

DARK I HERESY



By Sune Nødskou © 2010

INTRODUCTION

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I've been playing RPGs since before I really recall. I think it was back in 1984, I got my hands of the legendary **Dungeons & Dragons Basic** box set. And what a wonder!

Ever since I've been exploring all matters of popular – and truly not so popular – games, always searching for the game which gave the right feeling, but also the right setting of course.

One particular setting that I've been waiting for was the **Warhammer 40.000** setting. And luckily for me, it was published by **Fantasy Flight Games** a couple of years back, under the label **Dark Heresy**.

As a true fan, I've been playing that ever since it was published. Playing and enjoying ... but not feeling. Because no matter how bleak, endless and loveable the setting is, I found the system too advanced and dominating for my liking.

It is after all a setting of investigation and of the horror within. Not a setting meant to be focused almost exclusively on combat rules, as most systems typically do so well.



Out of sheer luck, I was invited to attend a play testing session with one of my friends, testing a scenario in the – for me at the time – unknown system called the **Esoterrorists**.

And what a joy it was for me. Almost like finding the long lost relative. Almost like coming home after a very long journey.



Unfortunately to the frustration of my already well-established **Dark Heresy** roleplaying group, I planned to start converting the **Dark Heresy** setting to the **Gumshoe** system, that way giving me the opportunity to explore the fantastic setting, delving into all its aspects, without using huge amounts of time learning – and relearning – all the many rules.

I could now use my time to feel the universe. Feel the God Emperor. Feel Chaos. Feel it all, as I set myself free from the bugging volumes of rules.

And this document is the result of my works. It may not be done, as many more lenses, occupations and unique ideas might jump to my brain within long. But for now, it will have to do.

I hope you enjoy it, as much as I do, and also that you will send me an e-mail, if you have some good ideas, you wish to test and

add to this conversion. Every idea is welcome!

Finally I wish to thank all my loyal players through all these years. Thank you for staying with me, even though I always have strange and new ideas for roleplaying our games.

A special thanks to Christian Bechmann for helping me with the equipment conversion Nuno Pereira for working with the psyker rules, Morten Wolff for the taking part in the crunchy combat stuff and last but not least a big thanks to Robert Eggers for keeping his head cool, supervising us all through the process. I couldn't have done this without you!

- Sune Nødskou, 2010
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And then the usual legal stuff, which we must never forget to avoid trouble. The four titles **Ashen Stars**, **The Esoterrorists**, **Fear Itself**, **The Esoterror Factbook** and **Trail of Cthulhu** are trademarks of **Pelgrane Press Ltd**. **Warhammer 40.000** is © **Games Workshop Ltd**. Both **Dark Heresy** and **Inquisitors Handbook** are both © **Fantasy Flight Publishing, Inc**.

No legal ramifications were intended. Hope you'll find none.

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THE ACOLYTE

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All characters in a **Dark Heresy** are called *Acolytes*.

In this section, I will deal with all relevant information in creating an Acolyte, with a look into the Occupation, the Origin, the (optional) Lenses, the Drive, the Abilities (both Investigative and General), the Resources, the Psi Powers and finally some unique **Warhammer 40.000** tech.

ACOLYTE CREATION

To create an Acolyte, you must follow these 6 simple steps.

1. Choose an Occupation.
2. Choose your Origin.
3. Choose a Drive.
4. Buy Investigative abilities. See the table below for the amount of Build Points received for this.
5. Buy General abilities. All Acolytes receive **60** Build Points to this.
6. Spend Resource Points to weaponry, cyberware or psi powers. Every single Acolyte receives **20** Build Points for this.

# of players	Investigative Build Points
2	36
3	28
4	24
5+	21

OCCUPATIONS

I think that the section of *Occupations* in **Trail of Cthulhu** suits the *Career* system from **Dark Heresy** quite well, without making the rules too complicated.

The listed *Occupations* below are all converted from the **Dark Heresy** core rulebook, keeping a close eye to balance and flexibility.

If you miss some unique Occupations, please don't hesitate. Share it with me, so I can add it to this document.



ADEPT

Occupational Abilities: Art (Illuminate), Art (Scribe), Astronomy (Calixis Sector), Bureaucracy, Cryptography, Document Analysis, History, Languages, Linguistics.

Special: Use the entry from the Professor on page **TOC18**, ignoring all references to Credit Rating and the extra tenure ability.

ARBITRATOR

Occupational Abilities: Athletics, Bullshit Detector, Peers (Arbitrators), Evidence Collection, Ground Craft, Firearms (Basic), Interrogation, Law, Sense Trouble.

Special: Use the entry from the Police Detective on page **TOC17**, substituting Peers (Arbiters) for Cop Talk.

ASSASSIN

Occupational Abilities: Athletics, Chemistry, Conceal, Disguise, Impersonate, Outdoorsman, Scuffling, Shadowing, Stealth and either Firearms (Basic) or Weapons.

Special: Use the entry from the Private Detective on page **TOC17**.

CLERIC

Occupational Abilities: Acolyte Rank, Bullshit Detector, History (Imperial), Inspiration, Research, Reassurance, Shrink, Theology (Imperial) and one other Interpersonal ability.

Special: Chosen by the God Emperor as his cleric, enabling you to see the Light and guide your flock, you are almost always seen as the leader in your cell. As a cleric, you start the game with 2 in Acolyte Rank for free.

GUARDSMAN

Occupational Abilities: Athletics, Conceal, Ground Craft, Intimidation, Outdoorsman, Scuffling, Stealth, Weapons and either Artillery or Firearms (Basic).

Special: Use the entry from the Military on page **TOC15**.

PSYKER

Occupational Abilities: Bullshit Detector, Intimidation, Occult, Psyniscience, Research.

Special: You do not have extra special abilities. You already have access to plenty.

SCUM

Occupational Abilities: Bargain, Intimidation, Mechanics, Scuffling, Sense Trouble, Shadowing, Stealth, Streetwise and one other Interpersonal or Technical ability as a personal specialty.

Special: Use the entry from the Criminal on page **TOC13**, ignoring the section regarding the mafia.

TECH-PRIEST

Occupational Abilities: Communion, History, Systems Design, Systems Repair, Theology (Ommissiah) and one Technical Ability as a personal touch.

