

## Chapter 1 : Dark Heresy (role-playing game) - Wikipedia

*General Structure. The Dark Heresy: Ascension rulebook was first published in by Fantasy Flight Games and it contains an expanded set of character development rules for the Warhammer 40, Dark Heresy Role-Playing Game System.*

Also includes the more traditional "extra damage on a good die roll" version as Righteous Fury: Taking more than eight cumulative points of Critical Damage will kill you in some horrendously gruesome and awe-inspiring way. Such as, oh say, "Both head and body are blown into a mangled mess, instantly killing the target. As 1d4 Chan puts it: Just start a campaign, wing it, and whenever anyone gets a good hit, roll on the critical hit charts. Holy fucking hell, did boiling bone marrow just turn my femur into a frag grenade? Everybody, including the player characters. Par for the course among the Imperial nobility on more established worlds, but this is the particular hat of the hive world Malfi, who take it Up to Eleven. The Calixis Sector has its fair share. Of particular note is the planet Phyr , where literally every living organism and organic by-product on the planet is profoundly toxic to humans. As well as Woe, which is listed in the core rule book as "A death world. Woe is later explained to have nothing but plant life on it. All of which are omnivorous, and can also move about, albeit rather slowly. These ultra deadly trees have been noted to not only shift around overnight like The Brothers Grimm trees, but are also smart enough to team up on larger trees. As far as the foliage is concerned, you are food. The world of Sinophia at the edge of the Calixis Sector was the staging point for the Angevin Crusade that brought the sector into the Imperium millenia ago. However, as the crusade wound down and the conquered worlds settled fully into the Imperium, the importance and influence of Siophia declined. These days, the world is slowly decaying, in a perpetual economic downturn, with a shrinking population, an unmaintained infrastructure, and various noble houses bickering among one another with none able to wield the influence to steer the planet to recovery. Explosive collars are an available piece of equipment. If you play a Guardsman, you can elect to start with one still attached. The Logicians cult, perfectly happy to slaughter millions of people at a time in the name of returning humanity to its technological golden age. In line with the wider setting , but Sepheris Secundus takes the cake. The gap between the nobility and the serfs is wide even by Imperial standards , the world is technologically barely above Medieval Stasis , and yet is tithed more heavily than most worlds in the sector, for its minerals are quite valuable. While most serious mining worlds in the Imperium use powered mining tools and explosives for excavation, Sepheris has to get by on hand tools and backbreaking labor. While most populated worlds give their population some Bread and Circuses , the serfs on Sepheris get more work. While other Imperial citizens get to go to temples to worship, the Sepheris serfs get yelled at by lay-preachers while they push heavy mining carts. While other Imperial commoners have some flexibility in how they choose to serve the God-Emperor , vocation on Sepheris is determined exclusively by birth. The one time a local noble did try to introduce more advanced mining techniques, education, and progressive social restructuring, he was brought down by other nobles who thought he was making a power-play. Just read the descriptions in the Critical Hit tables. Combat in this game is not only deadly , it is messy. One of the handguns described in the game is literally referred to as a Hand Cannon. It is also the smallest pistol in the game that qualifies for this trope. The Vile Savants, daemons of Nurgle responsible for one of his Zombie Apocalypse plagues, take the form of a walking hazmat suit filled to the brim with pestilent filth and diseased maggots. Encouraged in the Game Mastering section of the rulebook. The system is already pretty deadly, Player Characters have uncertain life-expectancy, and the GM is discouraged from softpeddling that, in order to underscore the brutality of the setting. The Inquisitor class gets the special ability "Indomitable Will of the Inquisition"; which allows them to pass a willpower test perfectly once per session. The Unknown Heretic is an in-universe example of this -- the only person in existence to be branded Excommunicate Traitoris by the Inquisition without anyone being certain he actually exists. Horde of Alien Locusts: Interstellar travelers may unknowingly carry their eggs on their clothes or in cargoes they pick up, which can lead to disastrous swarms when they hatch on some other world. Their name comes from their preference for draining blood from living creatures, which a swarm of them can do completely in a matter of seconds, though they will consume almost

any organic fluid they can find. The same supplement also gives profiles for Genestealers and Lictors, which are the harbingers of alien locusts orders of magnitude worse. An early side effect of the use of a Halo device see below. It Gets Worse from there. This is generally done deliberately by the Inquisition for agents who have witnessed too many Things Man Was Not Meant To Know, but who have skills that would be wasted by the expedient of execution. While they are at it, the mindwipers add some Conditioning To Accept Horror and a few basic survival skills. However, such characters might be subject to unpleasant flashes of half-memories, and have a built-in Trigger Phrase to prevent them going rogue. Dark Pacts of Longevity, which involve selling your soul to a daemon, and the Halo Devices, which turn you into an inhuman, cannibalistic monster. Some of the "miracles of the Ommissiah" that Tech-Priests get access to.

