

Tainted Priest

v1.0 by Anthony Case

Due to the prejudices of the Ecclesiarchy those that are deemed beyond redemption are forced elsewhere for spiritual solace. Every day countless newly formed cults concoct doctrines influenced by greed, power or their own twisted ideals of deliverance. Whole settlements can become embroiled due to the emergence of a charismatic traveller preaching a contenting but intolerant call. Such spiritual disputes are often bloody and anarchic, but new religious creeds will continue to emerge as long as there are hivers that are prepared to listen intently.

The roaming tainted priests will often spread their perverse teachings through insidious methods. Some hire themselves to the warring gangs to gradually manipulate their morals over long periods of time. Others may be more forthcoming about their true intentions, perhaps claiming to be a disciple of a new omnipotent god or to prepare for the coming of a great alien force. Tainted priests inflicted with mutation usually just seek reverence from regular hivers, to become accepted despite their physical or psychical deviances.

Recruitment

A player can hire a Tainted Priest following the usual hired gun rules for 10 credits each. For purposes of calculating the gang rating, each Priest has a value of 50.

Profile: Tainted Priests have been battling unbelievers for many years, and as such will have developed special skills and superior characteristics. The basic characteristic profile is given below. All advances the Priest begins with are added to this profile and are worked out only after he is recruited.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	8

A Tainted Priest has 3 advances, which are either bonuses on the characteristic profile or skills. Roll a D6 three times and consult the Tainted Priest Advances table, noting down the increases and skills as you go along. A Tainted Priest cannot improve any characteristic by more than +2, if an increase is rolled for a third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another. Note that due to a Tainted Priest's unshakable faith, they can exceed the normal human maximum Leadership characteristic of 9.

Weapons: A Tainted Priest fights with his own weapons and can never buy or use any other weapons or equipment. A Tainted Priest will always be armed with a Knife and one of the following types of pistol:

- Autopistol
- Laspistol
- Stub Gun (+Dum-dum Bullets)

Tainted Priests will also be armed with one of the following hand-to-hand weapons. If a Tainted Priest has the Two Heads mutation then you can arm him with a second pistol instead.

- Chain or Flail
- Club, Maul or Bludgeon
- Massive Axe, Sword or Club
- Sword

Deviant: When reported to the Watchmen, each Tainted Priest will inflict a -1 modifier on the Outlaw Table roll.

Inspirational: The Priest's sheer ferocity and inspiring orations embolden those around him. If the Priest isn't down or broken then any gang members within 6" can use his Leadership when rolling any *nerve*, *fear* or *terror* tests.

Tainted Priest Advances

D6 Result

1 +1 Attack

2 Roll a further D6:
1-2: +1 Toughness
3-4: +1 Wound
5-6: +1 Leadership

3 Roll a further D6:
1: +1 Ballistic Skill
2-3: +1 Weapon Skill
4-5: +1 Initiative
6: +1 Strength

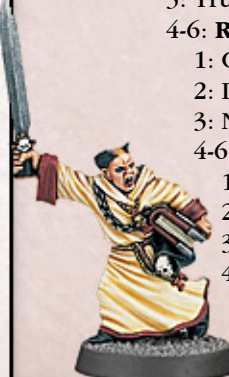
4 Roll a further D6:
1: Dodge (*Agility*)
2: Leap (*Agility*)
3: Sprint (*Agility*)
4: Dive (*Stealth*)
5: Escape Artist (*Stealth*)
6: Evade (*Stealth*)

5-6 Roll a further D6:
1: Berserk Charge (*Ferocity*)
2: Killer Reputation (*Ferocity*)
3: True Grit (*Ferocity*)

4-6: Roll a further D6:
1: Combat Master (*Combat*)
2: Impetuous (*Ferocity*)
3: Nerves of Steel (*Ferocity*)

4-6: Roll a further D6:
1: Crushing Blow (*Muscle*)
2: Body Slam (*Muscle*)
3: Iron Jaw (*Muscle*)

4-6: **Mutant:**
Either choose a Scavvy mutation or randomly select a Wyrd Minor Power (re-roll 11-16 and 56-66 results).



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