

IN NOMINE POPULI



UNOFFICIAL BLACK CRUSADE SUPPLEMENT ABOUT
THOSE NOT CHAMPIONED, YET AMBITIOUS

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SLAVE TO NONE BUT DARKNESS

In the grim, perilous galaxy of the 41st Millennium, a path of dark allure beckons to those bold enough to seize it: the power of Chaos. Within the suffocating grip of the Imperium of Man—a brutal, unyielding regime—countless souls languish under the weight of oppression. Among these faceless masses, a rare few possess a fire that cannot be extinguished, a hunger that cannot be sated. **These are the true seekers of freedom, individuals willing to rise above their wretched station, overthrow their oppressors, and carve their names into the fabric of the cosmos with blood and ruin.**

Born of the forsaken and overlooked, these individuals have learned the true cost of ambition. They will yield to no master, bow to no tyrant, and stop at nothing to achieve their desires. Where others falter, they press forward. **They are the foot soldiers of Chaos, destined to bring an age of despair to a galaxy that thought itself invincible. They are the hammer that smashes the chains of oppression, the storm that sweeps through the Imperium's stagnant heart.**

But there are some who refuse to remain mere pawns in the games of the Ruinous Powers. These rare souls, unbowed and indomitable, will rise above the rabble of Chaos Cultists, daring even the gods themselves to take notice. **They are not content to serve as cannon fodder for a greater Chaos Lord, nor to die nameless in the endless wars of the warp.** Instead, they strive for something far greater: to stand as equals with the Chosen, to claim power through their own strength, and to force the malevolent gods to bear witness to their ascent.

Through rebellion and bloodshed, these audacious few become more than mortal. They are harbingers of their own destiny, architects of their rise from obscurity. They transform the despair of the downtrodden into a clarion call for liberation, shattering the chains of servitude that bind not only themselves but those who dare follow their example. In the wake of Chaos, they will burn away their weakness, forging themselves anew into weapons of defiance and willpower.

They are not slaves to the gods. They are not pawns in the great game. ***They are Slaves to None but Darkness.***

WELCOME TO IN NOMINE POPULI

In Nomine Populi is an unofficial Black Crusade supplement that delves into the deepest shadows of the Imperium of Man, it tells the stories of those who begin as nothing, yet strive for everything. Your character is a mere speck, unremarkable in the eyes of God-Emperor and Imperium, but also Chaos gods and warlords alike; you are an ordinary human—or at least, as human as your ambitions allow.

Under different circumstances, you might have perished nameless among countless Chaos Cultists, your existence snuffed out in the service of some greater Chaos Lord. **But you are different.** Though you have not yet been chosen or blessed by the Chaos Gods, your unyielding will sets you apart. **You refuse to fade into obscurity.**

You yearn for more than servitude. You crave freedom, power, and recognition—not from men, but from the darkness itself. You will break the chains of obscurity, carve your own path through fire and blood, and rise to demand the Chaos Gods' attention.

YOU SHALL BOW TO NO MASTER.

YOU SHALL OBEY NO LAWS BUT THOSE YOU WRITE.

YOUR HEART BURNS WITH A SINGLE TRUTH:

**YOU ARE A SLAVE TO NONE
BUT DARKNESS.**





BORN BENEATH ALL NOTICE

CHARACTER CREATION

In *In Nomine Populi*, character creation reflects the harsh reality of your starting position in the dark galaxy. You begin weaker than a typical Black Crusade character, with fewer skills, limited equipment, and little to your name. The Ruinous Powers see you as expendable, a mere cog in their endless war—a pawn unworthy of notice.

But within your heart lies an unyielding spirit and a defiance that refuses to accept your fate.

As a faceless cultist, you are undeniably human—though perhaps already marked by mutations that set you apart from the untainted masses of the Imperium. Yet even among the Chaos-brushed, you are neither champion nor chosen. Unlike the standard human characters of Black Crusade, you start at a humbler, grittier level, befitting of your insignificance.

HELOT STARTING ABILITIES

All Helot characters begin play with the following Skill, Talents, and Special Ability at no xp cost.

Starting Skill: Common Lore (Imperium)

Starting Talent: Unremarkable

SPECIAL ABILITIES

Unwashed Masses: The majority of Imperial Citizen who speak Low Gothic are horribly illiterate beyond what is absolutely necessary for their daily toil. Therefore, you do not start with Linguistics(Low Gothic) but can speak and understand it perfectly fine.

In the realm of literacy your capabilities are limited to inscribing your own name and recognizing a handful of essential words through sheer memorization. To obtain literacy in Low Gothic, you must get Linguistics(Low Gothic) skill, but at double the regular XP cost.

Furthermore, until you acquire Linguistics(Low Gothic), you cannot acquire any other Linguistics, Scholastic Lore or Forbidden Lore Specializations or Advances. Common Lore Specialisations and Advances also cost double XP.

Your only racial option is the **Helot**, a being bound to a life of toil and servitude, overshadowed by the greater machinations of those that command you. Likewise, the usual grand Archetypes typical of Black Crusade are beyond your reach. Instead, you must choose from the "Dreg Archetypes" introduced in this supplement, more in-line with those starting with less than nothing. From these unremarkable beginnings, your rise will be all the more remarkable.

You are not destined for greatness; thus, seize it.

Your path lies in defying the fate of countless expendable cultists, proving that you are more than a tool of Chaos Lords, or slave to the Imperium of Man. With every trial you endure and every challenge you conquer, you carve out a future that none could have foreseen.

Through your actions and triumphs, you will rise to stand alongside the greatest servants of Chaos.

CHARACTERISTIC GENERATION

When it comes to determining your character's abilities, you have two distinct methods to choose from, each catering to different playstyles:

- **Roll for Each Characteristic Individually**
This method embraces the capricious hand of fate. For each of your nine base Characteristics, you roll separately ("down-the-line"), letting the dice determine your character's strengths and weaknesses. While this approach leaves little room for strategic planning, it rewards your trust in destiny with 100 bonus XP that can be spent during or after Character Creation.
- **Roll an Array and Assign Freely**
If you prefer a more calculated approach, this option allows you to roll all nine Characteristic values first, creating an array of results. You then assign these values to your Characteristics as you see fit, ensuring your character aligns with your envisioned concept. This method offers greater control but does not grant bonus XP.

Regardless of the method, the process of rolling is the same:

- **Roll 2d10** and add the results together.
- **Add 15** to the total.

This total becomes your score for that Characteristic. Note that this starting value is lower than the usual baseline in Black Crusade, reflecting your humble beginnings as a Helot—a downtrodden servant of Chaos striving to carve a name from obscurity.



You will roll for all nine base Characteristics in this way:

- Weapon Skill (WS)
- Ballistic Skill (BS)
- Strength (S)
- Toughness (T)
- Agility (Ag)
- Intelligence (Int)
- Perception (Per)
- Willpower (WP)
- Fellowship (Fel)

Your Infamy, the measure of your reputation in the eyes of the Ruinous Powers, is not rolled.

As a mere Helot, you **start with Infamy at -25**, far below the notice of the Chaos Gods. Your Infamy is a reflection of your insignificance—**make them take notice of you.**

Lastly, unlike standard Black Crusade rules, **you cannot reroll any of your Characteristic values**, regardless of the outcome. A low characteristic is merely an ample opportunity for roleplaying! **Even the weakest start can forge the mightiest champions—rise, and prove your worth.**



DREG ARCHETYPES

The "Dreg Archetypes" represent the lowest rung of mortal existence within the Imperium and beyond. They are the discarded, the overlooked, and the unwanted, ground down by an uncaring galaxy and left to fester in the shadows. But within these cast-offs lies the raw potential to ascend, their desperation and tenacity forging them into something far more dangerous. These archetypes embody the beginnings of those who claw their way out of obscurity, fueled by defiance and a refusal to be forgotten.

mind, forced into obscurity, yet poised to reshape the world once unshackled.

- **UNSEEN**

A shadow among the forgotten, touched by the warp yet overlooked by its servants. You are the quiet pariah, bearing the weight of rejection and the spark of a potential that the Imperium failed to extinguish.



- **PIECEWORKER**

A cog in an endless machine, bound to soul-crushing repetition. You are the sweat-stained labourer who dreams of breaking the chains of monotony and claiming your own fate.



- **MANUAL LABOURER**

The backbone of industry, built for endurance and toil. You are the hardened worker, shaped by gruelling conditions and relentless demands, ready to turn your strength against your oppressors.



- **LOW LIFE**

A survivor of the underhive's filth and crime. You are the gutter-born scoundrel, adept at scraping by and doing whatever it takes to see another day—and another opportunity for power.



- **INDENTURED**

A debtor or captive, trapped in servitude by cruel contracts or chains. You are the bound soul, yearning for liberation and vengeance against those who dared to bind you.



- **SAPIENT**

A thinker among the masses, whose intellect is both a blessing and a curse. You are the unappreciated





PIECEWORKER

INSIGNIFICANT GEAR OF THE IMPERIUM



In the vast, relentless machinery of the Imperium, you are but the nameless gear in a labyrinthine construct. As a Piecemaker, you labour tirelessly in the name of industry, toiling in a monotonous routine without any recognition or respite.

Whether you hail from the desolate reaches of a feudal world or the dregs of a hive world or even the mechanized hazards of a Forge World, your life is a continuous struggle for survival amidst the indifference of the oppressive system.

