

Noble Arbitrator

"We determine the guilty. We decide the punishment."

— Lex Imperialis

The Adeptus Arbites is the Imperial Adepta that serves as the galactic police force of the Imperium of Man, responsible for enforcing Imperial Law (the Lex Imperialis) on all Imperial-controlled worlds. They have been granted the right by the High Lords of Terra to serve as judge, jury and executioner to any Imperial citizen they discover having broken Imperial law and the concept of due process is not one that generally applies in the Imperium. However, in those cases where Imperial law is unclear or the law breaker has committed a truly heinous deed or is of unusually high-ranking stature, the offended will be taken back to an Arbites Precinct House for judgement by an Arbites Judge, the sentence to be carried out immediately. Imperial justice is swift and sure, but not always just.

Sample Names

	<u>Male</u>	<u>Female</u>	<u>Surname</u>
Lord/Lady...	Adonai	Angelika	Adlermann
	Albrecht	Anne	Grimm
	Blasius	Cilicia	Hannus
	Faustus	Cimbria	Lysane
	Gottlieb	Elysine	Olin
	Hadrian	Freya	Theodosius
	Massimir	Janessa	Volgener
	Piter	Lucie	Widmann
	Valdric	Rosabella	Wurter
	Walbrecht	Winifred	Zecher

On a Collision Course with Destiny

Noble Arbitrator

1. You come from one of the great noble families on Scintilla, but have always believed in Justice, Duty, and Loyalty. What happened to cause you to turn away from the noble life and join the Adeptus Arbites?
2. Despite not owning one, how did you learn to wield a Power Sword?
3. You have been having nightmares of being pursued down pristine hallways, chased by some sort of bestial daemonic thing. What does it look like?
4. You were chosen by Inquisitor Globus Vaarak because he was impressed with your acumen and skill. What incident from your past did he notice?
5. During the previous mission two of your team members, Plex and Sgt. Voldan, died horribly. How did they die and why do you feel responsible?
6. When you became an acolyte for Vaarak, your father gifted you with the family's ancestral weapon. What is it?
7. What is your name?
8. Which of your team members do you pity the most and why?

"Thy master's will shalt be the whole of the law."
- The Scintillan Dictates

Sister of Battle

"It is not enough to serve the Emperor, or even to love Him. You must give to Him all that you had, all you have, and all you shall ever have. You must give yourself over utterly and entirely to His divine will and become a vessel of that will. Only then is your sacrifice fitting."

— From the Rule of the Sororitas

By bolter shell, flamer burst and melta blast, the mutant, the heretic and the traitor alike are cleansed of their sin of existence. So has it been for five millennia, so shall it be unto the end of time.

— Words of Devotion, Verses IV-V, Chapter X, Volume LII

The Adepta Sororitas, also known as the Sisters of Battle and formerly as the Daughters of the Emperor, are an all-female division of the Imperial Cult's ecclesiastical Adepta known as the Ecclesiarchy or, more formally, as the Adeptus Ministorum. The Sisterhood's Orders Militant serve as the Ecclesiarchy's military arm, mercilessly rooting out corruption and heresy within humanity and every organization of the Adeptus Terra. There is naturally some overlap between the duties of the Sisterhood and the Imperial Inquisition; for this reason, although the Inquisition and the Sisterhood remain entirely separate organizations, the Orders Militant of the Adepta Sororitas also act as the Chamber Militant of the Inquisition's Ordo Hereticus.

Sample Names

	<u>Female</u>
Sister...	Artemisia
	Brigitta
	Decima
	Dissenta
	Emillia Nihlus
	Ignatia
	Imperatrice
	Katarina
	Miriaeal
	Sepherina

On a Collision Course with Destiny

Sister of Battle

1. Why do you think you were chosen by Inquisitor Olianthe Rathbone to safeguard the Tech Priest?
2. What miracle does your unshakable faith in the Emperor allow you to perform?
3. While your faith in the Emperor is unwavering, your faith in yourself is much less. Why don't you believe strongly in yourself?
4. What sinful dreams did you experience last night that caused you to flagellate yourself all during the voyage to the *INV Righteous Destiny*?
5. What do you hope to gain from this mission that will help your accession to Sister Superior?
6. What valorous deed did you perform to earn your Vulkan Pattern Combi-Flamer?
7. What is your name?
- S. Who do you instinctively trust more than the Tech Priest and why?

