Mythammer 40,000

This is a homebrew document for running a Warhammer 40,000 RPG in the Mythras system, mainly by converting appropriate Fantasy Flight Games / Cubicle 7 RPG content into Mythras.

Questions? Comments? Ask Vassilis, Raleel, TheWizardOfOdd, or SoSaltySalt, all on the Mythras Discord!

# Special Thanks

These are the people that helped make this possible!

## Playtesters

SoSaltySalt, Tyrumas, TheWizardOfOdd, Samuraihelmet, Raleel, Pete

## Designers

SoSaltySalt, Tyrumas, TheWizardOfOdd, Samuraihelmet, Raleel, Pete, Richard\_Stern

# Design Principles

Here are some basic core tenets we have gone into this project with.

* FFG is Heresy. The system is deeply flawed and very little about it should be recognized. The entire cow is on the altar
* Combat is based around lasguns and autoguns and flak armor. From here things flow. A consequence of this is that weapons such as bolters and plasma guns are *extraordinarily lethal*, while armor such as leathers or thick clothing will not protect you very much. Take cover!
* Weapons must have distinct mechanical reasons for existing. Weapons have a purpose. This does not mean we drop canon (nor cannon) weapons. It means that you don’t get to add +2 and call it a new weapon. Lasguns are good for militaries because they have easy logistics chains, and their stats reflect that. Autoguns are cheap and fire lots of bullets and their stats reflect that.
* If you look at FFG first, you will likely have to step back whatever you come up with. If you look at Mythras first, you may have to add a trait. One of those is much easier.
* Combat happens with core mythras rules. Mythwrack is fun, but it deemphasizes things like reloading which make combat more tense.
* Toughness doesn’t exist. Get over it. Skin armor isn’t a thing. You aren’t all made of leather. With this, armor and cover become MUCH more important. Plan accordingly.
* We modeled things on more than the axis of Hit Points. Things that make creatures tougher are modeled through other means. High endurance, bonuses on endurance rolls, traits similar to Undead that make them immune to many wounding effects.

# Skills

## Skill List

### Standard Skills

| Athletics | STR + DEX | Insight | INT + POW |
| --- | --- | --- | --- |
| Brawn | STR + SIZ | Logic | INT X 2 |
| Conceal | DEX + POW | Perception | INT + POW |
| Customs | INT X 2 | Research | INT + POW |
| Deceit | INT + CHA | Stealth | DEX + INT |
| Endurance | CON X 2 | Streetwise | POW + CHA |
| Evade | DEX X 2 | Willpower | POW X 2 |
| First Aid | INT + DEX | Combat Style | DEX + STR |
| Influence | CHA X 2 |  |  |

#### Athletics (STR+DEX)

Athletics covers a range of physical activities, including climbing, jumping, throwing, and running. Skills rolls for any of these activities are handled by a single roll against the Athletics skill. See Movement in the Game System section for more information on climbing, jumping, and running.

#### Brawn (STR+SIZ)

Brawn is the efficient application of technique when applying raw physical force. The skill covers acts of applied might, including lifting, breaking down doors and contests of strength.

#### Combat Style (STR+DEX)

Each Combat Style is the skill to use the weapons expected of a career or culture in the setting. Most fighting traditions encompass training in multiple weapons, along with the techniques required to use them all effectively, whether singly or in combination. In addition, they often assume a situational element, such as fighting as close order infantry or whilst mounted. Combat Styles can be very diverse, ranging from, for example, Gladiatorial Combat all the way to Space Marine Mobile Infantry.

#### Conceal (DEX+POW)

Conceal is the counterpoint to Stealth, being the concealment of large objects rather than the character themselves. For instance, Conceal could be used to hide a chariot behind some rocks, or sweep away the wheel ruts it left so its path cannot be tracked. The skill is versatile in application, anything from hiding a scroll in a library to disguising the presence of a trap or secret passage.

#### Customs (INT x 2 +40)

Customs represents the character’s knowledge of his own Background: its social codes, rites, rituals, taboos, and so on. The skill is used when it is essential to accurately interpret or perform any socially important custom or to behave in a particular way. Any other Background or other social group is covered by a specialization of the Culture skill.

#### Deceit (INT+CHA)

Deceit covers all instances where a character attempts to mask the truth and offer a deception of some kind: barefaced lying, misleading a guard, or even bluffing (or cheating) during a card game. The skill also covers instances where hiding true emotions or motives is necessary (feigning pleasure when one is bitterly disappointed perhaps, or attempting to seem welcoming and open when the opposite is true). Deceit forms a counterpart to the Insight skill and can be used to oppose Insight rolls when others are attempting to discern either truth or motive.

#### Endurance (CON x2)

Endurance is a character’s capacity to endure physical stress, pain, and fatigue. It measures the body’s ability to deal with potentially damaging or debilitating conditions and is a general gauge of resilience, stamina, and metabolism. Endurance, like its counterpart Willpower, is used in any number of ways, but most specifically to resist the possible effects of injuries, including harmful poisons and disease.

#### Evade (DEX x2)

Evade is used to escape from observed, impending danger and can be used against Ranged Weapons (by diving for cover, for example), avoiding traps, changing the engagement distance in combat, and generally getting out of the way of a potential physical hazard. It can also be used as a resistance roll for certain types of powers. Using Evade usually leaves the character prone. Those with the Daredevil Combat Style Trait may use Evade to dodge a melee attack without falling prone and, against a ranged attack, they only end up prone if they fail the roll.

#### First Aid (DEX+INT)

The skill of First Aid measures a character’s ability to treat minor injuries and stabilize more severe ones. First Aid may be applied only once per specific injury and heals 1d3 points of damage.

#### Influence (CHA x2)

This is a measurement of a character’s ability to persuade others, through personal charisma, into a desired way of behaving. It is used in a wide variety of situations; from changing someone’s mind, to bribing an official or guard. Influence rolls are typically opposed by the Perception, Willpower, or another Influence skill, depending on the circumstances, and are modified by how much a character is trying to influence behaviour. Attempting to persuade a close friend to loan you their horse may be relatively easy. Getting a usually incorruptible bureaucrat to accept a bribe is more difficult.

#### Insight (INT+POW)

Insight is the ability to read or intuitively define another’s verbal and non-verbal behaviour (such as body language or the manner of speech) to establish their motives and state of mind. Insight is used to determine whether someone is telling a lie (and it can be opposed by the other person’s Deceit skill), or to predict how someone feels about a particular situation. Insight can equally be applied to particular situations as well as other people: is that tavern a haven for trouble? Could the bandits be planning an ambush in the nearby hills?

#### Logic (INT x 2)

The Logic skill represents the ability to think rationally, solve puzzles, and dissect information clearly and quickly. It can be applied to analyse complex statistics, architectural anomalies, or even achieve some degree of understanding with regards to complex technologies. This skill encompasses the character’s basic functional understanding of mathematics, physics, and engineering. Note that this does not include an understanding of complex theories or the terminology involved with them—that would fall more commonly under a specific Knowledge.

All characters have some inherent ability to exercise Logic, observing cause and effect and making inferences regarding likely outcomes. In many instances, a character’s ability to comprehend logical phenomena might be impeded by his belief systems, including his faith in the Imperial Creed or the Omnissiah. Characters who frequently need to identify or resolve complex situations can hone this skill through frequent use.

The variables involved in any problem determine the inherent difficulty of a Logic check. If a character is provided with all of the necessary background information, a reasonably adept character should be able to successfully solve the problem. If there are too many unknown factors, the problem might only be solved after uncovering additional clues, or through prodigious luck.

#### Perception (INT+POW)

Perception is used for both passive observation and focused detection; whether hunting for something specific, a general scan of an area, or simple awareness of their surroundings. Specific conditions – darkness, for example – may affect the Difficulty Grade of the skill roll depending on the primary senses being used. Strong scents might make an olfactory Perception roll Easy rather than Standard, whereas trying to eavesdrop on a conversation in a crowded and noisy tavern would make the roll Hard.

#### Research (INT + POW)

Research uses various resources such as an archive to discover desired pieces of information. A successful check provides the character with the information they are seeking if it is available on the source they are searching. If attempting to get information from other people, social skills such as Influence or Deceit are used instead. On a critical the character gains additional information about the subject being researched beyond what the check would have normally found. On a Fumble the character either finds the wrong information or a source of misinformation about the topic, and subsequent checks related to it are one grade harder.