**Chapter 2 : [Dark Heresy: Ascension] Eversor Assassin - Forum - DakkaDakka**

*The Ascension book is designed to bring the Dark Heresy campaigns in line with the Rogue Trade and future (Space Marine?) RPGs by Fantasy Flight. As such the biggest improvement is the introduction of Influence.*

Rogue Trader, discoverer of the Calyx Expanse. The crusade was a success in spite of his gross incompetence, mostly due to the actions of Drusus see below. Was assassinated on Maccabeus Quintus and was resurrected by the Emperor at least supposedly, and was declared a Living Saint. The last known member of the Haarlock Dynasty, who killed the rest of the family to avenge the death of his wife, and attempted to harness the power of the Tyrant Star to resurrect her. Continues to not be a ripoff of Captain Harlock. Founder of the Tyrantine Cabal. The Holy Ordos[ edit ] Aegult Caiden: Head of the Calixian Conclave. Spends most of his time being mysterious and shit. Nobody even knows what he looks like, because he always wears a mask. A group of Inquisitors dedicated to studying the Tyrant Star. Responsible for a lot of coverups even from the Inquisition as a whole. Monodominant Witchhunter with all the subtlety of a brick to the face. Has a penchant for burning entire towns to the ground just because he has a funny feeling. Wants you damn kids to get off his lawn. Is actually a wanted heretic with an Excommunication Order. A Recongregator, otherwise a female version of Judge Dredd. Can be quite subtle despite what you think, and hates Nobility. The foremost expert on Tyranids in the Calixis Sector. Currently investigating a large-scale xenos incursion that may or may not be the Slaught. A fat, sarcastic Amalathian who resembles Sloth from The Goonies if he had three artificial limbs. Responsible for training an above-average number of promising Interrogators. His brain is in a jar he carries around. A psyker and Polypsykana sympathizer. Enjoys trolling Inquisitor Rykehuss. Focuses mainly on the Cold Trade. Knows the true purpose of Aglets and boybands. The Scholariate at Arms: A highly effective Ordo Malleus Chamber dedicated to the principle of strength through competition, and tolerates a broad number of factions within its membership. Proctor of the Scholariate. Lone survivor of a major Chaos incursion on Spectoris. A secretive but effective Daemonhunter. Specializes in preventing Daemonic incursions through prevention or fulfillment of prophecy; may be an Ocularian for this reason. An extremely controversial Inquisitor obsessed with the Haarlock Dynasty. An Amalathian dedicated to policing the Inquisition itself, which has naturally made a lot of enemies particularly the Tyrantine Cabal. An Oblationist whose presence, identity and purpose is unknown to the Calixian Conclave. Adeptus Terra[ edit ] Marius Hax: A complete hardass who rules the Calixis Sector with an iron fist. Known to be paranoid about that control slipping away from him. Presently being manipulated by the Istvaanian faction and undermined by the Recongregator faction. Declared independence from the Imperium with the help of a kabal of Dark Eldar. Ministorum[ edit ] Ignato: Secretly part of a conspiracy to destabilize the sector, even though this completely contradicts the rest of his fluff and Hestor should have been given this role. Cardinal of the Drusus Marches and head of the Drusian Cult. Currently using the Maccabeus Schism to weasel as much power from Ignato as possible and increase the independence of his arch-diocese. Cardinal of the Adrantis sub-sector. A major ally of Ignato. Cardinal of the Josian Reach. A major ally of Hestor in his schemes. Cardinal of the Malfian sub-sector and head of the Periphery Church. Known as "the Venerable Cal," is the oldest and most respected member of the Calixian Synod. Worried that the Maccabeus Schism is turning into outright heresy. Rides around in a hoverchair armed with a fucking psycannon. Cardinal of the Periphery and the Halo Stars. A major ally of the Venerable Cal. Cardinal of the Hazeroth sub-sector. Grossly incompetent but a loyal supporter of Ignato. Cardinal of the Markayn Marches. In conflict with the Red Redemption. Holds a deep personal hatred for Cardinal Olranna. Archdeacon Procurator of the Golgenna Reach. Leader of the Red Redemption in the Calixis Sector. Mechanicus[ edit ] Castellar: High Fabricator of the Lathes. Named after a font. Second-in command of the Lathes. Head of a fundamentalist faction of the Calixian Mechanicus. Currently studying the Adrantis Civilization, a pre-Imperial human culture native to the sector. A Xanthite Inquisitor on the run from the Calixian Conclave. Originator of that famous "only the insane have strength enough to prosper" quote. A former protege of Inquisitor van Nuygens who became a Xanthite and headed out into the Koronus Expanse. A former Interrogator of Inquisitor Cognos who sows apparently random mayhem throughout the sector. A