"Thou shalt know thy duties."
- The Scintillian Dictates

Ministorum Priest

"There can be but one Emperor, one god, one savior, one deliverer. Without Him, a billion billion souls are nought but fodder for the ever-thirsting evils of the Warp."
— Ecclesiarch Theodacus V, Indroit to the Verses of Dusk

The Imperial Cult, also called the Cult Imperialis in High Gothic, is the official and only state religion of the Imperium of Man. It is devoted to the worship of the Emperor of Mankind as the ascended divinity and savior of humanity. Those who believe in the Cult's teachings hold that the Emperor is a living spiritual entity and the only true god of Mankind. The Imperial Cult is led by the Adeptus Ministorum, also known as the Ecclesiarchy, who devote their lives to spreading the Word of the Emperor and doing His will. These teachings include the following beliefs:

- ✧ That the God-Emperor of Mankind once walked among men in their form and that He is and always has been the one, true god of humanity.
- ✧ That the God-Emperor of Mankind is the one true God of Mankind, regardless of the previous beliefs held by any man or woman.
- ✧ It is the duty of the faithful to purge the Heretic, beware the psyker and mutant, and abhor the alien.
- ✧ Every human being has a place within the God-Emperor's divine order.
- ✧ It is the duty of the faithful to unquestionably obey the authority of the Imperial government and their superiors, who speak in the divine Emperor's name.

Sample Names

	<u>Male</u>	<u>Female</u>	<u>Surname</u>
Father/Mother...	Alaric	Astrid	Blonigan
	Alexavier	Dorothie	Castronova
	Brennan	Hana	Fisger
	Erasmus	Keterlyn	Hearn
	Goradin	Magdalyn	Horst
	Lexon	Ophelia	Jonson
	Marcus	Thresa	Khan
	Mathais	Veronica	Robb
	Voltz	Violette	Stammler
	Ximen	Wilhelminah	Svetlanov

On a Collision Course with Destiny

Ministorum Priest

1. When you discovered your betrothed was a witch, you turned them over to the Inquisition. Why did you do it and why do you still feel guilty about it?
2. In schola, you discovered a knack in how to deal well with social groups. What virtue allows you to help others face fears?
3. What happened that makes you recoil in horror at the sight of blood?
4. Your hatred of daemons and other warp-spawned beasts is legendary. Why do you hate them so much instead of fearing them like everyone else?
5. What did Inquisitor Vaarak promise you once this mission is completed?
6. What xeno-artifact did you secretly keep from your last mission?
7. What is your name?
8. Who are you most afraid of and why?

"Thou shalt not over-estimate thine own importance."
- The Scintillan Dictates

Sanctioned Psyker

"What can a man know of the Universe who knows not his own mind?"
— Book of the Astronomican

A Sanctioned Psyker is a human psyker who plays an ordained role as a servant of the Imperium of Man, for he has the rare willpower to control his abilities and not become a danger to others. A Sanctioned Psyker's exact role depends on the psychic powers he manifests and his strength of character and will. The Scholastica Psykana, the training division of the Adeptus Astra Telepathica, is a vast teaching institution devoted to the training of young Imperial psykers, who are taught how to develop and control their powers to serve the Imperium. Such psykers are soul-bound to the Emperor, a psychic ritual that hardens their minds and souls against possession by the daemonic entities of the Warp. It is invariably those psykers recruited as children who are given further training to fill important positions in the Imperium as Sanctioned Psykers.

Sample Names

Male	Female	Surname
Fennias	Anastasia	Chartier
Harrod	Elisabetta	D'Innocenz
Konrad	Elyn	Dorn
Lorenz	Emmy	Ehinger
Maximillian	Frederica	Ferrall
Menelus	Gracia	Grusov
Richter	Henriette	Hel
Thaddius	Letty	Ingran
Titus	Odetta	Morven
Tsam	Patience	Weiller

On a Collision Course with Destiny

Sanctioned Psyker

1. Psyker sanctioning is a long, painful, and arduous process that breaks you down physically and mentally while being soul bound to the Emperor. What lasting trauma (mental or physical) do you still carry with you from that time?
2. During your training in the Scholastica Psykana, you were exposed to the five psychic disciplines (Biomancy, Divination, Pyromancy, Telekinetics, and Telepathy). Which one did you specialize in and why?
3. When you use your psychic powers, the Warp bleeds through into reality. How does it manifest and what drawback or side effect does it leave?
4. When faced with the temptations of a daemon, what is the best way to overcome it?
5. Why are you so drawn to the void?
6. Your only reminder of your old life, before being picked up by the Black Ships, is a gift from your mother. What is it and how does it help you control your powers?
7. What is your name?
8. Which of your team members did you entrust your Psykana Mercy Blade to and why?

"Thou shalt not make improper use of thy master's purse, nor his seal, nor his name either."
- The Scintillan Dictates

Mindwiped Assassins

"We do not determine the guilty; we do not decide the punishment; we are merely the cold instruments of the Emperor's vengeance. There is no form of death unknown to us; there is no form of terror beyond our means; there is no enemy outside our reach. We are the blade that hovers over the throat of the traitor; we are the bullet that awaits the heretic's skull; we are the poison in the throat of the alien."