#### Stealth (DEX+INT)

Hiding out of plain sight or moving with minimal sound are covered by the Stealth skill. Cover and conditions, such as darkness or loud background noise, improve the grade of the skill according to the specifics of the environment. Similarly, adverse conditions, such as a lack of cover or a quiet night will decrease the skill’s grade. Circumstances also affect the difficulty of the attempt. For instance, a warrior wearing heavy armor can easily conceal themselves behind a wall, provided they stand still or move very slowly, whereas moving quickly might cause their armor to jingle.

#### Streetwise (POW+CHA)

Streetwise represents knowledge of places and social contacts within a settlement. It covers everything from identifying potentially dangerous neighborhoods, to finding local services – legal or illegal. How long a Streetwise attempt takes depends on what is sought. Finding a good inn will take less time than locating a fence for stolen goods or a fake trading permit.

#### Willpower (POW x2)

Willpower is a measure of a character’s ability to concentrate, channel his force of will in a particular direction, or harden his psyche to possible mental shock. It is also a measure of personal resolve. The skill is used in all manner of situations where mental resilience is required, and this includes resisting Powers. Although not a measure of sanity it can be used to endure traumatic events that would shake even the sanest, stable mind. Willpower is the mental counterpart to Endurance.

Again, like Endurance and Evade, Willpower is most often used in Opposed Rolls. When used as a Standard test, a Critical Willpower roll indicates that the character has hardened his mind and spirit to the extent that no further attempts to influence him, or shake his resolve, will work. In the case of resisting Powers, a Critical Success means that no further mentally afflicting spells cast by the opponent have any effect on the character for the remainder of that encounter.

### Professional Skills

| Acrobatics | STR + DEX | Macrotech | INT X 2 |
| --- | --- | --- | --- |
| Art\* | INT + CHA | Medicine | INT + POW |
| Cogitators | INT X 2 | Microtech | DEX+INT |
| Commerce | INT X 2 | Navigation\* | INT + POW |
| Courtesy | INT + CHA | Oratory | POW + CHA |
| Craft\* | DEX + INT | Perform\* | DEX + CHA |
| Culture\* | INT X 2 | Pilot\* | DEX + INT |
| Demolitions | INT + POW | *Psychic Discipline* | POW + INT |
| *Devotion* | POW + CHA | *Psychic Mastery\** | POW X 2 |
| Disguise | INT + CHA | Psyniscience | POW X 2 |
| Gambling | INT + POW | Ride | DEX + POW |
| Gunnery | INT + DEX | Seduction | INT + CHA |
| Interrogate | INT + POW | Sleight | DEX + CHA |
| Intimidate | INT + CHA | Survival | CON + POW |
| Knowledge\* | INT X 2 | Track | INT + CON |
| Language\* | INT + CHA | *Zeal* | CON + CHA |

\*- Skill requires specialization

#### Acrobatics (STR+DEX)

Acrobatics covers acts of balance, gymnastics, juggling, and tumbling. The skill can be used to impress an audience, but also to help mitigate damage from falls. With a successful roll, a character can move at full speed and sure-footedly across an unstable or narrow surface. If trying to mitigate damage from an unexpected fall, a successful Acrobatics roll halves any damage sustained. In addition, if the roll is successful and the character does not suffer a Serious or Major Wound due to the fall, the character lands relatively safely and is not prone.

Acrobatics can be substituted for Evade if the situation warrants it. The benefit of this is that the character automatically regains their footing rather than being rendered prone.

#### Art (POW + CHA)

There are many specific art forms. Painting to Poetry; Literature to Sculpture. A character chooses an Art specialisation when taking this skill. Subsequent Art forms are advanced separately. A roll is made whenever a character must impress or convince through his artistic medium.

#### Cogitators (INT x 2)

Cogitators reflects the character’s ability to solve complex problems or extract complex information, using Cogitator systems – be it through programming code, detailed use of a particular piece of software, hacking, and even diagnosing/ repairing software and hardware problems.

#### Commerce (INT+CHA)

Commerce is used to evaluate the worth of goods and commodities and to trade them for the best possible price. It is also used to understand the intricacies of business transactions in addition to securing a profit. A further use is in finding the best way to dispose of stolen and illicit goods – again for the best possible price. Commerce is obviously used when trading and it can be opposed by either an opponent’s Commerce skill or Willpower, reflecting the opposing side’s attempts to further the deal in their favour. It is also used to judge the market value of goods, gaining an idea of price, and where it will be best traded.

#### Courtesy (INT+CHA)

This skill covers understanding how to act appropriately in a social or formal situation: modes of address, rituals, and conventions of behavior, and so forth. It includes everything from who to bow to and when, to how low; from when to use a particular title to when it is appropriate to act informally.

#### Craft (DEX + INT)

Each Craft is a specialised form, and there are as many crafts as there are professions for them. Like Art, Craft is used to create the subject item. How long it takes depends entirely on the nature of the product: weaving a rug takes longer than throwing a pot, for instance, but time is not necessarily the most important factor: it is the skill of the crafter, the quality of the resources and attention to detail.

#### Culture (INT x2)

Culture is the more specific form of the Standard Skill of Customs, relating instead to societies foreign to the character’s own. Each Culture skill must be given a particular nation or society to which it applies. Mechanically it works in the same way as the Customs skill.

#### Demolitions (INT+POW)

This skill permits a character to safely handle and utilise explosive materials, whether setting them up or disarming them.

#### Disguise (INT+CHA)

Effecting a convincing disguise, using appropriate materials (costumes, cosmetics, wigs, or hairpieces), is covered by the Disguise skill. Creating the disguise requires time and attention to detail, as well as access to the right materials to make it convincing. If some, or all, of these elements are not present then the Disguise roll’s Difficulty Grade is made one or more steps harder.

Disguise can be augmented with Acting to enhance the overall effect of a deception (vice versa when performing) and so the two skills are complementary.

#### Gambling (INT+POW)

The Gambling skill measures a character’s competence in games of chance and especially where money is staked on the outcome. It is used to assess the odds of success or failure or spot when someone is cheating. The skill can be used in an opposed or unopposed manner, depending on the situation. Spending the night in a faceless gambling den might only require a straight test, whereas a high stakes dice game involving notable personages may instead require several Rounds of Opposed Rolls.

#### Gunnery (INT + DEX)

The Gunnery skill covers the use of all guns too large to be carried on one’s person. In certain edge cases, such as a man-portable Lascannon being able to be carried and deployed, the wielder may use either their Combat Style (assuming it involves the use of the weapon) or their Gunnery skill, whichever they want. The Gunnery skill is mostly used for weapons such as tank cannons, field artillery pieces (such as the Earthshaker Cannon), and even the massive city-destroying Macrobatteries of the Imperial Navy.

#### Interrogate (INT + POW)

Interrogation allows a character to extract information from an unwilling subject. The application differs from brutal torture, which involves more physical damage. Rather, it represents skilled application of psychology, various devices, serums, and other, usually less physically-damaging, techniques. The GM may modify the difficulty of the test according to the availability of tools, facilities and other conditions. This is always an Opposed test, pitting the character’s Interrogation skill against an opponent’s Willpower. If the character wins the Opposed test, he gets 1d3 answers they desire, while a crit gains all of the information necessary. If his opponent wins the Opposed test, the interrogator gets nothing of worth. A fumble inflicts 1d4+1 in damage to the subject in a random location, and prevents any further interrogation for 1d6 days, after which they receive a step bonus to Willpower tests made to resist Interrogation at the hands of the character or his allies. Each Interrogation test inflicts one level of Fatigue on the target, unless the interrogator gains a Critical success.

#### Intimidate (INT + CHA)

The Imperium of Man is constantly at war. Seditious fools across its reach and xenos races from outside its boundaries all work to bring about the downfall of humanity. It is not enough to stop those who have already taken action; it is also vital to prevent others from following these fools or dabbling in matters far beyond their understanding. Fear often serves as the preferred tool for preventing insurrection and heresy.

The Intimidate skill is a measure of a character’s knack for instilling fear. He may use this ability to make someone perform an action against his will, or extract information from an unwilling subject. It is distinguished from the Influence skill largely by the authority that the acting character presents. When Intimidate is used against an opponent (such as to frighten him into doing the character’s bidding), it is an Opposed test. Intimidate is opposed by Willpower.

#### Knowledge (INT x 2)

Knowledge covers a specific body of knowledge which must be chosen when the skill is first learned. Astromancy, Beasts, Bureaucracy, Chymistry, Cryptology, Heraldry, Law, Legend, Occult, Tactica Imperalis: these are all typical examples of Knowledge skills. Skill in a Knowledge means the character understands its fundamentals, how it can be applied to immediate challenges and problems, and can use the Knowledge to recall useful information.

Some Knowledges are Forbidden, but are covered by their own set of specializations. These include Archaeotech, Chaos Space Marines, Criminal Cartels and Smugglers, Daemonology, Heresy, The Horus Heresy, Inquisition, Mutants, Officio Assassinorum, Pirates, Psykers, The Warp, and specific species of Xenos.

#### Language (INT+CHA)

This skill covers the speaking and comprehension of a language other than the character’s own. The skill is treated as a static representation of overall fluency. 1-25% a few basic words, 26-50% simple sentences, 51-75% fluent for general conversation, 76+% able to converse eloquently. Its value is used by the Games Master to limit the level of spoken interaction when the players converse with personalities in the game. It can also be used as a cap for certain other skills (such as Oratory), where Language may be a limiting factor. In such a case, a skill like Oratory cannot exceed the skill value of the Language being used.

#### Macrotech (INT x 2)

The design and building of large-scale structures, from houses to voidships, gates to power plants, is in the remit of the Macrotech skill. Rolls are necessary when planning large scale projects to ensure correct construction but are also made when an user wants to assess a structure’s integrity for whatever reason (state of repair or weak spots, for example). Acolytes will understand the Blessings of the Omnissiah and the rites of the Machine Cult that ensure operation.

#### Medicine (INT+POW)

Medicine is the in-depth knowledge of medical procedures, based on cultural practices and is used to treat more serious injuries (typically those where Hit Points are at zero or less). In a Primitive or Barbarian culture for instance, healing will be based on the knowledge of herbs and natural cures. In a Civilized culture, drugs and more advanced treatments will be more common. In all cultures Healing includes the ability to set bones, suture wounds, and so forth. Obviously applying Healing requires appropriate resources, and most practicing healers will have such things at hand (needles, gut or thread for sutures, herbs for poultices, and so forth, or a medical kit for modern settings).

#### Microtech (DEX + INT)

Microtech represents the knowledge and skill to assemble and disassemble mechanical and electronic devices, such as traps. The skill of Microtech generally involves the creation of delicate contraptions with small working parts, as opposed to Macrotech, which deals with massive constructions. This skill also covers the ability to open a mechanical locking system without the aid of a key or other device made specifically for the lock, including the techniques of levering open bolted or barred doors and windows without causing damage. They still understand the Blessings and rites required for operation of these devices.

#### Navigation (INT + POW)

Whether using prominent landmarks, the stars, or the varying taste of seawater, the ability to accurately direct travel is covered by the Navigation skill. Each Navigation skill covers a specific region or environment, such as Surface, Stellar, or Warp for example. It should be made during unusual journeys or when in completely unfamiliar territory.

#### Oratory (POW + CHA)

Oratory is the art of delivering a speech to a large group of people with the aim of conveying or swaying a point of view. It is a skill frequently used by politicians to drive home a policy, but is also used by commanders to inspire troops and impose discipline on the battlefield. Wherever mass persuasion is needed, Oratory, rather than Influence, is used.

#### Perform (CHA + DEX)

Perform represents a wide range of skills in performance art, from various musical instruments, acting, singing, dancing, and costuming. Success in this skill can move the audience towards whatever emotional direction the acolyte wants to guide them.

#### Pilot (DEX + INT)

The Pilot skill permits the control of a specified class (such as surface, aeronautica, or voidship) of vehicles. Note, this also covers ground based vehicles like an autocarriage.

#### Psyniscience (POW x 2)

Those with the Psyniscience skill sense the currents and eddies of the Warp and Immaterium. Characters can use the skill to detect the presence or absence of Daemons and the use of psychic powers. Psyniscience also allows detection of psychic phenomena, disturbances, voids, or other areas where the flow of the Immaterium has been unsettled or disrupted.

The difficulty for a Psyniscience test is based upon the potency of any nearby Warp activity. In general, the more powerful the activity, the easier it may be to sense. At the same time, by attempting to identify such a presence, a character must temporarily open his mind to its influence. Particularly potent threats may be able to seize this opportunity, and react aggressively to the probe. While subtler activity is far less dangerous to the acting character, it is also far more difficult to sense.

Unless otherwise noted, he can use the Psyniscience skill to detect entities, locales, and events up to a number of kilometres away equal to 1/10th his Psyniscience. The GM can, though, alter this range depending on the situation. A character who is not a psyker can also use this skill, representing his ability to recognise the subtle phenomena, such as strange patterns of dust motes or odd sensory distortions, which often accompany psychic disturbances.

#### Ride (DEX+POW)

Ride covers the ability to control and remain mounted on those creatures that are trained to be ridden. The skill can be applied to a diverse range of beasts, everything from mules to elephants; even flying or swimming creatures such as giant eagles or dolphins. Riding an unfamiliar species is always one Difficulty Grade harder; while riding a species of a different medium (a rider riding a dragon, for example) is two grades harder. Wild, untamed creatures cannot be ridden in a constructive manner until they have been broken and trained to be riding beasts.

#### Seduction (INT+CHA)

Seduction is the romantic or sexual persuasion of another person, a skill very different to Influence. It uses explicit signals – verbal and non-verbal – to elicit a sexually positive response. It also takes a significant amount of time: successful Seduction may take hours, days, or weeks to achieve depending on the morals of the target, who can always attempt to resist Seduction with Willpower.

#### Sleight (DEX+CHA)

Sleight covers attempts to palm or conceal small objects (legerdemain and prestidigitation) and includes attempts to pick pockets, cut purses, or cause a visual distraction. Naturally, it is an essential thieves’ skill.

#### Survival (CON+POW)

This skill covers surviving in a rural or wilderness environment where the benefits of civilisation are absent: foraging, building a fire, finding shelter or a safe place to sleep. When properly equipped, rolls are usually unnecessary since the character may be carrying a tent, food supplies, and so on. Only when separated from their equipment or when environmental conditions turn bad does it become essential to use this skill. A roll is usually made once per day in such conditions..

#### Track (INT+CON)

The Track skill is used for tracking any form of game or quarry. It uses both obvious and ambiguous signs of passing to remain on the quarry’s trail, including footprints, bruised leaves, scattered pollen, displaced rocks, and so on; small, tell-tale signs that are invisible to the non-skilled. Track rolls need to be made periodically, especially if conditions change abruptly (a rain shower, for example, will disturb certain signs). How often depends on how cunning the quarry has been. Conceal rolls can be used to oppose a Track roll.

## Skill Traits

# Character Creation

## Dark Heresy

Character Creation Steps:

1. Pick a Species
2. Pick a Homeworld
3. Pick a Background
4. Spend Bonus Points

### Species

#### Human

Characteristic Points: (75/90/100)

Unarmed attacks: S, 1d4

Movement rate: 6 meters

Restrictions:

* Minimum [STR, DEX, POW, CHA, CON] = 3
* Minimum [SIZ, INT] = 8
* Maximum [All] = (18/18/20)

#### Ogryn

Ogryns are huge, powerful abhumans fielded by the Imperial Guard as shock troops. Standing heads taller than an average man, these savage, simple-minded creatures are thick with bulk and muscle, and are descended from humans who were stranded on cold, high-gravity worlds in a time long forgotten. Their thick frames are capable of lifting immense weight and protecting them from most small weapons fire, and their great strength is invaluable for fighting on the front lines.

Once the Ogryns were rediscovered, the leadership of the Departmento Munitorum was able to find appropriate uses for the big, dim abhumans. Carrying special, sturdily built, Ogryn-specific equipment like the brutal ripper gun and ripper saw, they are still utilized as shock troops, deployed on the front lines to smash enemy units and cause as much damage and havoc as possible in as short a time as possible. While not as common as they once were, there are many regiments who still field Ogryns, either in dedicated Ogryn squads, or mixed in with other Guardsmen, who can help guide them and keep an eye on them, to prevent them from hurting themselves and their comrades.

Conveniently for the Imperial Guard, Ogryn are incredibly loyal once befriended, and will go to any ends to fulfill the commands of someone they trust. They worship the God-Emperor with a child-like devotion, and are more than happy to charge into battle to keep the Imperium safe.

Characteristic Points: (124/139/149)

Unarmed attacks: L, 1d6

Movement rate: 8 meters

Restrictions:

* Minimum [STR, CON] = 20
* Minimum SIZ = 25
* Minimum [DEX, CHA, POW] = 3
* Minimum INT = 4
* Maximum [STR, CON, SIZ] = 40
* Maximum INT = 8
* Maximum DEX = 10
* Maximum [POW, CHA] = 18

Special Traits:

* Natural Armour 2 in all locations
* Clumsy: Ogryn’s hands are not only much larger than those of a normal human, but also far stronger, and most Ogryn have a hard time using them to perform delicate, or even normal, tasks. Because of this, Ogryn cannot use most weapons made for humans, as they tend to break them when they try. Any weapon which doesn’t have the Ogryn-Proof Trait cannot be used by a character with the Clumsy Trait.
* Claustrophobia: Ogryns must make a Willpower test to enter a confined space.
* Sturdy: Ogryns count as always properly Steadying any Heavy weapon that they are wielding in both hands.

#### Ratling

Like their distant cousins the Ogryns, Ratlings are abhumans, humans who followed a different evolutionary path, descended from ancient settlers cut off from larger human society. This is where the similarity to Ogryns ends, however. While Ogryns are large, brutish creatures, Ratlings are incredibly short and round, and remarkably clever.

Despite their obvious unsuitability for military life, Ratlings are nevertheless drafted wholesale into the Imperial Army. While they cannot fill many of the human roles in the Imperial Guard, Ratlings still proved incredibly useful. Their small size allows them to infiltrate enemy territory much better than the average human, and, combined with their incredible eyesight, makes them excellent snipers. In addition, Ratlings have a reputation amongst the Guard for their incredible cooking, and often act as cook for the unit, in addition to their battlefield duties. Although, their love of food can often get them into trouble, as many Ratlings are known to “acquire” extra supplies to supplement their diets, a practice their Imperial Guard commanders frown upon.

In the field, Ratlings operate independently, with a second Ratling who acts as a spotter and backup marksman, or in small squads. They are deployed behind enemy lines with the barest of supplies, where they immediately go to ground, secreting themselves, living off the land, and waiting as patiently as spiders for their quarry. They delight in causing confusion and havoc among their enemies, killing officers and key personnel from extreme ranges, with near impunity. Their proficiency and marksmanship may possibly be the Ratling’s one saving grace, and despite being the butt of numerous jokes over the millennia, many a Guardsman owes their life to the sharp eyes and steady hands of a Ratling sniper.

Characteristic Points: (73/88/98)

Unarmed Attacks: S, 1d3

Movement rate: 4 meters

Restrictions:

* Minimum [STR, CON, DEX, CHA, POW] = 3
* Minimum INT = 8
* Minimum SIZ = 5
* Maximum STR = 11
* Maximum [CON, CHA] = 22
* Maximum DEX = 25
* Maximum [POW, INT] = 18
* Maximum SIZ = 10

### Homeworlds

Pick a Homeworld, distribute (100/110/120) points across 7 Standard Skills, up to 3 Professional Skills, and one optional Combat Style. No single skill can receive more than (15/20/25) points.

**Note about Literacy**: Unless otherwise stated, all characters receive Literacy (Low Gothic) at the level that they have Language (Low Gothic).

**Note about Psykers**: If the GM wants nascent Psyker characters, any Homeworld can have the *Psychic Discipline* and *Psychic Mastery* Professional Skills added to its list, but keep in mind this can potentially create very powerful starting Psykers. Nascent Psykers that do not choose Astra Telepathica as their background will always be Unsanctioned Psykers.

#### Agri-World

**Standard Skills:** Athletics, Brawn, Conceal, Endurance, Insight, Perception, Streetwise

**Professional Skills:** Commerce, Craft (Farmer), Pilot (Ground), Survival, Navigation (Surface), Track, Knowledge (Agriculture), Ride

**Combat Style:** Farmer (Low-tech, Solid Projectile, Unarmed)

**Background Modifiers:** Weapons -5, Armour -5, Wargear 0, Acquisition +10

**Homeworld Bonus:** *Strength From The Land*: Whenever an Agri-World character Charges into melee, their damage modifier increases by an additional step.

#### Daemon World

**Standard Skills:** Athletics, Endurance, Evade, Stealth, Conceal, Deceit, Willpower, Perception

**Professional Skills:** Knowledge (Warp), Survival, Culture (Chaos), Sleight, Language (Daemonic), Intimidate, Interrogate

**Combat Style:** Daemonic Survivor (Low-Tech, Las or Solid Projectile, Unarmed)

**Background Modifiers:** Weapons +10, Armour 0, Wargear -5, Acquisition -5

**Literacy Note:** Daemon Worlders are too focused on survival to learn how to read and write, and as such do not gain Literacy (Low Gothic), though they are still fluent in speaking it.

**Homeworld Bonus:** *Touched By The Warp*: Even if not psychic, Daemon World Characters gain the Psyniscience skill at the base level, but cannot put Homeworld Points into it.

#### Death World

**Standard Skills:** Athletics, Endurance, Evade, Brawn, Perception, Stealth, Willpower, Conceal

**Professional Skills:** Acrobatics, Knowledge (Nature), Survival, Sleight, Medicine, Track, Ride

**Combat Style:** Survivor (Low-Tech, Las or Solid Projectile, Chain, Unarmed)

**Background Modifiers:** Weapons +5, Armour +10, Wargear -10, Acquisition -5

**Literacy Note:** Death Worlders are too focused on survival to learn how to read and write, and as such do not gain Literacy (Low Gothic), though they are still fluent in speaking it.

**Homeworld Bonus:** *Survivor’s Paranoia*: Perception tests to determine whether a Death World character is surprised are one step easier, and enemies do not get an additional Special Effect when targeting a Surprised Death World character.

#### Feral World

**Standard Skills:** Athletics, Endurance, Evade, Brawn, Perception, Stealth, Willpower, Conceal

**Professional Skills:** Acrobatics, Survival, Track, Ride, Craft (Stone), Intimidate, Sleight

**Combat Style:** Neolithic Warrior (Low-Tech, Unarmed)

**Background Modifiers:** Weapons +0, Armour -5, Wargear -5, Acquisition -5

**Literacy Note:** Feral Worlders are too focused on survival to learn how to read and write, and as such do not gain Literacy (Low Gothic), though they are still fluent in speaking it.

**Homeworld Bonus:** *The Old Ways*: Any Low-Tech weapon wielded by a Feral World character has its minimum damage increased by 2.

#### Feudal World

**Standard Skills:** Athletics, Endurance, Evade, Brawn, Perception, Streetwise, Insight, Influence

**Professional Skills:** Medicine, Knowledge (War), Craft (Blacksmith), Science (Metallurgy), Courtesy, Literacy (Low Gothic), Commerce

**Combat Style:** Medieval Warrior (Low-Tech, Unarmed)

**Background Modifiers:** Weapons +0, Armour +5, Wargear -5, Acquisition -5

**Literacy Note:** Feudal Worlders are too focused on toiling in the fields to learn how to read and write, and as such do not gain Literacy (Low Gothic), though they are still fluent in speaking it.

**Homeworld Bonus:** *At Home In Armor*: A Feudal World character divides their final Armor Penalty by 2.

#### Forge World

**Standard Skills:** Endurance, Brawn, Perception, Logic, Research, First Aid, Streetwise

**Professional Skills:** Medicine, Macrotech, Microtech, Demolitions, Cogitators, Language (Techna-Lingua), Craft (Any)

**Combat Style:** Forge Warrior (Las or Solid Projectile, Plasma or Power or Melta, Unarmed)

**Background Modifiers:** Weapons +5, Armour +5, Wargear +10, Acquisition -10

**Homeworld Bonus:** *Omnissiah’s Chosen*: A Forge World character wielding a Plasma, Melta, Power, or Exotic weapon may Augment their Combat Style with their Microtech Skill.

#### Fortress World

**Standard Skills:** Athletics, Perception, Evade, Endurance, Willpower, Perception, Insight

**Professional Skills:** Medicine, Craft (Armourer), Demolitions, Macrotech, Knowledge (Tactics, War), Oratory, Pilot (Aeronautica or Ground), Language (Imperial Codes)

**Combat Style:** Imperial Guard (Low-Tech, Las or Solid Projectile, Chain or Power, Unarmed)

**Background Modifiers:** Weapons +10, Armour +10, Wargear +0, Acquisition -10

**Homeworld Bonus:** *Bred For War:* Fortress World characters make all fear-related Willpower tests at 1 step easier, unless they involve supernatural horrors.

#### Frontier World

**Standard Skills:** Athletics, Conceal, Stealth, Evade, Perception, Streetwise, Insight

**Professional Skills:** Navigate (Surface), Survival, Track, Gambling, Demolitions, Ride, Science (Meteorology), Craft (Gunsmithing, Weaponsmithing)

**Combat Style:** Frontiersman (Low-Tech, Las or Solid Projectile, Unarmed)

**Background Modifiers:** Weapons +0, Armour +0, Wargear +5, Acquisition -5

**Homeworld Bonus:** *Rely On None But Yourself*: A Frontier World character treats all Craft tests as one step easier when applying weapon modifications or repairing equipment.

#### Garden World

**Standard Skills:** Insight, Influence, Perception, Deceit, Logic, Willpower, Research, Streetwise

**Professional Skills:** Courtesy, Culture (Highborn), Language (High Gothic), Seduction, Knowledge (Hospitality), Perform (Dance), Art (Any), Disguise

**Combat Style:** Courtier (Las or Solid Projectile or Low-Tech, Unarmed)

**Background Modifiers:** Weapons -10, Armour -5, Wargear -5, Acquisition +15

**Homeworld Bonus:** *Serenity Of The Green*: All attempts to influence the mental state of a Garden World character (Intimidation, Interrogation, mind-affecting psychic powers, etc.) are one step easier for the character to resist.

#### Highborn

**Standard Skills:** Streetwise, Perception, Influence, Insight, Research, Deceit, Customs, Athletics

**Professional Skills:** Courtesy, Oratory, Commerce, Language (Low Gothic), Pilot (Aeronautica), Ride, Knowledge (Elites), Intimidate

**Combat Style:** Nobleman (Low-Tech or Power, Las or Plasma, Unarmed)

**Background Modifiers:** Weapons +5, Armour +5, Wargear +5, Acquisition +25

**Language Note:** Highborn characters usually cannot write or speak Low Gothic, as they have no need for the crude tongue of the masses. If they take the language as a Professional Skill, however, they automatically gain Literacy in it as well.

**Homeworld Bonus:** *Wealth Beyond Measure*: When using a Personal Allotment point for petty cash, the base difficulty of the relevant test using the petty cash is Very Easy instead of Standard.

#### Hive World

**Standard Skills:** Streetwise, Perception, Influence, Stealth, Deceit, Evade, Athletics, Insight

**Professional Skills:** Intimidate, Forgery, Disguise, Knowledge (Hives), Track, Gambling, Sleight, Navigation (Surface)

**Combat Style:** Hive Scum (Low-Tech, Solid Projectile, Unarmed)

**Background Modifiers:** Weapons +5, Armour -5, Wargear +5, Acquisition -5

**Homeworld Bonus:** *Teeming Masses In Metal Mountains*: A Hive World character suffers no penalties for movement through dense crowds, and can charge through spaces occupied by allies or noncombatants.

#### Imperial World

**Standard Skills:** Athletics, Influence, Insight, Perception, Streetwise, Research, Deceit, Logic

**Professional Skills:** Language (High Gothic), Commerce, Craft (Any profession), Cogitators, Forgery, Knowledge (Any)

**Combat Style:** Imperial Citizen (Low-Tech, Solid Projectile or Las, Unarmed)

**Background Modifiers:** Weapons +0, Armour +0, Wargear +0, Acquisition +0

**Homeworld Bonus:** *Blessed Ignorance*: Lore tests on forbidden topics are one step harder for Imperial World characters. However, their ignorance of the supernatural and malefic makes Willpower tests against supernatural horrors and psychic powers one step easier.

#### Mining Colony

**Standard Skills:** Athletics, Brawn, Endurance, First Aid, Perception, Research, Conceal

**Professional Skills:** Craft (Mining), Science (Mineralogy), Demolitions, Microtech, Macrotech, Gambling, Medicine, Navigation (Surface)

**Combat Style:** Mining Troop (Low-Tech, Solid Projectile or Las, Unarmed)

**Background Modifiers:** Weapons +0, Armour +0, Wargear +5, Acquisition +5

**Homeworld Bonus:** *Tunnel Rat*: Perception tests involving hearing are one step easier for Mining Colony characters, and penalties involving blindness are one step less severe.

#### Ogryn World

**Species:** Ogryn

**Standard Skills:** Athletics, Brawn, Endurance, Evade, Willpower, Conceal, Perception, Customs

**Professional Skills:** Intimidate, Demolitions, Knowledge (War), Survival

**Combat Style:** Ogryn (Low-Tech, Solid Projectile, Unarmed)

**Background Modifiers:** Weapons +15, Armour +15, Wargear -10, Acquisition -20

**Literacy Note:** Though fluent in Low Gothic (by their own standards), most Ogryns are not capable of reading or writing, and as such do not gain Literacy in Low Gothic.

**Homeworld Bonus:** *Favoured Mutation*: All friendly interaction tests between an Ogryn World character and a person in a position of authority are one step easier.

#### Penal World

**Standard Skills:** Athletics, Brawn, Endurance, Evade, Willpower, Stealth, Perception, Deceit

**Professional Skills:** Intimidate, Sleight, Culture (Underworld), Disguise, Craft (Weaponsmith), Interrogate, Acrobatics, Gambling

**Combat Style:** Prison Scum (Low-Tech, Solid Projectile, Unarmed)

**Background Modifiers:** Weapons +10, Armour -5, Wargear -5, Acquisition -10

**Homeworld Bonus:** *Honour Among Thieves*: When interacting with any sort of criminal or infractionist characters, a Penal World character treats all friendly social interaction tests as one step easier.

#### Post-Cataclysmic World

**Standard Skills:** Athletics, Endurance, Evade, Willpower, Stealth, Perception, Insight

**Professional Skills:** Intimidate, Demolitions, Language (High Gothic), Track, Craft (Any), Survival, Acrobatics,

**Combat Style:** Wasteland Survivor (Low-Tech, Solid Projectile or Las, Unarmed)

**Background Modifiers:** Weapons +0, Armour +15, Wargear -5, Acquisition -5

**Homeworld Bonus:** *Hardened By Disaster*: All Endurance tests against extreme Cold, Heat, or Radiation are one step easier for Post-Cataclysmic World characters.

#### Quarantine World

**Standard Skills:** Stealth, Conceal, Athletics, Evade, Deceit, Insight, Influence, Perception

**Professional Skills:** Perform (Acting), Disguise, Knowledge (Any Forbidden), Survival, Forgery, Interrogate

**Combat Style:** Quarantine Escapee (Low-Tech, Solid Projectile or Las, Power, Unarmed)

**Background Modifiers:** Weapons -5, Armour +15, Wargear -5, Acquisition -5

**Homeworld Bonus:** *Stable Genome*: Any time a Quarantine World character would gain Corruption, they gain that amount minus 2 instead, to a minimum of 0.

#### Ratling World

**Species:** Ratling

**Standard Skills:** Athletics, Evade, Conceal, Perception, Deceit, Influence, Insight, Stealth

**Professional Skills:** Commerce, Culture (Imperial), Survival, Language (High Gothic), Craft (Cook), Courtesy, Acrobatics, Sleight

**Combat Style:** Ratling (Low-Tech, Solid Projectile or Las, Unarmed)

**Background Modifiers:** Weapons +10, Armour -20, Wargear +0, Acquisition +10

**Homeworld Bonus:** *Natural Marksmen*: Ratlings have an improved version of the Longshot Combat Style Trait, reducing all Range Penalties by two steps regardless of what ranged weapon is being wielded.

#### Research Station

**Standard Skills:** Logic, Research, Perception, Insight, Willpower, Conceal, Deceit, First Aid

**Professional Skills:** Knowledge (Any), Science (Any), Language (Any), Medicine, Cogitators, Macrotech, Microtech, Interrogate

**Combat Style:** Research Assistant (Solid Projectile or Las, Unarmed)

**Background Modifiers:** Weapons -15, Armour +0, Wargear +10, Acquisition +10

**Homeworld Bonus:** *Pursuit Of Data*: Whenever a Research Station character spends an Experience Roll on a non-Forbidden Knowledge skill, they may receive one free Experience Roll in a related Forbidden Knowledge skill.

#### Schola Progenium

**Standard Skills:** Willpower, Athletics, Evade, First Aid, Influence, Perception, Insight, Deceit

**Professional Skills:** Knowledge (Tactics), Oratory, Language (Any), Medicine, Cogitators, Interrogate, Intimidate, Acrobatics

**Combat Style:** Schola Warrior (Low-Tech, Solid Projectile or Las, Chain or Power, Plasma or Bolt, Unarmed)

**Background Modifiers:** Weapons +5, Armour +5, Wargear +5, Acquisition +5

**Language Note:** Schola Progenium characters are fluent and literate in both Low and High Gothic.

**Homeworld Bonus:** *Humanity’s Finest*: A Schola Progenium character using any social interaction test against one or more targets of lower rank has their difficulty made one step easier.

#### Shrine World

**Standard Skills:** Willpower, First Aid, Influence, Perception, Insight, Research, Deceit, Customs

**Professional Skills:** Knowledge (Imperial Cult), Oratory, Medicine, Interrogate, Intimidate, Perform (Sing), Seduction

**Combat Style:** Shrine Fanatic (Low-Tech, Solid Projectile or Las, Chain, Unarmed)

**Background Modifiers:** Weapons +5, Armour +0, Wargear +0, Acquisition +5

**Language Note:** Shrine World characters have fluency and literacy in High Gothic at half the normal level.

**Homeworld Bonus:** *The Gift Of Hate*: A Shrine World must have one Passion focused on the hatred of one foe of the Imperium. When fighting this foe, the Shrine World character always Augments their Skill Tests with their hatred Passion.

#### Voidborn

**Standard Skills:** Logic, Research, Perception, Athletics, Willpower, Evade, Deceit, First Aid

**Professional Skills:** Acrobatics, Microtech, Macrotech, Cogitators, Commerce, Language (High Gothic), Culture (Planetbound), Navigation (Stellar, Warp)

**Combat Style:** Voidborn Warrior (Solid Projectile or Las, Chain or Low-Tech, Unarmed)

**Background Modifiers:** Weapons +0, Armour +5, Wargear +5, Acquisition +5

**Homeworld Bonus:** *Child Of The Dark*: Voidborn characters treat winding corridors and zero-gravity as normal terrain with regards to movement (this includes sprinting and Charging).

### Backgrounds

Pick a Background, distribute (100/110/120) points across the 8 Standard Skills, up to 3 Professional Skills, and one optional Combat Style. No single skill can receive more than (15/20/25) points.

**Background Equipment**: For each Category (Weapon, Armour, Wargear, Acquisition), roll 1d100 and modify it by your homeworld’s Background Modifiers appropriately. The result determines your Class for the respective Category in the [Background Equipment](#_jy9wn1vask4) table, where you may choose your starting equipment accordingly. For example, a Research Station character choosing the Adepta Sororitas would roll 1d100 each for Weapons, Armor, Wargear, and Acquisition, modifying them by -15, 0, 10, and 10 respectively. They then consult their Background Equipment table for the Adepta Sororitas Background to find out what their starting equipment is.

#### Adepta Sororitas

**Standard Skills:** Combat Style (Flame, Bolt or Melta, Chain), Athletics, Brawn, Endurance, Evade, Willpower, Customs

**Professional Skills:** Medicine, Language (High Gothic), Oratory, Knowledge (Imperial Cult), Culture (Ecclesiarchy), *Devotion*, *Zeal*

**Background Equipment:**

| **Weapon Class** | Civilian 01-10 | Adept 11-50 | Soldier 51-80 | Warrior 81-100 |
| --- | --- | --- | --- | --- |
| **Armour Class** | Civilian 01-10 | Adept 11-50 | Soldier 51-90 | Warrior 91-100 |
| **Wargear Class** | Civilian 01-15 | Adept 16-60 | Soldier 61-95 | Warrior 96-100 |
| **Acquisition Class** | Civilian 01-15 | Adept 16-60 | Soldier 61-95 | Warrior 96-100 |

**Background Bonus:** *Incorruptible Devotion*: Whenever an Adepta Sororitas character would gain Corruption points, they gain that many Insanity Points minus 1 instead (to a minimum of 0).

#### Adeptus Administratum

**Standard Skills:** Customs, Research, Influence, Insight, Logic, Native Tongue (Low Gothic, High Gothic)

**Professional Skills:** Medicine, Courtesy, Commerce, Cogitators, Knowledge (Any, Any), Science (Any)

**Background Equipment:**

| **Weapon Class** | Civilian 01-20 | Adept 21-75 | Soldier 76-95 | Warrior 96-100 |  |
| --- | --- | --- | --- | --- | --- |
| **Armour Class** | Civilian 01-20 | Adept 21-75 | Soldier 76-95 | Warrior 96-100 |  |
| **Wargear Class** | Civilian 01-20 | Adept 21-60 | Soldier 61-95 | Warrior 96-100 |  |
| **Acquisition Class** | Civilian 01-10 | Adept 11-40 | Soldier 41-75 | Warrior 76-96 | Elite 97-100 |

**Background Bonus:** *Master Of Paperwork*: An Adeptus Administratum character counts the Availability of all items as one level more available.

#### Adeptus Arbites

**Standard Skills:** Combat Style (Shock, Solid Projectile, Low-Tech), Athletics, Brawn, Endurance, Evade, Perception, Streetwise

**Professional Skills:** Intimidate, Interrogate, Track, Knowledge (Precinct Planet), Craft (Forgery), Courtesy, Demolitions

**Background Equipment:**

| **Weapon Class** | Civilian 01-05 | Adept 06-40 | Soldier 41-80 | Warrior 81-100 |  |
| --- | --- | --- | --- | --- | --- |
| **Armour Class** | Civilian 01-05 | Adept 06-40 | Soldier 41-80 | Warrior 81-95 | Elite 96-100 |
| **Wargear Class** | Civilian 01-10 | Adept 11-30 | Soldier 31-80 | Warrior 81-100 |  |
| **Acquisition Class** | Civilian 01-10 | Adept 11-50 | Soldier 51-80 | Warrior 81-100 |  |

**Background Bonus:** *The Face Of The Law*: An Adeptus Arbites character can always Augment their Intimidate and Interrogate skills with their Willpower.

#### Adeptus Astra Telepathica

**Standard Skills:** Combat Style (Low-Tech, Force), Perception, Research, Insight, Influence, Willpower, Evade

**Professional Skills:** *Psychic Discipline*, *Psychic Mastery*, Psyniscience, Knowledge (Warp), Navigation (Warp), Sleight, Courtesy

**Background Equipment:**

| **Weapon Class** | Dreg  01 | Civilian 02-05 | Adept 06-40 | Soldier 41-80 | Warrior 81-90 | Elite 91-100 |
| --- | --- | --- | --- | --- | --- | --- |
| **Armour Class** | Dreg  01 | Civilian 02-30 | Adept 31-80 | Soldier 81-96 | Warrior 97-100 |  |
| **Wargear Class** |  | Civilian 01-20 | Adept 21-50 | Soldier 51-90 | Warrior 91-99 | Elite  100 |
| **Acquisition Class** |  | Civilian 01-10 | Adept 11-50 | Soldier 51-80 | Warrior 81-95 | Elite 96-100 |

**Background Bonus:** *Psyker’s Path*: An Adeptus Astra Telepathica character must choose between the Sanctioned and Unsanctioned Gifts (if they are a Psyker), or must choose The Constant Threat Gift (if not a Psyker):

* Sanctioned: Your Psychic Mastery tests to manifest Psychic Powers are capped by your Willpower under all circumstances. However, you only suffer Psychic Perils when Fumbling a Psychic Mastery Test to manifest a Psychic Power.
* Unsanctioned: Your Psychic Mastery tests are uncapped, and all Push costs are reduced by 1 Point. However, you suffer Psychic Perils whenever you fail or fumble a Psychic Mastery Test to manifest a Psychic Power.
* The Constant Threat: Whenever a Psyker within a distance of the character’s Willpower triggers Psychic Phenomena, the character may increase or decrease the rolled result by an amount equal to one-tenth of their Willpower.

#### Adeptus Mechanicus

**Standard Skills:** Logic, Research, Endurance, First Aid, Brawn, Perception, Insight

**Professional Skills:** Macrotech, Microtech, Cogitators, Culture (Adeptus Mechanicus), Medicine, Demolitions, Language (Techna Lingua)

**Background Equipment:**

| **Weapon Class** | Dreg  01 | Civilian 02-05 | Adept 06-30 | Soldier 31-80 | Warrior 81-90 | Elite 91-100 |
| --- | --- | --- | --- | --- | --- | --- |
| **Armour Class** | Dreg  01 | Civilian 02-30 | Adept 31-60 | Soldier 61-80 | Warrior 81-95 | Elite 96-100 |
| **Wargear Class** |  | Civilian 01-10 | Adept 11-50 | Soldier 51-80 | Warrior 81-90 | Elite  91-100 |
| **Acquisition Class** |  | Civilian 01-10 | Adept 11-50 | Soldier 51-80 | Warrior 81-95 | Elite 96-100 |

**Background Bonus:** *Replace The Weak Flesh*: The availability of all cybernetics is two levels more available for an Adeptus Mechanicus character, and any rolls to install them on such a character are one step easier.

#### Adeptus Ministorum

**Standard Skills:** Combat Style (Flame or Solid Projectile or Las, Low-Tech, Chain), Influence, Endurance, Insight, Streetwise, Customs, Willpower

**Professional Skills:** Oratory, Language (High Gothic), *Devotion*, *Zeal*, Culture (Ecclesiarchy), Interrogate, Perform (Sing), Knowledge (Imperial Cult)

**Background Equipment:**

| **Weapon Class** | Civilian 01-10 | Adept 11-50 | Soldier 51-80 | Warrior 81-100 |
| --- | --- | --- | --- | --- |
| **Armour Class** | Civilian 01-10 | Adept 11-50 | Soldier 51-90 | Warrior 91-100 |
| **Wargear Class** | Civilian 01-15 | Adept 16-60 | Soldier 61-95 | Warrior 96-100 |
| **Acquisition Class** | Civilian 01-15 | Adept 16-60 | Soldier 61-95 | Warrior 96-100 |

**Background Bonus:** *Faith Is All*: When an Adeptus Ministorum character spends a Luck Point in any way to affect an incoming attack (such as re-rolling an Evade or Parry attempt, or forcing a re-roll of that attack), that attack will deal half damage if it still strikes the character.

#### Astra Militarum (Imperial Guard)

**Standard Skills:** Combat Style (Low-Tech, Las or Solid Projectile, Any 1 non-Exotic, Thrown), Athletics, Evade, Endurance, Willpower, Brawn, Perception

**Professional Skills:** Oratory, Knowledge (Tactics), Language (Imperial Codes), Pilot (Ground), Demolitions, Craft (Armourer), Survival

**Background Equipment:**

| **Weapon Class** | Dreg  01 | Civilian 02-05 | Adept 06-20 | Soldier 21-70 | Warrior 71-90 | Elite 91-100 |
| --- | --- | --- | --- | --- | --- | --- |
| **Armour Class** | Dreg  01 | Civilian 02-10 | Adept 11-30 | Soldier 31-70 | Warrior 71-95 | Elite 96-100 |
| **Wargear Class** | Dreg  01 | Civilian 02-10 | Adept 11-50 | Soldier 51-80 | Warrior 81-95 | Elite  96-100 |
| **Acquisition Class** | Dreg  01 | Civilian 02-10 | Adept 11-50 | Soldier 51-80 | Warrior 81-95 | Elite 96-100 |

**Background Bonus:** *Hammer Of The Emperor*: When an Imperial Guard character attacks an enemy that an ally has attacked since the character’s last turn, the character may reroll any 1’s or 2’s on their weapon’s damage dice. This reroll may only happen once per die.

#### Imperial Navy

**Standard Skills:** Combat Style (Low-Tech, Las, Solid Projectile), Athletics, Endurance, Willpower, Brawn, Perception, Customs

**Professional Skills:** Oratory, Knowledge (Tactics), Language (Imperial Codes), Pilot (Aeronautica, Voidship), Navigate (Stellar), Craft (Armourer), Cogitators

**Background Equipment:**

| **Weapon Class** | Dreg  01 | Civilian 02-05 | Adept 06-20 | Soldier 21-70 | Warrior 71-90 | Elite 91-100 |
| --- | --- | --- | --- | --- | --- | --- |
| **Armour Class** | Dreg  01 | Civilian 02-10 | Adept 11-30 | Soldier 31-70 | Warrior 71-95 | Elite 96-100 |
| **Wargear Class** | Dreg  01 | Civilian 02-10 | Adept 11-50 | Soldier 51-80 | Warrior 81-95 | Elite  96-100 |
| **Acquisition Class** | Dreg  01 | Civilian 02-10 | Adept 11-50 | Soldier 51-80 | Warrior 81-95 | Elite 96-100 |

**Background Bonus:** *Close Quarters Discipline*: Imperial Navy characters attempting to shoot a target that they are engaged in melee with have their Combat Style tests made one step easier.

#### Infractionist

**Standard Skills:** Combat Style (Low-Tech, Solid Projectile), Athletics, Deceit, Streetwise, Brawn, Evade, Stealth

**Professional Skills:** Sleight, Disguise, Gambling, Seduction, Craft (Forgery), Intimidate, Commerce

**Background Equipment:**

| **Weapon Class** | Dreg  01-10 | Civilian 11-50 | Adept 51-80 | Soldier 81-95 | Warrior 96-100 |
| --- | --- | --- | --- | --- | --- |
| **Armour Class** | Dreg  01-10 | Civilian 11-60 | Adept 61-80 | Soldier 81-99 | Warrior 100 |
| **Wargear Class** | Dreg  01-10 | Civilian 11-60 | Adept 61-80 | Soldier 81-99 | Warrior 100 |
| **Acquisition Class** | Dreg  01-10 | Civilian 11-50 | Adept 51-80 | Soldier 81-95 | Warrior 96-100 |

**Background Bonus:** *Scum and Villainy*: Acquisition tests made by Infractionist characters are one step easier when utilizing underworld elements.

#### Rogue Trader Fleet

**Standard Skills:** Influence, Deceit, Evade, Insight, Perception, Streetwise, Research

**Professional Skills:** Courtesy, Culture (Any), Language (Any), Navigation (Stellar), Commerce, Seduction, Craft (Forgery), Disguise

**Background Equipment:**

| **Weapon Class** | Civilian 01-05 | Adept 06-40 | Soldier 41-80 | Warrior 81-90 | Elite 91-100 |
| --- | --- | --- | --- | --- | --- |
| **Armour Class** | Civilian 01-05 | Adept 06-40 | Soldier 41-80 | Warrior 81-95 | Elite 96-100 |
| **Wargear Class** | Civilian 01-10 | Adept 11-30 | Soldier 31-80 | Warrior 81-100 |  |
| **Acquisition Class** | Civilian 01-10 | Adept 11-50 | Soldier 51-80 | Warrior 81-90 | Elite 91-100 |

**Background Bonus:** *Silver Tongue*: A Rogue Trader Fleet character has all subsequent social interaction tests made one step easier with a successful Courtesy test, and two steps easier on a critical Courtesy test.

### Background Equipment

| **Class** | **Weapons** | **Armour** | **Wargear** | **Acquisition** |
| --- | --- | --- | --- | --- |
| Dreg | 1 Low-Tech, 1 Solid Projectile Pistol | None | None | 20/30 |
| Civilian | 1 Low-Tech, 1 Pistol of [Solid Projectile, Las] | Roll 1d2. This is the AP rating for the armour, which covers 1d4 locations. | 1 item of normal quality | 30/50 |
| Adept | 2 weapons of [Low-Tech, Solid Projectile, Las] | Roll 1d3. This is the AP rating for the armour, which covers 1d6 locations. | 2 items of normal quality | 40/70 |
| Soldier | 2 weapons of good quality, 1 of which may be Chain, otherwise [Low-Tech, Solid Projectile, Las] | Full set of normal armour with AP rating equal to 1d2+2 covering all locations. | 1 item of normal quality  1 item of good quality | 50/90 |
| Warrior | Any 3 weapons of good quality, 1 of which may be [Plasma, Bolt, Melta, Power, Force], otherwise [Low-Tech, Las, Solid Projectile, Chain] | Full set of good armour (-1 ENC) with AP rating equal to 1d2+3 covering all locations. | 1 item of normal quality  2 items of good quality | 60/110 |
| Elite | Any 3 weapons of superior quality, 2 of which may be [Plasma, Bolt, Melta, Power, Force], otherwise [Low-Tech, Las, Solid Projectile, Chain] | Full set of superior armour (-2 ENC) with AP rating equal to 1d2+4 covering all locations. | 1 item of superior quality  2 items of good quality | 70/130 |

**Acquisition**: The values for the Acquisition Class rolled represent Personal and Organizational Acquisition, respectively. See the [Acquisition](#_jyxgn9dym8n) section for more.