Special: Worshipers of the near heretical Ommissiah, tech-priests are seen as barely tolerated infidels, and are not treated very well in the Inquisition. This prevents them from gaining any significant power in the Holy Ordos, capping the Acolyte Rank at 1.

The tech-priests are also equipped with specialized cyberware. See the text-box on page 27 of the **Dark Heresy** rulebook for an in detail description of these implants.

ORIGINS

In this part, you have to choose the origin of your character. Is he from an often brutal and primitive feral world, or born on one of the massive spaceships travelling deep in space and close to the Warp?

Each Origin has a selection of Boosts. You can read more about these in **Ashen Stars**.

FERAL WORLD

Boosts: Choose any three of Athletics, Firearms (Basic), Medic, Outdoorsman, Riding or Weapons (primitive).

Origin-Specific Flavors:

Cast-Iron Stomach: Only suffer half damage or penalty (round down) as a direct result from toxins, poisons and tainted food. (See rules regarding drugs and toxins on page 8 of the **Little Girls Lost** scenario.)

Primitive: All uses of Interpersonal abilities in a *civilized* environment cost 1 point more (except for Core Clues).

HIVE WORLD

Boosts: Choose any three of Bullshit Detector, Craft, Oral History, Reassurance, Sense Trouble and Shadowing.

Origin-Specific Flavors:

Wary: Whenever it is needed to check the pools to find the aggressor and the defender in a fight, a Hive Worlder adds +5 to his current pool.

Hivebound: All uses of the Outdoorsman ability cost 1 point more (except for Core Clues). Furthermore if you are out of a "proper hab" (e.g. places without manufactured goods, solid ceilings and electrical power) you suffer +1 to all Difficulties.

IMPERIAL WORLD

Boosts: Any three of Astronomy (Calixis Sector), History (Imperial Wars), Law (Imperial), Occultism, Theology (Imperial).

Origin-Specific Flavors:

Blessed Ignorance: All uses of the Forbidden Lore ability cost 1 point more (except for Core Clues).

Literacy: All from an Imperial world can read and write their native tongue for free.

Superior Origins: All tests against Stability have their Difficulty decreased by 1.

VOID BORN

Boosts: Any three of Astronomy, Athletics (in zero- or low-gravity), Bargain, Electrical Repair, Mechanics, Shuttle Craft.

Origin-Specific Flavors:

Charmed: Whenever you spend a Fortune Point, roll 1d6. If you roll a 6 the point was not spend.

Ill-Omened: All uses of Interpersonal abilities against a non-void born cost 1 point more (except for Core Clues).

DRIVES

The box to the right lists all the Drives that I found appropriate, and the book they belong to in square brackets afterwards.

If you find something missing, please send me an e-mail.

LIST OF DRIVES

- Altruism [AST]
- Antiquarianism [TOC]
- Arrogance [TOC]
- Atonement [AST]
- Avenger [AST]
- Bad Luck [TOC]
- Chronicler [AST]
- Comradeship [AST]
- Curious [TOC]
- Curiosity [TOC]
- Derring-Do [AST]
- Duty [TOC]
- Ennui [TOC]
- Entrepreneurial [AST]
- Exploration [AST]
- Faith [AST]
- Family Tradition [AST]
- Follower [TOC]
- Footloose [AST]
- Gung Ho [FIT]
- Hotshot [AST]
- In The Blood [TOC]
- Justice-Seeker [AST]
- Nowhere Else To Go [AST]
- Oblivious [FIT]
- Professionalism [AST]
- Programming [AST]
- Pursued [AST]
- Role Model [AST]
- Scholarship [TOC]
- Scientific Enquiry [AST]
- Sexual Adventure [AST]
- Something To Prove [AST]
- Sudden Shock [TOC]
- Tech Hound [AST]

ABBREVIATIONS

First AST is short for *Ashen Stars*, then **FIT** is short for *Fear Itself* and finally **TOC** is short for *Trail of Cthulhu*.

ABILITIES

Now it's time to choose the Acolytes Investigative and General Abilities. On the next page, you will find a complete list of all the available abilities.

Most of them are from original published books, but some are also completely new or just slightly changed.

You find the description of all the new or changed abilities below.

INVESTIGATIVE ABILITIES

FORBIDDEN LORE

You have obtained forbidden knowledge in areas either labeled heretical or secret by the Inquisition. Such knowledge open up to the best kept secrets in the entire Calixis Sector.

For each rating point in Forbidden Lore, you may select another type of lore in which you are generally proficient.

Some of the more normal examples include: Adeptus Mechanicus, Archeotech, Cults, Daemonology, Heresy, Inquisition, Mutants, Ordos, Psykers, The Black Library, Warp and Xenos.

(For a detailed description of these categories, please refer to page DH102.)

It is not advised, that GM allow this ability to be bought at character creation. Furthermore the ability can only be learned through direct exposure to the lore, through books, through a scholar or a firsthand encounter - if you live to have learned from it that is.

If you have any rating at all in this ability, your Purity rating can never be higher than 10 minus your Forbidden Lore rating.

LANGUAGES

The base language (free for all of course) is Gothic. Obviously a lot of dialects exist, but the language is still Gothic.

The main difference between the original ability and the Dark Heresy version is regarding literacy. (See textbox for an optional way to handle this.

LITERACY

In Dark Heresy, illiteracy is the norm. To reflect this, I've created this optional set of rules that I hope is sufficient.

All languages are bought at the normal 1 point per language for the illiterate version, and 1 extra point to be literate in it. (The level of literacy should be noted in brackets after the language.)

In case of the native language Gothic, all know it in the illiterate version for free, but must pay the additional point to be literate.

Yvonne is playing a nasty scam from Gun Metal City with Gothic (illiterate) at 0 points. Later on she has a rather nasty encounter, being taken hostage by a band of marauding Orks. The imprisonment last for so long, that Yvonne decides to have learned the Ork language, and since she has been used an interpreter in this foul language, she chooses to be literate in it also. Her final cost for Ork (literate) is therefore 2 points.