sanctioned psyker formally working under the Ordo Hereticus, now a friend of the Burning Princess. A mind-cleansed former member of the Moritat death-cult in the employ of Inquisitor Mesmeron. Was once daemon-possessed, and may be succumbing to Khornate influences. A techpriest seconded to the Ordo Hereticus who became a disciple of heretek Nomen Ryne. Currently attempting to transfer a human mind into a machine, which is the direst tech-heresy imaginable. An individual known only for hunting members of the Calixian Conclave and demonstrating an intimate knowledge of the workings of the Inquisition. Others[ edit ] Myrchella Sinderfell: A Scintillan noblewoman and the end result of a Recongregator experiment in genetic engineering gone horribly wrong. Has dabbled in every heresy imaginable, including warpcraft, and travels the sector indulging in continuous acts of wanton depravity. A former Disciple of Thule obsessed with making zombies and other freaky shit. An alpha rogue psyker and pyromaniac who has escaped several attempts to capture her. A missionary turned heretic who was driven insane by the Tyrant Star in the Koronus Expanse. A Malfian noble and another product of the same experiment as Myrchella Sinderfell, with a similar appetite for depravity. Noted for being a cannibal. Active in the smuggling of xenos artifacts and human trafficking. On the run from both the Inquisition and his own family. Appears to be at least partially inspired by Baron Harkonnen. A nihilist cult of Chaos Undivided from Malfi that exists mainly to wreck shit. Named after a Brother Cadfael novel. Brotherhood of the Horned Darkness: Worshipers of Balphomael, who provides power, wealth and influence in exchange for human lives. What you would get if the Joker formed a cult of Tzeentch. Dedicated to spreading madness throughout the sector through plays and carnivals. Particularly adept at absorbing other cults and organizations. Other Cults[ edit ] Temple Tendency: The remnants of the former Imperial Cult under Goge Vandire, which plots to overthrow the current Ministorum and reestablish its place as the dominant branch of the Imperial Cult. A splinter faction of a funerary cult centered in Maccabeus Quintus that trucks in reanimation and other forms of necromancy.

### Chapter 3 : Dark Heresy: Ascension - Warhammer 40k - Lexicanum

*This book takes your Dark Heresy campaign to greater heights of power, responsibility, and peril in the grim darkness of the far future. Suitable for players of all levels. A copy of the Dark Heresy Core Rulebook is needed to use this supplement.*

