

THE ADEPTA 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."

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

Known across the Imperium as the Sisterhood, the Adepta Sororitas was founded under Sebastian Thor from amongst the Daughters of the Emperor who followed Alicia Dominica. The 4,000 or so sisters who survived the siege of the Ecclesiarch's Palace were each assigned to one of two convents: the Convent Prioris on Terra or the Convent Sanctorum on Ophelia VII. In time, these convents grew and were sub-divided into orders, and their members saw service across the length and breadth of the Imperium.

The original Daughters of the Emperor were not exclusively devoted to warfare, and while their ranks were swelled by warriors during the Reign of Blood, many scholars, philosophers, chirurgeons and others remained on San Leor, pursuing their own esoteric endeavours. After the High Lord's fall, many of these sisters were absorbed into one of the two convents, and soon established their own orders.

There are two types of orders within the Adepta Sororitas. The first are the Orders Militant, three of which are based at each of the Convents, and there are many smaller, subsidiary 'Lesser Orders Militant' or 'Orders Minoris' spread across the Imperium. The warrior-women of the Orders Militant are commonly known as the Sisters of Battle, and they are the direct inheritors of the organisation's founding traditions. The Sisters of Battle have many tasks, the greatest of which is to defend the Ecclesiarchy and the adherents of the Imperial Creed wherever and whenever they are needed. Many great cathedrals have a small contingent of Battle Sisters standing guard over them, and many pilgrim routes are regularly travelled by small 'missions' of sisters, protecting the faithful from the predations of aliens and bandits. Whatever duties its sisters are engaged in, each order will maintain around half its complement at its home convent, ready to go to war whenever the word is given.

In addition to the six main and many smaller Order Militant, there are many the non-militant orders. The most well-known of these, such as the Orders Famulous, Dialogous, and Hospitallers, are as large as the Orders Militant, but there are countless smaller orders, some as small as a dozen or so sisters engaged upon their own highly specialised work.

THE ORDERS HOSPITALLER

Sisters Hospitaller are amongst the most skilled and compassionate surgeons in the Imperium. Their convents often take the form of hospitals and retreats, and large numbers of them accompany the armies of the Imperial Guard. So skilled are the Sisters Hospitaller that they are regarded as saints by the common soldiery, who far prefer their gentle ministrations to the crude work undertaken by the field surgeons of the Departamento Munitorum.

Sisters Hospitaller often serve in conjunction with members of other orders. Their knowledge of genetics makes them useful to Orders Famulous investigations, and their knowledge of the human body often leads them to accompany an Inquisitor into the torture chamber. It is a true measure of their dedication to the Emperor that these supremely skilled and compassionate individuals are able to put aside all selfish thoughts of their personal morality and turn their hands to inflicting pain when duty calls them to do so.

USING THE SISTER HOSPITALLER

The Adepta Sororitas is a massive organization of faithful

servants of the God-Emperor of mankind with Sisters serving the Imperium of Man in many different roles. The, Hospitaller Alternate Starting Ranks allow a player to create a different kind of Sororitas character than the Battle Sister. Though these members of the Sisterhood have received combat training, their talents are best used off the front line and thus the Ecclesiarchy and the Sororitas have access to a wide vareity of talented individuals. If a player wishes to use this Alternate Starting Rank, it must be done at character creation, or the option is lost. Once a character achieves Rank Two, she returns to the appropriate career for advancement. Characters from the Order Hospitaller are treated as Adepts for all purposes, but have specialized skills and alternative career ranks available to them as they progress.



SISTER HOSPITALLER

"Ours is to honour the martyr, tend the fallen, defend the innocent, and walk always in the light."

—The Hospitaller's Book of Hours

Novice sisters who show a gift for healing and attending to the needs of others are often ushered into the ranks of the Order Hospitaller. Amongst the most widely welcomed of the Adepta Sororitas, the Hospitallers are sent to war zones or disaster stricken areas, providing the people of the Imperium with medical care and compassion when it is most needed. These sisters display incredible healing skills and compassion towards the wounded and fallen, yet remain implacable foes to the heretics, witches, and mutants around them.

Like their counterparts in the other non-militant Orders, they serve primarily in supporting roles. Where the other Orders may advise nobles or transcribe information in quiet rooms, these Sororitas often see the atrocities of war first-hand. They are often found in battlefield hospitals onboard ships in orbit, tending to the soldiers of the Imperial Guard. There are rare occurrences, however, when a platoon's medic is wounded and a Hospitaller will go into battle with the troops to provide support in the field. It is these battle-hardened women that the Inquisition looks for to join their retinues.

Traditionally, the Order Hospitaller dresses in light armour and healer's robes that allow for easy movement. In the Calixis Sector, all but one of the Orders Hospitaller have some sort of crimson and bone coloring on their robes to mark them as medical staff. The Order of Quiet Sorrow on Sigurd IV alone wears a black and bone colour scheme in penitence for a past failing.