PEERS

This ability is replacing the original Cop Talk and Streetwise abilities. Instead of giving only the law and shady angles, the character can now specify which sectors, he has peers in. For every 2 full rating points, another type can be chosen.

Here are some examples of the most known types from the Dark Heresy universe: Academics, Adeptus Arbiters, Adeptus Mechanicus, Administratum, Astropaths,

Ecclesiarchy, Feral Worlders, Government, Hivers, Inquisition, Middle Class, Military, Nobility, The Insane, Underworld, Void Born, Workers.

(For a detailed description of these categories, please refer to page DH120.)

PSYNISCIENCE (PSYKERS)

You can attune your mind and vision to the ebb and flow of the warp and the immaterium. You can:

- *Feel if the immaterium is disrupted.*
- *See and feel things of the warp hidden from normal sight.*
- *See the aura of living beings.*
- *Extend your normal senses up to 50 meters away.*

GENERAL ABILITIES

ACOLYTE RANK

You are an Acolyte of the Inquisition, giving you both status and abilities that most people lack in the grim 41st millennium.

The rating of this ability symbolizes your achieved rank within the Holy Ordos, as shown in the textbox on this page. This rank is actually a kind of military rank, giving you command over the Acolytes that you outrank.

You automatically start the game with rank 1 in this ability - unless you're a psyker or tech-priest, in which case you start with 0. The holy Clerics start with rank 2 for free of course.

I strongly recommend, that Acolytes are not allowed to start above this free starting rating and that the maximum achievable increase are +1 Rank per well achieved scenario.

ABILITY LIST

ACADEMIC

Accounting (TOC)
 Anthropology (TOC)
 Archaeology (TOC)
 Architecture (TOC)
 Biology (TOC)
 Botany (ESO)
 Cryptography (TOC)
 Geology (TOC)
 Forbidden Lore (NCA)
 History (TOC)
 Languages (TOC)
 Law (TOC)
 Linguistics (ESO)
 Medicine (TOC)
 Military Science (EFB)
 Occult (TOC)
 Physics (TOC)
 Psyniscience (NCA)
 Research (ESO)
 Textual Analysis (ESO)
 Theology (TOC)
 Zoology (ESO)

INTERPERSONAL

Bargain (TOC)
 Bullshit Detector (ESO)
 Bureaucracy (TOC)
 Flattery (TOC)
 Impersonate (ESO)
 Interrogation (TOC)
 Intimidation (TOC)
 Negotiation (ESO)
 Oral History (TOC)
 Peers (NCA)
 Reassurance (TOC)

TECHNICAL

Art (TOC)
 Astronomy (TOC)
 Bio Signatures (AST)
 Chemistry (TOC)
 Craft (TOC)
 Data Retrieval (AST)
 Document Analysis (ESO)
 Energy Signatures (AST)
 Evidence Collection (TOC)
 Forensics (TOC)
 Holo Surveillance (AST)
 Imaging (AST)
 Industrial Design (AST)
 Kinetics (AST)
 Outdoorsman (TOC)
 Pharmacy (TOC)

GENERAL

Acolyte Rank (NCA)
 Artillery (NCA)
 Athletics (TOC)
 Communion (NCA)
 Conceal (TOC)
 *Disguise (TOC)
 *Explosives (TOC)
 Filch (TOC)
 Firearms (NCA)
 Ground Craft (AST)
 Health (TOC)
 Helm Control (AST)
 Hypnosis (TOC)
 *Inspiration (NCA)
 Medic (TOC)
 Purity (NCA)
 Riding (TOC)
 Scuffling (TOC)
 Sense Trouble (TOC)
 Shadowing (TOC)
 Shrink (ESO)
 Shuttle Craft (AST)
 Stability (TOC)
 Stealth (TOC)
 Systems Design (AST)
 Systems Repair (AST)
 Tactics (NCA)

ABBREVIATIONS

In the table above, I use some abbreviations (placed in brackets after the ability), which may need some explanation. **AST** for *Ashen Stars*, **ESO** is short for *Esoterrorists*, **EFB** is short for *The Esoterror Factbook*, **TOC** is maybe not surprisingly short for *Trail of Cthulhu* (in case of abilities from **TOC**, where two different uses is found (Purist and Pulp), always use the Pulp version) and **NCA** is short for *New or changed ability*.

*These General abilities can be used as Investigative abilities in some circumstances. They are always bought and built as General abilities though.

ACOLYTE RANK & TITLE

With increased rank comes increased responsibilities – and a cool title of course.

Below you will find a list of the most well-known titles, used by the Inquisition.

Rank 0	<i>Initiate</i>
Rank 1	<i>Acolyte</i>
Rank 2	<i>Trusted Acolyte</i>
Rank 3	<i>Cell Leader</i>
Rank 4	<i>Cell Supervisor</i>
Rank 5	<i>Interrogator*</i>
Rank 6	<i>Inquisitor</i>

Ratings beyond 6 is not in the scope of this document, and the ability is therefore capped at 6.

*At rank 5 the Acolyte is given Inquisitorial authority and the rosette to prove it. With this appointment the Acolyte receives an automatic +1 to the

Points from this ability can be used in the same way as the *Preparedness*, found in other **Gumshoe** publications (such as **Ashen Stars**, **Trail of Cthulhu** and the like). But instead of checking to see, what you might – or might not – have on you in addition to the basic equipment supplied to each mission, the check is made to see, whether you can get the additional help from the Inquisition.

For a general list of some of the possibilities you have, see page 8 for **HELP!**

ARTILLERY

Slightly changed version of the Ship's Artillery found in **Ashen Stars**. This version covers all kinds of heavy weaponry fitted on crafts. Space ships, shuttles, and ground crafts are all included.

COMMUNION (TECH-PRIESTS)

You can soothe and please the Machine-Spirits, existing all around us. This powerful ability allows the tech-priest to help other Acolytes with checks on

General Skills where technology – and thereby the Machine-Spirits – are present.

If you wish to boost another players' chance of success, you spend 2 points to add +1 to his roll. (To soothe the spirits in your own gear, the rate is 1:1 of course.)

The range of which you can use the ability is 5 meters per rating point, up to line of sight.

This ability can even be used after a roll is made, turning a failure into a success. This kind of use double the point cost though.