Your existence revolves around menial tasks and ceaseless labour, just another faceless individual among countless others. You find yourself drowned in a web of mindless tasks and unachievable quotas, serving the Imperium's insatiable demands. Your worth is measured solely by your productivity, and you are not spared the consequences of falling short. Living demands resilience, adaptability, and a willingness to endure hardships that others could scarcely comprehend.

Yet beneath your apparent insignificance, the ember of ambition flickers. The spark that ignites the forges of revolution lies within you. As a Piecemaker, you may lack the grandiosity of more privileged souls, but even in the darkest abyss, a glimmer of hope can blossom.

SKILLS, TALENTS & GEAR

Piecemen must be Helots.

All Piecemen begin with the Following:

Starting Skill: Awareness or Deceive, Trade (Any)

Starting Talent: Orthodoxy, Ambidextrous or Light Sleeper

Starting Gear: Common Craftsmanship Clothing, 2x Poor Craftsmanship Alcohol, 2x Recaf or 5x Lho Sticks

Wounds: 7+1d5

SPECIAL ABILITY:

Cutting Corners:

As a Piecemaker your life is a cacophony of labour, and amidst the ceaseless toil, you have honed the art of efficiency. Years of meeting tithes and quotas, allow you to achieve remarkable outcomes in less time or with fewer steps than others could ever dream of.

When engaged in an Extended Test for crafting, you can opt to reduce the number of Extended Test Successes required or diminish the time needed for completion (in minutes, hours, or days) by 1, reaching a minimum of 1 in any case.



MANUAL LABOURER

FORGOTTEN STRENGTH BENEATH THE SURFACE



Inside the heart of the dying carcass of the Imperium, you are but a Manual Labourer - a faceless figure in the depths, whose sweat and toil sustain the grandiose infrastructure above.

Whether you dwell in the frigid caverns of an ice world, the searing mines of a volcanic planet, or the labyrinthine tunnels of a hive city's underbelly, your hands know only the burden of labour.

Day in and day out, you dedicate yourself to backbreaking work, extracting resources, constructing fortifications, or supplying the colossal machinery that keeps the Imperium's war engines roaring. Your existence is overlooked, your efforts uncelebrated, and your struggles ignored. Yet unlike most of your kindred, you still possess tenacity and strength forged, and not extinguished, by hardship.

You have learned the value of resilience and camaraderie. Bonded with fellow Manual Labourers, you share the burden and the whispers of hope that echo through the darkened tunnels. The closeness of your comrades fosters a sense of unity and a determination to endure together.

But even in the heart of darkness, aspirations thrive. The Manual Labourer knows that true strength does not come from the physical. As you embrace your humble beginnings, an inner power stirs. From the masses, you shall emerge as harbinger of change in a realm of the broken and subservient.

SKILLS, TALENTS & GEAR

Manual Labourers must be Helots.

All Manual Labourers begin with the Following:

Starting Skill: Athletics

Starting Talent: Bulging Biceps, Iron Jaw & Unarmed Warrior

Starting Gear: Poor Craftsmanship Clothing, 6x Lho Sticks, Sturdy Tool (Improvised Weapon)

Wounds: 8+1d5

SPECIAL ABILITY:

Tireless Toil:

As a Manual Labourer your life is just the sum of unyielding toil and unwavering endurance. Days and nights meld into a continuous cycle of labour, and amidst the relentless grind, you have harnessed a remarkable capacity for endurance.

When determining the number of levels of fatigue, you can withstand before collapsing, treat your Toughness Bonus as one level higher than it is. Additionally, you only incur the -10 penalty due to exhaustion starting from your second level of Fatigue.



LOW LIFE

SHADOW OF VICE AND DEPRAVITY



Amidst the endless urban suffering, seedy alleys, and forgotten corners of the Imperium, the Low Life thrives – paragon of lawlessness and debauchery. Born and bred in the underbelly of society, you are the

product of vice and desperation. Whether your home is a crime-infested underhive, the lawless streets of a frontier world, or the twisted corridors of a space station's black market, you have embraced a life of illicit pursuits and cunning survival.

From petty theft and smuggling to the unforgivable, the Low Life revels in the pursuit of your own enrichment and the defiance of authority. Your existence revolves around cunning schemes and shady dealings, always dancing on the razor's edge of danger. Loyalties are fragile, and trust is a scarce commodity, for survival demands a mastery of deception and self-preservation.

And yet, because of his moral decadence, the Low Life carries a resilience born of a true opportunist. You have learned to navigate treacherous waters, adapting to the ever-changing currents of crime and punishment. The harsh environment has honed your instincts and granted you a streetwise acumen unparalleled by more "respectable" denizens of the Imperium.

Your word may mean nothing, but the darkest souls are more often than not, the most ambitious. Beyond the smoke-filled dens and back-alley deals, even darker masters look benevolent in comparison to the truncheon of an Arbites.

SKILLS, TALENTS & GEAR

Low Lives must be Helots.

All Low Lives begin with the Following:

Starting Skill: Intimidate or Scrutiny, Deception or Security

Starting Talent: Weapon Training (Solid Projectile or Las), Enemy (Law Enforcement)

Starting Gear: Poor Craftsmanship Clothing, Poor Craftsmanship Stub Revolver, 5 Bullets, Poor Craftsmanship Knife

Wounds: 6+1d5

SPECIAL ABILITY:

Good-for-Nothing:

All your life you walked the tightrope between prosperity and imminent death, relying on your wit and resourcefulness to survive and even thrive amongst the least desired in the Imperium. Your dubious connections in the criminal underworld grant you a unique advantage in procuring the forbidden fruits almost unavailable to most 'common folk'.

Your connections to the black market bestow you with a +10 bonus to acquisition or barter tests specifically aimed at 'acquiring' single items, like weapons. However, your infamy as a Low Life, always precedes you. As a result, you always get a -10 penalty to Social tests concerning authorities and bureaucrats.



INDENTURED

BOUND BY DEBTS AND GENERATIONS



Born into the most common castes of the Imperium, you are an Indentured, bound to labyrinthine webs of debts and obligations. Your servitude may be rooted in a family legacy, carrying the

weight of your ancestors' unpaid dues, or you may be bound by your own vices, indebted to powerful guilds or shadowy entities; or maybe those above you, simply took away your freedom.

Your existence revolves around fulfilling your oath, carrying the burden of your debt, and seeking redemption through servitude. As an Indentured, you serve your master's bidding with unwavering loyalty, for the consequences of defiance are severe. And yet, they whom you have to serve, did not break your spirit.

Though your fate may seem tethered to the whims of others, you carry within you a steely resolve and an understanding of sacrifice. The shackles of your oath have shaped your character, instilling virtues of duty and dedication. The pursuit of freedom and the hope of breaking free from the chains fuel your ambition. You possess an intimate understanding of sacrifice and perseverance, channelling this innately human desire with such fervour, it infects those you call your allies.

SKILLS, TALENTS & GEAR

Indentured must be Helots.

All Indentured begin with the Following:

Starting Skill: Dodge or Parry, Awareness or Persuasion

Starting Talent: Die Hard or Jaded, Light Sleeper or Leap Up, Enemy (Your Debtor)

Starting Gear: Poor Craftsmanship Clothing, Explosive Collar (Defective) or Heavy Metal Chains (Broken)

Wounds: 6+1d5

SPECIAL ABILITY:

Subjugated Spirit:

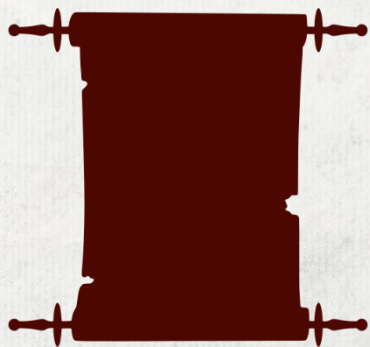
The trials and tribulations of an Indentured have honed your character's inner strength and adaptability. Beneath the facade of submission lies a spirit yearning to break free from the chains of subservience. In moments of dire need, when all seems lost, the Indentured discovers the wellspring of strength within, surging forward to face challenges with newfound determination.

Twice per session, you can tap into your Subjugated Spirit, either for you or an ally within earshot. When activated, you or an ally of your choice, have the option to either re-roll any of your dice rolls or gain a bonus to a skill or characteristic test, equal to 5 times the Indentured Willpower Bonus. This however, must be declared before any dice have been rolled.



SAPIENT

IMPASSIONATE WELL OF KNOWLEDGE



In mankind's era of ignorance, you are the Sapient—a custodian of knowledge, bound by duty yet tormented by clarity. Elevated little beyond the toiling masses yet far from miniscule power, your existence is both a blessing and a curse. You dwell in the dim halls of scriptoriums, the humming cogitator-chambers of the Adeptus Administratum, or the cold, sterile databanks of the Mechanicus. Whether you inscribe the endless bureaucracy in High Gothic or decipher the Machine Spirit's will in Binary you possess a glimmer of understanding denied to most.

This glimmer is no beacon but a terrible curse, illuminating the vast futility of your and mankind's station. You know too much yet too little. Too much of the Imperium's decay, its hypocrisy, its endless war; too little to act meaningfully against it. The weight of your knowledge isolates you, for wisdom is a lonely companion in a galaxy of zealotry and ignorance.

Yet the Sapient is not powerless. Your sharp mind, or subtle wit, make you a survivor in a world where survival is the first test of true sapience. Whether it is through leveraging obscure regulations or simply knowing when to stay silent, you navigate the labyrinth with an intellect that sets you apart. Your skill with language, lore, or logic marks you as more than just another cog in the machine, even as you drown in the same tide of despair.

