



On Angel's Wings

Ben Dell explores the life of the most unique Servitors in the Imperium and how Inquisitors can benefit from them.

By Benjamin Dell

Note that this is Ben's take and house rules on the Cherubim and shouldn't be considered as 'official'.

'FAMILIAR' FEELINGS

Ever since I first read about Cyber-Creature Familiars (the Psyber-Eagle etc) in the Inquisitor rulebook I knew I also had to see the Cherub appear in the Inquisitor-system. After waiting an age to see them introduced and eventually despairing that someone else would do it, I decided to put fingertip to keyboard myself to ensure that my fellow-gamers would no longer be deprived of small, floating, chubby children in their Inquisitor-games.

ICONIC

The Cherubim is one of the most iconic images in the Warhammer 40,000 universe; thanks mostly to the number of pictures in which they make an appearance. In these pictures, the Cherubim provide an air of both opulence and foreboding that is archetypal (for the Inquisitor game in particular). Despite these images, until recently, the Cherubim made little impact in the wargames of the 41st Millennium. That began to change with the introduction of the 40K Witch/Daemon-Hunter army-lists, where they make their first, brief appearance.

Not to be outdone by this war-hungry breed of Inquisitorial-brethren, I have taken steps to ensure those of us involved in the secret-war for the Emperor's-Soul would have access to similar companions. This article introduces the Cherubim for Inquisitor; it covers their creation, purpose and history, their abilities, roles and even aesthetics.

BIRTH

Cherubim are Servitors, despite being cuter and more independently-minded than most other Servitors. They are made of vat-grown tissue and given artificial-life by the bio-priests of the Adeptus-Biologicus. The creation of life, even the crudest Servitor parody of life, is no simple task. There are musculature and skeletal-structures, circulatory-systems and internal-organs to worry about, not to mention the 'spark' that must provide animation. The most complicated of all tasks though, is to form nervous-systems (even the most extensively programmed bionic-brain is useless without neurons to translate its programming into actions).

Mono-task Servitors have the simplest form of neural-system possible, meaning reactions are slow, movements pre-programmed and responses limited. Multi-task Servitors must have a greater range-of-movement and control, requiring more complex and fine nerve-clusters. Cherubim have the most complex of all Servitor neural-systems because their Masters expect them to fulfil a variety of tasks and to move fully, mimicking child-like mannerisms and even display appropriate emotional-responses. Unlike other Servitor-creations Cherubim are never mass-produced; almost all are tailor-built for their Master. It is no wonder then, that they are the most expensive and status-laden Servitor-constructs in the Imperium.

REASON FOR BEING

Cherubim are unlike other Servitors because they are not purely functional. The form of a small, slow-moving, chubby child is not

efficient for undertaking combat, heavy-lifting, maintenance, vehicle-control or any other duty commonly associated with Servitors.

Though Cherubs are designed by the adepts for a particular role at the time of their creation, the primary use of all Cherubim is as decoration. They are a fashion-statement for the rich, a declaration of purity and piety for the holy (or the would-be holy) and a symbol of authority for the powerful.

Regardless of the reason for their creation Cherubim inspire awe in the common-folk of the Imperium as living-embodiments of faith for the Imperial-Cult. This is further reinforced in Imperial devotional-iconography where the Cherubim plays a big part in legitimising the purity and sanctity of others, as in this picture where the appearance of the Cherub reinforces the idea that the armoured figure is divinely favoured.

HISTORY OF THE CHERUBIM

No one knows when the first Cherub was created or why, but the Cherubim first enter Imperial-records 2000 years after the Horus-Heresy and the final enthronement of the Emperor. In fact, the first mention is found in records of the 2000-year commemoration-pageant of the Emperor's ascendance to the Golden-Throne. The pageant lasted 2000 hours, that's over 83 Terran-days! One chronicle of the event reads:

"...On the 39th day, the assembled Magos of the blessed Adeptus-Biologicus went before the God-Emperor and gifted the Lord-of-Mankind with a Cherub for every year He has been watching-over us from His Golden-Throne. Two-thousand angeluses to sing His praise for all-eternity; and at-once they all flew-up into the chamber and began to sing hymns of the Emperor's-might of such beauty that all present began to weep."

The Adeptus-Biologicus have maintained and replaced this host throughout the millennia and it remains there still.