FIREARMS

This modified version of the **Trail of Cthulhu** counterpart is divided into three sub categories, which are treated as separate abilities. The categories are *Basic*, *Advanced* and *Exotic*.

A weapon belonging to the *Exotic* category with a xeno origin requires **Forbidden Lore (Xeno)** to acquire.

IMPERIAL WISDOM

- A suspicious mind is a healthy mind.
- A weapon cannot substitute for zeal.
- An empty mind is a loyal mind.
- Faith is our shield.
- Hatred is the Emperor's greatest gift to humanity.
- Heresy grows from idleness.
- Intolerance is a blessing.
- No pity! No remorse! No fear!
- You shall know no fear.

For a very long list of examples, visit the **Lexicanum** website at wh40k.lexicanum.com, search for "thoughts of the day."

INSPIRATION

Functions both as the Investigative Ability found on in **Ashen Stars**, but also as a General Ability.

When used as a General Ability, the user is able to inspire his comrades, steeling them for the things to come. For each 2 points used this way, the speaker boosts the Stability of the characters of his choice (within hearing range) by +1. (He cannot use this ability on himself though.) The bonus lasts for the rest of the encounter.

PURITY

This ability is actually just a renamed version of *Sanity* (see page **TOC46**), working the exact same way.

If you have any rating at all in the *Forbidden Lore*, your *Purity* rating can never be higher than 10 minus your *Forbidden Lore* rating.

You start the game with rating 4 in *Purity* for free.

The *Pillars of Sanity* (on the same **TOC** page) are renamed to **Litanies of Contempt**, and should be based on the well-known *Imperial Wisdoms*. (For some nifty examples, see the textbox.)

If a **Litany of Contempt** is destroyed, the twisting powers of *Chaos* has taken root in the deepest parts of your soul, changing, bending and warping both mind and body.

To reflect this grave and grim change to the character, the player should choose some kind of radical change, based on either behavior with some kind of cool, dark and twisted insanity or in the flesh by finding a suitable mutation. See some examples and ideas below.

HELP!

Sometimes Acolytes (and especially their players) find themselves in situations, where the odds might seem devastatingly overwhelming, and only doom, total destruction or utter annihilation is a certainty. In these situations, it might be a better for the Acolytes to wait for the cavalry to clean up the mess.

Don't allow these rules to short-circuit scenarios. Screaming for help every time a conflict emerges, might do more damage to the history than good.

Below is a list of services, the Acolytes may draw upon in case they need them. Every special service has a title, a description, a Difficulty Number and maybe a special rule.

How fast the help arrives, depends on the circumstances. Some places might very well be impossible to reach, or impossible to communicate from – such as in the middle of a giant Space Hulk deep within the Warp.

SERVICE	DN
BASIC EQUIPMENT Sometimes you might need extra supplies from your superiors to fulfill the mission. Basic equipment could include survival gear, vox, pistols and basic disguises and will normally be sent by dropship or through contacts in the actual location.	2
FALSE IDENTITY A forged false identity can come in handy, if the oppositions are breathing down your neck. This type of false identity will check up under scrutiny from all but the most determined of investigators with the highest levels of access to Administratum files. Appropriate disguises are also included and the supplies are normally delivered by courier or a local contact. Special: Peers (Administratum) grants +1 to the die roll.	4
SAFE HOUSE You and the rest of your cell will have your own safe house. It will be shielded from vox thieves and will have a secure amourey location. There will be enough rooms for each cell member, a kitchen, a toilet and a secure cell. It will also have room for a small workshop. No equipment is supplied. The safe house is usually made available in the cells current location, but can also be dropped down from a smaller transporter in completely deserted or hazardous areas. Special: Peers (Government, Military or Underworld) grants +1 to the die roll.	4
FLEET TRANSPORT A supply ship or some form of civilian transport for warp travel to non-prohibited Imperial worlds is supplied for your use.	5
FUNDS In case of emergency 20,000 Thrones is made available to you in a sector banking system and is accessible by you or a pre-arranged agent. Special: After the first requisition, the Difficulty Number for each new requisition in the same scenario is increased by +1. Peers (Administratum, Nobility or Underworld) grants +1 to the die roll.	5
LOCAL ENFORCER SUPPORT An exercise of control over local enforcers is given to you. This may alert certain people to your presence, so be careful that you can trust who you requisition. Generally you gain control of a squad of 6 enforcers, but exceptional evidence may allow for greater numbers to be obtained. Special: Peers (Military, Nobility or Underworld) grants +1 to the die roll.	5
EXOTIC EQUIPMENT A request for very rare or specific equipment is sent. Anything from plasma pistols, psi shielding, power armor or forcefields. Take very good care of this equipment, as the lending party may require the times back or request a favour for lending them in the first place. This type of delivery is most often supplied by dropship, except in areas with heavy Inquisition presence. Special: This service can only be used once per scenario. Peers (Adeptus Mechanicus or Inquisition) grants +1 to the die roll.	6
ARBITES SUPPORT You wish to acquire assistance from the local Arbites office. The officers will not take kindly to being re-tasked to pointless roles and should be used in dire emergency only. They can be directed to arrest individuals based on any evidence you can produce. Special: Peers (Adeptus Arbites or Inquisition) grants +1 to the die roll.	7
PDF TROOPERS By inquisitorial request, you obtain cooperation from the local PDF units. This power should be used only in exceptional circumstances, as your Inquisitor will have to explain why they were commandeered. Special: Peers (Government or Military) grants +1 to the die roll.	6
MILITARY SUPPORT When in need of firepower, call the infantry! The Imperial Guard, from a small unit or as large as an entire army, is put at your disposal. The larger the amount of troops, the longer time it might take to assemble. Special: Peers (Inquisition or Military) grants +1 to the die roll.	8
MAJOR ASSETS This requisition is sent when you need very specialized, extremely hard to get, maybe even banned equipment for use on a permanent basis. It can be anything from a permanent base to a warp capable vessel. Special: Peers (Administratum, Government or Underworld) grants +1 to the die roll.	9
IMPERIAL NAVY SUPPORT An Imperial naval vessel or battle group is appointed to you, helping with transport and assistance as needed. Special: Peers (Military) grants +1 to the die roll.	9
ROGUE TRADER TRANSPORT If you need transport to the far corners of the galaxy – or maybe even to uncharted territory outside the Calixis Sector – a rogue trader is what you need. This request comes with extra benefits such as access to black market knowledge, uncharted trade routes outside Imperial space and a very capable captain and his vessel. Special: Peers (Astropaths, Inquisition or Void Born) grants +1 to the die roll.	9
ADEPTUS ASTARTES SUPPORT The most powerful power must be the ability call on the nearest chapter of Space Marines! You can also request a specific chapter of your choice. Obtaining such service could be an entire adventure in itself, and should never be an everyday experience. Special: Peers (Inquisition) grants +1 to the die roll. Only Acolytes of Rank 5 or more can request this service.	11

