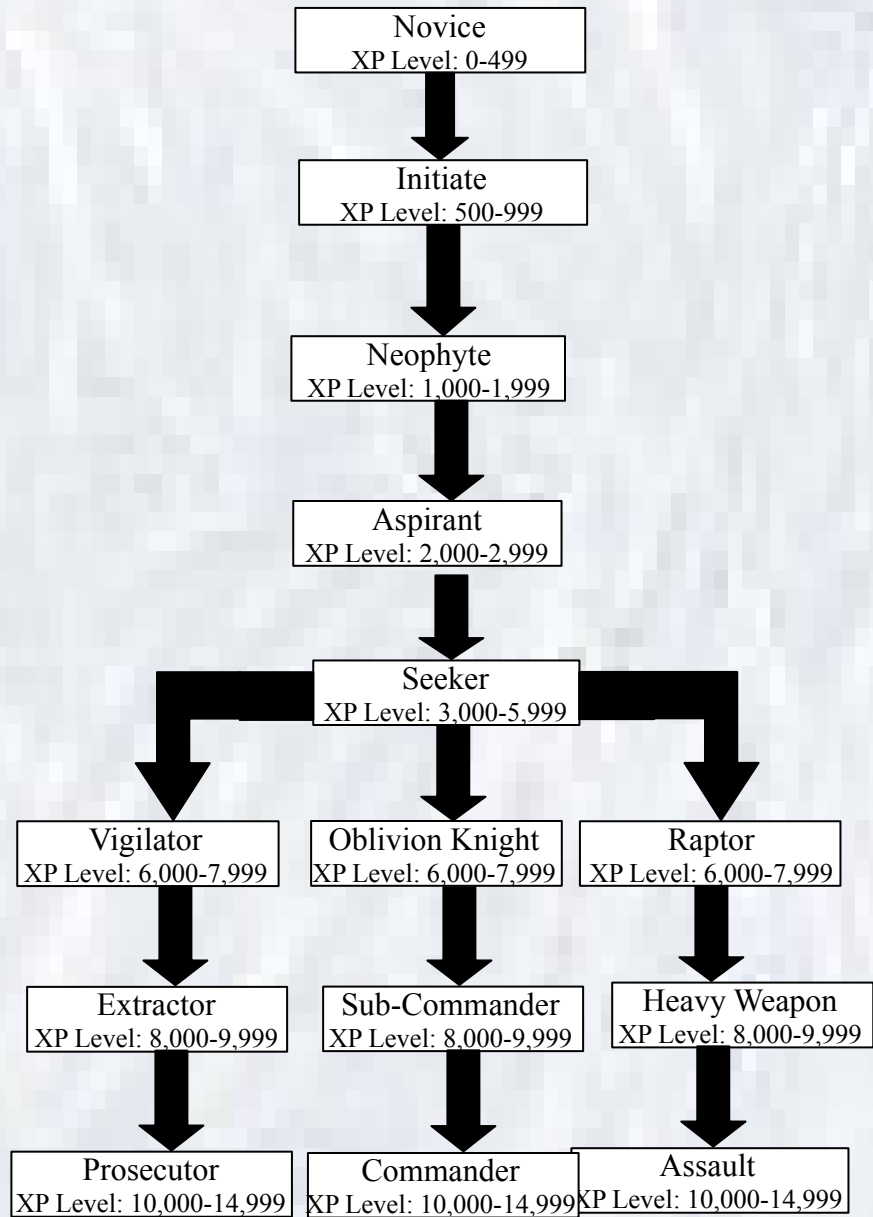


Sisters of Silence Advancement Path



Career Path

Sister of Silence

The **Sisters of Silence** are the militant arm of the Adeptus Astra Telepathica and are internally referred to as its *Departmento Investigates*.

The Sisters of Silence have a long history (their organization predates the Horus Heresy). They are an all female order, in much the same way as the Adepta Sororitas; the major difference is that the sisters are all Blanks.