Cherubim have been present at many of the Imperium's most auspicious-moments, but their involvement is mostly peripheral and is easily overlooked. It is worth mentioning, that they have also been used as pawns in some of the Imperium's darker-times, such as their use by the Apostate High-Lord of the Administratum; Goge Vandire, during the Age-of-Apostasy.

Vandire was a master-manipulator but also psychotically-paranoid. He used the awe inspired by the Cherubim to help legitimise his bloody-reign and insisted that at every public-display or portrait-sitting that he was surrounded by Cherubim. He filled the Imperial-palace full of Cherubs and had many of them fitted with advanced spy-ware to watch for signs of plot and conspiracy amongst those in the palace. Because of this, for centuries after the Reign-of-Blood, Cherubs were known by the nickname 'Eyes-of-Vandire'.

In the end, the history of the Cherub is the history of the Imperium itself, and Cherubim have always-been and will continue-to-be, ever present, but ever overlooked.

MASTERS

Cherubim have independent-behaviour programming, more so than any other Servitor but like every Familiar they must ultimately be controlled by an MIU (Mind-Impulse-Unit). Without this link they become afraid and helpless. The bearer of the MIU to which the Cherub is attuned is its Master, and the Cherub will do anything the Master orders, even if that would lead to the Cherub's certain destruction. Because of this close link the Master can see, hear, and feel what the Cherub does and is even hurt when the Cherub is. Many Masters become very attached to their Cherubim, not just because of the MIU link, and will risk a great-deal to save their Familiar from harm.

SUBTLEST USES

Cherubim perform a small-range of functions and roles and rarely do any of them as well as a trained human-being could (like Gun Servo-Skulls cannot out-perform trained-warriors) they are however the most versatile Cyber-Creatures/Servitors. In fact, any Master who uses the Cherubim as a Combat-Servitor is risking an expensive resource in a role it was never designed for and is missing that they can be much more important in subtly-complementing the abilities of their Master. Many important Imperial-servants have groups of Cherubim serving them, each aiding its Master in different ways, compensating for a skill that is lacked, complementing those that already exist or providing another valuable service.

Any Inquisitor who can see the uses and benefits of these winged-servitors during their investigations and can properly utilise them, can expect to have a subtle and powerful, if slightly delicate, advantage over his opponents. Inquisitors can of course summon replacements for Cherubs destroyed in the line-of-duty and may feel the advantage they provide is worth the risk of their destruction.

NEPHILIM

Cherubim are without-doubt the most complex Familiar-constructs routinely created in the Imperium, but not all Cherubim are created equal. Some are more complex and versatile than others. Some are Nephilim.

Nephilim is a term used to describe any advanced-form of Cherubim; this could be caused by a quirk of the tissue-growth tanks, the work of a Master-Magos, a specially commissioned design or even the God-Emperor smiling upon His newly-created servant. Whatever the reason, Nephilim function at a higher-capacity than other Cherubim.

There is no consistent way to get a vat-grown Nephilim, it is as much a matter of luck and skill as any work of art and often it may not be apparent whether a Cherub is 'advanced' until it has been in service to its Master for some-time.

Nephilim is a term used almost exclusively by Adeptus-Biologicus Adepts and Cherubim-connoisseurs and is an abstract-label for an ideal not a class of Cherubim; even most Masters of Nephilim are unaware of the distinction or terminology.

Nephilim is a high-gothic word and literally-translates as 'Half-Breed' (though it has connotations of holiness). The reason for some Cherubim to be called this name is unclear even to most Biologicus-Adepts. Those who do know the origins of the term generally keep-quiet because the truth is less-than palatable.

TRUE NEPHILIM

Originally the term Nephilim applied only to a very-small number of Cherubim who were created not from vat-tissue but from children enslaved into Servitors, hence the practice of referring to them as an angelic 'half-breed'. Because Nephilim created in this way have already formed a natural neural-system that is infinitely more complex than any created by the Adeptus-Biologicus, they tend to produce the most advanced and capable Cherubim and eventually the label was corrupted to indicate any high-functioning Cherub.

To create a True-Nephilim, the child must be below age-6, due to problems with bone-density after this age. The child is then, for lack of better-terminology, lobotomised and embalmed. They are fed growth-retardant chemicals and what brain is left, is thoroughly mind-scrubbed. A set of wings is retrofitted to the spine, which must be severed in several-places before being re-spliced. Finally, they are implanted with inhibitors, fitted with cranial-pacifiers and other bionic-equipment as required.