- **Rotting flesh:** Your flesh turns gel like, dripping bile and oozing of rot. The only way to hide it is by covering your skin in bandages.
- **Demonic voices:** Oh these voices. The second you are alone, they start to speak to you, whispering profanities and tempting you to do wrong.
- **Wormblood:** The blood in your body is gone, replaced by small squirming maggots. Better not get wounded in public.

If the final Litany is destroyed, the character is now fully part of the Chaos hordes, twisted and damaged beyond recognition, an empty shell of his former self. The character could very well be an evil adversary of his old comrades. (It's time to create a new character.)

On page **TOC76** you'll find the **Cthulhu Mythos Stability and Sanity Loss Table**. Simply substitute references to the Mythos with Chaos, and you have a very good tool.

FATE POINTS (OPTIONAL)

The Fate points are a very essential part of the **Dark Heresy** universe, and I therefore stick with it.

They function in the exact same way in this conversion also, but I divide them into **Fate** points (the powerful ones) and **Fortune** points for minor help (refreshing every 24 hours of game time).

You start the game with **2 Fate** points and **2 Fortune** points for free, but can only earn them from then on.

FORTUNE POINT USES

1 point gives you the ability to ...

- Reroll a failed General Ability roll.
- Add +1 to your die roll. Can also be applied after rolling.

TACTICS

This ability is a slightly improved version of the Naval Tactics from **Ashen Stars**.

You must choose between Naval, Air Force, Armoured Division or Infantry, each having different abilities to boost.

Naval: Helm Control, Artillery and System Repair.

Air Force: Shuttle Craft, Artillery and System Repair.

Armoured Division: Ground Craft, Artillery and System Repair.

Infantry: Athletics, Shooting and Stability.

RESOURCE POINTS

On every mission, your cell will be supplied with basic equipment such as basic weaponry, armour and other gadgets.

But what about your favorite matt black bolter sidearm, your battle armour drenched in blood from countless battlefields? And what about the cyber replacement for your arm, lost to Ork raiders? Or the psi powers to enter, erase and blast the mind of your enemies?

Don't panic! That's what Resource Points are for.

Characters receive **20** Resource Points to buy weapons, tech or psi powers.

All unspent points are kept, so you can use them later on if you wish.

Note: When the first session of the campaign starts, the psyker buys psi abilities with Build Points, *not* Resource Points!

You find the list on page 10.

WEAPONS

This category includes ranged weaponry, melee weaponry, thrown weapons and armour.



CYBERWARE

Under this category you find the cyberware, which you might wish to install.

PSI POWERS

Psi powers are treated very differently from the equipment above.

You still get the **20** points of course, but instead of finding a list in this supplemental, you should find your own copy of the **Mutant City Blues** and turn to page 27, where you find a complete list of unique **Mutant powers**. In this conversion, we use these powers as the psyker powers.

How to buy them can be read on page 15 of the same book, where you also find the vital **Quade Diagram** (page 17).

In case of powers with *Legal Ramifications* (see page 30 of **Mutant City Blues**), you need the Forbidden Lore (Warp) ability to have learned these.

If you have better ideas, or just like to rename all the **MCB** powers to a more **Dark Heresy** like name, please share with me by e-mail.

CRUNCHY STUFF

In this final part of the conversion, you will find a short list of extra rules, that I use in my Gumshoe Dark Heresy game, to create the right feel and also to have as many elements from the original game at my fingertips.

COMBAT

Even though **Dark Heresy** is an investigative RPG, there is certainly also combat. (*In the dark future, there is only war, as they boldly teach us at Games Workshop.*)

To reflect this, I've personally decided to use all the extra rules from **Extra Crunchy Combat** found on page 44 of **The Esoterror Factbook**.

DRUGS & POISONS

I recommend that you use the very flexible drug rules found on page 8 in the **Little Girl Lost** scenario. If you don't own this book, you can use the rules from page 69 in **Trail of Cthulhu**.

OTHER DANGERS

A complete set of small rules regarding acid, temperature extremes, drowning and suffocation, falling and fire can be found on page 68 of **Trail of Cthulhu**, which are the rules I've decided to use in my games.



AWARDS

Like in a typical Gumshoe scenario, you should award Acolytes **2 Build Points** per session played.

You should also reward them with **5 Resource Points** per session.

As a bonus, you might find ways in a scenario to put in some extra Resource Points as either cash or gadgets. (1 Resource Point measures approximately 5 Thrones.)

If you find it suitable to reward them a Fate or Fortune point after successfully completing a mission, do so also - but don't overdo it! These points should only be rewarded on special occasions.

Finally you can reward the characters with lost **Purity**. For more on how to do this, see page 81 in **Trail of Cthulhu**.

NO CONVERSION?

No. Not in the true sense anyway. I think that the two systems are so far apart, that a normal conversion is pointless.

But if you are truly dying to convert your original **Dark Heresy** character to **Gumshoe**, I have some suggestions ...

Investigative Abilities: Find your original skill ratings, locate the most suitable Gumshoe abilities and use the Characteristic Bonus' as the Gumshoe ratings. (This idea was originally found on the Dark Reign 40K fan site.)

General Abilities: A much tougher task. I think they should be found in the Characteristics.

Weapon Skill should be Weapons.

Ballistic Skill would then be Firearms.

Strength and **Agility** averaged could be Athletics.

Toughness should be ignored.

Fellowship could function as some kind of bonus to Interpersonal Abilities

Willpower would obviously be Stability.