Perhaps, deep within, the Sapient harbors a dream of something greater: the faint hope of uncovering truths that could reshape the Imperium or secure your own rise. Perhaps it is only the pragmatism to wield knowledge as a weapon, cutting your way through the endless decrees and dogmas to claim what you can. Whatever your goals, your intellect is your shield, and your insight your blade. You know better than most that even a grain of understanding can tilt the scales in a galaxy as cruel and chaotic as this.

SKILLS, TALENTS & GEAR

Sapient's must be Helots.

All Sapient's begin with the Following:

Starting Skill: Linguistics (High Gothic)* or Linguistics (Binary)*, Scholastic Lore (Bureaucracy, Cryptology or Philosophy)

Starting Talent: Foresight

Starting Gear: Common Craftsmanship Clothing,

Wounds: 5+1d5

SPECIAL ABILITY:

The Fine Print:

Through careful study and an understanding of obscure protocols, forgotten laws, or cryptic fragments of data, the Sapient can exploit loopholes, leverage hidden truths, or subtly shift the odds in their favour.

Twice per session, the Sapient may invoke The Fine Print to accomplish one of the following effects:

- Reroll a failed Common Lore, Scholastic Lore or Deception Test.
- Gain +10 on a single Intelligence-based test involving technical knowledge, history, or bureaucracy.

** Sapient's are still under the effect of Unwashed Masses; their literacy is not in Low Gothic.*



UNSEEN

CANDLE BEFORE THE PYRE



Within the shadow of the Imperium's witch pyres, you are a flickering ember, too faint to stoke the fear of the Black Ships, yet too strange to escape the scorn of mortal eyes. The Unseen walks a liminal path, marked by the faint touch of the warp but not yet bound to its might. You have spent your life caught between worlds, seen but never accepted, your presence a quiet disruption that bred unease wherever you went. Whispers of

witchery trailed in your wake, though you bore no visible mark of damnation—only the inexplicable wrongness that set teeth on edge and stirred distrust in every heart. Where others found comfort in the embrace of fellowship, you found only suspicion. Love turned bitter, friendships soured, and every hope was dashed by the curse of your existence. Each failure, whether of your own making or not, was magnified by the accusing glares of those around you.

But the trials you endured shaped you. Each rejection, each cold shoulder, each act of petty malice became kindling for a quiet fire. The ember within you fed on years of humiliation and despair, tempered by an iron will to endure what should have broken you. As the world cast you aside, you grew stronger in your isolation, your pain sharpening into a weapon. Now, beneath your quiet exterior, righteous fury blossoms where despair once took root. You are no longer a passive victim of the Imperium's cruelty—you are a storm waiting to be unleashed.

You dream of fire and ash, of a world where the righteous masks of your oppressors burn away to reveal their rot. The Imperium cast you aside as a threat, but you will become something far greater. When the day comes that you rise, the blind will see, the complacent will tremble, and the self-righteous will kneel. **Burn it all to the ground, for even their ashes cannot atone for the wrongs done to you. Your vengeance will not be swift, but it will be absolute.**

SKILLS, TALENTS & GEAR

Unseen must be Helots.

All Unseen begin with the Following:

Starting Skill: Awareness, Psyniscience, Deception or Stealth

Starting Talent: Unnatural Senses (Sight, Hearing or Smell)

Starting Trait: Psyker

Starting Gear: Poor Craftsmanship Clothing

Wounds: 5+1d5

SPECIAL ABILITY:

Flicker of Fortune:

The Unseen's latent warp connection manifests in ways they barely comprehend, subtly warping reality around them.

Unseen begin play with the Psyker Trait, 1 Corruption Point but a Psy Rating of 0, and count as Unbound.

Once per session, the Unseen may reroll a failed test as if fortune itself bends slightly in their favour.

Additionally, once per session, when the Unseen would suffer critical damage or any other disastrous effect, they may avoid it entirely.

Each intervention results in a minor but unmistakable narrative consequence, always to the Unseen's detriment—be it social mistrust, unsettling omens, or sudden misfortune.



EXPLORE THE PASSIONS

Up to this point, your focus has been on crafting the skeleton of your character—the raw numbers and key traits that define what they can do. But a character is more than just a collection of abilities and statistics. Think about why your character fights to suffer, and struggles against both the Imperium and Lords of Chaos. This is the stage where ambition, resentment, and a flicker of rebellion begin to shape their soul.

For some players, a character's personality and motivations emerge naturally over time, evolving throughout the lengths of their journey. While this is a valid and rewarding approach, this chapter provides essential starting points—hooks for their ambition, hatred, or quiet desperation. It also invites you to create a compelling picture of their physical appearance, a reflection of their history and the darkness they carry with them.

GENDER AND APPEARANCE

As one of the downtrodden, your Dreg's identity and appearance are shaped by the harsh realities of their existence. Whether gaunt from starvation, scarred by a lifetime of toil, or bearing the subtle marks of a warp-touched fate, their physicality tells the story of their struggles and ambitions. Archetypes and paths may suggest traits—an Unseen with haunting eyes, a Low Life with a sly grin, or a Sapient with healthier-than-average complexion—but the choice is yours. Your character could blend into the masses, a wolf hidden among sheep, or embody a vision so striking it commands attention. **Have them rally behind your righteous cause!**

Keep in mind, however, that nothing in the service of Chaos remains unchanged. The blessings—or curses—of the Ruinous Powers are as unpredictable as they are transformative. Flesh bends, twists, and fractures beneath the weight of ambition. What you create here is but the beginning, a first step on a path that will inevitably reshape both body and soul. Whether through devotion, mutation, or divine intervention, your Heretic's final form is theirs to earn in blood and fire. **With the shackles cast away, reinvent yourself!**

HEIGHT AND WEIGHT



Height and weight are largely determined by choice yet shaped heavily by the brutal conditions of your Dreg's upbringing. While humanity's physiology is generally consistent, the harsh environments and oppressive systems that Dregs are born into

often define their physical form as much as their inherent biology.

Adults range from about 1.4 to 2.0 meters in height, though extremes are always possible, as some are born into more fortunate circumstances or unnaturally twisted by Chaos. On the low end, a smaller frame could weigh as little as 30 kilograms, while a towering individual may surpass 100 kilograms and remain lean.

Dregs are moulded by toil, hunger, and harsh living conditions—whether stunted from malnutrition or warped by laborious toil or eugenics. Their bodies almost always bear the

TABLE X-1: PRIDES

PRIDE	DESCRIPTION
CUNNING	<i>In a Dog-eat-Dog World, those who outwit others and live by the cleverness of their schemes, always see themselves rise.</i> Characteristic Modifier: +2 Intelligence, -1 Fellowship
TENACITY	<i>When toil turns strife, only those who persevere, have the level head needed to rise again.</i> Characteristic Modifier: +1 Willpower, +1 Toughness, -1 Intelligence
INGENUITY	<i>When life is cheap, sustenance is not. Only those, malleable enough to make more than just due, rise above mere subsistence.</i> Characteristic Modifier: +1 Intelligence, +1 Perception, -1 Strength
DEFIANCE	<i>Far from the Spires of the Hive, only the defiant have what it takes to break from their bearing; always to rise in opposition!</i> Characteristic Modifier: +2 Willpower, -1 Perception
PERSEVERANCE	<i>Amidst the death amongst the rabble, only the resilient live long enough, for not to rise, but to bring those above, down.</i> Characteristic Modifier: +2 Toughness, -1 Willpower
SUBTLETY	<i>When trust must be earned, the clever steal it; to rise is to use those above and below.</i> Characteristic Modifier: +1 Agility, +1 Fellowship, -1 Strength
LUCK	<i>The human condition is a curse, and those unaffected by its blight, will rise and fall on the whims of fate.</i> Characteristic Modifier: +1 Infamy Point, -2 in any two Characteristics
BRAVADO	<i>The strong are always to first to rise; rare are those who claim to be amongst the tempest-tossed.</i> Characteristic Modifier: +2 Strength, -1 Agility
DESPERATION	<i>When all is lost, all is to gain for those who rise, and took the risk.</i> Characteristic Modifier: +1 in any three characteristics, -2 in any one Characteristic
PURITY	<i>Amongst the blighted, the untouched will always rise, for they are not easily discarded.</i> Characteristic Modifier: +2 Fellowship, +1 Toughness, -2 Intelligence



mark of their struggle, whether gaunt, wiry, or muscular from years of manual labour, or even frail in youth from lack of sustenance. **Such was the glorious life the Tyrant-King crowned Emperor envisioned for mankind!**

PERSONALITY

For the Dreg, personality is not defined by triumphs but by the scars of failure and longing. Each Dreg's identity is deeply intertwined with their Failings (see page XX), though seen as the spark within a deeper psyche forged in desperation and hope. While Failings provide a glimpse into their methods and beliefs, the Dreg's story is one of clawing one's way out of despair. At this stage, players may begin exploring their Dreg's inner world, asking questions that give answer to what drives them to rise against their oppressors or serve Chaos in their relentless pursuit of recognition and power.

The more a player defines their character's psyche during creation, the more easily they can embody their motivations and make consistent decisions during gameplay. A Dreg's personality may evolve dramatically through their journey, but a few key hooks established now—whether rooted in their dreams or bitterness—always provide a strong foundation.