The procedure is not without its problems though; there have been recorded-incidents where the embalming-process has resulted in death, as the skin suffocates under the chemical-treatment. Other problems have led to persistent-vegetative-states of the brain-stem so that not even an entire bionic-brain replacement will work, effectively leaving the child as an artificially-sustained carcass. Luckily the procedure is not common and there are only twenty-two recorded-cases of Nephilim being created in this manner in the last 4-millennia. In all but one case the procedure was done for the Master's personal-reasons, not to create better Cherubim. Some recorded-examples of True-Nephilim include:

Case-Study A:

Master: *Inquisitor Sorrisant*

When & Where: *M39. 742; Belin IV, Segmentum-Pacificus.*

Why: *Sorrisant ordered Nephilim-procedures be performed on a young, uncontrollable-psyker (records show the girl's name only as 'L'), when it became clear her powers were so wild that there would be no safe-way to transport her through the warp on a Black-Ship.*

The Nephilim: *'L' became Lucinius XI and the mind-scrubbing procedure reduced her psychic-power to manageable levels, though she remained a powerful psychic-battery and 'lightning-rod' for the radical-Inquisitor.*

What Happened: *Inquisitor Sorrisant was branded Extremis-Hereticus some 157 years-later. Lucinius XI accompanied Sorrisant for 53 of those years before she was destroyed by psychic-backlash battling a daemonhost.*

Case-Study B:

Master: *Duke & Lady Torrington, House-Torrington.*

When & Where: *M41. 076; Mayasworld, Segmentum-Solar.*

Why: *The Torrington's were an old-family with a large-estate but only one heir, a boy they loved very much, called Tobius. Tobius was struck-down with an incurable mnemo-virus, which would have killed him within-weeks. Already in a coma, the Torrington's decided the only-way to avoid losing their child completely was the Nephilim-process.*

The Nephilim: *Tobius was created with highly-advanced behavioural-routines, his sole programming to be a happy, playful child forever.*

What Happened: *The Nephilim Tobius Torrington, by a quirk of Mayasworld law, has inherited the title of Duke from his father; his parents died without other heirs more than 350 years-ago. Since then Tobius has been the Duke in name, though his Uncle's line has been in effective-control of the estate. Due to the oath-of-fealty they must swear to Tobius, the de-facto head of household has the title 'Angel-Sworn'.*



Case-Study C:

Master: *Grand-Deacon Justinus of the Ecclesiarchy.*

When & Where: *M38. 449; Tapina, Segmentum-Obscurus.*

Why: *Justinus had risen to near total-control of the Cardinal-World Tapina and became very rich by seizing-land and having the residents 'disappeared'. When a young-boy (no name is recorded) appeared at sermons and accused Justinus of murdering his family, the crowd were shocked. Justinus denied this and publicly-promised to help the boy find his family. Later, in his arrogance, Justinus had the boy silenced via the Nephilim-process and placed in the Choir-of-Cherubim in the cathedral.*

The Nephilim: *The boy became a standard choral-Cherub but due to his naturally-developed vocal-chords he had a much sweeter-voice than the other Cherubim. This ultimately led to Justinus' downfall.*

What Happened: *Two months after the boy was put into the choir the crowd heard his sweet-voice singing-out amongst the Cherubs and a whisper ran-through the crowd that it was the boy. Suddenly, a shout went out and the mob rushed Justinus. When the carnage cleared, Justinus was dead along with twelve of the congregation. Of the Nephilim-boy nothing was ever found, it's believed he escaped into the city upon the death of his Master and from there, just vanished.*

CREATION-PROCESS

Cherubim Profiles - Cherub

WS	BS	S	T	I	WP	SG	NV	Ld
10	0	30	50	40	0/100	20	0/100	0/100

Cherubim Profiles - Nephilim

WS	BS	S	T	I	WP	SG	NV	Ld
10	0	40	50	50	0/100	30	0/100	0/100

Abilities:

Force-of-Will; Nerves-of-Steel; Familiar; Does-Not-Fight (Negative, see Inquisitor Annual 2), Bearer (New, Negative), Choir (New), Dependent-on-Master (New, Negative).

Equipment:

Angel's Wings (New), 1 Implanted Auspex (select type).

Note: Cherubim use the standard body-location chart and damage-levels.