And everyone usually does. Also the Forearm Weapon Mounting modification for guns allows players to keep and fire a pistol on their arm, while leaving the hand free, to wield a two-handed weapon for example. This is the case when any character who is not optimized for gun skills makes attacks with weapons firing on fully automatic. Surprisingly, this is actually one of the more effective combat strategies, as the application of More Dakka to intentionally suppress targets will give the opposing force penalties regardless of how much actual damage it does, allowing those characters in the party who are optimized for gun skills to take careful aim to finish off suppressed foes. All player characters besides Psykers and Tech-Priests. Are you really surprised this is the case? Made much more apparent in Dark Heresy, when discussing the much often cited Bolter. This is explained that the ones listed in Dark Heresy, are "scaled-down versions" to let anyone who A. Has Bionic Arms, to actually use them. The Eviscerator from regular tabletop, is also in here. For those unfamiliar, the Imperium got bored one day, and decided to combine a greatsword with a chainsaw, and made this thing. It makes a mockery out of armor, can deal a hefty chunk of damage with each hit, and gains a bonus on each Critical Damage roll. Leads to Explosive Overclocking when combined with Psychic Powers. Mutation is par for the course. A disturbingly large number of the given antagonists are these. Lasguns, cheap and reliable, with lots of ammo about the place. Tech Priests can learn Feedback Loop, which is like a microphone-on-speaker hiss, except it paralyzes nervous systems. Although Imperial Guard issue flak armor is derided in the wider fandom as having the protective qualities of a t-shirt against military-grade weaponry, it is actually some of the better armor that an acolyte can start with. Further, it is common and inexpensive enough that a group pooling its resources should be able to afford to equip every member with at least this, it is light enough that even physically frail characters can comfortably wear it, and it provides fair protection across the entire body. Considering how deadly combat is in this game, almost everyone needs some fair protection. This tends to put it into Boring, but Practical territory. Not to mention that full military-grade flak is so commonplace and Imperial culture so militaristic that the Acolytes can not only wear it in most situations without looking out of place, but they could even wear it as a disguise sometimes. Any character from an Arbiter background who is played straight will necessarily be one. However, Imperial law tends to be pretty permissive about brutal enforcement as it is, "always err on the side of harshness" being a sanctioned policy. That said, Arbiters might take issue with some more Radical Inquisition operatives if those Radical options take them on the bad side of Imperial law. The Blood of Martyrs sourcebook offers expanded options for both. The Ascension splat book mentions that Vindicare Assassins tend to be very detached, methodical, and stoic thanks to their discipline and training, though they are known to sometimes express a very dry and fatalistic sense of humor. Your own character can be this, if you attempt a Medicae check and roll poorly. Orks, expecting a mad-doc, will only seek medical treatment when they have no other choice. Conditioned to Accept Horror: Through either a lifetime of bad experiences, careful training, or just a callous nature, characters with this trait never have to take insanity checks from "mundane" sources of horror. Supernatural sources can still dredge up their fears though. Ascension also finally attributes the "only the insane have strength enough to prosper" quote from the start of the Inquisitor rulebook to a specific individual: The Corruption Points mechanic. Averted , being reduced to zero Wounds will not necessarily kill a character, but it will force a roll on the Critical Hit chart, which is always bad news. A low roll might just stun a character or scar them, but a really bad role there can be fatal in increasingly gruesome ways Eight pages of blood-spurting, limb-severing, organ-cooking, bone-exploding charts, though generally these only apply once a character drops below zero Hit Points Wounds. Also includes the more traditional "extra damage on a good die roll" version as Righteous Fury: Gone is the exploding dice mechanic. Instead, if an attack that generated Righteous Fury caused any damage after reductions, it inflicts a critical damage effect to the struck body part. If it failed to inflict damage