The ratings could be converted something like this:

Characteristic Bonus x 3

Wounds would be Health at a 1:1 conversion.

This is all the space I will use on a true character conversion, as I think it is much more correct to start over, creating a new character from scratch.

Some of you might wonder what to do if you start out as higher ranked Acolytes. Don't you have more Build Points? What about Resource Points?

But of course you - probably - do. But that, and the amount, depends entirely on the campaign and the power of your opposition. Talk to your GM, and he probably have some kind of idea to, what amount of points you get extra.

And as with the rest of this conversion: If you have cool ideas or other great thoughts, please share them.

CONVERTING CLUES

The uniqueness with the Gumshoe system is a must when morphing the two systems.

Therefore I will make a very brutal conversion, just to make things extremely easy to translate on the fly.

CORE CLUES

All Tests made to gain information's with a +10 % or higher bonus, are considered Core Clues, and therefore cost no points.

FLAVOR CLUES

Tests made at +0 % to -10 % are 1 point clues, -20 % are 2 point clues and -30 % or higher are 3 point clues.

AVAILABLE RESOURCES

FIREARMS					
WEAPON	TYPE	DAM.	RANGE	TRAITS	COST
Bolas	Basic	-	Near	Primitive, Snare	2
Autogun	Basic	+1	Long	Auto (10)	20
Autopistol	Basic	0	Near	Auto (6)	15
Bolt Pistol	Basic	+2	Near	Auto (2), Penetration (4)	50
Boltgun	Basic	+2	Long	Auto (2), Penetration (4)	100
Bow	Basic	-1	Long	Primitive	2
Combat Shotgun	Basic	+1	Near	Auto (3), Scatter	30
Crossbow	Basic	-1	Long	Primitive	2
Flamer	Basic	+1	Near	Flame	60
Flintlock Pistol	Basic	0	Near	Primitive	2
Grenade Launcher	Basic	*	Long	Damage is from the type of grenade fired	100
Hand Bow	Basic	-1	Near	Primitive	40
Hand Cannon	Basic	+1	Near	Penetration (2)	13
Hand Flamer	Basic	+1	Near	Flame	40
Hunting Rifle	Basic	+1	Long	Accurate, Scope	20
Las Carbine	Basic	0	Long	Auto (2)	15
Lasgun	Basic	+1	Long	Auto (3)	15
Laspistol	Basic	0	Near		10
Long Las	Basic	+1	Long	Accurate, Scope	20
Musket	Basic	0	Long	Primitive	6
Pump-Action Shotgun	Basic	+1	Near	Scatter	15
Shotgun	Basic	+1	Near	Scatter	12
Sling	Basic	-2	Near	Primitive	2
Stub Automatic	Basic	+1	Near	Auto (3)	10
Stub Revolver	Basic	+1	Near		8
Inferno Pistol	Advanced	+5	Near	Penetration (4)	1.500
Meltagun	Advanced	+5	Near	Penetration (4)	800
Plasma Gun	Advanced	+2	Long	Auto (2), Overheating, Recharge (3/2)	600
Plasma Pistol	Advanced	+2	Near	Overheating, Recharge (3/1)	800
Needle Pistol	Exotic	0	Near	Scope, Toxic (3)	250
Needle Rifle	Exotic	0	Long	Scope, Toxic (4)	200
Web Pistol	Exotic	N/A	Near	Snare	240
Webber	Exotic	N/A	Near	Area (5), Snare	360
Heavy Bolter	Artillery	+3	Long	Auto (10)	400
Heavy Stubber	Artillery	+1	Long	Auto (10)	150
MP Lascannon	Artillery	+2	Long	Massive Damage (5/10)	1.000
RPG Launcher	Artillery	*	Long	Damage is from the type of rocket being fired	240

MELEE WEAPONS

WEAPON	DAM.	TRAITS	COST
Axe/Club//Hammer/Sword	+1	Primitive	5
Chain Axe/Sword	+2	Penetration (2), Tearing	80
Great Axe/Sword	+2	Penetration (2), Unwieldy	14
Knife	-1	Primitive	1

GRENADES

WEAPON	DAM.	TRAITS	COST
Frag	0	Blast (+1)	2
Krak	0	Massive Damage (10/0,1)	10
Blind	N/A	Smoke	5
Photon Flash	N/A	Flash	60
Halluciongen	N/A	Mind Blasting (4/0)	8
Fire Bomb	0	Blast (-1), Flame	1

ARMOURS

ARMOUR	VALUE	PROTECTS	TRAITS	COST
Beast Furs	2	Body	Primitive	1
Carapace Chest Plate	6	Body	Rigid	80
Carapace Greaves	5	Legs	Rigid	65
Carapace Helm	4	Head	Rigid	50
Carapace Vambraces	5	Arms	Rigid	60
Chain Coat	3	Arms, body and legs	Primitive	10
Chain Mail	2	Body	Primitive	10
Enforcer Light Carapace	5	Arms, body and legs	Rigid	115
Feudal Plate	5	Head, body, arms and legs	Primitive, Rigid	24
Flak Cloak	3	Body	Flak	16
Flak Gauntlets	2	Arms	Flak	10
Flak Helmet	2	Head	Flak	5
Flak Jacket	3	Arms, body and legs	Flak	20
Flak Vest	3	Body	Flak	10
Gang Leathers	1	Arms, body and legs	Primitive	5
Grox Hides	3	Body	Primitive	12
Guard Flak Armour	4	Head, body, arms and legs	Flak	60
Heavy Leathers	2	Arms, body and legs	Primitive	20
Light Flak Coat	2	Arms, body and legs	Flak	16
Light Power Armour	7	Head, body, arms and legs	Airtight, Powered	1.700
Mesh Combat Cloak	4	Arms and body	Mesh	70
Mesh Cowl	3	Head	Mesh	20
Mesh Gloves	3	Arms	Mesh	24
Mesh Vest	4	Body	Mesh	30
Power armour	8	Head, body, arms and legs	Airtight, Powered	3.000
Quilted Vest	2	Body	Primitive	2
Storm Trooper Carapace	6	Head, body, arms and legs	Airtight, Rigid	750
Xeno Hides	6	Body	Primitive	1.000
Xeno Mesh	4	Arms, body and legs	Mesh	65

TRAITS

Accurate: Add +1 to Firearms die roll result when rolling to hit. For a non-skilled gunner, a natural result of 1 is still a failure.