HOSPITALLERS IN THE CALIXIS SECTOR

In the Calixis Sector, the Hospitallers have an exceptionally good relationship with the Imperial Guard. Their efforts have saved millions of lives and no place more than on Tranch with the sisters at the Sainted Encarmine Hospital. In that never-ending civil war, the Sororitas have provided solace for the wounded and dying and have even taken up arms upon occasion to defend the hospital. When the Shroud Council attempted to make a statement by taking the hospital by force, they were surprised to find battle-ready warriors defending it, wielding their patients' autoguns and lasguns. Needless to say, the attack was repelled rather quickly.

Second in size to the Order Famulous, the Sisters Hospitaller are very valuable to the Ecclesiarchy because of the faith they inspire. Many a jaded soldier has embraced the Imperial Creed more devoutly after a Sister Hospitaller saved his life. As a result of this personal contact with units of soldiers and officers, they can also provide the Imperial Guard with advance warning of

emerging problems with morale or heretical ideas among the troops. The bedside execution of cult leader Silas Grimm by a Hospitaller novitiate during the Mining

Riots on Pellucida IX is a staunch reminder that heretics have no place in the leadership of good men. His taint forced the Inquisition to purge one-third of a division of troops and burn down the barracks in which they lived. The remaining troops then served with distinction in quelling the riots following the purge.

One of the other more discreet tasks the Hospitallers perform is that of sampling genetic material from the nobility. Done as a precautionary measure, these Sororitas often work hand in hand with the Order Famulous to prevent inbreeding and to ensure that mutations are not passed on—a significant problem on worlds with a high incidence of mutation such as Feral Worlds, Pleasure Worlds, and Malfi.



BECOMING A SISTER HOSPITALLER

The Sisters Hospitalier are reputed to be the 'gentle' arm of the Adepta Sororitas, though in many ways this is far from the truth. As healers, doctors, and spiritual counsellors, they are peerless among the Orders. They are, however, still willing and able defenders of the Imperial Creed ready to crush the life from a heretic, mutant, or alien threat. A Hospitalier's convictions, like those of her fellow sisters, are rooted in their desire to defeat the enemies of the Emperor without hesitation. Those deserving of her assistance will receive it without hesitation. Likewise, those undeserving will either not receive any care or will be sped along to meet the Emperor face-to-face for final judgement. It is for this reason that Sisters Hospitalier cannot be utilised in the interrogation cells at the Tricorn as confirmed heretics tend to die in their care prior to divulging information.

All Starting Skills, Talents, Gear and Wealth listed here totally replace the Rank 1 Adept listing on page 44 of the **DARK HERESY** Rulebook.

Starting Skills: Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Common Lore (Imperial Guard) Literacy, Speak High Gothic, Speak Low Gothic, Performer (singer), Medicae.

Starting Talents: Basic Weapon Training (SP), Melee Weapon Training (Primitive), Pistol Training (SP), Peer (Imperial Guard).

Starting Gear: Hospitalier Carapace, Hospitalier Medicae Tools, Chaplet Ecclesiasticus, Ring of Suffrage, Rule of the Sororitas, Stub Revolver (and two reloads).

Requirements: WP 30, Fel 30

Starting Wealth: 70+2d10 Thrones

Monthly Income: Supine Class

Restrictions: Characters with this alternate career rank may not purchase Psy Rating advances or any advance that allows use of psychic powers or sorcery.

TALENT: PURE FAITH

Among the teeming billions of the faithful, a rare handful of individuals are truly touched by the God-Emperor's divine hand. These servants are shielded from the power of warp by the blessed light of Terra and their own unwavering faith in the destiny and righteousness of the Master of Mankind.

Characters with this Talent gain access to the following abilities:

- They are completely immune to Daemonic Presence and are unaffected by it.
- They may spend a Fate Point to ignore a Fear Test (see page 232 in the **DARK HERESY** Rulebook). They must do so as soon as the Fear Test would be required and before any rolls are made.
- They may spend a Fate Point to avoid gaining Insanity or Corruption for an encounter, as determined by the GM.
- They may burn a Fate Point to ignore the effects of a single daemonic psychic attack that effects them. They must do so as soon as the power manifests, before they make any rolls to resist or any of the power's effects are applied.

SISTER HOSPITALIER ADVANCES

Name	Cost	Type	Prerequisites
Awareness	100	S	—
Charm	100	S	—
Drive (Ground Vehicle)	100	S	—
Scholastic Lore (Chymistry)	100	S	—
Trade (Apothecary)	100	S	—
Chem Use	200	S	—
Common Lore (Tech)	200	S	—
Common Lore (War)	200	S	—
Tech Use	200	S	—
Trade (Copyist)	300	S	—
Faith Talent [†]	300	T	Varies
Master Chirurgeon	300	T	—
Pure Faith	400	T	—
Talented (Medicae)	400	T	Medicae
Good Reputation (Imperial Guard)	500	T	Fel 50, Peer (Imperial Guard)

[†]Faith talents may be taken up to two times and then one additional time per rank above 1. For instance a Rank 4 Sister may have purchased up to 5 Faith Talents in total during her career.