NEW ABILITIES:

Bearer: (Negative). One of the main-functions of Cherubim is to carry for their Master, using the Encumbrance-rules (S+50) a Cherub can carry 80 and a Nephilim 90 Encumbrance points. Commonly-carried items are pennants/sacred-standards, displayed holy-items/relics, books/scrolls, ammo, swords/bolters, helmets/shields etc. Cherubim cannot actively-use these items (all their personal-equipment is implanted).

Any items carried have only passive-effects (a relic or standard may have a passive-effect just by being displayed, or a carried shield provide some passive protection, etc. Most items will have no passive-effects at all). It takes one-action for items to pass-to or be retrieved-from a Cherub within 1 yard.

Choir: Cherubs are often used in groups known as Choirs. The Cherubs forming the Choir can communicate with each other and work as a team for their Master, each fulfilling its role. Whilst Masters must give other MIU-linked Familiars separate-orders each turn; Choirs-of-Cherubim need only be given one-set of orders per-turn.

However, because the Master has a number of sensory-feeds to deal with he must make a SG test each turn or be overloaded (stunned for one-turn). Choirs may be any mix of Cherubs/Nephilim.

Dependent-on-Master: (Negative). If the MIU-link with the Master is ever broken (either temporarily or because the Master is unconscious/dead) the Cherubim becomes scared, disoriented and will fly to the nearest, safe hiding-place or if within 15" of a table-edge, will try to leave the battlefield.

NEW EQUIPMENT

Angel's Wings: All Cherubim have wings and anti-grav devices implanted to allow them to fly, use the following rules.

Cherubs usually fly at 2-to-3 yards height but have a maximum-height of 24 yards (ascending/descending yard-by-yard as part of a normal-move). They usually fly-along at the Walking Move-Rate. Flying faster is possible but risks exhaustion (Risky-Action, if failed +1D3 to Injury-Total).

Flying Cherubim who chose to 'Break-Off' close-combat have the option to fly straight-up (all other rules apply, including that they must consider doing this before they are allowed to Break-Off past their Foe).

Every-time the Cherubim suffers Injury-levels in the Chest-area; the distance of each Movement-Rate drops by one-yard as the wings become damaged. If the Cherubim is stunned whilst in mid-air they will fall, taking normal-damage.

Cherubs are small-targets (-30 to hit) and in-flight are more difficult to hit (giving an extra -20 to hit). This makes a standard -50 to hit a Cherub, before other modifiers.

CHERUBIM ROLES

Cherubim Roles often comprise traditional-combinations of skills and equipment. Even the style of the Cherubim is affected by traditional costumes, items and iconography to form the aesthetic look of that Role. To assist, the most common-styles are listed alongside the Role descriptions.

The list below is split into Simple and Complex Roles, these are the most common and useful ones for a Cherubim's-Master during an Inquisitor-game, there are however also suggestions for Civilian Roles (see the end of the list). Civilian Roles will have little-effect on the game; where appropriate treat them as Simple Roles.

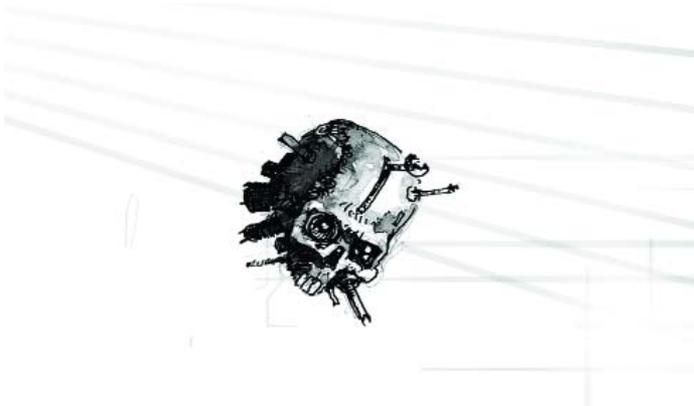
The complexity of the Cherubim's-programming and neural-systems determine just how many Roles it can cope with and once selected, they are usually set forever. The following applies:

Cherubs may select: 2 Simple Roles
Or
1 Complex Role

Nephilim may select: 1 Simple Role AND 1 Complex Role
Or
3 Simple Roles

Note: Ready-Reckoner; should you be using this system the following costs apply. Cherubs are Exotic-items (9pts), Nephilim are Legendary-items (15pts). Each Simple Role costs 5 pts and each Complex Role costs 10 pts. If the full-allowance of Roles is taken:

Cherubs (9+10) = 19 pts
And
Nephilim (15+15) = 30 pts



SIMPLE ROLES

The Gregori/Watcher: The Cherubim has a second-type of Implant-Auspex (select which).