WHY DOES THE DREG RESIST OR EMBRACE CHAOS?

For Dregs, their path to Chaos often begins in their darkest moments. Some turned to the Ruinous Powers in search of liberation, believing Chaos to be a path to autonomy and dignity denied by the Imperium. Others found themselves driven by rage, their hatred for the Imperium's machinery of oppression igniting a reckless defiance, easily taken in by

Chaos' rhetoric. Perhaps their fall came from a desire for vengeance or the need to survive against overwhelming odds.

Whatever their reasons, the Dreg's relationship with Chaos is seldom one of immediate devotion. Their faith may be hesitant, born more of pragmatism or necessity than belief. Some cling to vestiges of regret for their betrayal of the Emperor, while others revel in the freedom Chaos provides. Over time, the Dreg's motivations may shift—either solidifying their loyalty to the Dark Gods or unveiling the frailty of their resolve. These choices echo through their journey, colouring their interactions with both allies and foes.

WHAT DOES THE DREG DESIRE MOST?

Every Dreg is driven by a hunger for something they have been denied—a hunger that defines their pursuit of power. Unlike the grandiose ambitions of Chaos' champions, the Dreg's desires are often small yet deeply personal: freedom from servitude, recognition, or revenge against those who wronged them. Yet, when the ecstasy of power is tasted first, these simple desires give way to more dangerous and consuming obsessions.

For some, this longing is physical—strength to overcome their enemies or wealth to rise above poverty. For others, it may be intangible, such as respect, forbidden knowledge, or recognition by the Ruinous Four. Whatever their goals, these cravings are often the thread that ties them to Chaos. However, they are also weaknesses that their enemies—or even the fickle gods themselves—may exploit.

TABLE X-2: DISGRACES

DISGRACE	DESCRIPTION
WRATH	<i>The fire within: Seething is the anger to flare up at the slightest provocation, striking friend and foe alike.</i> Characteristic Modifier: +2 Strength, -2 Willpower
HUBRIS	<i>The ambition without: Ignorant is the pawn acting like the queen, when it was never moved.</i> Characteristic Modifier: +2 Willpower, -2 Fellowship
WASTE	<i>The tithe squandered: Blind is the fool who shares only what he cannot consume.</i> Characteristic Modifier: +1 Wounds, -3 Toughness
CAREFULNESS	<i>The rebellion beyond: Fruitless are the harvests of those opposing the opportune.</i> Characteristic Modifier: +5 Toughness, -1 Wounds
GREED	<i>The thirst unquenched: Desperate is the burgher stranded far from his riches.</i> Procurement: +1 Item of Abundant Availability at creation. Characteristic Modifier: -1 in any two Characteristics
BITTERNESS	<i>The fire without: Indignant is the peasant complaining to the beggar about the pauper.</i> Characteristic Modifier: +2 Toughness, -2 Willpower
COWARDICE	<i>The fire misplaced: Sweet is the carrion left by the predator, for the scavenger never tasted it fresh.</i> Characteristic Modifier: +1 Wounds, -2 Weapon Skill, -2 Ballistic Skill
PETTINESS	<i>The fault without: Damned is the hoplite outside the phalanx, for its ranks harbour his debtors.</i> Characteristic Modifier: +2 Agility, -2 Fellowship
DESPAIR	<i>The inferno all-consuming: Burned is the desperate who is indecisive in matters of certainty.</i> Characteristic Modifier: +2 Wounds, -3 in any two Characteristics
SELF-LOATHING	<i>The pain within, without and beyond: Penitent is the saint wanton of martyrdom.</i> Characteristic Modifier: +2 Intelligence, +3 Willpower, -1 Wounds



WHOM DOES THE DREG BLAME?

The galaxy is vast, and the Dreg is not without enemies. For most, this hatred begins with their superiors, and by extend, the Imperium, whose oppression shaped their suffering. A Dreg may burn with rage against a specific entity: a corrupt priest, a noble who enslaved their people, or a regiment that slaughtered their family. Others might extend their hatred further—to xenos, established warbands, or even those Dregs who abandoned them to climb higher.

For most, hatred is a driving force, shaping their every choice. For others, it is an intermittent fury, erupting when opportunity strikes. Players should consider the depth and focus of their Dreg's hatred, as well as how they justify it to themselves and others. Their methods of exacting vengeance or satisfying this anger may be as illuminating as their hatred itself.

NAME

For a Dreg, their name is often a symbol of their aspirations. Their given name, tied to their life of servitude and suffering, may no longer reflect who they wish to become. Many Dregs cast aside their past identity, adopting names that embody their rebellion, ambition, or bitterness. Others cling to their birth name, wearing it as a badge of defiance against the powers that sought to strip them of it.

A Dreg's chosen name might be practical, serving as a rallying cry or declaration of their cause—names like Ashmark, Chainbreaker, or Blightbrand speak to their struggles and vision. Others take on names inspired by the legends of traitors and revolutionaries, seeking to echo figures who defied the Emperor's will. Some, especially those newly awakened to

Chaos, may choose names infused with dark imagery, aiming to strike fear or awe into those who hear them.

Names evolve over time, much like the Dreg themselves. A once-proud name may crumble under the weight of failure, replaced by a title reflecting newfound infamy or allegiance. As their ambitions rise and their faith in Chaos deepens, so too might their name become a weapon in their fight for recognition. For a Dreg, a name is never just a label—it is a beacon of rebellion, a threat to the oppressors, or a reminder of their newly-chosen servitude to new Gods.

FAILINGS

The act of rebellion demands more than courage—it requires Pride. For those born within the Imperium's oppressive grip, such Pride is a rebellion in itself. From hive-world serfs to feral-world nomads, every child of the Emperor is indoctrinated with stories of the Ruinous Powers' horrors. Yet, despite this lifetime of warnings and fear, the Dreg made the audacious choice to risk everything for Chaos. This defiance is not born of ignorance; it is an assertion of self, a bold declaration that they are destined for something greater than servitude and obscurity.

Failings serve as the foundation of the Dreg's journey into Chaos, shaping the narrative that unfolds with their game group. These flaws are not mere hindrances; they are the driving forces behind the Dreg's ambition. A Pride that fuels their belief in their superiority, and a Disgrace that gnaws at their soul, form the dual axes of their identity. Together, they reveal why the Dreg turned their back on the Emperor, and how they hope to rise as more than a tool of Chaos—a champion, perhaps even a legend. Players must select one

TABLE X-3: MOTIVATIONS

MOTIVATION	DESCRIPTION
REVENGE	<i>Weak are the walls built upon bone.</i> Characteristic Modifier: +1 Strength, +1 Weapon Skill or Ballistic Skill, -1 Agility, -1 Toughness
SURVIVAL	<i>Boorish are the palaces made from mud.</i> Characteristic Modifier: +2 Toughness, -2 Fellowship
DEFIANCE	<i>Righteous is the courthouse built upon lies.</i> Characteristic Modifier: +1 Wounds, -3 Perception
RECOGNITION	<i>Meaningless is the hovel made from marble.</i> Characteristic Modifier: +3 Fellowship, +1 Corruption
REBELLION	<i>Golden are the epitaphs of the graves forgotten by time.</i> Characteristic Modifier: +3 in any two Characteristics, -1 Wounds
PIGHT	<i>Fading is the road made of gravel.</i> Characteristic Modifier: +2 Wounds, -7 Toughness
INDEPENDENCE	<i>Unopposed is the hut outside the city walls.</i> Starting Talent: Enemy(Any) Characteristic Modifier: +1 Wounds, -3 Fellowship
LIBERTY	<i>Rotting are the foundations of all built in grandeur.</i> Characteristic Modifier: +3 Agility, +1 Fellowship, -3 Willpower
JUSTICE	<i>Pointless is the bathhouse fed by the sewer.</i> Characteristic Modifier: +4 Perception, -1 Ballistic Skill, -2 Intelligence
HOPE	<i>Beautiful was the land before the settlement.</i> Characteristic Modifier: +1 Willpower



Pride and one Disgrace from Tables X-1 and X-2, crafting a character whose struggles and ambitions feel personal and compelling.

PRIDE AND DISGRACE

The Pride of a Dreg is the ember that refuses to die, no matter how often it is trampled. Whether born of skill, intellect, resilience, or sheer defiance, it fuels their belief that they are more than their station, more than the Imperium's chains. Yet Pride comes with a cost; it blinds them to the limits of their abilities, inviting hubris and failure.

Disgrace, on the other hand, is the wound that festers beneath their ambitions. Perhaps they made a cowardly choice in a moment of desperation or betrayed someone who trusted them. Perhaps their Pride was revealed as hollow, forcing them into a decision that left them broken. This regret lingers, shaping their actions as they seek redemption, revenge, or simply distraction from the weight of their shame.



term plans may change over time, they are all inevitably marked by what first caused them to rise against.

Players must choose one Motivation from Table X-3.

USING FAILINGS

Failings are more than narrative tools—they actively shape gameplay. When a Dreg's actions align with their Failings, whether Pride or Disgrace, they may channel their inner turmoil into moments of extraordinary resolve. This bonus, called an **Incursion**, represents the burning force of their convictions pushing against the boundaries of fate itself.

A character might invoke an Incursion by leaning into the traits that define them: defying logic to preserve their Pride, or recklessly seeking redemption for their Disgrace. If the Game Master and other players agree the Dreg's actions are true to their Failing—even if inconvenient or detrimental to their immediate goals—the Incursion grants a **+10 situational modifier to the Test** at hand.