Recruited from Untouchable stock, the Sisters are anathema to psykers. Their very presence disrupts psychic activity and they are presumed immune to most forms of psychic assault. The main purpose of the Sisters of Silence is therefore to seek out and apprehend psykers. As warrior-investigators they can be involved in all aspects of the capture and transportation of psychic individuals and can almost always be found among the crew of the Black Ships.

Each Sister swears an oath of silence known as the Oath of Tranquility upon being nominated for Sisterhood; before this, when they are novices, they are allowed to converse normally. Amongst their other duties novices sometimes act as interpreters between senior Sisters and other agents of the Imperium. Full Sisters converse in their own sign-language, but there is at least one example of them being conversant in other forms of sign-communication, such as Astartes battle-signage.

Starting Skills: Secret Language (Sisters of Silence Signage), Speak Language (Low Gothic), Common Lore (Sisters of Silence), Inquiry, and Search.

Starting Talents: Melee Weapon Training (Primitive), Pistol Training (SP), Basic Weapon Training (SP), Untouchable Rating 1.

Starting Equipment: Robes of the Sisterhood (Common Quality of Clothing), Auto-Pistol and 1 magazine, Auto Rifle and 1 magazine, Knife, or Stub Automatic with 1 magazine, Combat Shotgun with 1 magazine, Knife.

Starting Rank: Novice

Throne Gelt: 150+1d10

Table 1-1 Sisters of Silence Characteristic Advances

Characteristic	Simple	Intermediate	Trained	Advanced
Weapon Skill	250	500	750	1,000
Ballistic Skill	100	250	500	750
Strength	500	750	1,000	2,500
Toughness	250	500	750	1,000
Agility	250	500	750	1,000
Intelligence	250	500	750	1,000
Perception	100	250	500	750
Willpower	100	250	500	750

Fellowship	500	750	1,000	2,500
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Novice Advances

Novices are recent inductees into the the Sisterhood and learn the basics of combat. Their training enables them to be self sufficient on operations.

Advance	Cost	Type	Prerequisites
Awareness	100	S	-
Climb	100	S	-
Drive (Ground Vehicles)	100	S	-
Swim	100	S	-
Ambidextrous	100	T	Ag 30
Pistol Training (Las)	100	T	-
Pistol Training (Primitive)	100	T	-
Rapid Reload	100	T	-
Sound Constitution*	100	T	-
Thrown Weapon Training	100	T	-

*You may take this Talent up to three times at this Rank.

Initiate Advances

An Initiate's training focuses more on scholarly pursuits and give them the basis of hunting heretic psykers.

Advance	Cost	Type	Prerequisites
Common Lore (Sisters of Silence) +10	100	S	Common Lore (Sisters of Silence)
Common Lore (Imperium)	100	S	-
Common Lore (Imperial Creed)	100	S	-
Common Lore (Psykers)	100	S	-
Forbidden Lore (Black Ships)	100	S	-
Scholastic Lore (Cryptology)	100	S	-
Tracking	100	S	-

Disarm	100	T	Ag 30
Total Recall	100	T	-
Untouchable Rating 2	100	T	Untouchable Rating 1

Neophyte Advances

Advance	Cost	Type	Prerequisites
Awareness +10	100	S	Awareness
Chem-Use	100	S	-
Common Lore (Astra Telepathica)	100	S	-
Dodge	100	S	-
Drive (Hover Vehicle)	100	S	-
Logic	100	S	-
Medicae	100	S	-
Navigation (Ground)	100	S	-
Scholastic Lore (Legend)	100	S	-
Basic Weapon Training (Las)	100	T	-
Combat Master	200	T	WS 30
Leap Up	200	T	Ag 30
Meditation	200	T	-

