

Bolt Mortis	Forge World	Adeptus Mechanicus	Penumbra
Name	Origin	Faction	Role
200 / 0	Right	33	Old
	Handedness	Age	Eyes
			Patron You are unremarkable, another infinitely replaceable cog in the endless machinery of the Imperium.
			Features

Current XP Spent	Brown / White, Spikes
Hair	Height
	185

Characteristics										Fate		Corruption	
	AG	BS	Fel	Int	Per	STR	TGH	WS	WIL	Current	Total	Total	Mutations & Malignancies
Starting	22	22	24	29	35	40	26	37	33		0	0	
Advances	0	0	0	0	0	0	0	0	0				
Current	27	27	24	39	35	40	26	37	33				

Skills & Specializations													
Skill	Characteristic	Adv	Total	Skill	Characteristic	Adv	Total	Specialization	Skill	Adv	Total		
Athletics	Strength	40	0	40	Melee	Weapon Skill	37	0	37	Ranged (Long Guns)	Ranged	1	37
Awareness	Perception	35	0	35						Stealth (Move Silently)	Stealth	1	37
Dexterity	Agility	27	1	32	Navigation	Intelligence	39	0	39				
Discipline	Willpower	33	0	33	Piloting	Agility	27	2	37				
Fortitude	Toughness	26	0	26	Presence	Willpower	33	0	33				
Intuition	Perception	35	0	35	Psychic Mastery	Willpower	33	0	33				
Linguistics	Intelligence	39	0	39	Ranged	Ballistic Skill	27	1	32				
Logic	Intelligence	39	1	44	Rapport	Fellowship	24	0	24				
Lore	Intelligence	39	0	39	Reflexes	Agility	27	0	27				
Medicae	Intelligence	39	0	39	Stealth	Agility	27	1	32				
					Tech	Intelligence	39	2	49				

Goal: Long-Term	Influence								
Goal: Short-Term	<table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:50%;">Faction</th> <th style="width:50%;">Influence Contacts</th> </tr> </thead> <tbody> <tr> <td>Adeptus Mechanicus</td> <td style="text-align: center;">1</td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> </tbody> </table>	Faction	Influence Contacts	Adeptus Mechanicus	1				
Faction	Influence Contacts								
Adeptus Mechanicus	1								
Connections									

Talents	
Talent	Effect
Skulker	When following a person or group using Navigation (Tracking), no need for Stealth Tests. Not infallible.
Unremarkable	When you are attired correctly, you can blend into an Imperial environment without making a Test.

Initiative	Wounds	Critical Wounds	
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Divination
 In the blood of martyrs is the blade of the Imperium made strong.
Solars
 100

Skulker

You have a talent for tailing people without being noticed. When you are attempting to follow someone using Navigation (Tracking), you do not need to make Stealth Tests to remain undetected by that individual. This loses effect if attention is drawn to you in some very obvious, or very foolish, way.

Unremarkable

Few pay attention to your existence — you appear without status, beneath notice, another face in the endless crowds of the Imperium.

When you are attired correctly, you can blend into an Imperial environment without making a Test, for example merging with a bustling throng, polishing a statue in a cathedral, or waiting on nobility at an event. Influential people will generally ignore you altogether unless attention is drawn to you. Though this Talent allows you to remain hidden and listen in on conversations it also imposes a Disadvantage on Presence and Rapport Tests targeting such high-status individuals. Additionally, the group does not lose Superiority when you suffer a Critical Wound or die.

Augmetic Arm

Availability: Scarce Type: Augmetic Replacements
Encumbrance: 0 Cost: 1000 Solar

Among the more common augmetic parts in the Imperium, these limbs can be seen everywhere from battlefields to manufacturums. An Augmetic Arm has the following effects:

- The arm grants +1 Armour, which is added to any other Armour in the location.
- You gain +1 SL to all Strength-based Tests using the arm, and melee attacks with the arm deal +1 Damage.
- If you have two augmetic arms, you gain +2 SL to Strength-based Tests using both arms, and deal +2 Damage with Two-handed melee weapons.

Traits:

Augmetic Respiratory System

Availability: Rare Type: Augmetic Replacements
Encumbrance: 0 Cost: 2000 Solar

These artificial lungs and filtration-fibres are valued replacements that can repair organs lost due to inhaling smoke, flames, acidic gases, and other dangers (a common occurrence in many manufacturums).

- You gain +2 SL to Fortitude Tests to resist the effects of airborne toxins and poisonous gases.

Traits:

Autopistol

Availability: Common Type: Solid Projectile Weapons
Encumbrance: 0 Cost: 400 Solar

No Description

Traits: Close, Loud, Rapid Fire

Dataslate

Availability: Common Type: Tools
 Encumbrance: 0 Cost: 100 Solar

Dataslates can be found everywhere in the Imperium and are the most common way to store recorded data of all kinds.