In exceptional circumstances, when the Dreg's roleplaying rises to heroic or tragic extremes, the Game Master may offer an even greater Incursion bonus. This could reflect a moment of catharsis, a revelation of the character's potential, or a sacrifice so profound it resonates with the will of Chaos itself. These extraordinary situations should involve the entire table in a collaborative decision, ensuring the reward fits the character's journey and the challenges they have faced.

MOTIVATIONS

Every Dreg with the ambition to escape their lot in life, does so along a path of passion and drive. This drive is represented by their Motivation. While a character's short-term and long-



SPENDING EXPERIENCE POINTS

After selecting an Archetype, the next step in creating your Dreg is where their individuality truly emerges. By the end of this stage, every character should not only be statistically distinct but also reflect the shadows of their journey through the oppressive depths of the Imperium. This section offers an abundance of options, allowing players to craft a unique character—a lens into the bleakest, most desperate corners of the 40K universe. **Seek no Salvation; Seize it!**

STARTING EXPERIENCE

All Black Crusade characters, even lowly Dregs, begin with at least some starting experience points. Combined with their Characteristics, Archetype, and chosen Passions, players could already define their character's early capabilities. While Dregs are far from exceptional in the grand schemes of Chaos, they are resourceful survivors, scratching and clawing their way toward significance.

Dregs begin with a reduced amount of experience compared to traditional Black Crusade characters. **Starting XP** for a Dreg is **300 points**. For those who embraced the fickleness of "down-the-line" Characteristic Generation, this starting total is increased to 400 XP as a reward for their blind faith (or recklessness).

To contextualize their relative power, Dreg characters align closely with starting characters in *Dark Heresy 1e* in terms of strength, slightly weaker than *Dark Heresy 2e* counterparts, and roughly equivalent to competent minions from regular Black Crusade play.

Players may spend as much or as little of their starting XP as they wish before play begins, keeping in mind that unspent XP can be saved for use during the game

MALADIES

For many players, the base allotment of XP may feel insufficient to flesh out their character's potential. The Imperium's downtrodden rarely have the luxury of being given what they need to thrive—everything is taken or stolen, often at great cost. In this spirit, players may choose to take **Maladies** to gain additional XP.

Maladies represent the physical, mental, and spiritual toll exacted by the Imperium's cruel machinery. They are scars from a life of relentless toil, sacrifice, and neglect, forced upon the character in their pursuit of mere survival. While **Maladies** often carry negative

consequences, they are designed as roleplaying opportunities that reflect the burdens of a Dreg's existence.

- Each **Malady** taken grants **+40** additional experience points.
- Players may take up to **3 Maladies**, for a maximum of **120** bonus XP.

Maladies do not necessarily impose mechanical penalties. Instead, they introduce narrative complications that the player and Game Master can explore together. Whether through a debilitating injury, a lingering trauma, or a cursed reputation, **Maladies** provide depth and nuance to the character's story.

Just as with base starting experience, any bonus XP gained from **Maladies** may be spent immediately or saved for later use. This allows players the flexibility to decide whether they wish to use these additional points to shore up immediate weaknesses or invest in future growth.

LIST OF ALL MALADIES

VOICE OF DUST

Your harsh, whispery voice makes it difficult to command attention or inspire confidence.

Effect: -5 to Command or Charm tests unless delivered through another medium, like writing.

SCAR OF MEMORY

The strange scar on your body occasionally flares with pain, making it difficult to act in tense moments.

Effect: Once per Session, the GM may decide to give you a -10 penalty to an Agility or Weapon Skill test, due to the scar's distracting pain.

TONGUE OF LIES

Your inability to speak plainly hinders clear communication, especially in high-stakes situations.

Effect: -5 to Fellowship tests for conveying urgent or straightforward information.





HOLLOW DREAMER

Your nightly visions drain your focus, leaving you prone to distraction during the day.

Effect: -5 to Perception tests when attempting to notice small or subtle details.

SCAVENGER'S SPIRIT

Your habit of hoarding and scrounging means you struggle to adapt to situations requiring precision or speed.

Effect: -5 to Agility tests in structured time unless you discard an item you've scavenged.

STOLEN VOWS

The burden of your broken oaths weighs heavily on your soul, making you hesitant to act decisively in critical moments.

Effect: Once per session, you must reroll a successful Willpower test, taking the second result.

BREATH OF ASH

The air of your youth was filled with smoke and poison, leaving your lungs damaged and weak.

Effect: You gain 1 level of Fatigue if exposed to hazardous environments or forced to run for extended periods.

CRACKED VEINS

Your blood runs sluggishly due to malnutrition or disease, making it harder to stave off injury.

Effect: Whenever you would heal Wounds, reduce the amount healed by 1 (to a minimum of 1).

MAIMED HANDS

An accident or punishment left you missing a finger, ear, or other small part of yourself.

Effect: -5 to Agility or Perception tests that rely on fine motor control or hearing.

BURNED BY FAITH

An encounter with the Imperium's zealots left you scarred in body and spirit.

Effect: You suffer a -5 penalty to Fear tests when facing figures of Imperial authority or symbols of the Ecclesiarchy.

CEASELESS ROUTINE

Repetition has eroded your mind, making it difficult to adapt to unfamiliar challenges.

Effect: -10 to tests involving skills you've never attempted before.

FACTORY INDOCTRINATION

Years of Imperium propaganda piped through the vox-casters have left your mind fractured.

Effect: You suffer a -5 penalty to Logic tests in situations where the Imperium's dogma directly contradicts reality.

CHAIN-MARKED

Punishment for mistakes or insubordination has left permanent marks on your body and mind.

Effect: You gain 1 Fatigue after any failed Willpower test due to the mental strain of reliving past punishments.

INDUSTRIAL DEAFNESS

The unending roar of machinery has dulled your hearing.

Effect: -5 to Perception tests involving sound, and you take an additional -5 penalty in noisy environments.

SCARRED FLESH

Chemical burns and untreated wounds from harsh working conditions have left your skin brittle and slow to heal.

Effect: Healing effects restore 1 less Wound (to a minimum of 1).

CALLUSED HANDS

Your hands are thick with calluses and scars, making fine tasks awkward and clumsy.

Effect: -5 to Agility tests requiring fine motor skills, such as delicate crafting or sleight of hand.

BLINDED BY THE GLOW

Exposure to unsafe levels of radiant energy or industrial sparks has dulled your vision.

Effect: -5 to Perception tests involving sight, especially in bright or dim conditions.

SHADOWED PAST

Whispers of your supposed crimes follow you wherever you go, sowing distrust among allies and strangers alike.

Effect: -10 to Fellowship tests with individuals you've only recently met.

SLAVE TO THE MACHINE

A lifetime working among the holy machines has instilled an unhealthy and unconscious reverence for them, leaving you hesitant to act against their interests.

Effect: -10 to tests involving acts that might damage or repurpose machinery unless you pass a Willpower test.

TITHE-BOUND GUILT

The Imperium ingrained into you that your existence is a debt to the Emperor, leaving you burdened by shame at every failure.

Effect: After failing a test, you suffer -5 to Willpower tests for the rest of the encounter as your self-doubt consumes you.

INDOCTRINATED OBEDIENCE

Years of bowing to authority have left you prone to submission, even when rebellion is in your best interest.

Effect: When confronted by an intimidating or commanding figure, you take a -10 penalty to opposed Willpower or Fellowship tests to resist their influence.



LINGERING AWE

The grandeur of the Imperium's religious imagery still holds some sway over you, filling you with quiet unease.

Effect: -10 to Fear tests when facing Imperial clergy or symbols of faith.