Aspirant Advances

Advance	Cost	Type	Prerequisites
Ciphers (War Cant)	100	S	-
Climb +10	100	S	Climb
Common Lore (Sisters of Silence) +20	100	S	Common Lore (Sisters of Silence) +10
Common Lore (Imperium) +10	100	S	Common Lore (Imperium)
Common Lore (Imperial Creed) +10	100	S	Common Lore (Imperial Creed)
Common Lore (Psykers) +10	100	S	Common Lore (Psykers)
Scholastic Lore (Bureaucracy)	200	S	-

Blind Fighting	200	T	Per 30
Deadeye Shot	200	T	BS 30
Light Sleeper	200	T	Per 30
Orthoproxy	200	T	-
Untouchable Rating 3	200	T	Untouchable 2
Two Weapon Wielding (Ballistic)	200	T	WS 35 or BS 35, Ag 35

Seeker Advances

Seekers form the core of the Sisterhood and provide the basic troops for operations.

Advance	Cost	Type	Prerequisites
Acrobatics	100	S	-
Awareness +20	100	S	Awareness +10
Common Lore (Imperial Creed) +20	100		Common Lore (Imperial Creed) +10
Dodge +10	100	S	Dodge
Scholastic Lore (Sisters of Silence)	100	S	-
Scholastic Lore (War)	100	S	-
Basic Weapon Training (Bolt)	200	T	-
Basic Weapon Training (Flame)	200	T	-
Heavy Weapon Training (Bolt)	200	T	-
Fearless	200	T	-
Melee Weapon Training (Power)	200	T	-
Untouchable Rank 4	200	T	Untouchable 3
Quick Draw	200	T	-
Sprinting	200	T	
Two Weapon Wielder (Melee)	200	T	WS 35, Ag 35

Vigilator Advances

Vigilators are the starting rank for the path of psyker hunters branch. They gain more knowledge regarding their prey while being the vanguard for Extractors and Prosecutors during

operations.

Advance	Cost	Type	Prerequisites
Common Lore (Imperium) +20	100	S	Common Lore (Imperium) +10
Common Lore (Imperial Creed) +20	100	S	Common Lore (Imperial Creed) +10
Common Lore (Psykers) +10	100	S	Common Lore (Psykers)
Concealment	100	S	-
Forbidden Lore (Black Ships) +10	200	S	Forbidden Lore (Black Ships)
Forbidden Lore (Chaos)	200	S	-
Forbidden Lore (Psykers)	200	S	-
Inquiry +10	200	S	Inquiry
Scholastic Lore (Astra Telepathica)	200	S	-
Scholastic Lore (Cryptology) +10	200	S	Scholastic Lore (Cryptology)
Scholastic Lore (Legend) +10	200	S	Scholastic Lore (Legend)
Tracking +10	200	S	Tracking
Wrangling	200	S	-
Hatred (Unsanctioned Psykers)	200	T	-
Heightened Senses (Sight)	200	T	-
Peer (Astra Telepathica)	200	T	Fel 30
Resistance (Psychic Powers)	200	T	-

Extractor Advances

Extractors main role is the removal of captured psykers and securing them for transport aboard a Black Ship. They ensure that their prey is teleported in custody or is a charred corpse.

Advance	Cost	Type	Prerequisites
Common Lore (Psykers)	200	S	Common Lore (Psykers)

+20			+10
Common Lore (Underworld)	200	S	-
Concealment +10	200	S	Concealment
Forbidden Lore (Black Ships) +20	200	S	Forbidden Lore (Black Ships) +10
Forbidden Lore (Chaos) +10	200	S	Forbidden Lore (Chaos)
Forbidden Lore (Archeotech)	200	S	-
Forbidden Lore (Psykers) +10	200	S	Forbidden Lore (Psykers)
Inquiry +20	200	S	Inquiry +10
Logic +10	200	S	Logic
Navigation (Surface) +10	200	S	Navigation (Surface)
Pilot (Military Craft)	200	S	-
Pilot (Spacecraft)	200	S	-
Scholastic Lore (Astra Telepathica) +10	200	S	Scholastic Lore (Astra Telepathica)
Scholastic Lore (Cryptology) +20	200	S	Scholastic Lore (Cryptology) +10
Scholastic Lore (Legend) +20	200	S	Scholastic Lore (Legend) +10
Search +10	200	S	-
Tech Use	200	S	-
Wrangling +10	200	S	Wrangling
Cleanse and Purify	300	T	Basic Weapon Training (Flame)
Heightened Senses (Touch)	300	T	-
Melee Weapon Training (Shock)	300	T	-
Mighty Shot	300	T	BS 40
Pistol Training (Flame)	200	T	-
Untouchable Rating 5	300	T	Untouchable Rating 4
Rapid Reaction	300	T	Ag 40

