

Antonius Vertakor

Rank 2 • Human • Sanctioned Psyker • Tier 2

Imperium • Adeptus Astra Telepathica • Psyker • Scholastica Psykana

Attributes			Skills				Objectives
Attribute	Rating	Adjusted	Skill	Val	Att	Total	
Strength	2	2	Athletics	0	Str (2)	2	1: Utilise your feared reputation in a social situation.
Toughness	3	3	Awareness	1	Int (3)	4	2: Extoll the virtues of your training in honing your already considerable willpower.
Agility	2	2	Ballistic Skill	2	Agi (2)	4	3: Express gratitude for the Emperor's guiding hand, protecting you from the Warp.
Initiative	3	3	Cunning	1	Fel (4)	5	4: Pass judgement on an individual you have never met through knowledge from 'Warp-sight'.
Willpower	6	6	Deception	4	Fel (4)	8	5: Dismiss the potential extent of psychic powers as being rumour or propaganda.
Intellect	3	3	Insight	1	Fel (4)	5	6: Appraise another individual for psychic potential.
Fellowship	4	4	Intimidation	2	Wil (6)	8	
			Investigation	0	Int (3)	3	
			Leadership	0	Wil (6)	6	
			Medicae	0	Int (3)	3	
			Persuasion	4	Fel (4)	8	
			Pilot	0	Agi (2)	2	
			Psychic Mastery	4	Wil (6)	10	
			Scholar	2	Int (3)	5	
			Stealth	0	Agi (2)	2	
			Survival	0	Wil (6)	6	
			Tech	0	Int (3)	3	
			Weapon Skill	2	Ini (3)	5	

Traits	
Defence	2
Resilience	4
Determination	3
Max Wounds	□□□□□□ 7
Max Shock	□□□□□□□ 8
Speed	6
Conviction	6
Resolve	5
Corruption	0
Passive Awareness	2
Influence	4
Wealth	□□ 2

Weapons					
Name	Damage	AP	Salvo	Range	Traits
Lasipistol	7 + 1 ED	0	1	6 12 18	Pistol, Reliable
Force Stave	6* + 2 ED	-1	-	2 m	Brutal, Force
Psykana Mercy Blade	4* + 2 ED	-1	-	melee	-

Brutal: When rolling damage dice, add +1 to the result of each Extra Damage Die.

Force: If you have the PSYKER Keyword, you may add half of your Wil Rating to a Force weapon's Damage Value. If not, reduce damage by 2.

Pistol: Pistols can be fired while Engaged (see core pg. 184) with a +2 DN, using the Ballistic Skill.

Reliable: You can ignore the first Complication related to this weapon per scene. Tests made to repair or maintain Reliable weapons are made with +1 bonus die.

Languages

Low Gothic • High Gothic

Psychic Powers

Name	DN	Activation	Duration	Range	Multi-Target	Effect
Smite	Defence	Action	Instant	35 m	true	Roll Psychic Mastery VS Defence to deal 1d3 Mortal Wounds.
Compel	5	Simple Action	1 Round	5 m	false	Target must pass DN 4 Wil test or must follow a single command.
Hover	4	Simple Action	Sustained	Self	false	Float freely at half speed.
Telepathy	3	Action	Sustained	100 m	true	Do the chit-chat, or eavesdrop. Use shifts to boost the range.
Fog The Mind	4	Full Action	Sustained	10 m	false	Hinder and Stagger multiple foes.
Psychic Shriek	Willpower	Action	Instant	50 m	true	Deal d3+3 Shock and (Wil vs. DN 5) stagger.
Conceal Phenomena	3	Full-Round Action	Sustained	Self	false	Psychic attempts to detect you are at +2 DN.
Psyniscience	3	Free Action	Instant	50 m	false	Search the area for signs of psychic presence. I not considered a psychic power, no perils of warp.
Deny The Witch	3	Action*	Instant	50 m	false	Hinder others to affect the Warp.

Abilities

Psyker • Sanctioned Psyker

You know 1 Minor Psychic Power and the Smite psychic power. You may purchase additional psychic powers, following the rules in Chapter 11.

Unlock Disciplines • Sanctioned Psyker

You gain access to the Minor and Universal Disciplines. You unlock an additional single Psychic Discipline.

Gear

Munitorum-Issue Mess Kit • Tools & Equipment • core, pg. 238

+1 bonus die to Survival (Wil) tests made to find food and water.

Blanket • Misc

Grooming kit • Misc

ration pack • Misc