

WARHAMMER
40,000
ROLEPLAY

WRATH & GLORY



**BATTLE SISTER
HENNA ORTEN**
SISTER OF BATTLE



NAME: Battle Sister Henna Orten

TIER: 2 (Ascended to 3)

RANK: 1 RANK BONUS: 1

ATTRIBUTES

ATTRIBUTE	RATING	ADJUSTED RATING
Strength	<u>4</u>	<u>5</u>
Agility	<u>5</u>	<u></u>
Toughness	<u>4</u>	<u></u>
Intellect	<u>3</u>	<u></u>
Willpower	<u>4</u>	<u></u>
Fellowship	<u>3</u>	<u></u>
Initiative	<u>4</u>	<u></u>

COMBAT TRAITS

TRAIT	RATING	CURRENT
Defense	<u>3</u>	<u></u>
Resilience	<u>10</u> <small>Armour value</small>	<u>5</u>
Soak	<u>4</u>	<u></u>
Speed	<u>6</u>	<u></u>
Shock	<u>7</u>	<u></u>
Wounds	<u>8</u> <small>Heavily wounded at</small>	<u>4</u>

MENTAL TRAITS

TRAIT	RATING
Conviction	<u>4</u>
Corruption	<u>0</u>
Passive Awareness	<u>3</u>
Resolve	<u>3</u>

SOCIAL TRAITS

TRAIT	RATING
Influence	<u>4</u>
Wealth	<u>3</u>

WEAPONS

NAME	DAMAGE	AP	SALVO	RANGE	TRAITS
Boltgun	<u>10+1ED</u>	<u>0</u>	<u>2</u>	<u>40 m</u>	<u>Brutal, Rapid Fire (2)</u>

FRAMEWORK:

SPECIES: Human

SPECIES ABILITY: N/A

ARCHETYPE: Sister of Battle

SKILLS

SKILL	RATING	LINKED ATTRIBUTE	TOTAL
Athletics	<u>2</u>	(Strength) 4	<u>6</u>
Awareness	<u>2</u>	(Intellect) 3	<u>5</u>
Ballistic Skill	<u>5</u>	(Agility) 5	<u>10</u>
Cunning	<u></u>	(Fellowship) 3	<u>3</u>
Deception	<u></u>	(Fellowship) 3	<u>3</u>
Insight	<u></u>	(Fellowship) 3	<u>8</u>
Intimidation	<u></u>	(Willpower) 4	<u>4</u>
Investigation	<u></u>	(Intellect) 3	<u>3</u>
Leadership	<u></u>	(Willpower) 4	<u>4</u>
Medicae	<u></u>	(Intellect) 3	<u>3</u>
Persuasion	<u></u>	(Fellowship) 3	<u>3</u>
Pilot	<u></u>	(Agility) 5	<u>5</u>
Psychic Mastery	<u></u>	(Willpower) 4	<u>4</u>
Scholar	<u></u>	(Intellect) 3	<u>3</u>
Stealth	<u>4</u>	(Agility) 5	<u>9</u>
Survival	<u></u>	(Willpower) 4	<u>4</u>
Tech	<u>2</u>	(Intellect) 3	<u>5</u>
Weapon Skill	<u>3</u>	(Initiative) 4	<u>7</u>

KEYWORDS

Imperium, Adeptus Ministorum, Adepta Sororitas,
Adeptus Astra Telepathica, Order of the Sanctified Shield

TALENTS

Marksmanship: Reduce DN penalty for Called Shot by +Rank.

Acts of Faith 1: As a free action, spend 1 Faith and suffer 1 Shock to gain one of the following benefits:

Divine Guidance: Add +Rank to your Ballistic Skill tests until the end of the Round. The Passion: Immediately move up to your Speed in metres as a free action.

Faith: 2

BACKGROUND

Origin: Shrine-World. You were born and raised on the planet of Enoch, and it made you strong in your faith, and strong in your body. (+1 Wound)

Memorable Injury: Twitch in right eye.

GEAR

Sororitas Powered Armour (includes vox-unit, preysense lenses [reducing penalties from dim or low light by 2], and respirator)

Trinket: the hilt of an Imperial Guard combat knife, the blade dissolved by acid.

Sororitas vestments, writing kit, Chaplet Ecclesiasticus (a holy symbol/garrotte), copy of the *Rule of the Sororitas*

3 Reloads

MALIGNANCIES

OBJECTIVES

D6

Roll Result

- 1 Extoll the virtues of worshipping the God-Emperor to an unbeliever.
- 2 Proclaim your enemy to be a heretic and unworthy of the Emperor's light.
- 3 Bear witness to an act that you consider a miracle of the divine Emperor.
- 4 Reminisce about your time guarding the lives (and souls!) of Astropaths.
- 5 Extoll the virtues of being raised on a Shrine World such as Enoch.
- 6 Call on your faith in the Emperor to guide you in a difficult choice.

☐ Objective achieved

ASCENSION NOTES

You recently fought against a cult of prophecy-crazed heretics to defend a group of Astropaths. During the battle, you were stunned by a powerful blow, and ever since, your right eye has twitched uncontrollably. The injury reminds you of the terror of that event, but it is better to have a blemish on your body than a stain on your soul. In the end, your efforts in the battle gained you respect from the Adeptus Astra Telepathica.



Spend one Wrath to:

- Re-roll failures once on a test
- Add +1 to a Defiance check
- Make a narrative declaration
- Immediately restore 1d3+1 Shock

Spend one Glory to:

- Add +1d to a test after any re-rolls
- Add +1 bonus dice of damage to a successful attack
- Increase the severity of a Critical Hit
- Seize the Initiative

WRATH POINTS

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BACKGROUND

BATTLE SISTER HENNA ORTEN

'Faith demands sacrifice, and only the cowardly or greedy deny the spilling of blood if it means salvation.'

The Adepta Sororitas is a militant arm of the Ecclesiarchy populated solely by women. Created to honour ancient laws prohibiting "men under arms" from serving the church, the Battle Sisters of the Adepta Sororitas are extremely skilled warriors, blessed with the finest weapons and armour the Ecclesiarchy can provide. Gilead is home to a branch of this honoured organisation, known as the Order of the Sanctified Shield, and it is from their ranks that Sister Henna Orten hails.

No less devout in her adherence to the Imperial Creed than Pater Nemoris, Orten is more pragmatic in her approach to the perils that have befallen the Imperium. A soldier through and through, she has trained to deal with problems as effectively and violently as possible, sparing no ammo if it means putting down another enemy of the God-Emperor. She is a crack shot with her boltgun, and her faith fuels her in battle to achieve great deeds.

ALLIANCES WITH OTHER PLAYER CHARACTERS

Brother Trojon Kull (Tactical Space Marine): You have fought together in several battles now and you would gladly fight with him at your side again. The White Scars have a reputation as a fierce and impatient chapter, yet you can sense a weight that rests heavy upon his shoulders, matched by a profound determination. It is clear the God-Emperor has a purpose for bringing the two of you together.

Pator Nemoris (Ministorum Priest): It is not uncommon for people to be nervous around a Sister, but this fiery blowhard seems particularly wary of you. He is a priest of the God-Emperor, and likely his heart is pure, but it is worth keeping an eye on him to ensure his righteousness isn't covering an inner foulness. For now, working together provides further opportunities to scrutinize and understand him, and perhaps to elicit a confession.