Prosecutor Advances

A prosecutor endlessly searches for psykers within the Imperium. They use massive cyber-mastiffs to help them carry out their search and once found the Vigilators secure the rogue psyker until Extractors can get there.

Advance	Cost	Type	Prerequisites
Common Lore (Underworld) +10	200	S	Common Lore (Underworld)
Concealment +20	200	S	Concealment +10
Forbidden Lore (Chaos) +20	200	S	Forbidden Lore (Chaos) +10
Forbidden Lore (Archeotech) +10	200	S	Forbidden Lore (Archeotech)
Forbidden Lore (Psykers) +20	200	S	Forbidden Lore (Psykers) +10
Interrogation	200	S	-
Logic +20	200	S	Logic +10
Medicae +10	200	S	Medicae
Pilot (Military Craft) +10	200	S	Pilot (Military Craft)
Pilot (Spacecraft) +10	200	S	Pilot (Spacecraft)
Scholastic Lore (Astra Telepathica) +20	200	S	Scholastic Lore (Astra Telepathica) +10
Search +20	200	S	Search +10
Tech Use +10	200	S	Tech Use
Wrangling +20	200	S	Wrangling +10
Double Team	300	T	-
Heightened Senses (Smell)	300	T	-
Jaded	300	T	-
Nerves of Steel	300	T	-
Untouchable Rating 6	300	T	Untouchable Rating 5
Total Recall	300	T	Int 30

Raptor Advances

Raptors form the advance recon elements of a Sisters of Silence assault. They are able to pin down their targets until they can be relieved for other assignments.

Advance	Cost	Type	Prerequisites
Acrobatics +10	100	S	Acrobatics
Climb +20	100	S	Climb +10
Common Lore (Imperium) +20	100	S	Common Lore (Imperium) +10
Common Lore (Imperial Creed) +20	100	S	Common Lore (Imperial Creed) +10
Common Lore (Psykers) +10	100	S	Common Lore (Psykers)
Demolition	100	S	-
Forbidden Lore (Black Ships) +10	200	S	Forbidden Lore (Black Ships)
Forbidden Lore (Chaos)	200	S	-
Forbidden Lore (Psykers)	200	S	-
Navigation (Surface) +10	200	S	Navigation (Surface)
Security	200	S	-
Shadowing	200	S	-
Silent Move	200	S	-
Survival	200	S	-
Counter-attack	200	T	WS 40
Blademaster	200	T	WS 30, Melee Weapon Training (any)
Crack Shot	200	T	BS 40
Dual Strike	200	T	Ag 40, Two Weapon Wielder (Melee)
Hatred (Unsanctioned Psykers)	200	T	-
Swift Attack	200	T	WS 35

Heavy Weapon Advances

Members of the Heavy Weapons rank bring to bear the massive tank hunting and infantry fire suppression weapons to the fight. They are able to lay down a heavy volume of fire in support of a main assault.

Advance	Cost	Type	Prerequisites
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Common Lore (Psykers) +20	200	S	Common Lore (Psykers) +10
Demolition +10	200	S	Demolition
Forbidden Lore (Black Ships) +20	200	S	Forbidden Lore (Black Ships) +10
Forbidden Lore (Chaos) +10	200	S	Forbidden Lore (Chaos)
Forbidden Lore (Psykers) +10	200	S	Forbidden Lore (Psykers)
Navigation (Surface) +20	200	S	Navigation (Surface) +10
Scholastic Lore (Chymistry)	200	S	-
Security +10	200	S	Security
Shadowing +10	200	S	Shadowing
Silent Move +10	200	S	Silent Move
Survival +10	200	S	Survival
Cleanse and Purify	300	T	Basic Weapon Training (Flame)
Gunslinger	300	T	BS 40, Two Weapon Wielder (Ballistic)
Heavy Weapon Training (Flame)	300	T	-
Heavy Weapon Training (Las)	300	T	-
Heavy Weapon Training (Launcher)	300	T	-
Heavy Weapon Training (Melta)	300	T	-
Heavy Weapon Training (Plasma)	300	T	-
Heavy Weapon Training (Primitive)	300	T	-
Heavy Weapon Training (SP)	300	T	-
Sharpshooter	300	T	BS 40, Deadeye Shot

Assault Advances

Assault Sisters are armed with the most fearsome array close combat weapons and heavily

armored. They are the pinnacle of advancement for the regular troops branch of the Sisterhood.

Advance	Cost	Type	Prerequisites
Acrobatics +20	200	S	Acrobatics +10
Dodge +20	200	S	Dodge +10
Medicae +10	200	S	Medicae
Scholastic Lore (War) +10	200	S	Scholastic Lore (War)
Security +20	200	S	Security +10
Survival +20	200	S	Survival +10
Tech Use	200	S	-
Trade (Armorer)	200	S	-
Berserk Charge	300	T	-
Catfall	300	T	Ag 30
Crippling Strike	300	T	WS 50
Crushing Blow	300	T	Str 40
Furious Assault	300	T	WS 35
Hard Target	300	T	Ag 40
Lightning Attack	300	T	Swift Attack
Melee Weapon Training (Chain)	300	T	-
Melee Weapon Training (Shock)	300	T	-
Peer (Astra Telepathica)	300	T	Fel 30
Step Aside	300	T	Ag 40, Dodge
True Grit	300	T	T 40
Untouchable Rating 5	300	T	Untouchable Rating 4
Wall of Steel	300	T	Ag 35

Oblivion Knight Advances

Oblivion Knights are the squad leaders for the Sisterhood and provide leadership as well as experience to the squad they lead. They form the NCO corps for the Sisterhood.

Advance	Cost	Type	Prerequisites
Acrobatics +10	100	S	Acrobatics

Climb +20	100	S	Climb +10
Command	100	S	-
Common Lore (Imperium) +20	100	S	Common Lore (Imperium) +10
Common Lore (Imperial Creed) +20	100	S	Common Lore (Imperial Creed) +10
Common Lore (Psykers) +10	100	S	Common Lore (Psykers)
Forbidden Lore (Black Ships) +10	200	S	Forbidden Lore (Black Ships)
Forbidden Lore (Chaos)	200	S	-
Forbidden Lore (Psykers)	200	S	-
Logic +10	200	S	Logic
Navigation (Surface) +10	200	S	Navigation (Surface)
Scholastic Lore (Astra Telepathica) +10	200	S	Scholastic Lore (Astra Telepathica)
Scholastic Lore (Bureaucracy)	200	S	-
Scholastic Lore (Judgment)	200	S	-
Scholastic Lore (Philosophy)	200	S	-
Scholastic Lore (Tactica Imperialis)	200	S	-
Pistol Training (Plasma)	300	T	-
Crack Shot	300	T	BS 40
Foresight	300	T	Int 30
Hip Shooting	300	T	BS 40, WS 40
Iron Discipline	300	T	WP 30, Command
Mighty Shot	300	T	BS 40

Sub-Commander Advances

Sub-Commanders lead larger formations of Sisters into battle or on large manhunt for a dangerous threat to the Imperium. They make up the bulk of the Officer Corps.