because of said damage reduction, it simply does a single point of damage to their remaining Wounds. Taking more than eight cumulative points of Critical Damage will kill you in some horrendously gruesome and awe-inspiring way. Such as, oh say, "Both head and body are blown into a mangled mess, instantly killing the target. As Id4 Chan puts it: Just start a campaign, wing it, and whenever anyone gets a good hit, roll on the critical hit charts. Holy fucking hell, did boiling bone marrow just turn my femur into a frag grenade? Everybody, including the player characters. Draw Sword, Draw Blood: A Feral Worlder character can have this as a superstition. Explosive collars are an available piece of equipment. If you play a Guardsman, you can elect to start with one still attached. Just read the descriptions in the Critical Hit tables. Combat in this game is not only deadly, it is messy. One of the handguns described in the game is literally referred to as a Hand Cannon. It is also the smallest pistol in the game that qualifies for this trope. Heal It with Fire: You know the trope of lasers supposedly not causing bleeding because it cauterizes your wounds. Getting badly hurt by almost any energy weapon means a living target will be geysering blood like a stuck pig. This applies to all the other 40K rpgs as well. Voidborn PCs can become one based on character creation rolls. Encouraged in the Game Mastering section of the rulebook. The system is already pretty deadly, Player Characters have uncertain life-expectancy, and the GM is discouraged from softpeddling that, in order to underscore the brutality of the setting. The Inquisitor class gets the special ability "Indomitable Will of the Inquisition"; which allows them to pass a Willpower test perfectly once per session. The "Blather" skill is primarily used for this, by a character who engages NPCs and holds their attention for an indeterminate amount of time by talking on and on. Having high ability with this skill enables such a character to guess effectively at what would get their attention and be able to go on about convincingly without tripping over their own words. The form this blathering takes will vary, from the Scum grifter hawking non-existent wares, to an Arbiter rattling off a list of convincing infractions someone has committed, to a Cleric going on quoting scripture and how it applies now. This is generally done deliberately by the Inquisition for agents who have witnessed too many Things Man Was Not Meant To Know, but who have skills that would be wasted by the expedience of execution. While they are at it, the mindwipers add some Conditioning To Accept Horror and a few basic survival skills. However, such characters might be subject to unpleasant flashes of half-memories, and have a built-in Trigger Phrase to prevent them going rogue. Kill the Host Body: If someone manages to kill the possessing daemon component of a daemonhost without killing the host body, the possessed individual can survive, albeit highly traumatized. A daemon can briefly survive the death of the host body, but will eventually have to abandon a dead host. Some of the "miracles of the Omnissiah" that Tech-Priests get access to. Assassins and Tech-Priests can do well at this and Clerics can specialize in it, which is Memory Gambit: The Ascension splat introduces options for character to enter trances when at the time they snap out of it, that character will forget everything that happened since the trance began. This forfeits any experience they might have gained during this time, but also allows them to confront Things Man Was Not Meant to Know or other such things that might cause them to Go Mad from the Revelation without suffering their permanent effects. Any weapon with the Twin-Linked or Storm quality such as the Storm Bolter is automatically this from the get-go. Twin-Linked weapons use up more ammo, but gain a significant Ballistic Skill bonus when fired. And rolling well enough also adds on an additional hit from the Twin-Linked weapon. Off with His Head! Happens when one scores high on a head critical hit chart. Scoring even higher leads to such pleasant outcomes as nearby combatants being showered with skull fragments and brain matter, the local area becoming difficult to walk through for all the gore on the ground, and the victim being killed so gruesomely that his friends must fight the urge to flee from his killer for a couple of Rounds. One Stat to Rule Them All: You can start with 1 to 4 of them. Each Fate Point can be used to make a reroll once per session, and they can be permanently used up to avoid dying. Each is an Action Girl, to varying degrees, and they can use Fate Points in unique ways to manifest "acts of faith. For this reason, the book recommends limiting this class to experienced roleplayers. They have similar roleplaying limitations as the Adepta Sororitas; the book actually suggests using them more as an occasional And Now for Someone Completely Different break than as permanent player characters. Biomancers can do some They also have a tendency to be huge party animals, as they can engage in gluttony and debauchery and still remain fit and healthy through use of their powers. A number of role-playing

suggestions are given for people who take the Talent but nothing that mechanically impairs you in any way. Psykers are available as a career path. The Blood of Martyrs supplement includes a lot of options of this nature. Sharpened to a Single Atom: Very much averted, especially when compared to equivalent weapons from the tabletop game. However, thanks to their special rules, shotguns are still most effective at point-blank range. Notably, weapons generally have no Arbitrary Maximum Range , just a range beyond which scoring a hit is extremely improbable. A name and a target: Who was the rogue trader who discovered the Calixis sector, and whose family line continues to cause trouble there to this day?

**Chapter 4 : Dark Heresy (Tabletop Game) - TV Tropes**

*Dark Heresy: Ascension - IT IS TIME TO ASCEND TO A HIGHER PURPOSE! New rules, new Ascended Careers, all manner of essential gear, and an extensi IT IS TIME TO ASCEND TO A HIGHER PURPOSE!*

Ascension Melissia , I find it pretty interesting, a nice way to have characters higher than 13k xp. Was a little dissatisfied, actually. For example, the Stormtrooper career seems like the no-brainer class for the guardsman or thug character in a Dark Heresy group. I considered it myself, except that while most careers get some kind of stunning Unnatural Stat inquisitors get Unnatural Willpower X3, or 4, I think; Sages get intelligence similarly unnatural , the Guardsman does not. He gets implicit bonus to wearing Stormtrooper Carapace which does not help you when the Storyteller throws you into a social situation, or has goons bust in the windows of your underhive lair, at which point you have THAT argument again - you know, the one about whether or not your character sleeps in their armor? Conversely, the Vindicare assassin gets a jaw-dropping Unnatural Agility, Unnatural Strength, Unnatural Toughness and Unnatural Speed, a handful of stunning class abilities and ultimately the power and ability to utterly outclass any other choice of combat class. So and So talents the others get, but the degree by which they are superior in combat is.. A useful skillset to add to the group. Something to contribute in combat. Even the brainiest adept with sit there at the back, plugging away contently with his Fatebringer and picking off mooks with reasonable panache. The Vindicare particularly violates this tradition as, even though he brings a useful skillset stealth and asskicking , he drastically alters how folks feel about their input in combat. For some groups, I suppose, this is okay; for many others, I worry. The Vindicare is actually hideously bad at social interaction Becoming a stormtrooper only has the fellowship loss, but you gain MUCH more Stormtroopers that come from a background of the officer path of Guardsman are quite well-rounded, with a good amount of social skills and talents, and plenty of combat. But even other Guardsman types can get Command, Interrogation, and Intimidation early on in the Stormtrooper class. They also get more good reputation and peer talents, talents which Ascension is practically designed around Quite a list there, and quite damn useful in a socially minded Ascension campaign. In fact, I think only Heirophants, Interrogators and Inquisitors can have more peer and good reputation talents. The Vindicare has no social talents or skills except for Sleight of Hand, all other social talents and skills must be purchased as expensive elite advances. Personally, I would say that Stormtroopers are much better for most groups. For the rest of us, there is a dilemma. Even disregarding the fact that Feral World is an attractive starting point for Guardsmen and that entails a fellowship hit, the stat purchases for the Guardsman career are just awful. Compare the stat purchase scheme for, say, the Cleric, and you can see why the disparity here is so terrible. One encounters a similar issue if they intend their character to, for example, be reasonably intelligent, or to not keel over, vomiting and spasming in terror, whenever confronted by fearful foes. The net effect of this is that a Guardsman character is discouraged from stat buys beyond the early, cheap ones for WS, BS, S, etc and will instead load up on cheap, broad skill and talent proficiencies, like Chem-Use, Demolitions, Navigation, and so on. This is a generalization. Going from there into an Ascension career, it would be sensible for Stormtrooper to be a martially based class with some military fraternity aspects, while the Vindicare is a murderous loner whose social abilities are lost for greater proficiency in killing. When your character is staring down the barrel at the options: One can not blame many players for considering that the Scum-Turned-Interrogator or Cleric-Turned-Heirophant is going to cover the social field anyway, and they should instead turn their Guardsman into a character who can noogie Khorne Berserkers. There are some generalizations and hyperbole above. And they can be more kily with heavy weapons. Considering that Fellowship is the single dominant factor in social situations, and diversity of social skills a politely distanced second, I struggle to imagine a campaign so spun that the guardsman has an easier time. The guardsman has third tier FS progression, or , , , Depending on the setting and character builds, this can mean that, with a stormtrooper, the group will have more sway than with the Heirophant. Peer, good reputation, and influence are extremely important. The transition package one rides to Ascension is worth mentioning here. The Stormtrooper does not - indeed, if he takes the Stormtrooper transition package, he can enjoy a loss of 10 FS. Time to buy that stat up. Assuming

they buy them all which they might not, but for the purpose of comparison That's thousands and thousands of XP the Heirophant can spend on social abilities and killing stats and powers. At this stage, the Heirophant is, by virtue of skill bonuses and talents, the Heirophant is considerably more potent in social situations, and also a much more deadly combatant than this particular Stormtrooper. Unless your Heirophant is built specifically away from his design model social aptitude and the guardsman is built specifically away from his combat aptitude, the Heirophant will be the winner in a social-off. Which brings me back to my original point. Combat classes leave social classes for dead in combat situations. Social classes leave combat classes for dead in social situations. My issue, specifically with the Vindicare, is that he leaves even the other combat classes for dead in combat, which means there is unlikely to be a situation in which a stormtrooper outshines the rest of his group unless these situations are specifically engineered for him by the GM. As a GM, I resent having to directly alter my stories to provide spotlights for characters. A rounded group in a balanced game should organically spotlight characters over a generally varied story. Dissuade players from playing the Vindicare. Simply put, he is too good. Failure to do so may possibly result in group drama. I assure you that, in the hands of a competent GM, it does not. What is important. If you insist on there being rolls, Willpower, Perception, and Intelligence are also useful in social situations. Intelligence for obvious reasons especially for Lore and Logic, Perception to notice reactions and so on and so forth, and Willpower to resist a particularly charismatic person. What does a Judge go into? A Sister of Battle? Kind of a jerk, am I right? Furthermore, Guardsmen are terrible at Willpower, Perception and Intelligence, where the Cleric is awesome at everything. The Ascension book presents a series of end careers none of which directly correspond with the Dark Heresy careers. Judge, for example, is saddled with a great deal of verbal authority as a powerful individual representative of the Arbites, giving him large bonuses to social interactions with law-abiding citizens. For the most part, there is nothing stopping most characters from going in most directions. While Desperado is the logical extension for Scum, he might become an Interrogator and later an Inquisitor, or heck, a sage, based upon some agreed upon story of transition between player and Storyteller. Some careers - most notably Sister of Battle - have no logical follow on. Some, like Stormtrooper as we discuss above, are arguably less valuable than others, but the restrictions upon class choice are few and sensible.

**Chapter 5 : Dark Heresy: Ascension by Fantasy Flight Games**

*Dark Heresy has 47 ratings and 0 reviews. This book takes your Acolytes to the next tier of power in the Calixis Sector. Learn to wield the authority of.*

Will Power WP Fellowship Fel The values for these attributes range from 1 to , although achieving a score higher than 70 is almost impossible for a normal character with the published rules thus far. Differing by a factor of 10 from the Warhammer 40, tabletop wargame, average humans possess characteristic scores averaging is notable, and 50 is a very strong attribute. For example, a character from a hive world has a higher Fellowship, but a lower Toughness. Any given action, such as firing a weapon or using a skill, uses the following basic mechanic: Roll percentile dice Add bonuses or penalties associated with the action Compare the result to the appropriate characteristic; equal to or lower indicates success; greater than the characteristic indicates failure. With some actions, the amount by which you succeed or fail can determine degrees of success or failure, allowing the Game Master to further detail the result. There are 8 career paths in the core rulebook, with several further added in subsequent sourcebooks. Adept - A career path devoted to knowledge, logic, and analysis within the Imperial bureaucracy of the Adeptus Terra , though they are not very effective in combat and not always good in social interaction. Arbitrator - Members of the Adeptus Arbites , the elite Imperial law enforcement organisation, are effective both at investigative skills and combat. Assassin - These skilled killers excel in both combat and stealth skills. Cleric - A Priest of the Ecclesiarchy trained in a wide range of abilities, but who excel at motivation and leadership. Guardsman - Although the name of this career usually brings to mind members of the Imperial Guard, it also applies to human mercenaries and other soldiers such as members of a Planetary Defence Force ; they are skilled warriors who can also operate vehicles. Imperial Psyker - This career represents an individual with psychic powers, able to channel the power of the Warp to accomplish a wide variety of things. Scum - Criminals, outcasts, thieves, and other miscreants, this class of rogues has a variety of useful skills involving stealth, infiltration and social interaction with less-honest members of Imperial society. Tech-priest - Skilled with machines and technology, they are members of the Adeptus Mechanicus. While superficially similar to clerics, they are even more rigid in their mindset and can perform faith talents. Battle Sisters - This career was added to the roster in Blood of Martyrs, it differs from the Adepta Sororitas as income has been modified and it allows characters to start with the common Sister of Battle weapons and armour. Grey Knight - This career was added in Daemon Hunter, and is recommended for veteran players. To advance in their career path, a player earns experience points XP and spends it to gain skills and talents or improve their characteristics. The skills and talents available depend on the Career and the level - or rank - within that path. Once a character has spent the requisite amount of XP , they advance to the next rank of the career, which unlocks new skills and talents for purchase. Each career path also several option for certain ranks, each path specializing in a different branch of the career. The core rulebook recommends players receive XP for every four hours of play, so players can usually purchase a new skill or two after each session. Character Folio - A notebook designed to be a combined character sheet and journal. Purge the Unclean - An adventure anthology containing three adventures, each focusing on a different genre or play style. Shattered Hope - A free preview adventure originally available for download on the Black Industries web site. Includes a full-length adventure. Ascension - Supplement, introduces advanced career paths enabling players to become Inquisitors or Throne Agents, high-powered Acolytes who bridge the power gap between Dark Heresy and Rogue Trader characters. The Haarlock Legacy Volume 1 - Part 1 of a 3-part adventure campaign. The Haarlock Legacy Volume 2 - Part 2 of a 3-part adventure campaign. The Haarlock Legacy Volume 3 - Part 3 of a 3-part adventure campaign. Blood of Martyrs - Supplement, includes new rules, backgrounds, alternate careers and equipment for playing servants of the Adeptus Ministorum , the state church of the Imperium of Man. The Apostasy Gambit Volume 1 - Part 1 of a 3-part adventure campaign. The Church of the Damned: The Apostasy Gambit Volume 2 - Part 2 of a 3-part adventure campaign. The Apostasy Gambit Volume 3 - Part 3 of a 3-part adventure campaign. Book of Judgement - Supplement, expanding on the Adeptus Arbites and Scum of the Calixis Sector with new rules, backgrounds, alternate

careers and equipment for playing servants or recidivists of the Adeptus Arbites, the law enforcers of the Imperium. In the book there are alternate careers and equipment for players. Dark Heresy Core Rulebook Second Edition - Core rulebook for the Second Edition, changes some of the mechanics particularly with regard to character creation in line with other FFG publications such as Only War and includes a pre-made adventure. The setting is also changed from the Calixis Sector to the Askellon Sector. Forgotten Gods - Adventure, set in the newly-introduced Askellon Sector, it concerns the hunt for a xenotech cult and includes new homeworlds for player characters. The copies of the game, individually numbered with an accompanying "signature" of an in-game Inquisitor, sold out in six minutes. The regular edition was released on January 25, and a demo booklet was distributed at Gen Con. On January 28, Games Workshop announced that it would close Black Industries -- thereby discontinuing Dark Heresy and all the other games published by the subsidiary -- to allow them to focus on the commercial success of their novels and core tabletop miniature wargame business. On February 22, Black Industries announced that all Warhammer Fantasy and Warhammer 40, role-playing games, collectible card games, and select board game rights were being transferred to Fantasy Flight Games, who would continue to publish Dark Heresy. During late and , Fantasy Flight Games started releasing autonomously-developed material for the Dark Heresy role-playing game: Fantasy Flight Games also announced a manual on "Radical" Inquisitors covering the most extreme factions, their tactics, equipment, and most prominent figures and a major expansion allowing players to take their characters to the rank of interrogator, bestowed with an inquisitorial rosette, enjoying augmented prestige and able to summon more powerful allies. On September 9, Fantasy Flight Games announced they would be ending their relationship with Games Workshop from February 28, for all shared products including Dark Heresy and all other Warhammer Fantasy and Warhammer 40, titles. The license for publication of Warhammer Fantasy Roleplay was subsequently transferred to Cubicle 7, Limited, and the license for all Warhammer 40, roleplaying properties was granted to Ulisses North America, the North American subsidiary of the German role-playing game company Ulisses Spiele, most famous for its publication of The Dark Eye fantasy RPG in Germany.

### Chapter 6 : Library - Dark Heresy | 40k RPG Tools

*You seem to be attempting to evaluate the balance of Ascension within the context of Dark Heresy. If you put it like that, YES it's unbalanced. It's the epic level handbook of Dark Heresy for very high level / powerful characters.*

### Chapter 7 : Dark heresy ascension - Download

*The Darkest Hour- A Dark Heresy (WH40k) Ascension Campaign Game Master BayouSnowman A DH Ascension level game beginning in the latest timeline of WH40k, a Cadre of powerful individuals is called for to discover something unimaginable and uncover a plot that threatens every living soul.*

### Chapter 8 : Dark Heresy - Ascension (Supplement) | 40k RPG Tools

*I have added Form fillable text fields to the Ascension Character Sheet provided last week. I am not claiming this as my sheet, it is owned by fantasy flight games, i have only put the time into adding and editing the fields for the sheet.*

### Chapter 9 : Dark Heresy | All The Tropes Wiki | FANDOM powered by Wikia

*Dark Heresy is an RPG set in the Warhammer 40, universe. It is to 40k as Warhammer Fantasy Roleplay is to Warhammer Fantasy Battle, and indeed uses a very similar system.*