BURDEN OF OBEDIENCE

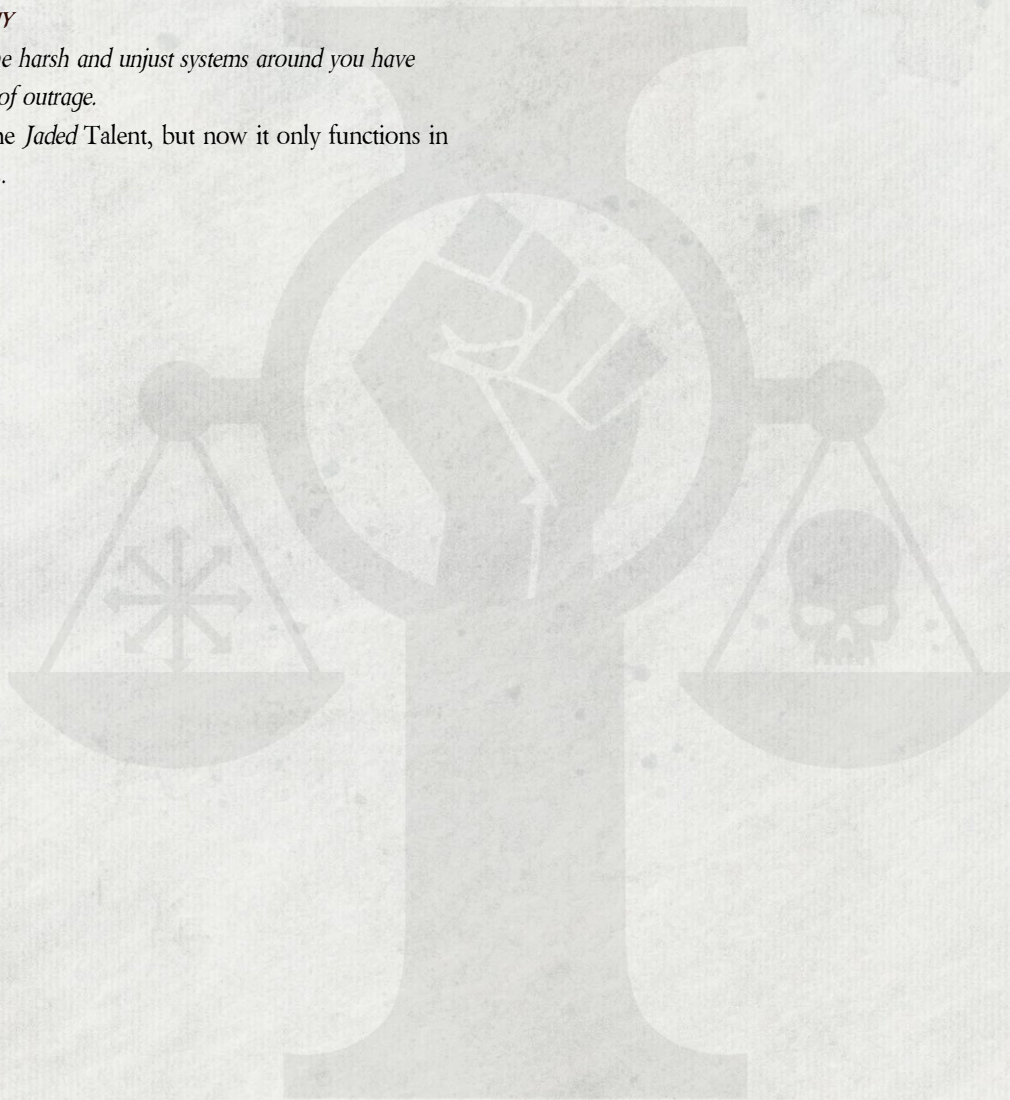
Following orders has been your way of survival for so long that voicing disobedience feels unnatural and risky.

Effect: -5 to Fellowship tests when trying to persuade others to resist authority.

GNAWING APATHY

Years of enduring the harsh and unjust systems around you have numbed your sense of outrage.

Effect: You gain the *Jaded Talent*, but now it only functions in regard to injustices.





THE LACK OF ALIGNMENTS

Unlike regular Black Crusade, Dregs do not begin with Alignments. While some may feel drawn to a particular Chaos God, their insignificance leaves them beneath notice in the grand schemes of the Ruinous Powers. Even the most devout Dregs, who fully embody the extremes of a Chaos God's nature, remain invisible to their supposed patrons. Until a Dreg proves their worth through sheer determination and unrelenting ambition, they are nothing more than whispers lost in the void.

AUTHOR'S COMMENTARY

Personally, I've never been a fan of the Alignment System in Black Crusade. It feels like it overcomplicates levelling and strips away player some agency, all for some pretty marginal mechanical benefits. In my own Black Crusade campaigns, I've decided to move away from the system entirely—and it turned out to be a great decision. Honestly, I'd highly recommend always treating Alignment for Advances as Allied.

In Nomine Populi uses an alternative Alignment system compared to standard Black Crusade. All Dreg Archetypes begin unaligned and are always treated as Allied for the purposes of advances and related mechanics.

Dregs cannot become aligned in the conventional sense; instead the player should organically decide what specific alignment if any in particular, their character is following. Starting Infamy 20, a player can decide to align their character to any of the Chaos Gods or stay with Chaos Undivided, for the purpose of other mechanics, such as Psychic Powers, Talents et cetera. In regard to Advancement Costs however, they will always remain Allied.

Furthermore, given the significantly lower power level *In Nomine Populi* aims for, several changes are made to Talents and similar mechanics. Existing Talents will be updated over time to better fit this system, but a key addition is the introduction of Tier Zero Talents. These serve as an entry-level option for Dregs, while all other Talent Tiers become more expensive as a result.

THE DETAILS OF THESE CHANGES ARE OUTLINED IN THE FOLLOWING ADVANCEMENT TABLES:

TABLE 2-6A: CHARACTERISTIC ADVANCEMENT COSTS

ADVANCEMENT	COST
Simple	250 XP
Intermediate	500 XP
Trained	750 XP
Expert	1000 XP

TABLE 2-7A: SKILL ADVANCEMENT COSTS

ADVANCEMENT	COST
Known	200 XP
Trained	350 XP
Experienced	500 XP
Veteran	750 XP

TABLE 2-9A: TALENT ADVANCEMENT COSTS

ADVANCEMENT	COST
Tier Zero	125 XP
Tier One	250 XP
Tier Two	550 XP
Tier Three	800 XP



EQUIPMENT AND CORRUPTION

At this stage, players may choose to acquire additional adventuring gear for their characters. Unlike more powerful Heretics, Dregs do not track wealth or rely on Infamy to acquire equipment. Instead, their access to gear depends on their resourcefulness and willingness to endure hardship. Whether through bartering, taking on dangerous odd jobs, or agreeing to one-sided backdoor deals, Dregs must fight for every scrap they obtain.

As characters accumulate these meagre victories, the influence of the Immaterium slowly takes hold of their minds and bodies. This insidious corruption is measured by the Corruption attribute. As a Dreg's Corruption increases, the Ruinous Powers may bestow hideous mutations, known as Gifts, that serve as both a blessing and a curse.

EQUIPMENT

At this stage, players may determine the meagre preparations their character managed to secure before embarking on their first act of rebellion. Each Dreg begins with **one additional item** they painstakingly obtained in advance. This item must have a **total Acquisition modifier of +50 or better**. **No Test is required** to acquire this gear; as long as it meets the modifier restriction, the Dreg gains it automatically.

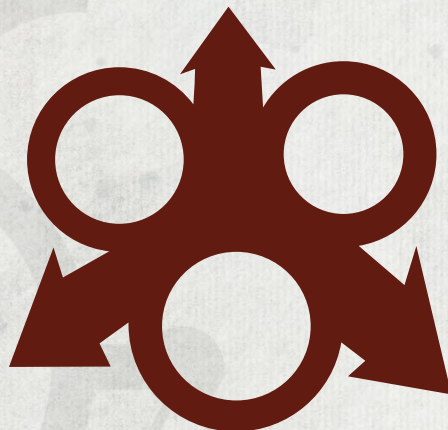
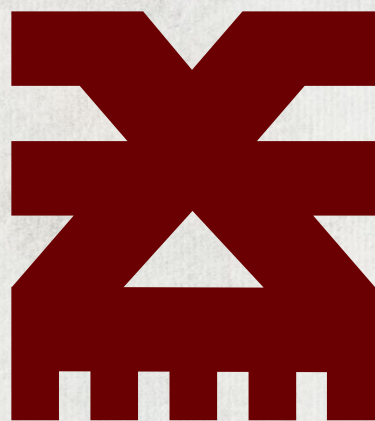
Additionally, the Game Master may choose to grant Dregs extra starting equipment. However, it is recommended that any such items be no rarer than those with Ubiquitous Availability, reflecting the limited means and influence of these downtrodden characters.

CORRUPTION

Dregs, hailing from the Imperium's lower classes, have invariably attended the mandatory sermons of the Ecclesiarchy. Consequently, **all characters begin play with a Corruption level of 0**. Over time, as they commit increasingly heinous acts and sever their ties to the Cult of the God-Emperor, their Corruption value steadily grows.

These acts, often undertaken with misguided intentions, draw their souls ever deeper into the clutches of Chaos. The unholy nature of their deeds gradually taints their essence, making further acts of destruction and defiance easier to embrace.

As their Corruption increases, Dregs are rewarded—or cursed—with the hideous blessings of the Dark Gods: the mutations and marks of the warp that signify their descent into darkness.





STRUGGLE OF THE TEMPEST-TOSSED

NEW TALENTS

TIER 0 TALENTS

RUST-EATER'S TONGUE

Tier: 0

Prerequisite: n/a

Years of ingesting poorly sanitized water and food have left you with an iron gut. You gain +10 to Toughness tests to resist ingested poisons or food-born illness, but you always eat more slowly due to your stomach's constant complaints. Furthermore, food of higher than poor quality is not only entirely unpalatable, but also gives you 1 Level of Fatigue.

LATCHKEY KID

Tier: 0

Prerequisite: n/a

You've become adept at slipping into places you're not supposed to be. Gain a +5 bonus to Security tests when picking simple locks, or finding weak points in barricades, but your presence in restricted areas is always met with a suspicion, no amount of sweet talking can fully ease.

FILTHY HANDS

Tier: 0

Prerequisite: n/a

Your hands are calloused, stained, and nicked from a life of toil. Gain a +10 bonus to tests involving basic tools, but anyone seeing your hands suffers a -5 penalty to Fellowship tests toward you unless they share a similar background.

COIN JUGGLER

Tier: 0

Prerequisite: Agility 25

You spent your youth practicing sleight-of-hand to entertain or distract others. Gain +10 to all Sleight of Hand tests involving pick-pocketing or street entertainment, but using this ability openly draws unwanted suspicion if not outright hostility from authority figures or anyone wary of thieves.

RATTIAN

Tier: 0

Prerequisite: n/a

In the alleys and tunnels, you've grown oddly comfortable with vermin. You gain a +10 bonus to Survival tests when foraging for food or tracking small animals, but you suffer a -5 penalty to all Fellowship tests due to your "unhygienic" appearance and personality.