A Dataslate can store and display multiple text data, pics, and vid files. Each can be locked with a biometric password, requiring a Hard (-20) Tech Test to bypass.

Traits:

Knife

Availability: Common Type: Mundane Weapons
 Encumbrance: 0 Cost: 50 Solar

No Description

Traits: Subtle, Thrown (Short)

Knife

Availability: Common Type: Mundane Weapons
 Encumbrance: 0 Cost: 50 Solar

No Description

Traits: Subtle, Thrown (Short)

Long Las

Availability: Scarce Type: Las Weapons
 Encumbrance: 2 Cost: 1000 Solar

No Description

Traits: Burst, Loud, Penetrating, Reliable, Two-handed

Photo-visors (Photo-Visors/Contacts)

Availability: Scarce Type: Clothing And Personal Equipment
 Encumbrance: 0 Cost: 300 Solar

Worn either as covering over both eyes or directly on the cornea (where they might be less obvious to others), these devices amplify ambient light to a degree similar to normal illumination.

While wearing Photo-Visors or Photo-Contacts, you ignore penalties from Zones with the Poorly Lit and Dark Environmental Traits, and gain Advantage on Tests to resist effects that cause the Blinded Condition.

Traits:

Robes (Robes/Light Leathers)

Availability: Common Type: Mundane Armour
 Encumbrance: 1, Enc. Cost: 10 Solar

Carried: 2

No Description

Armor: 1 Arms, Body/Torso, Legs

Traits: Subtle

Sacred Unguents (5)

Availability: Rare Type: Tools
 Encumbrance: 0 Cost: 100 Solar

These Ommissiah-blessed lubricating oils can calm even the most recalcitrant of Machine Spirits, allowing them to operate with ease and ignore slights against their forms.

You can use Sacred Unguents 5 times. As an Action, you can make a Challenging (+0) Tech (Engineering) Test to apply Sacred Unguents to an Imperial technological item, vehicle, or weapon. If you succeed, the next time you fail a Test using the affected item, you re-roll the Test. After this re-roll, or if one day passes, the applied Sacred Unguents dry up and this effect ends. If you fail the Test to apply Sacred Unguents, you incorrectly apply the Unguents, or the machine spirit demands more to be appeased, either way you waste one use of Sacred Unguents.

Traits:

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Traits:

Signal Jammer

Availability: Rare	Type: Tools
Encumbrance: 1	Cost: 250 Solar

Signal Jammers overload airborne electronic transmissions such as vox messages and data feeds, completely severing the connection. There is usually no attempt at subtlety and everyone with access to the transmissions can tell something is interfering, but if simple ceasing of communication is the goal, then Signal Jammers do the job quite well.

You can activate the Signal Jammer as a Free Action. While active, the Signal Jammer disrupts vox and data transmissions within 1 mile. If not connected to a power source, a jammer can operate for 2 hours before its battery is depleted.

Traits:

Silencer

Availability: Common	Type: Support Attachments
Encumbrance: 0	Cost: 400 Solar

Silencers use sonic bafflers and other devices to reduce the often loud and piercing retorts of weapons fire.

While attached, a Silencer removes a ranged weapon's Loud Trait.

Traits:

Smoke Grenade

Availability: Common	Type: Weapons
Encumbrance: 0	Cost: 30 Solar

Smoke grenades release plumes of thick gas that obscure the vision of most species (especially Humans). They don't block infrared, sound, or other means of detection, and so are easily mitigated by prepared combatants.

Smoke grenades make the target Zone Heavily Obscured for three rounds. This duration can be extended or shortened depending on the ventilation, such as enclosed spaces or strong winds.

Traits: Blast, Thrown (Medium), Unstable

Survival Gear

Availability: Common	Type: Clothing And Personal Equipment
Encumbrance: 3	Cost: 50 Solar

Survival Gear encompasses a wide range of equipment designed for long durations in wilderness areas, including the crumbling habways of destroyed cities and other areas where basic necessities are unavailable. Though bulky, they can mean the difference between life and death in areas where no one might ever find the remains.

Each Survival Gear pack includes items such as a bedroll, insulated tent, canteen, rope, firestarters, candles, hydro-purifier tabs, and other basics except for actual food and water. Survival Gear can be used in combination with Fortitude (Endurance) to endure Exposure (see page 218).

Traits:

Unarmed

Availability: -	Type: Mundane Weapons
Encumbrance: 0	Cost: - Solar

No Description

Traits: Ineffective

Vox Bead (Micro-Bead/Vox Bead)

Availability: Common	Type: Tools
Encumbrance: 0	Cost: 150 Solar

Designed to fit inside the user's ear, these communication tools let someone effortlessly talk to and hear others on the same vox channel. As their range is far beyond shouting, and work in situations where shouting would call dangerous attention, they are almost essential for mission outfitting.

This item allows the wearer to communicate with other users on the same channel within a mile, though dense metallic obstructions and violent weather can lessen or disrupt the ability.

Traits: