



Death Unto Darkness

Creating a Character

A Guide
Dark Millennium Live Action Roleplaying

V1

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With thanks to Jay and H for Proofing

Creating a Character

The Google Docs form for creating a character can be found [here](#). All characters need to be sent in via this form, but you can get in contact with the Game Team to discuss any ideas you have in the meantime by emailing us at deathuntodarkness@gmail.com

In order to assist new players joining the game at Event 5 and after, we have created this guide about fitting your characters into what is a now well-established game, mid-way through its story arc.

We're super excited about new players and all the enthusiasm they bring to the game - what follows is a set of tips and suggestions about what types of characters we prefer for this season, how to help the writing crew to better integrate you in the greater story, and so on.

Note: *These are generic character suggestions for new characters, and not retroactive - existing DuD characters have been perfectly fine and their approach to the game has been exactly what we needed at the time they approached it. This advice is for creating new characters, so that we as the writing team can get their characters better integrated so they do not feel behind on plot or out of touch if they want to jump on the ride.*

Quality, not Quantity

(Credit to Martin Gill whose guide this is adapted from)

But the best way to assist us in giving you plot and character-oriented stories is by telling us how you see your ongoing story arc progressing - when a character is dynamic, desperately wants or struggles against something, or aims for something they **MUST HAVE ABOVE ALL THINGS**, it gives us all great opportunities to write some stories centered on your character.

It's really great to have a fleshed backstory, with all the details of your character's pets, favourite foods, and the colour of their dead partner's hair in the breeze - but when submitting your character, it's much more helpful to us to have useful story hooks to torment ... er, help us write plot for you.' - so when submitting a character backstory, keep the following in mind:

- **All information is equal (and important), but some pieces of information is more equal than others.**
Sure, dream up tons of details on the names of your four cousins, their dogs and cats and what flavor cake they all like - these can be really useful in play! But consider on whether they are vital for the writers to know. If you find those details are critical for understanding your character, then, please, do share them - but try to provide them in summary form. For instance, "My husband has been kidnapped, I'm searching for him". Additional details could include, "I was educated at St. Sebastian's Redoubt, I have an interest in History, I admire the poetry of St Yeates, I have a sister who lives on Nivalis who owns a bookshop". All of these are small but interesting things that we can riff on - presented in such a clear and concise manner, they let us know what aspects of your character you value, without swamping other relevant information.
- **Have pending issues and give us hooks to work with.**
Don't neatly solve your problems in the backstory - the more issues you bring into the game unsolved, the more things we can draw stories from - and throw them at you. Invent enemies, foils, problems, things that haunt you, weaknesses. What's going to haunt you? What do you need to resolve? "I'm a space smuggler with a broken down old ship that's prone to conking out, a price on my head that every bounty-hunter this side of Duroverum wants to collect, and a penchant for falling in love with noble scions that often ends badly for all parties involved" makes for great ideas. Which leads us to ...
- **Tell us what you want to happen to you.**
What's your character's tale? Revenge? Finding love? Hitting it big? A descent into madness? Focusing on what you want to happen next is great way to tell the writers what you will enjoy happening to your character in up- and downtime. This will ensure that we are all on the same page, instead of forcing the writers to engage in guesswork and often far-fetched deduction. If your story does not fit, the writers can identify the issues early on, and work with you on how to find a better and different approach. More, by being

straightforward with us, you reduce the risk of coming away from an event with the feeling of “well, my character really wanted X, but it never showed up”.

- **Try not to let your past be greater than your future.**

Don't allow your character to reach their peak in their backstory. Sure, have a great background to draw things from, but don't make it so incredibly amazing and epic that, short of saving the sector on your own, your PC will never be able to come close to matching their past deeds again. Find your peak in play, and do all the awesome things that will change your fate during uptime.

So, in short: think about what you want to happen to your character, and remember that the writers aren't mind-readers but are keen to give you character-focused stories you will enjoy. Be concise, have open hooks, tell us what personal stories you want from the events. The background made your character who they are today - but it's what they do during events that makes LARP fun.

Important Considerations for DuD Character Creation

You work for an Inquisitor

In early stages of the campaign, players served variety of factions orbiting around the Inquisition by lieu of association. As of E5 and onwards, however, **all player characters must directly work for the Inquisition (in some form or another)**. There are *no exceptions to this*. This is intentionally restrictive - DuD Season 1 is a story about the **agents of the Inquisition**, rather than being open to all the possible archetypes in 40k. Player characters are agents who are skilled enough to be valuable to the Inquisition, while still being *disposable misfits*.

It is important to remember that **you do not choose your Inquisitor**: you were picked up by faceless Agents of the conclave *or maybe other PCs* (if you want to establish links with other players). We do TRY to keep retinues balanced between the active NPC Inquisitors we have in play, and select those who fits your character better. Some of the Inquisitor NPCs are played by crew members, and form the core part of the Conclave (see beneath); some Inquisitors are more distant or secretive in their involvement in Sector affairs, and will only appear in downtime or through agents (as they have no dedicated crew member to play them).

This is the story so far...

You are an outsider, set apart from the common population of an otherwise ignorant Imperium. You may be lowborn scum, or come from the loftiest of the Noble Houses of the Prosperitas Sector - but what really makes you different is how you are more talented than most. In a sector of billions, somehow, you stood out. Perhaps the ways in which you were special or strange garnered you good fortune, or made you an outcast - but, one way or the other, you drew the attention of the Imperial authorities. You may not yet know what made you special, but someone does.

You most likely once were a servant of one of the great factions of the Imperium (found [here](#)), but you were noticed by another, far more sinister power: **The Inquisition**, a labyrinthine and secretive organisation dedicated to working deep within the shadows of the Imperium, combating threats that would break weaker minds. You might not be owned by them, but they will always find ways to put enough pressure upon your superiors to conscript you into their latest shadow war in the Prosperitas Sector.

The Prosperitas Conclave of the Holy Ordos has been fractured numerous times over the past few years, but is starting to rebuild and recover, cleaning their house of the more troublesome internal threats that plagued it during the first half of the current season of Death Unto Darkness..

You have, as a result, been pulled into a deadly and critical battle for the soul of the Imperium, and made privy to the awful truth: that Sector Governor Armelius Durovera, Warmaster of the Prosperitas Crusade, the man responsible for the reformation and (some say) salvation of the sector - is, in fact, a Daemon which has taken the form of an Imperial nobleman. But to even as whisper such an accusation would be considered High Treason: Durovera seems untouchable, loved by the masses, and with a quickly dwindling number of open detractors. Led by the Inquisitorial Conclave, you are now tasked to secretly undermine and bring down the creature firmly entrenched on the Sector's throne.

Getting yourself up to date is a matter of reading the lore. Still, you don't NEED to read EVERYTHING on the site - ignorance is a big part of this setting, after all; and not knowing 40k lore can be an aid in enjoying learning through play. However, you **should** read the following:

- [Common Knowledge](#)
- [Timeline](#)
- [Sector Reports](#)

You can find out more about the Prosperitas Sector [here](#)

Archetype Considerations

- **Combat-focused characters** will feel at home, with military tensions rising, as well as the ever-present physical threat of servants of the Archenemy, and of enemies within. However, a pure combat character is going to function best inside a balanced group, where their skills will be complemented by more intellectual characters, who will help them tackle threats that cannot be solved by force alone.
- **Investigative** and **Social** characters will be equally useful, between drawing information from enemies and allies alike – the Inquisition is suspicious by nature, and sees all alliances are temporary. Robust intelligence management will enable individuals to gain an upper hand in understanding and overcoming potential threats.
- **Leaders** and **Proactive Characters** will find that there is plenty for them to engage in, and we do encourage players who want to take a proactive lead to investigate or create something within the setting to approach us with ideas for forging their narrative. No leadership-focused character should be able to magically pull rank / pull a Rosette / pull a title – to automatically be charge of any given group of PCs. PC leadership is earned, weaselled and grabbed, not bought at character generation.
- **Psykers** and **other Abhumans** from minority groups of the Imperium are equally needed, with unique and vital skills – even if they are oppressed and treated as less than human, with the Imperium and its beliefs always represent a constant looming threat to them. As such, any players choosing to play these types of characters should be very aware that the majority of the Imperium follows the belief that you are 'less than human' and deserving of fear, suspicion and rigid discrimination and control. **If you do not wish to experience IC discrimination and hatred, we request that you do not play an Abhuman or Psyker character.**
- **Radical** and **Liberal Characters** are expected to be more common amongst player characters, who are already intended to be outsiders and misfits; however, please understand that the Imperium is not a moral government, but a tyranny. Holding views that challenge its nature is completely reasonable as a character trait – but you are likely to face IC consequences for expressing those views too publically, either from other PCs or from the Imperium itself. This is intended to provide a fun and interesting IC challenge that doesn't normally crop up in most LARPs - as few games will have their players outright serving a tyrannical organization.

Unavailable Archetypes

Unsurprisingly, given that the game is based around characters in service to the Inquisition, characters that are not aligned with/are opposed to the Inquisition and the Imperium are not suited for this story. There is assumed to be, at least, a degree of begrudging servitude from every character in play - and lacking that servitude is simply not compatible with our story, whatever the reasons might be. If you are a PC in this game, you serve the Inquisition whether you like it or not.

In addition to this, there are character archetypes from the wider 40k setting that are tonally incompatible with PC roles, or simply just too 'high power' for the plot;

- **Members of the Adeptus Astartes**

The Prosperitas Sector has no known Chapters of Space Marines, and the handful of individual Space Marines that do exist within the sector are loners who have been assigned to ancient duties. Combined with their incredible martial prowess, being a member of the Adeptus Astartes is not an available backstory.

- **Navigators**

Navigators, the mutants who guide Imperial voidcraft, are seen as incredibly precious to the Imperium - so much so that one of them would never be sent into missions as members of a player party during this season of DuD.

- **Xenos**

Because they would hardly be allowed to participate in any of the missions the PCs are involved in this season, no characters from Xenos races will be accepted as player characters.

- **Inquisitors**

Although this is an Inquisitorial campaign, being an Inquisitor isn't a valid player character background. Inquisitors are NPCs - while the status of true Inquisitor may be a goal for player characters to eventually achieve, they are above the power level of starting characters in this campaign.

- **Rogue Traders**

While it is possible to be drawn from one of the Rogue Trader Houses in the Prosperitas Sector, playing a full Rogue Trader under the protection of the Warrant of Trade is not an acceptable backstory. All of the full Rogue Traders in the Prosperitas Sector are NPC only.

“Hard Mode”, Playing Abhumans and Mutants

The Imperium is not a kind place to those who deviate from genetic norms of humanity. While the Imperium is accepting of race, gender, sexuality and ability, it is not so towards genetic deviancy. Humanity in m.41 has begun to evolve away from the accepted genetic norms of **Homo sapiens** (i.e. the human traits we associate with humans now) with offshoot evolutions (Abhumans) or stray mutations as the result of some other external influence.

Broadly speaking, the doctrines of genetic purity demanded by the Imperium lead to mass-discrimination against Abhumans and Mutants, who, at best, are considered indentured servants of the Imperium, and, at worse, targets for extermination.

Playing one of these characters is difficult, and it is intended to be such. Discrimination is the accepted social norm, and, even if some PCs decide to be accepting of your character, they are the exception, not the rule: you should expect to face hostility (or, at the very least baseline discrimination) from other PCs and NPCs on a regular basis if you choose to play one of these archetypes. There is an additional expectation that - should you choose to play one, especially one with a significant physical differences from regular humans - you will be held to a higher standard of kit, as to better expose those differences.

You can find the list of Abhumans [here](#).

Important Questions for a DuD Background

First, please keep in mind that this isn't a mandatory checklist: if any of the questions beneath are irrelevant to your background, then don't bother trying to answer them. Leaving us a good impression of *who* your character is - combined with a series of obvious hooks will always be more useful than answering every single one these. The purpose of these questions are merely to help you develop your DuD Season 1 character.

- **Who are you, and where do you come from?**

This is a particularly important consideration that will shape a character born in the Imperium. Also, your character's background is a great place to leave a tonne of hooks for the writers to leap on.

- **Where were you born?**

The Prosperitas Sector is a backwater hellhole as far as the Imperium is concerned. Despite all the chaos and strife, it doesn't get many resources from the wider Imperium, or much immigration, either. As a result, a character who originates from within the Prosperitas Sector will share more connections with other characters, even if it is just a common culture.

- The list of Prosperitas Worlds can be found [here](#).
- Alternatively, your character might be **Void Born**, born and raised aboard one of the massive Imperial ships, either a **Battlefleet Prosperitas Vessel**, a vessel of one of the **Chartist or Rogue Trader Houses** or one of the myriad pilgrim-vessels that trek the stars of the Prosperitas Sector.

- **What were your character's circumstances growing up?**

Class and status are *incredibly* important in the Imperium - though not so much in practical terms in uptime during DuD games. Within the Inquisition, all Agents are equal, and authority is an **earned** thing, despite whatever rank, title or status they might have come into the service with - through deeds, a humble Lowborn Hiveworlder can outrank a Noble Scion. However, these circumstances can still affect your education, attitudes towards life, and relative innocence, so take them into consideration.

- **Primitive**
There are regions of the Prosperitas Sector that are lower-tech than others - from the stone-age tribes of Caracas to the steam-driven M.1 era technology of feudal Merewald; it is possible to grow up largely innocent of the gothic technological marvels accomplished by mankind until you were uprooted from your homeworld and flung out into a galaxy of monstrous machinery and death.
- **Lowborn Citizen**
The majority of Imperial citizens are born of low class and status, hailing from the over-populated worlds, or the voidcraft, of the Imperium you would have been born to low expectations and lower status. You might have run in with criminals in the depths of society, or aspired to a better education through hard work in one of the great Imperial institutions (Adepta). Your life would have been one of exposure to poverty, invasive Imperial propaganda, with your innocence maintained by bare-faced lies - unless you were unlucky enough to be born on one of the worlds unfortunate enough to see an Archenemy incursion, Xenos raid, or the Ork-blighted battlefields of Persephon IV.
- **Military Brat**
The Imperial Military, especially the **Prosperitas Crusade**, is a vast nomadic force: the

Imperial Navy and Imperial Guard forces are constantly on the move, and are usually accompanied by vast trains of lowborn civilian ‘camp followers’ or, in the case of the Navy, vast living towns and cities on the secure decks of the leviathan warships of the Imperium. Most who grow up here are drilled with propaganda and groomed for military service, but are also a lot less innocent in regards to the threats facing the Imperium, and - what sacrifices are made to ensure its survival.

- **Progenia**

Most orphans in the Imperium slip off the radar and end up amongst the lower classes. However, the orphans of Imperial political and military leaders are often taken into state care, and selected for the Schola Progenium. These vast Orphanage-Schools are places of higher education, designed to indoctrinate and induct those seen to be of good breeding without the interference of other primary caregivers. Life in the Schola is harsh and regimented, and from where the Imperium turns out loyal elite soldiers, political officers, and other valuable loyal servants for multiple Imperial institutions. Within the prosperitas sector, the most notable Schola Progenium are on [Mazar-63](#) and [St. Sebastian’s Redoubt](#).

- **Noble**

You can read more about the Imperial Nobility [here](#) - being from a higher social class means your character has had some access to a life of luxury and resources denied to 99% of the denizens of the sector. Despite that, most nobles are woefully ignorant of the dangers of the Galaxy - they may well be well-versed in the dangers of the Imperial courts, but rarely do they know about the true threats of the galaxy until it’s too late.

- **What Imperial institutions/factions are your character most closely aligned to?**

The Imperial institutions of the Prosperitas Sector are more closely detailed [here](#) - you may have no connections to them, having been recruited directly into the Inquisition very young, but most individuals are recruited from a background of service somewhere else. Think about what institutions you have close ties to (a Noble who served in the Guard would have ties to both the Imperial Guard and the Imperial Nobility, for example). What are the nature of those ties? How much influence do they still exert over your character now that you’ve left them?

- **What connections do you have with other PCs?**

The old adage says ‘friends are OP’ - we encourage players to establish background ties between their characters or form groups, but there is no requirement to do so. We can arrange for your character to be sent in with an established team, assigned to other, previously-unknown agents of your Inquisitor; or work as a true lone wolf, depending on your preferences. Due to the nature of the shadow war they have been pulled into, there are plenty of reasons - from mutual advantage to utter necessity - for characters and groups to work together against the enemies of Terra. But conflict can occur, please see our [PvP Policy](#)

- **Why do you work for the Inquisition? (What did you DO to deserve this life?)**

Inquisitorial recruitment can be very ‘in the moment’ and ad-hoc - after all, most people are killed for stumbling upon the secrets that the Inquisition was created to protect. Why did you survive? Were you brought in willingly or convinced your superior not to off you when you discovered something you shouldn’t have.

- **What defining event in your characters life caused them to be recruited into this life?**

This is always useful - think about one defining moment in your character’s history that brought them into the attention of the Inquisition, even if they weren’t immediately recruited.

- o **Where other PCs involved in bringing you to this life?**

This is a good place to include hooks with other player characters - were any of them being involved in bringing your character inside the Inquisition? While asking for links with pre-existing players can be daunting - especially if you don't know any of them from outside DuD, we've found the playerbase to be really welcoming and supportive to new players - if you post in the [main Facebook Group](#), you'll be sure to find people who'll be interested in your character ideas!

- o **How does your character feel about this? Do you trust the Inquisition?**

They say that nobody truly retires from the of an Inquisitorial agent, and that ultimately this life will kill you. Some might be eager to serve in the secretive ranks of the Inquisition, others ... may not be so keen.

- **Other Important questions.**

- o **Do you consider yourself loyal to the Imperium?**

Imperial loyalty is a strange thing: the God-Emperor is a distant power in the Prosperitas Sector. Some serve the Imperium more out of care for their fellow humans than out of love for it; some do it for money, or other selfish reasons, some ... just because they are so indoctrinated they know no other life. Why does your character serve?

- o **How educated is your character?**

You can find out more about education [here](#). Most Imperial citizens are fairly ill-educated - illiteracy is common in the Imperium, and many lowborn are only taught the limited skills they need to perform their jobs and duties effectively. Character education level can be informative and creative for your characterisation.

- o **How innocent is your character?**

The majority of threats in the Prosperitas Sector can be found [here](#). Be aware that some of these are rare - 'Ork pirates', for example, mostly only plague the space around Persephon IV, and some other races only threaten other specific regions of space. Most of the threats in the Prosperitas Sector are human cultists and rebels, not horrific nightmare-creatures from the Warp - so, you need to consider the things your character may have seen again and be scarred by. Please consult the general knowledge doc [here](#) for some options.

Kit and Costuming

Generally the guideline for kit in 40k is 'baroque and gothic', but there is a massive variety of art and examples of kit out there. You can find some of the stuff we approve of on our pinterest boards for [cosplay examples](#), [inspirational art](#) and our own [costume design sheets](#). The crew and NPCs do their very best to meet the kit standards of players, and the visual appearance of the game is incredibly important to us.

Generally speaking, the best kinds of costumes are not a single-layer ornate kit, but layered kit that looks battered and worn - the Imperium is a 'lived in' setting, where many clothes have been handed down over several owners, where equipment generally looks weathered and worn, and the most powerful pieces of technology are incredibly ancient and prone to dangerous failures

Furthermore, it is important to note that all the missions in Death Unto Darkness events occur with your character being part of an Inquisitorial strike force. As a result, it is important to note that wearing (for example) a full Commissar's uniform means you are choosing to openly state your identity **as a Commissar**. This, while in a planet which is not at war means you are making a statement that you are part of the Military/Political hierarchy of the Imperium. This is legitimate, but such a statement could bring you as much adversity as respect. Crew will never be asked to 'pretend' you are in disguise if you are wearing full and identifiable kit and uniform; the same goes for openly displaying Inquisitorial logos on your equipment - it can have both advantages and disadvantages in how NPCs react to you.

Completing the Character Form

Your Character - Background

There are three background sections on the submission sheet: **character profile**, **goals**, and **connections**.

Character profile is for your character's background - which we've already gone into detail about above.

Goals are your way to make the ref team aware of any goals you, the player, are setting for your character. Though they may well not be achieved, it gives the writing team a good idea of the final objectives you are trying to achieve with your character.

Connections are for making the ref team aware of any relationships your character may have with already existing characters. This is useful for bringing your character into play at their first event, but it also gives the writing team valuable information for personal plots.

Your Character - Temptations, Fears and Flaws

As described in the core rules, the Game Team will write your character's Corruption and Madness cards based on this section of the character form. As such we are looking for are the kind of details that will allow us to create a slowly spiralling path to madness, or the kind of dark temptations your character might give in to despite their better judgement. If you are unsure what to put in this section, draft your background and then contact the Game Team - we may be able to help you choose elements to highlight for this.