Advance	Cost	Type	Prerequisites
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Acrobatics +20	200	S	Acrobatics +10
Command +10	200	S	Command
Common Lore (Psykers) +20	200	S	Common Lore (Psykers) +10
Forbidden Lore (Black Ships) +20	200	S	Forbidden Lore (Black Ships) +10
Forbidden Lore (Chaos) +10	200	S	Forbidden Lore (Chaos)
Forbidden Lore (Psykers) +10	200	S	Forbidden Lore (Psykers)
Logic +20	200	S	Logic +10
Navigation (Surface) +20	200	S	Navigation (Surface) +10
Scholastic Lore (Astra Telepathica) +20	200	S	Scholastic Lore (Astra Telepathica) +10
Scholastic Lore (Bureaucracy) +10	200	S	Scholastic Lore (Bureaucracy)
Scholastic Lore (Judgment) +10	200	S	Scholastic Lore (Judgment)
Scholastic Lore (Philosophy) +10	200	S	Scholastic Lore (Philosophy)
Scholastic Lore (Tactica Imperialis) +10	200	S	Scholastic Lore (Tactica Imperialis)
Air of Authority	300	T	Fel 30
Die Hard	300	T	WP 40
Exotic Weapon Training (Pick one)	300	T	-
Marksman	300	T	BS 35
Peer (Astra Telepathica)	300	T	Fel 30

Commander Advances

Commanders lead entire battle formations into combat while coordinating with other assets on a planet. They work directly with the other services of the Imperium. They are the highest rank that a Sister can hope to attain.

Advancement	Cost	Type	Prerequisites
Command +20	200	S	Command +10
Forbidden Lore (Chaos) +20	200	S	Forbidden Lore (Chaos) +10

Scholastic Lore (Bureaucracy) +20	200	S	Scholastic Lore (Bureaucracy) +10
Scholastic Lore (Judgment) +20	200	S	Scholastic Lore (Judgment) +10
Scholastic Lore (Philosophy) +20	200	S	Scholastic Lore (Philosophy) +10
Scholastic Lore (Tactica Imperialis) +20	200	S	Scholastic Lore (Tactica Imperialis) +10
Scholastic Lore (War) +10	200	S	Scholastic Lore (War)
Survival +10	200	S	Survival
Literacy	200	S	-
Dual Shot	300	T	Ag 40, Two Weapon Wielder (Ballistic)
Good Reputation (Astra Telepathica)	300	T	Fel 50, Peer
Hard Target	300	T	Ag 40
Into The Jaws of Hell	300	T	Iron Discipline
Independent Targeting	300	T	BS 40
Light Sleeper	300	T	Per 30
Nerves of Steel	300	T	-
Pistol Training (Flame)	300	T	-
Talented (Pick one skill)	300	T	-

New Talents

Untouchable

An Untouchable has a rating of 1-6 based on the strength of their ability, the severity of their effect on psychic creatures and the radius of their powers. Each rank of the Untouchable ability has four characteristics:

Null Rating: The strength of the Untouchable's ability. This is added to the Untouchable's Willpower bonus to give the total modifier to many tests. The total of the Null Rating added to the Untouchable's Willpower bonus is referred to as the *Null Modifier*.

Disruption Radius: The upper radius of the Untouchable's abilities. Within this radius, Psykers find their abilities much harder to call upon.

Protection Radius: The inner radius of the Untouchable's abilities where they become much stronger. Most creatures find the Untouchable unnerving, while some are physically repulsed by their abilities.

Fellowship Penalty: This number is the penalty applied to all Fellowship tests taken by the psyker when dealing with someone without the Untouchable trait within their Protection radius. The modifier can never reduce an Untouchable's fellowship below 5.

Untouchable Rules:

Any Daemon or Tyranid attempting to detect the Untouchable must take an immediate Willpower test with a penalty of the Null Modifier. If the test is failed they are unaware of the Untouchable unless it attacks them.