Aesthetics: The Cherubim will have piercing, luminescent, third, bug-style or otherwise unusual eyes.

The Harpy: The Cherubim is fitted with blades and steel-claws (WS 50, Reach 0, Dam D10, Parry Pen -35%, ignores the Does-Not-Fight rules).

Aesthetics: These Cherubim have thick-feathering and wickedly-clawed bird's feet, and are almost always female.

The Reaper: The Cherubim has a cyber-optic or cyber-finger digi-weapon; usual choices and rules for Digi-weapons (BS 50, ignores Does-Not-Fight rules).

Aesthetics: The Cherubim carries a death-motif; often skulls-on-chains or has a skull-head itself. Black-cowled Reapers are common, hence the name.

The Squire: The Cherub's function is to carry heavy-items for his Master (+30 S, mono-fibre muscle-bundles); additionally the Cherub is so attentive that whilst within 1 Yard, items it carries are immediately-available to its Master, meaning no-action is used to retrieve or give them. This is effectively Fast-Draw/First-Strike but equally applies to non-combat items.

To ensure the Cherubim is always where needed it has the ability 'I'm-With-Him/Her' (Inquisitor Annual 2). The Weight of items carried is counted against Encumbrance.

Aesthetics: Resembles a medieval-squire or sword-boy, often wearing Heraldic-designs.

The Crusader: The Cherubim has armour; usually either heavy-cloth robes with flak-reinforcement in some sections (AP 2/3) or bionics/carapace coverings (AP 5/6). The Weight of any armour counts against the Cherub's-Encumbrance. Additionally the Cherub has the Bodyguard Ability.

Aesthetics: It is a common-fashion to have the Cherubim in tiny-suits of Crusader-armour, hence the name.

The Swift: The Cherubim has improved flight-capabilities and can fly at Run Movement-Rate without risking exhaustion.

Aesthetics: The Cherubim has larger-wings than usual and is often streamlined in its features.

The Focus: The Cherub may act as the focus-point for any Psychic-Power and is subject to all the rules of a psyber-eagle (with the exception of the Injury-chart rules).

Aesthetics: The Cherubim is covered in mystic-markings and is often cloaked.

The Custodian: The Cherubim has pentagrammic/hexagrammic Wards and is linked to a null-field box (used to transport items that have psychic-emanations such as; daemon-weapons, psychic-artefacts, exotic-tomes etc). The box renders the item inside harmless for the duration, is made-of reinforced arma-plas (AP20) and is Vox encrypto-locked. Only the owner of the Cherub can command it to sing and decrypt the vox-lock.

Aesthetics: The Cherubim often have bunches-of-keys and the null-field boxes are usually ornate-chests.

The Weapons-Loader: The Cherub carries ammo and ranged-weaponry for his Master (+30 S); and is so-attentive that whilst within 1 Yard, Ranged-Weapons it carries are immediately available to its Master; meaning no-action is used to retrieve them. This is effectively Fast-Draw but applies to larger-weapons also.

To ensure the Cherubim is always where needed it has the ability 'I'm-With-Him/Her' (Inquisitor Annual 2). The Weight of items carried is counted against Encumbrance.

Additionally, the Cherub has Quickload ability. A common-tactic

is to have the Cherubim reloading one-weapon whilst the Master fires another and then swap-over, without missing-actions to do so. Belt-fed weapons may have further-belts connected whilst the Master is still firing the previous one, creating continuous-fire.

Aesthetics: Small soldier-outfits, bandoliers and bullet-belts are extremely common.

The Shining: The Cherubim is equipped with its own personal Refractor force-field (1D10 AP).

Aesthetics: The Cherub has a special, glittering-pigmentation to its skin.

COMPLEX ROLES

The Spy: The Cherubim is equipped with advanced cyber-senses (Awareness +20, pict/vox record and Infrascopes) including enhanced smell/taste senses that connect to a Chemical-Analysis Auspex (Cherub can act as a food-taster, check for poisons and identify air-borne toxins). When the Cherub detects gas/toxins (Awareness-check) the Master gains a free-Action immediately. The Cherubim has Bionic-Lungs to help resist toxins. Finally, the Cherub has an implanted Multi-Key (45% chance of opening any locked-door).

Aesthetics: Camouflage/black-out is common (giving Camouflage ability in one-environment, see Inquisitor Annual 2). If the Cherub is a professional piece of spy-kit it may have Cameleoline-coverings (Camouflage ability in all-environments).

The Chorister: The Cherubim sings devotional-hymns and charms, carries a sacred incense-burner and has special-warding on it's clothing that equal the effects of the Sanctuary psychic-power, roll a D10 for the radius of the effect each-turn (it is not a psychic-power so doesn't need to be tested and can't be nullified).

It also carries a vox-trumpet and can play a blast of such-beauty the foul-daemon cannot stand to hear it (once per-game the vox-trumpet can be played and it doubles the rolled-range of the Sanctuary effect for that turn).

Aesthetics: as stated; trumpet, incense-burner, warded-ropes etc.

The Generator: The Cherubim is fitted with a generator for a Power-Field (see Inquisitor-Annual 1) and gets +30 S. The generator contributes 50 Encumbrance. The battery of a Power-Field Generator has a finite-limit (as described in the book) but the Cherub can use its own life-force to generate further-power once the battery has failed. It costs +1D3 Injury-Total to power the field at the basic-value (1D10 AP) for 1 turn, (or +3D3 Injury-Total for 2D10 AP a turn, or +4D3 Injury-Total for 3D10 AP a turn).

Aesthetics: The generator is an implanted or harness-attached piece-of-machinery with a number of tubes and relays feeding into the Cherub's body.

The Seer: The Cherubim adds +20 to the WP of its Master for psychic-tests only, and absorbs the first 20 WP lost from psychic-feedback (the WP-bonus is lost once this happens), it also takes +1D10 Injury-Total each-time it losses WP, as the feedback rips through its system.

The Cherubim has been Bound-to-the-Emperor and is consequently blind (like an Astropath) and sees with Warp-Sight, meaning its Master can also view like this (psychic-people and objects glow-brightly, intense-emotions cause ripples etc) but the Cherub cannot be fitted with an Internal-Auspex.

Aesthetics: The Cherubim often have blindfolds or eye-coverings of some sort. All Seers carry a psy-crystalline rod that channels the psychic-feedback to them; this will blacken and crack when the full 20 WP is lost.

The Messenger: The Cherubim is equipped with a pheromone-targeting Auspex that can match an individual's pheromone-traces if it has been provided with a sample previously. Once the Messenger has located the recipient, the message plays-

back/downloads. Many Imperial-Installations and Merchant-Houses sample visitor's pheromones as a standard-procedure for this reason. The Cherub has a mnemo-cluster brain capable of storing a cogitator's-worth of information that will wipe once the message is delivered. The Messenger also has the same advantage as The Swift.

Aesthetics: a toga, satchel, plumed-helm, and winged-sandals are the norm for a Messenger.

The Healer: The Cherub has Medic-ability and the equivalent of an implanted medi-kit, it also has three injector-reservoirs (three-doses in each), which can hold any toxin, combat-drug, de-tox agent, or healing-drug the owner chooses.

Aesthetics: The Cherubim often have white-ropes, crystal-tears sutured to the cheeks and an innocent-look.

The Grenadier: The Cherubim is equipped with a belt of 5-grenades that can be dropped whilst flying (BS 50). The Cherub must fly directly-overhead of the target, drop a grenade and roll-to-hit and scatter as normal.

Whilst dropping the grenade, the Cherub becomes stationery and the target can take a snapshot (without the -20 to-hit penalty for shooting a flying Cherub). This is immediate and does not use an action; the grenade is still dropped regardless of the shot's outcome. The grenades count against the Cherub's Encumbrance.

Aesthetics: The Cherubim most often look like small-soldiers, with ancient or dress-uniforms.

The Sage: The Cherubim has ancient-archeotech implanted that will replicate any one non-offensive (i.e. non-damage causing) Psychic-Power with a difficulty of 10-or-less, use the rules for Archeotech in the Explorator-article (See Fanatic 7), the Cherubim has a SG of 60 for the purpose of operating its archeotech only.