Temptations are the tangible things your character desires, not vague concepts like 'power' but specific social status, material objects, goals, objectives - achievable things rather than vague concepts - the things that the whispering dark creatures of the warp would offer them to cause them to stray from the Emperor's light.

Fears are the weak points of the mind: phobias, distressing events from your character's past, and other mental traumas that your character has suffered. These will come out as the dark and terrible things they see turn them slowly insane - these are NOT mental illnesses, but rather tools for the writing team to create personalised horrors.

Flaws are the defining failing points of your character: the failings you (and maybe them) consider to be inherent in their nature. These tend to be behavioural, such as bad habits, or negative attitudes, but physical flaws like addictions could also come into play. These may be used to flavour plot as well as Madness and Corruption cards.

Your Character - Faction Connections

Loyalties come into play in the form of selecting which faction your character served before being drawn into the Inquisition's web of shadows. You may select up to two factions during character creation. Your **primary loyalty** is to the faction you *last* served in your day-to-day work, and to which your character is most connected. For the majority of players this will be the Inquisition, however some moonlight in active service to other arms of the Imperium.

You may also select a **secondary loyalty** if it is appropriate to your background. This is a faction you may serve in a lesser fashion, or which you failed, abandoned, betrayed or left the service of. They will not give you orders on a regular basis, but they may well retain an interest in your character - even if your character would very much prefer otherwise.

You can find more detail in the factions section of the Codex found [here](#).

Your Character - Basic Abilities and Selecting Traits

Player characters are better trained and educated than most of the common citizens of the Imperium. To this end, they enter play with a basic starting package of skills and abilities. On top of this you will need to select traits, which represent the skill, life experience, artificial augmentations and natural talents that separate a PC from the ordinary inhabitants of the Imperium..

Basic Starting Package

- All Player Characters (PCs) have a starting pool of **4 HP**. These hit points are global, and your total can only be increased by wearing armour.
- All PC's have the ability to dodge **twice per scene**.
- All Player Characters (PCs) are able to use **Basic Weapons** as well as wear armour and may dual wield two melee weapons or a melee weapon and a pistol.
- All PCs read and speak **Low Gothic** (see Language, Lore and Investigation section).
- All PCs who have traits marked as Educated (E) can read and speak **High Gothic**.
- PCs who have a Mechanicus trait can read and speak **Lingua Technis**.

Select Traits

- At character creation you may select **Five** traits from the **Common Traits** list. As the game progresses, you will be able to add or change your traits, per the section on Downtimes below.
- You may then select a **bonus trait** from either the **Common Traits** or **Veteran Traits** list - this represents a unique quirk, so if you can't find something that does not fit your vision, email the ref team to request a trait.
- Please note that aside from **Loremaster** you may not select any trait more than once.
- Some traits are marked as **[L]**, meaning 'Limited'. These traits are less common in the Imperium and for various reasons the game team does not want too many individuals with them in the system. If you want to select one of these traits, please email the team at deathuntodarkness@gmail.com.

Your Character - Do I need a trait to do/have X?

The traits listed in this section cover access to specialist equipment, physical quirks and augmentation as well as a character's training. The traits are not intended to cover every possible skill a character might possess. As such there are many abilities, for example piloting spacecraft or carrying out torture and interrogations, that are not included. This does not mean you are not able to do them; instead they are expressed better through roleplay than through mechanics. Traits only cover things which have a mechanical effect in uptime. We would encourage you to think about what non-mechanical skills you character might be good at and which ones they might struggle with, and build them into your characterisation and background.

In the same vein the setting features technology which, while in many cases fantastical by our standards, is so ubiquitous in the Imperium as to be trivial and it would add little to force players to account for it in character creation. Servo skulls, dataslates, lights, radios and recording equipment are all a matter of having physreps which will perform the function you require. Cosmetic or prosthetic bionic implants also come under this heading. If items in this broad category - bionics included - are hit by a call of **HAYWIRE** then it is appropriate to roleplay at least some effect or reaction, using a lesser version of the mechanical effects as a guideline.

The only restricted 'narrative' technology is interplanetary-scale communications equipment. **Unless briefed otherwise**, sending or receiving messages on that scale requires a PC or NPC Astropath.