A Daemon or Psyker attempting to move within the Untouchable's Protection Radius (or 1m, if the protection radius is 0) must take a Willpower test with a penalty of the Null Modifier. If the test is failed, they must stop at the edge of this radius and may not attempt to move within it for the rest of the turn.

Nulls and Tyranids

Untouchables disrupt the hive mind throughout the area of their psychic suppression aura. Tyranid organisms instinctively avoid such areas and will not enter unless desperate, starving, or ordered to do so by a higher order hive organism. A tyranid organism needs to make a Willpower check penalized by the Null Rating in order to willingly enter the disruption zone of an Untouchable.

Once inside the disruption zone, a tyranid organism becomes a confused animal, cut off from directing intelligence. It must make a Willpower test penalized by the Null Rating every round or be treated as stunned. If it succeeds it takes a penalty on all of its actions equal to the Untouchable's Null Rating.

None of these rules apply to organisms that can operate independently of the hive mind such as genestealers or lictors.

Effects on Psychic Powers:

An Untouchable's main effect is the disruption of psychic powers. Any psyker attempting to use a power on the Untouchable or a target within the Untouchable's Protection Radius increases the threshold of their power by the Null Modifier

If the psyker is within the Disruption radius, the threshold of all their powers is increased by two (this is cumulative with the above rule, so a Psyker within the Disruption radius, using a power on the Untouchable adds the Null Modifier+2 to their Threshold)

Untouchable Rank 1

Null Rating: 5
Disruption Radius: 5m
Protection Radius: 0m
Fellowship Penalty: -2

Untouchable Rank 2

Null Rating: 10
Disruption Radius: 10m
Protection Radius: 2m
Fellowship Penalty: -5

Untouchable Rank 3

Null Rating: 15

Disruption Radius: 15m
 Protection Radius: 5m
 Fellowship Penalty: -10

Untouchable Rank 4

Null Rating: 20
 Disruption Radius: 20m
 Protection Radius: 7m
 Fellowship Penalty: -15

Untouchable Rank 5

Null Rating: 25
 Disruption Radius: 25m
 Protection Radius: 9m
 Fellowship Penalty: -20

Untouchable Rank 6

Null Rating: 30
 Disruption Radius: 25m
 Protection Radius: 12m
 Fellowship Penalty: -25

Untouchable in other Career Paths

If a character does not choose the Sisters of Silence career path they may elect to select a standard career path and apply the Psychic Blank Talent at character creation. Imperial Psykers cannot gain this talent at all. This talent cannot be gained later on through character advancement. The following table explains at what level each career can buy the next highest rank of Untouchable.

Untouchable Rank

Class	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
Adept	1	2	4	5	7	8
Arbitrator	1	2	4	5	8	-
Assassin	1	2	4	5	7	8
Cleric	1	2	4	5	7	8
Guardzman	1	2	4	5	8	-
Scum	1	2	4	5	8	-
Tech-Priest	1	2	4	5	7	8

XP Cost Per Rank

Class	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
Adept	100	200	200	300	300	300
Arbitrator	100	200	300	300	300	-
Assassin	100	200	200	300	300	300

Cleric	100	200	200	300	300	300
Guardsmen	100	200	300	300	300	-
Scum	100	200	300	300	300	-
Tech-Priest	100	200	200	300	300	300

New Beasts

Cyber-Mastiff

Cyber-mastiff's are used by Prosecutors to hunt down heretic psykers. They have a keen sense of smell and can track through the worst of conditions.

WS	BS	Str	T	Ag	Int	Per	Wil	Fel
40	0	41	35	31	12	40	41	11

Availability: Scarce

Cost: 1000 Thrones

Movement: 4/8/12/24 **Wounds:** 6

Skills: Awareness +10, Track +20

Talents: Crushing Blow, Fearless, Heightened Senses (Smell), Takedown

Traits: Armour Plating (5), Brutal Charge, Dark Sight, Heightened Senses (Smell), Natural Weapons (Bite) Quadruped, Scrawny

Weapons: Bite (d10+6 R)