. Base rumors say that a hidden city exists in the canyons of the dense equatorial jungles. The city is said to be a mirror of the Lucid Palace, populated by phantoms of the actual Lucid Palace's denizens. All expeditions into the jungle areas have ended in failure, with few members returning alive. Those who survive are usually insane, raving of “grey death” stalking them, or simply ending their lives in a variety of messy ways.



VAXANIDE PCS

To survive on Vaxanide one has to be alert, armed and a little bit paranoid. All vaxanidians seem crazy to outworlders, though.

CREATING CHARACTERS FROM VAXANIDE

In order to create a character from frontier world Vaxanide use the Hive World template but replace Caves of Steel and Hivebound traits with the few described here.

VAXANIDE SKILLS

You start with Common Lore (Vaxanhive legends) (Int) skill. In addition, Survival (Int), and Navigation (Surface) (Int) count as basic skills for natives of Vaxanide.

AT THE FRONTIER OF THE IMPERIUM

Living far away from the heart of Calixis, locals are ready for everything the galaxy may throw at them.

Effect: you Melee Weapon Training (Primitive), Pistol Training (SP), Paranoia, Resistance (Poison) and Insanely Faithful talents. Roll 1d10 for starting Insanity points as this harsh life leaves its mark upon any human cursed to born on this planet.

DESPERATE IN SUPPLIES

Vaxanide is rarely visited by merchant or Imperial supply ships, thus various deceases are frequent and take their death toll very often.

Effect: reduce your starting Toughness and Strength by -5 both.



ZILLMAN'S DOMAIN (FERAL WORLD)

*BURN THE WITCH BURN THE WITCH BURN
THE WITCH*

— PEASANTS MOB ON THE TOWN SQUARE OF SAR TALAR

Zillman's Domain is a low tech feudal world with a heavy Imperial tithe burden. Existence here is agricultural and frugal. The king owns a lasgun which makes him king. The Domain is famous for its brutality and medieval mindset and accidental visitors are often burned at the stake as witches for possessing such items as vox-links.

ZILLMAN DOMAIN PCS

Characters that come from Zillman's Domain are just a little bit more than savage ferals – they are truly dark minded folk full of superstitions, brutal and merciless. Still they are faithful servants to the God-Emperor.

CREATING CHARACTERS FROM ZILLMANS DOMAIN

Use the Feral World template but replace Iron Stomach and Rite of Passage traits with the ones described below.

ZILLMANER SKILLS

You begin play with Speak Language (Zillman's Domain dialect) (Int) and also Common Lore (Imperial Creed) (Int) is a basic skill for you. You have to choose your profession as well – take Trade (Agri) (Int), Trade (Smith) (Str) or Trade (Merchant) (Int) as an advanced skill.

MEDIEVAL ARTS

Medieval people of Zillman's Domain are trained with use of primitive weapons like bow and sword.

Effect: you gain Melee Weapon Training (Primitive) and Basic Weapon Training (Primitive) talents in the beginning of game.

THE BURDEN OF LIFE

Zillmaners in their physical build and intelligence are closer to inhabitants of some Imperial world than to feral natives from Dusk. Their existence is harsh and all what lighten their burden of life are a faith and a time-worn icon of Saint Drusus in the corner of their house.

Effect: you roll 20 +2d10 for all your characteristics and Cleric career path is available for you. Also add +2 to the starting Strength score.