Airtight: Some armour encloses the entire body of the user, sealing off any outside air, and supplying the bearer with an internal oxygen supply. This gives complete protection against grenades and explosions (using the unadjusted armour value for protection). For non-airtight armours, the shockwave will affect the bearer, and the armor will only supply minimum protection. (See **Blast** below for extra information.)

Area: When shot, the weapon covers an area (in brackets) of meters in diameter. If people are standing relatively close to each other, assume that one person covers one meter.

Auto: The weapon has an automatic fire setting (see page 44 of **The Esoterror Factbook** for details). The number in brackets are the maximum number of extra instances of damage, the weapon can do.

Blast (X): Indicating an explosive attack normally from grenades. The number in brackets indicates the brutality of the blast, resulting in a modifier to the cost of the Athletics spend to avoid damage. (See page 49 of **The Esoterror Factbook** for details.) Only flak or airtight armours protect full against explosions. Other armours only protect with 0 (for primitive non-plate armours) or 1 (for all others) because of the shockwave and shrapnel following the explosion.

Flak: Flak armours are especially designed to protect against explosions resulting in +1 armor value against explosions from grenades, missile attacks and such.

Flame: On a successful hit, each target must make an agility test (6) or take damage and catching fire. (See page 68 of **Trail of Cthulhu** for details.) Only airtight armour protects against flamer weapons. Other armours simply cannot protect against the flame, smoke and heat. The number of rounds an airtight armour can withstand the

flame is equal to 2 x its armour rating. After this the heat is too intense, cooking the victim inside for normal fire damage, until he either dies or leaves the burning armour behind.

Flash: The weapon detonates in a blinding flash. Anyone within short range must make an Athletics (5) test to avoid being blinded for 1d turns. In this period, all tests involving sight have a +3 to the Difficulty number.

Massive Damage: Weapons of this type are designed to peel the armour of tanks. The number in the bracket before the slash indicates the instances of damage the weapon does to an armoured vehicle - or to a person wearing a power armour. The number after the slash is multiplied by a normal instance of damage to indicate, how much damage a normal human (either wearing armour or not) takes from a hit. (In case of insignificant foes, assume that one foe dies per point of damage inflicted.)

Mesh: Armours of this construction are especially protective against fire and heat, offering an extra +2 to their value against such attacks.

Mind Blasting: The blast of these weapons induces short-lived psychological states and delusions. Everyone within short range (and line of sight) must make a Stability test to avoid losing Stability points. The Difficulty is the number in brackets before the slash. The number of points lost if unsuccessful is 1d plus the bonus after the slash. The description of the effect should relatively match the potential loss.

Overheating: If the roll made to hit is a natural 1 roll a second die. If the second result is 3 or less, the weapon overheats, causing the welder to either drop the weapon or take 1d-2 of burn damage to the hands. 3 rounds of cooling (and no firing) are necessary for the weapon to function again. If the second die roll turns out as another 1, the weapon overheats violently, exploding like a grenade doing +1 to damage with Blast (-1).

Power Field: If you successfully parry a melee attack from an opponent (he rolls a natural 1 on the roll to hit you), using a non-power weapon, there is a chance of 4 in 6 that the opponent's weapon will break and becomes useless.

Powered: Powered armours are powered by an internal battery. This battery needs to be recharged every 12 hours. Power armours are fitted with a photon visor (+1 on Sense Trouble rolls) and re-breather (making airborne toxins useless). In addition, the mechanical strength of the armour adds +2 to damage rolls when using the Weapons or Scuffling abilities.

Primitive: Primitive armours and weapons are - as the name indicates - products of primitive form, still widely used in the Imperium. The limited muscle of these weapons and the less resistant materials used in armours makes their modern counterpart superior in all aspects. When attacked by a primitive weapon while wearing a modern armour, the modern armour has double value. When attacked by modern weapons while wearing primitive armour, the armour value is halved (round down).

Recharge: The weapon needs recharge after being fired. The first number in the bracket is the number of rounds the weapon can be fired with no pause. The second number (after the slash) is the number of rounds it takes to recharge after firing.

Rigid: Armours of this type has very non-flexible joints, making them next to impossible to act graciously in. While wearing this type of armour, all Athletics tests have their Difficulty Number raised by +1.

Scatter: Weapons with this quality follow the rules for shotguns found on page 66 of **Trail of Cthulhu**, doing an additional +1 to damage at point-blank range in addition to the normal +2, for a total bonus of extra +3 to damage.

Scope: The weapon is fitted with a scope as standard, opening up for the crunchy sniping rules on page 51 of **The Esoterror Factbook**.

Smoke: The smoke emits a big cloud of smoke, blocking normal vision for approximately one minute. (This time may be prolonged in an airtight room or very much shorter outside in heavy winds.) The area covered by the smoke is 15 meter in radius.

Snare: On a successful hit, the target must make an agility test (5) or be immobilized. After being immobilized the target can make an agility test (5) each round to break free from the bounds.

Tearing: When rolling for damage, roll two instances and choose the highest result.

Toxic: If a weapon with this trait beats the armour of the designated target, a toxin is released in his bloodstream causing (X) points of damage per turn until either he dies or (X) points from Medic is used to stop the toxin.

Unwieldy: The weapon is very unbalanced. Every other turn the wielder must rebalance the weapon in order to attack again, effectively giving the weapon an attack every other turn. The wielder can ignore this restriction by pushing himself to the limit, adding +1 to all the tests with the weapon and costing him 2 points of Health after the end of the fight.

ADD-ONS

Compact: The compact construction of the weapon makes it easier to hide but also reduces the muzzle power. Add +3 to tests made to discover the weapon, but also reduce damage by -1. **Upgrades:** Any Basic or Advanced firearm. **Price:** Base price +10.

Exterminator: Upgrades the weapon with a one-shot flamer. Add the Flame trait. **Upgrades:** Any weapon. **Price:** Base price +7.