HOSPITALLER EQUIPMENT

Listed here is the starting equipment available to a Sister of the Order Hospitaller.

HOSPITALLER CARAPACE

Often serving in combat zones, Sisters Hospitaller require more protection than other Non-militant Orders. The distinctive armour is a welcome sight to injured guardsmen and Acolytes alike, an angel of mercy sent by the God-Emperor himself. In addition to its protective qualities, the hooded habit is often coated in incense and unguents and the rest of the armour is sealed and treated against toxins. This grants the wearer a +20 to resist toxins or diseases that do not penetrate the armour (such as a poison dart) and a +10 on any Fear Test with an olfactory component (such as rotting bodies). The helm incorporates a re-breather.

HOSPITALLER MEDICAE TOOLS

The Order Hospitaller equips its Sisters with the best battlefield medicine tools found outside the Apothecaries of the Adeptus Astartes. The kit has a variety of sacred oils, unguents, surgical tools, and sterilisers to help those who lay wounded in battle.

The Hospitaller Medicae Tools count as a medkit, 2 doses of De-tox, and 2 doses of Stimm. In addition the Sister Hospitaller may amputate a damage limb (or what remains) and inject a cocktail of drugs that provide succour and cauterises the wound. The amputation is a Hard (-10) Medicae Test. If successful the patient is missing the limb but removes all other effects caused by damage to the limb, including Fatigue, Blood Loss and (per GM discretion) heals 1d5 wounds suffered in the loss of the limb.

CHAPLET ECCLESIASTICUS

Every member of the Adepta Sororitas carries a Chaplet Ecclesiasticus either around her neck or her waist. Each adamantium bead serves as a reminder of an act of penitence, but in the case of very experienced Sisters each bead could represent many more such acts. A Sister who openly displays her Chaplet Ecclesiasticus may re-roll any failed Charm Tests made against members of the Ecclesiarchy who are of equal or lower status (as determined by the GM).

RING OF SUFFRAGE

Designed to cause minor discomfort when twisted, the ring of suffrage is treated as a charm and is often used by Sisters who wish to petition their superiors within the Calixis Sector.

RULE OF SORORITAS

A collection treatises, litanies and assorted holy directives, this book provides a +10 bonus to all Common Lore Tests made on the subject of Ecclesiarchy, Heretics, Mutants or the Adepta Sororitas.

FAITH TALENTS

The Adepta Sororitas have access to powerful faith talents that allow the Sisters to perform miraculous deeds.

FAITH TALENT: GRACE

The child of the man holds within him the seed of the God-Emperor's divinity, which may be nurtured and grown only through the power of true faith. With this Talent the faithful imparts a fragment of his divine connection to the God-Emperor onto his allies, blessing them with a powerful Grace to shape their destiny and protect them from harm.

Prerequisites: Pure Faith

Effect: The faithful can choose to share his Fate Points with his allies, allowing him to spend a Fate Point to allow an ally that he can see to re-roll a failed test. In addition to this effect the faithful also enhances his own fate and will recover any Fate Points used in this encounter (including the one spent to activate this Talent) on a 1d10 roll of 8, 9 or 10. If the faithful is a Void Born this roll replaces the roll from the Charmed Trait (see page 21 in the **DARK HERESY** Rulebook).

This Talent only works on humans (i.e. not mutants, xenos etc) and only on those with 20 or fewer Corruption Points.

FAITH TALENT: MARTYR'S GIFT

Only through pain and blood is the body made pure, its fragile flesh made whole through the sacrifice of the faithful and the tears of the willing martyr. With this Talent the faithful can heal the injured, knitting together bloody flesh and mending splintered bones. Such a great gift comes with a heavy price however, and for every cut or rend the faithful restores he will himself suffer a similar wound.

Prerequisites: Pure Faith

Effect: The faithful can heal wounded creatures by laying on his hands and taking their injuries onto himself. This is a Full Action and requires the subject to remain perfectly still (i.e. they may take no actions themselves). The faithful can then transfer any amount of Damage from the subject to themselves at ratio of 1:1. The faithful can also transfer Critical Damage from the subject in the same way, suffering 5 wounds for each Critical effect healed while the subject will be miraculously healed of them.

Note that it is entirely possible for the faithful to kill himself if he uses this Talent to heal multiple critically wounded subjects. If the faithful suffers critical damage from healing it is considered energy damage.