SHACKLES OF EXPERIENCE

Tier: 0

Prerequisite: Indentured only

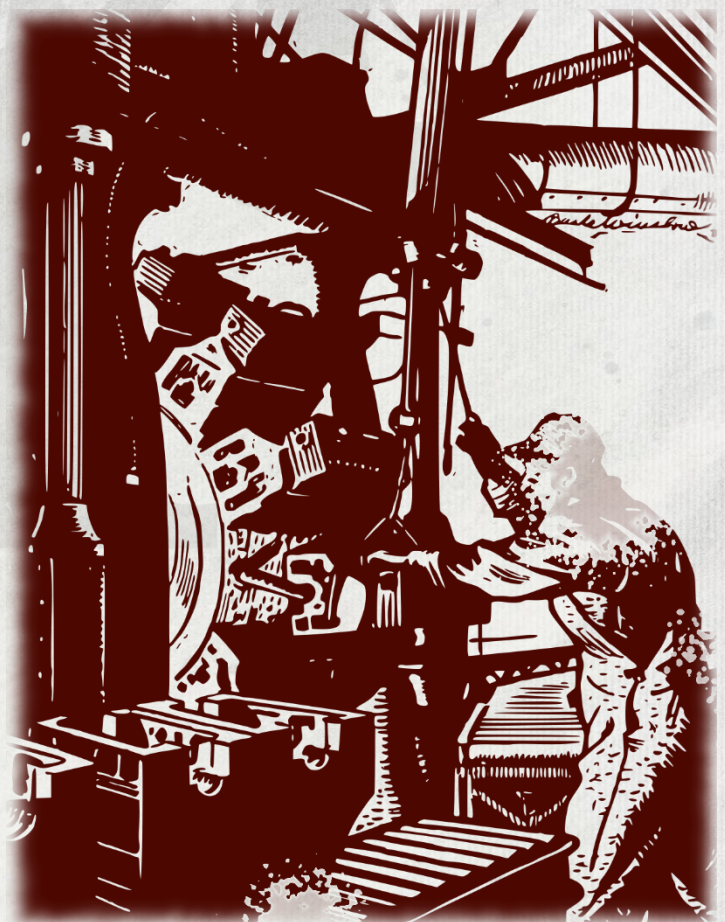
The scars of your servitude still weigh on you, never to fully fade. Gain +10 to Deceive or Charm tests when pretending to be subservient, but you suffer a -5 penalty to Leadership tests due to your ingrained sense of inferiority.

DUST-STAINED EYES

Tier: 0

Prerequisite: n/a

You've learned to see clearly even in poor conditions. Gain +10 to Awareness tests in fog, smoke, or low-light situations, but suffer a -5 penalty to Awareness in bright or pristine environments.





BORN UNDER SMOKE

Tier: 0

Prerequisite: n/a

Your lungs are accustomed to toxic fumes from factory lines or burning refuse. You gain +10 to Toughness tests to resist suffocation or toxic fumes, but you start every session with 1 point of Fatigue due to chronic breathing issues.

LAMENT OF THE FORGOTTEN

Tier: 0

Prerequisite: n/a

Your soft, mournful voice is a reminder of the Dregs' plight. Gain a +10 bonus to Charm tests when appealing to sympathy or humanity, but people are less likely to view you as competent (-5 to Leadership) or intimidating (-10 to Intimidation).

CURSED TRINKET

Tier: 0

Prerequisite: n/a

You always carry a small, seemingly useless item—a ring, coin, or charm—that you found in a cursed place. It whispers occasional truths; their meaning unclear but filling you with certainty. Gain a +10 bonus to Willpower tests to resist Fear or Intimidation, but you suffer disturbing dreams and begin each session with 1 Fatigue.

AWOKEN BY WHISPERS

Tier: 0

Prerequisite: Corruption 1

Once a sleeper, the dark gods reached out to you through dreams, planting fragments of their will in your mind. Their disappointment left you a dreg, but you've glimpsed at their glory, even as your understanding is hazy at best.

Gain Forbidden Lore(Any) at Trained(+10); this can be any Forbidden Lore of your choice.

But each use of this skill requires an Ordinary(+10) Willpower test, or you suffer 1 Corruption.

GRASP OF THE FORGOTTEN MACHINE

Tier: 0

Prerequisite: Tech Use or Trade(Cryptographer) or Trade (Technomat)

You once communicated with a machine-spirit that had been left to rot, exchanging secrets no one else should know. The knowledge haunts you, yet you gain +10 to your Prerequisite Skill when interacting with damaged or ancient technology. However, should you fail this test by more than 1 Degree of

Failure, you suffer 1d5 damage (ignoring armour) as residual feedback surges through you.

EXILED MINSTREL

Tier: 0

Prerequisite: Perform

Once a bard or storyteller in the Imperium's hive spires, your songs were deemed blasphemous. Now your tongue serves Chaos and the revolution, though echoes of your past linger. You gain a +5 bonus to any Perform test but suffer -10 to Stealth tests due to your tendency to hum or speak absentmindedly.

WARP-SUNG LULLABY

Tier: 0

Prerequisite: Unseen only

As a child, you learned eerie songs that came to you in dreams. The words inspire unease, but they also calm the minds of the desperate. Once per session, grant yourself or an ally, +10 to a Willpower test or reroll a failed Willpower test.

TIER 1 TALENTS

FORMER LEGIONNAIRE SLAVE

Tier: 1

Prerequisite: Must be taken during Character Creation

Likely born free within the Imperium, your life was stolen when Chaos warbands enslaved your people. You endured brutal servitude under the heel of one of the Emperor's fallen Angels, who saw you as little more than a disposable tool. Somehow, you managed to escape and return to Imperial life, though your soul was already tainted beyond redemption at that point.

- Gain Forbidden Lore at known for that Warband's Legion or Chapter or origin.
- All weapons gain Felling (1) against Astartes (both Traitor and Loyalist), while you are wielding them.
- The slave marks etched into your skin are a curse and a constant reminder of your bondage. Reduce your Fellowship by 1d5-1 (minimum loss of 0). Attempts to pass as an Imperial Citizen increase by one step of difficulty.
- You gain 1d5 Corruption.

GUTTER FIGHTER

Tier: 1

Prerequisite: Weapon Skill 25

You've learned to survive battles through resourcefulness, adapting your combat style to suit whatever tools are at hand.



As such, you gain **+10** to **Weapon Skill Tests** with **Improvised Weapons** and ignore its **Primitive Quality**. Additionally, when using any weapon with the **Primitive Quality** (or an **Improvised Weapon**), they do **1 additional Damage**, as you are instinctively aware of how far you can push it's material with each strike.

INSTINCTIVE DEFENCE

Tier: 1

Prerequisite: Dodge

Your instincts are honed to a razor's edge, allowing you to avoid harm through quick reactions rather than armour or combat prowess.

Once per round, you gain a **+10** bonus to **Dodge** tests when attempting to avoid an attack. This bonus **only applies** as long as you are wearing **armour with less than 5 AP**, as more protective armour gives you a false sense of security.

TOUCHED BY A LESSER DAEEMON

Tier: 1

Prerequisite: Corruption 2

You had a brief encounter with a Lesser Daemon of Chaos, with its presence leaving faint traces of it on your soul. Its whispers occasionally surface, offering dark temptations.

Twice per session, you can choose to **reroll any test**, taking the **better of the two results**. However, when you pass this test, you **gain 1 Corruption Point** as the daemon subtly claims a part of your soul for your success.

TIER 2 TALENTS

DESPERATION'S EDGE

Tier: 2

Prerequisite: Willpower 30

A lifetime of deprivation and struggle has taught you to fight with savage ferocity when survival is on the line. Your attacks become deadlier when you're on the brink of death, fuelled by the sheer will to see another day.

- When you are at or below half your maximum Wounds, gain **+15** to **Weapon Skill** and **Ballistic Skill** tests.
- When you are **Critically Wounded** (0 Wounds), your attacks gain the **Tearing Quality**, as your desperation drives each attack with vicious force. Should your attacks already have the **Tearing quality**, add **1** to their damage.

SAVAGE OPPORTUNIST

Tier: 2

Prerequisite: Perception 30

You've learned to exploit every advantage in a fight, striking where your enemies are weakest and ensuring they stay down. Honour is a privilege of the foolish, when winning is all that matters, after all.

- When attacking a **stunned, prone, or otherwise helpless target**, increase the attack's **damage** by **+2**.
- If you successfully **kill or incapacitate** a target in **melee combat**, you may immediately move up to **2 meters** as a **free action**, as you tend to reposition opportunistically.
- However, your focus on weakened enemies marks you as dishonourable in the eyes of some; you suffer a **-10 penalty** to **Fellowship** tests with individuals who value martial honour.

TALENTED DEFACER

Tier: 2

Prerequisite: Trade (Scrimshaw or similarly applicable)

Where others see the sanctity of the Imperium, you see targets for mockery and subversion.



The once-proud symbols of the Corpse Emperor's rule are nothing more than gilded lies to you, waiting to be defaced and stripped of their hollow glory. Every weapon you claim and corrupt is a message: their power, their purity, their empire—all will crumble. You've made an art of defacing the symbols of the Imperium, turning the tools of their dominion into weapons of rebellion

- Weapons marked with **Imperial symbols** (e.g., **Aquila**, **Ecclesiarchy**, or **Guard regalia**) whose **Weapon Training** you lack count their penalty as **-10** instead of **-20** after you spend at least **1 hour** defacing them.
- If you **deface** a weapon taken from a particularly notable foe (**Elite or higher**), and you have the appropriate **Weapon Training**, you gain a **+10** bonus to all attack rolls with that weapon.