Melee Attachment: A melee weapon is fitted to the making them very effective in close combat. The weapon deals 1d of damage with the Weapons ability. **Upgrades:** Any Basic firearm. **Price:** Base price +5.

Mono Weapon: The edge of a mono weapon is super fine and never loses the edge. Add Penetration (2) and remove the

Primitive trait. **Upgrades:** Any edged Primitive melee weapon. **Price:** Base price +8.

Overcharge Pack: This add-on effectively boosts the fire capability of las weapons, producing more carnage but also strains the weapon. Add +1 to damage and also gain the Overheating trait. **Upgrades:** Any Basic las firearm. **Price:** Base price +3.

Power Weapon: The weapon has a built-in disruptor field on the length of the blade or on the head of the weapon. Increase damage by +4 and add Penetration (6) as well as the Power Field trait. The Primitive trait is removed. **Upgrades:** Any Primitive melee weapon. **Price:** Base price x 100.

Red-Dot Laser Sight: The laser sight attachment adds +1 to the die roll of a Firearms roll. Limited to Short range only though. **Upgrades:** Any Basic or Advanced firearm. **Price:** Base price +10.

Scope: The firearm is fitted with a scope, adding the Scope trait. **Upgrades:** Any Basic or Advanced firearm. **Price:** Base price +7.

Silencer: Dampens the noise of a shot. Rolls made to hear the dampened shot are at +3 to the Difficulty. **Upgrades:** Any firearm firing solid slugs. **Price:** Base price +2.

CYBERWARE

If you chose to have cyberware installed just to describe your character, the price is 0.

Be it a replaced eye, a new arm or something else flashy, the price is still 0.

When cyberware starts to twists the basic rules of the game, it's time to pay some points.

Bionic Arms: This enhanced set of limbs offer better capabilities than the human norm. After installation you subtract -1 from all Difficulties made against specific tasks such as tests made for delicate manipulation (such as Filch) or where strength is important (Athletics for arm-wrestling or climbing). In addition to this, damage from bionic arms is increased by +1. This also works

when wielding melee weapons in enhanced arms. **Price:** 600 points.

Bionic Locomotion: Your legs, hips and pelvis are enhanced, giving -2 to Athletics Difficulties involving running and leaping. **Price:** 900 points.

Bionic Respiratory System: The lungs are replaced by a full life support system, making you able to breathe underwater and totally ignoring the effects of airborne toxins and gasses. **Price:** 480 points.

IMPLANTS

A combination of bionic and cybernetic enhancement made to enhance the internal parts of the body.

Auger Arrays: Built-in sensors, giving a full auspex packager, offers a free spend on the Bio Signatures and Energy Signatures abilities. Furthermore all Sense Trouble tests are permitted a re-roll. **Price:** 600 points.

Ballistic Mechadendrite: A shoulder mounted laspistol (with the Compact add-on). **Price:** 120 points; Tech-Priests only!

Cortex Implants: An extremely rare brain implant, offering a free spend on all Investigative Abilities (except Interpersonal), but also capping Stability at 10. **Price:** 1.000 points.

Cybernetic Senses: Each sense is treated as a different implant, offering +1 to rolls made against Sense Trouble where the particular sense is involved. **Price:** 1.350 points per sense.



Manipulator Mechadendrite: A very powerful shoulder mounted mechadendrite used mainly for lifting and carrying up to 150 kg. The mechadendrite can also be used as a club (with the Prmitive trait) doing 1d+3 points of damage, but completely lacks the ability of fine manipulation. **Price:** 100, points; Tech-Priests only!

Medicae Mechadendrite: A two-meter long flexible arm for medical and surgical assistance. It adds +2 points to the Medic ability. The built-in chain scalpel can be used as a small weapon (doing 1d-2 points of damage), and also offers a free spend on the Interrogation ability. **Price:** 100 points; Tech-Priests only!

Mind Impulse Unit: Also known as MIUs or sense-links, Tech-Priests see these implants as divine constructions. It adds +1 to the Communion, Firearms, Ground Craft and Shuttle Craft abilities, as long as the craft or weapon is linked to the MIU. **Price:** 1.050 points.

Optical Mechadendrite: A three meter long highly flexible camera-studded arm, enabling the bearer to see under doors, over walls and other hard-to-reach spots. The camera suffers no penalties for darkness. **Price:** 80 points; Tech-Priests only!

Utility Mechadendrite: A two meter long limb with a variety of tools attached. It adds +1 to the die roll when using the Systems Design or Systems Repair abilities. Can also double as a knife (with the Mono Weapon trait) inflicting 1d-1 points of damage. In melee combat the arm can be used to distract opponents, effectively raising the bearers Hit Threshold by 1. **Price:** 100 points; Tech-Priests only!

BIBLIOGRAPHY

Below you will find a list of the books I've used in the creation of this conversion.

Only the final book (Little Girl Lost) is optional. All other books are essential, if you want the complete backgrounds and description of the things in this document.

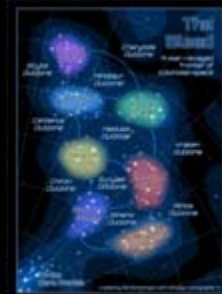
So don't hesitate. Rush to your nearest bricks and mortar game shop or use your favorite internet market to secure your very own copies.



DARK HERESY



TRAIL OF CTHULHU



ASHEN STARS



THE ESOTERRORISTS



THE ESOTERROR FACTBOOK



LITTLE GIRL LOST

FUTURE PLANS

If this conversion turns out to be successful, I will first start working on expansions for this document, focusing on the additional stuff from publications such as **The Inquisitors Handbook**.

I have also a plan of starting working on a **Conspiracy X** and **Dark Conspiracy** conversion – again powered by **Gumshoe**, but will have this saved for later.

All the comments and help I can get my hands on, will be very much appreciated. Don't hesitate ... send me an e-mail or drop me a line on **Facebook**.

ME ... THE AUTHOR

Dane pushing 39, living just outside Copenhagen with my lovely wife Pia, and my wonderful 10 year old son Emil. Even though it's tradition amongst writers, I completely lack any furry pets.

I've been playing all kinds of roleplaying since my awakening in 1984, and don't have any plans stopping!