The powers available from the main Inquisitor-rulebook are: Detection, Warp-Strength, Demoralise, Distraction, Mindscan, Psychic-Shriek, Telepathy, Terrify, Machine-Empathy, Psychic-Impel, Psychic-Ward and Blinding-Flash.

Aesthetics: The Cherubim will have themes based on its archeotech, e.g. if the archeotech is a powerful wind-generator (Psychic-Impel), the Cherub may have a storm-clouds costume.

The Jailer: The Cherubim carries sets of null-field manacles (rendering captives docile and psykers unable to use their Psychic-Abilities) those in custody have -70 to WP-tests to even think of attempting to break-out on their own (one-test per-turn, if failed, the captive will not resist in any way, if successful the captive need-not test again and can attempt break-outs).

The Cherub may also have stun-collars (does 1pt damage automatically, as stun-weapon rules, one-action to activate), and injecta-cuffs (can be loaded with 1 dose of any toxin, usually Stun; one-action to activate).

The Cherub also has +30S so that should these stun-effects not work, it stands a chance of controlling its charge through the binding-chains (opposed Strength-rolls).

Aesthetics: Chains, keys, studded-collars and executioner's-hoods are common.

The Pariah: The Cherubim contains a null-field generator that gives it the Pariah-ability. However the Cherub cannot work in conjunction with any other Cherubim (it loses its Choir-ability), other Cherubim become confused and overload (stunned) in the presence of a Pariah belonging to the same Master.

Aesthetics: Pariahs appear sickly and malnourished, their eyes are glossy black-pools and their feathered-wings are tattered. There is a feeling of innate-wrongness about the Cherub.

CIVILIAN ROLES (SIMPLE)

The Sycophant: Need an ego-boost? Need a shoulder to cry on? Want to know how fabulous you are ALL-the-time? Need someone to carry your mirror? Then the Sycophant is for you.

The Love Angel: Armed with a golden-bow of love, the Love Angel oozes-charm (as well as secreting 'love'-pheromones that increase the brain's-susceptibility to sexual-attraction). Your choice of chemical-relaxant vapours, such as Iho or Obscura can also be released from its censure.

The Tailor: The perfect tailor. Speed-stitching and weaving, able to create fully-tailored garments from its onboard-supplies of thread and other materials in just a few-hours.

The Butler: Ever popular, the Butler can run a household without you needing to get involved, from ensuring everything is kept stocked to cleaning and serving-dinner.

The Stenographer: The Cherub is programmed as a quill-servitor, recording everything-said in its vicinity.

Worked Example:

The Cherubim-Choir of Inquisitor Forrest

Inquisitor Forrest is an Ordo-Malleus Amalathian Inquisitor, he specialises in tracking-down tomes of forbidden-lore. Forrest, as an Amalathian, often relies on local-Imperial aid with his investigations and finds that having a Choir-of-Cherubim helps put even the Arbites in awe of the Inquisition.

Forrest has the following Cherubim-servants:

Darvus (Nephilim)

Roles: The Squire, The Chorister.

Implant Auspex: Survey-Scanner (spots secret-doors, false-walls).

Uses: Stays close to the Inquisitor, using its Chorister-Role to drive daemons away, whilst carrying Forrester's important-equipment. Its Auspex is useful at short-distances for finding hidden-areas where forbidden-tomes and cults may be hiding.

Loth (Cherub)

Roles: The Spy.

Implant Auspex: Psi-Tracker.

Uses: Travels away from the Inquisitor using its advanced-senses and psi-tracker to become an 'eye-in-the-sky' or leading the way forward with it's stealth-skills and multi-key.

Tyber (Cherub)

Roles: The Swift, The Custodian.

Implanted Auspex: Bio-Scanner.

Uses: Tyber's job varies, if the Inquisitor has dangerous-materials to move it will use its null-field box and stay-close or speed-ahead away from danger. If its box is not needed it travels-further from the Inquisitor using its speed to cover-distances and act as a second scout, using its Bio-Scanner.

What this example demonstrates is just how subtly-useful a Cherub with the right Role(s) can be to an Inquisitor, I hope you agree, and if you haven't seen the right Cherub for you in this article, there's nothing stopping you from creating your own chubby mischief-maker.

Enjoy. Vive-La-Cherubim!

ABOUT THE AUTHOR

Ben Dell has now written quite a few articles for Inquisitor. When not tinkering and playing with Inquisitors Ben also likes to play with his gangs in Necromunda.