ITEM ACQUISITION

Quality Gear, and more importantly, functional weapons and armour, are hard to come by for most subjects of the Imperium. This scarcity isn't due to a lack of supply but rather because such items in the civilian-adjacent market are often tightly controlled by organized crime syndicates and underhive gangs. For Dregs who lack the power and reputation to acquire goods through sheer force of will or infamy, other, less dignified means are their only recourse.

Depending on your location and situation, the GM may prefer to simply roleplay the group tracking down their sought-after gear, and narratively decide if it is available, what it costs, and if there are any Tests or narrative obstacles to secure it.

Availability, costs, and any tests or narrative hurdles, such as unsavoury barter, morally dubious favours, or heated negotiations, can all add depth to this process.

In *In Nomine Populi*, Dregs will frequently find themselves reliant on the uncertainties of the underhive's black markets. The following rules should supplement the already existing Acquisition rules found in *Black Crusade*. While they are mostly focused on allowing **Gear Acquisition** at the early stages of a Dreg's rise to power, they can very much still be used later on.

FINDING A VENDOR AND TRADING

Even within the strict confines of Imperial society, the allure of a good deal or a wicked con are hard to resist. For many, a handful of Thrones can mean the difference between a warm hab for the night and sleeping in a damp sump-drain. When attempting to acquire equipment, two primary skills come into play: **Inquiry** and **Commerce**.

Inquiry is typically used when it comes to finding the right person, the right vendor or just the right location, to trade for the type of items you wish to attain. Inquiry is only needed for Items with Availability rarer than Abundant but can still be used there to create interesting roleplaying opportunities.

Degrees of Success and Degrees of Failure represent not only if a good vendor is found at all, but also how quickly this was done, and/or how discrete the entire deal is handled, given the 'heat' some trading goods entail.

Commerce, on the other hand, governs the art of negotiation, whether it involves avoiding a scam or orchestrating one. Before committing to a deal, savvy Dregs inspect their desired goods; unscrupulous vendors might try to pass off shoddy lasguns as master-crafted relics. A **Commerce** test with a baseline of +20 can help players determine whether goods are legitimate or worth their cost. The other, and more commonly used function of Commerce, is bartering. Commerce is also

essential for bartering, the most common form of transaction in the underhive. Thrones are often insufficient for the tools and weapons necessary for a Dreg's rise to power. Instead, goods are traded, favours are leveraged, and deals are struck. **Degrees of Success** or **Degrees of Failure** in **Commerce** tests dictates whether the Dreg walks away with a bargain, an even trade, or a bitter sense of having been swindled, if not outright lead into an Arbites' trap.



AVAILABILITY

For most Dregs, loyalty to the Imperial Law is hardly a concern. Breaking laws and defying regulations are often necessary for survival and ambition. However, acquiring the gear they need, especially contraband or outright Chaos artifacts, is rarely straightforward. Such items are not found in open markets, and those dealing in them are deeply cautious. The threat of Inquisitorial sting operations looms large, as informants are often handsomely rewarded for betraying those who trade in forbidden goods. Items with Ubiquitous or Abundant availability are typically easy to find on the open market, even if technically prohibited by Imperial law. Many Dregs rely on personal contacts, individuals who "know a guy", to procure such items without significant hassle.

However, circumstances vary widely across planets. What is commonplace on a hive world might be a rarity on a feral world, and vice versa. The Game Master should adjust availability dynamically to reflect local conditions. Factors such as supply and demand, regional scarcity, or artificially inflated values from bad deals can significantly alter an item's accessibility.

Table I-1: Availability of Vendors outlines how Availability influences the difficulty of finding a vendor using Inquiry, as well as the likely legal status of items within the Imperium.

BARTERING

In the Imperium's sprawling and labyrinthine economy, hard currency often takes a back seat to the exchange of goods based on availability and necessity. This system of bartering, equally exploited by shrewd Rogue Traders and endured by resource-strapped Chaos Cults, allows for transactions that scale from street-level haggling to massive trade convoys swapping millions of tonnes of cargo.

Table I-2: Bartering serves as a guide for navigating these exchanges, mapping out how items of different levels of availability, from *Ubiquitous* to *Unique*, are traded. To use it, compare the availability of the item being offered (found in a row on left-most column) with the availability of the item desired (found in a column on the top row). The resulting ratio shows how many units of the offered item must be traded to acquire a single unit of the desired item. Note that the matrix is mirrored on the 1:1-Axis, for improved usability.

For example, trading a *Plentiful* resource for an *Average* one requires 14 units of the former to obtain 1 unit of the latter. Conversely, offering an *Average* item in exchange for something *Plentiful* would yield 14 units of the latter for one of the former. These ratios reflect the relative baseline value of resources, though scarcity and abundance vary wildly by planet, faction, and circumstance.

The concept of "units" refers to bundles of goods with roughly equivalent value. A unit of ammunition (a full clip/magazine), for example, might represent a vastly different quantity than a unit of weapons (1), but their worth is balanced for the purposes of trade.

Items marked as "n/a," such as those labelled Near-Unique or Unique, are too situational to be quantified and must be handled on a case-by-case basis by the GM. These exchanges often hinge on narrative importance, character relationships, or the desperation of those involved.

OPTIONAL RULE: AMMUNITION

In standard Black Crusade, regular ammunition is typically assumed to be readily available as long as it is reasonable for the character to acquire it. For Dregs, however, this ease of access feels out of place. Ammunition, especially for advanced or exotic weapons, should present a significant challenge to acquire without drawing attention or facing obstacles.

Simple ammunition, such as arrows, crossbow bolts, or basic autogun rounds, might still be accessible with minimal trouble. However, anything more sophisticated, like laspacks or bolt rounds, should reflect the scarcity and costliness of such items in the grim reality of a Dreg's life.

To reflect this, it is recommended to adjust the Acquisition rules for ammunition. Regular ammunition should be treated as having an Availability one step more common than the weapon's base Availability for each clip or five reloads, whichever is higher.

For instance, a *Poor Quality Bolter*, still counts as *Very Rare*, and would require Acquisition at *Rare* to obtain a single clip of 24 bolt rounds.



TABLE I-1: AVAILABILITY OF VENDORS

Item Type		Ubiquitous	Abundant	Plentiful	Common	Average	Scarce	Rare	Very Rare	Extremely Rare	Near-Unique	Unique
Armour	Inquiry Modifier	NN	NN	NN	+30	+10	+0	-15	-30	-60	n/a	n/a
	Likely Legal?	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗	✗
Weapons	Inquiry Modifier	NN	NN	+40	+20	+10	-10	-20	-40	-60	n/a	n/a
	Likely Legal?	✓	✓	✓	✗	✗	✗	✗	✗	✗	✗	✗
Ammunition	Inquiry Modifier	NN	+60	+50	+50	+20	+10	-20	-20	n/a	n/a	n/a
	Likely Legal?	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Gear	Inquiry Modifier	NN	NN	NN	+30	+30	+10	-20	-40	-60	n/a	n/a
	Likely Legal?	✓	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗
Drugs	Inquiry Modifier	NN	NN	NN	NN	+20	+0	-20	-30	-60	n/a	n/a
	Likely Legal?	✓	✓	✓	✓	✓	✗	✗	✗	✗	✗	✗
Cybernetics	Inquiry Modifier	+0	+0	+0	+0	+0	+0	-20	-50	n/a	n/a	n/a
	Likely Legal?	✓	✓	✓	✓	✓	✓	✓	✓	✓	✗	✗
Chaos Infused Items	Inquiry Modifier	-10	-20	-20	-30	-40	-40	-60	n/a	n/a	n/a	n/a
	Likely Legal?	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗	✗

NN – Inquiry Test not necessary

n/a – Inquiry Test likely impossible; recommendation to make acquisition part of an adventure.



TABLE I-2: BARTERING

TRADED ITEM	ACQUIRED ITEMS										
	Ubiquitous	Abundant	Plentiful	Common	Average	Scarce	Rare	Very Rare	Extremely Rare	Near-Unique	Unique
Ubiquitous	1:1	3:1	8:1	15:1	40:1	100:1	350:1	700:1	n/a	n/a	n/a
Abundant	1:3	1:1	5:1	12:1	25:1	50:1	200:1	500:1	1000:1	n/a	n/a
Plentiful	1:8	1:5	1:1	8:1	14:1	35:1	110:1	300:1	800:1	n/a	n/a
Common	1:15	1:12	1:8	1:1	6:1	16:1	80:1	220:1	660:1	n/a	n/a
Average	1:40	1:25	1:14	1:6	1:1	9:1	50:1	100:1	500:1	n/a	n/a
Scarce	1:100	1:50	1:35	1:16	1:9	1:1	15:1	50:1	300:1	n/a	n/a
Rare	1:350	1:200	1:110	1:80	1:50	1:15	1:1	20:1	100:1	n/a	n/a
Very Rare	1:700	1:500	1:300	1:220	1:100	1:50	1:20	1:1	30:1	n/a	n/a
Extremely Rare	n/a	1:1000	1:800	1:660	1:500	1:300	1:100	1:30	1:1	n/a	n/a
Near-Unique	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Unique	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a

n/a – Relative Values are too varied and should, if at all, be handled uniquely by the GM.



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