— Decree Assassinorum

The Officio Assassinorum is a highly secretive agency of the Imperium of Man's government that employs different "temples" that train human Assassins to further the goals and protect the security of the Imperium of Man. Although the Inquisition strikes fear in the hearts of all Imperial citizens, loyal and corrupt alike, the deadly disciples of the Officio Assassinorum strike fear in the hearts of even the most savvy, battle-hardened of Imperial warriors.

Sample Names

It should be noted that Mindwiped Assassins aren't provided names as such, just Imperial designations.

On a Collision Course with Destiny

Mindwiped Assassin

1. Your physical age is 31, but your memories only go back three years to when you were mindwiped. Why aren't you curious about your past?
2. You are skilled in many ways of killing. Which is your favorite? Which do you hate, despite being one of your strengths?
3. Ever since you can remember, you get nigh-crippling headaches. What triggers them?
4. Occasionally you find yourself drawn to forbidden knowledge. How have you been secretly feeding this curiosity?
5. The Noble Arbitrator is the only person you've met since "birth" that's made you feel human. How do you plan to stay on their team indefinitely?
6. Why do you prefer your monomolecular edged swords to ranged weapons?
7. Officially, you are only known by your Imperial Designation "THX1138sen5241." What name have you chosen to call yourself?
8. Who are you drawn to/fascinated by/in love with and why?

"Thou shalt seek no reward but the satisfaction of thy master."
- The Scintillan Dictates

Tech Priest

"I am a Child of the Ommissiah, cultist of the Machine God. The rites of manifold applications, the liturgies of ignition and the songs of Engine-seeing are mine own to know. I speak to the spirits of ancient tech-machines, from the warrior heart of a battle tank to the secret wisdom of the cogitator."

— Vox Servitor Theta, on behalf of Cult Mechanicus Adept Manuel.

A Tech-Priest, is an Adept of the Adeptus Mechanicus of the Imperium of Man who is generally responsible for maintaining all of the advanced technology of the Imperium, enlarging the Imperium's stocks of technical knowledge and conducting what little new scientific research occurs within the Imperium since the end of the Horus Heresy. Tech-priests are members of the Cult Mechanicus, the Cult of the Machine, a priesthood which forms an ecclesiastical hierarchy for the Cult Mechanicus of technicians, scientists, and religious leaders who believe that knowledge represents the only true divinity in the universe. The Tech-Priests provide the rest of the Imperium with its technicians, scientists and engineers. Though their bodies often incorporate many inorganic components as bionic replacements, Tech-Priests are fully human, unlike the cybernetic Servitors created by the Adeptus Mechanicus that carry out most of the heavy labor for all of the Imperium's myriad organizations and enterprises.

The Quest of Knowledge is guided by the 16 Universal Laws:

The Mysteries:

- ⊗ Life is directed motion.
- ⊗ The spirit is the spark of life.
- ⊗ Sentience is the ability to learn the value of knowledge.
- ⊗ Intellect is the understanding of knowledge.
- ⊗ Sentience is the basest form of Intellect.
- ⊗ Understanding is the True Path to Comprehension.
- ⊗ Comprehension is the key to all things.
- ⊗ The Ommissiah knows all, comprehends all.

The Warnings:

- ⊗ The alien mechanism is a perversion of the true path.
- ⊗ The soul is the conscience of sentience.
- ⊗ A soul can be bestowed only by the Ommissiah.
- ⊗ The Soulless sentience is the enemy of all.
- ⊗ The knowledge of the ancients stands beyond question.
- ⊗ The machine spirit guards the knowledge of the ancients.
- ⊗ Flesh is fallible, but ritual honors the machine spirit.
- ⊗ To break with ritual is to break with faith

Sample Names

	<u>Name</u>	<u>Surname</u>
Magos...	Auxilliarus	Cyrax
	Cythera	Delta III
	Daedalus	Epsilon IX
	Dalia	Fycex
	Indrias	Morii
	Klightus	Mu X
	Koriel	Rho V
	Maarav	Theta VII
	Octavia	Tor
	Xan	Zul

On a Collision Course with Destiny

Tech Priest

1. Your unquenchable desire for knowledge led you to pursue forbidden teachings. Inquisitor Olianthe Rathbone discovered your secret and has trapped you into her service. And while she is quite knowledgeable, what do you know about daemons that she doesn't?
2. Describe your four Mechadendrites (mechanical arms) that were attached to your body.
3. What causes your vox synthesizer to occasionally blast a screeching noise and why has it been getting worse?
4. It is rumored that a copy for the infamous book *Libra Daemonica* was lost on the *INV Righteous Destiny*. What mystery do you think it will reveal to you?
5. What will release you from Inquisitor Olianthe's yoke after this mission?
6. What special ability did you upgrade your servo-skull familiar with?
7. What is your name?
8. Who on your team do you recognize and why don't they recognize you?

"Thou shalt be glad of thy master's punishment, for it is deserved and improves thee."
- The Scintillan Dictates