### Bonus Points

Gain (150/180/200) points, add up to two additional Professional Skills and / or Combat Styles. Each skill can gain up to (15/20/25) additional points.

## Only War

Coming soon?

# Equipment

## Acquisition

Each Character has Personal and Organizational Acquisition, determined at character creation. A character has a number of Acquisition Slots corresponding to 1/10th of their respective Acquisition score (For example, A character with 61 Personal Acquisition has 7 Personal Acquisition Slots).

All items have an Acquisition Value, or AV. This AV is a number followed by a Restriction Level, representing its general availability to the masses. The Restriction Levels are as follows:

* C: Common
* U: Uncommon
* R: Restricted
* HR: Highly Restricted

Restriction Levels not only denote how difficult a particular item is to obtain, but also the relative notoriety one attracts by carrying such an item. A holstered Laspistol draws far less attention than a holstered Inferno Pistol, and Flak Armour is a much more common sight than Power Armour!

### Personal Acquisition

Personal Acquisition is spent on items depending on its Restriction Level. Restricted and Highly Restricted items usually require Commerce, Streetwise, Influence, or some other appropriate roll to locate the item, with Highly Restricted items potentially having increasingly difficult tests. Once located, the cost of the item is adjusted as follows:

* Common: use listed cost.
* Uncommon: add +1 to listed cost.
* Restricted: add +2 to listed cost.
* Highly Restricted: add +4 to listed cost.

### Organizational Acquisition

Organizational Acquisition is more limited in use than Personal Acquisition. It can only be spent on equipment that falls within the Scope of the Organization’s equipment. The advantage of Organizational Acquisition, however, is that the costs are never adjusted for the Restriction Level of gear within Scope, and tests are not required to locate the item.

For example, a piece of equipment with a cost of 3HR may cost an individual 7 Personal Acquisition to obtain (along with a potentially difficult Test to locate it), but it would only cost 3 Organizational Acquisition to obtain, and no Test would be required to locate the item.

## Fame and Infamy

We should implement this in some way, in the future.

## Item Craftsmanship, Enhancements, and Flaws

Items can be of varying levels of Craftsmanship. The levels, and their effects, are shown in the following table. For AV Adjustment, keep in mind that nothing can reduce the availability of most items below 1 or below Common. Also keep in mind that some items are manufactured with a baseline expectation of quality: players should not expect to easily equip themselves with Shoddy Plasma Pistols and Power Swords in the middle of an Underhive. Likewise, some items of rarity may be nearly unattainable at high levels of Craftsmanship: a Rogue Trader may have the means to purchase a Master Crafted Inferno Pistol, but such a thing may still not exist on the planet they are currently on!

### Crafting Items

When crafting an item, follow the Core Mythras rules involving the Task Rounds. Keep in mind that some Skills may be more relevant than Craft, such as Microtech. The GM has ultimate authority on what is the appropriate Crafting skill to use when crafting an item.

If the Total Score of an item exceeds 100 in 4 Craft Rounds (or if a 5th Craft Round results in a Total Score over 100), the Crafter may add Enhancements. Furthermore, some Flaws may be chosen to grant Enhancements in a 1:1 ratio, but the GM has final say on what combinations are and are not permissible.

### Item Craftsmanship

| **Total Score** | **Craftsmanship** | **Effects** | **AV Adjustment** |
| --- | --- | --- | --- |
| 175 | Master-Crafted | 4 Enhancements | +3 Cost, +2 levels |
| 150 | Excellent | 2 Enhancements | +2 Cost, +1 level |
| 125 | Good | 1 Enhancement | +1 Cost |
| 100 | Standard | Default for equipment. | None |
| 75 | Flawed | The product will break or wear out 25% faster than normal; or its Hit Points and value are reduced by one quarter reflecting its flawed durability. 1 Flaw. | -1 Cost |
| 50 | Poor | The product will break or wear out 50% faster than normal; or its Hit Points and value are reduced by half reflecting its poor durability. 2 Flaws. | -2 Cost, -1 level |
| 25 | Shoddy | The product will break or wear out 75% faster than normal; or its Hit Points and value are reduced by three quarters reflecting its shoddy durability. 3 Flaws. | -3 Cost, -2 Levels |

### Item Enhancements

| **Enhancement** | **Effect** |
| --- | --- |
| Desirable | The item’s AV value is increased by +1 and +1 level. |
| Durable | The item’s Hit Points are increased by one. |
| Resilient | The item’s Armour Points are increased by one. |
| Efficient | Confers a +5% bonus to the relevant skill when using the item. |
| Effective | Weapons gain +1 to their Damage rating, Other items reduce their ENC value by 1d2. |
| Removed Rate Limiters | Increase the Burst Fire Rate by +1, or the Full-Auto Rate by +2. The weapon must have an existing Fire Rate beforehand for this to apply. |
| Longbarrel | Increase the weapon’s Range by 25% for all intervals. |
| Arcane Weaponry | Subject to GM approval, and may cost more than 1 Enhancement. Remove an undesirable Trait or add a new weapon Trait to your weapon. |
| Twin-Linked | Adds a second barrel, doubling ammo consumption per shot. If fired on single shot, a successful shot results in 1d2 hits. If fired on Burst Fire or Full-Auto, you may roll the die for how many hits strike the target twice and take the higher result. May not be combined with Storm under any circumstances. |
| Brutal Construction | Adds the Ogryn-Proof Trait. |
| Quick-Release Mechanisms | Reduce Reload times by 1 Action (to a minimum of 1 Action) |

### Item Flaws

| **Flaw** | **Effect** |
| --- | --- |
| Jam-Prone | Suffers the Weapon Malfunction Special Effect automatically on any failed attack roll. Costs 2 Flaws. |
| Small Magazines | Reduce Ammo capacity by 25%. |
| Inefficient Feed Systems | Doubles Ammo consumption. This does not result in additional hits. |
| Complex Magazines | Increase Reload Time by 1 Action. |
| Low Impact | Reduce damage by 1. |
| Bulky | Increase ENC by 1 |
| Weak Heft | Reduce the Size of the melee weapon by one step for the purposes of parrying and bypassing parries. |
| Vulnerable | Reduce Armour Points by 1 |
| Flawed Barrel | Reduce Range by 25% for all intervals |
| Overtuned Rate Limiters | Reduce Burst Fire Rate by 1 and the Full-Auto Rate by 2. |
| Ineffective | Penalizes the relevant skill when using the item by 1 step of difficulty. |
| Utterly Ineffective | Downgrade all successes by 1 level (Crititicals become Successes, Successes become Failures, and Failures become Fumbles). Costs 3 Flaws. |
| Forgotten Construction | All tests made to repair the item in any way are made at a base difficulty of Formidable. |
|  |  |
|  |  |
|  |  |

### 

## Armour

**Armour Type**: The type of armour

**AP**: The Armour Points provided by the armour to a location

**ENC**: The Encumbrance of the armour. The first number is for a single location, the second a full suit

**Penalty**: The Armour Penalty to Initiative from a full suit of armour.

**AV**: The Acquisition Value for the armour. The first number is for a single location, the second a full suit

**Special**: Any special characteristics of the armour are mentioned here.

| **Armour Type** | **AP** | **ENC** | **Penalty** | **AV** | **Special** |
| --- | --- | --- | --- | --- | --- |
| Leather | 1 | 1/7 | 2 | 1C | Flexible, Subtle |
| Heavy Leathers | 2 | 2/14 | 3 | 1C | Flexible |
| Imperial Robes | 1 | 1/7 | 2 | 1U | Flexible, Subtle |
| Armoured Bodyglove | 2 | 1/7 | 2 | 1R | Flexible, Subtle |
| Mesh | 4 | 1/7 | 2 | 1R | Flexible |
| Feudal Chainmail | 3 | 3/21 | 5 | 1C | Rigid |
| Feudal Heavy Plate | 5 | 5/35 | 7 | 2C | Rigid |
| Flak Armour | 4 | 2/14 | 3 | 1U/2U | Rigid, Flak |
| Light Carapace | 5 | 3/21 | 5 | 1R/2R | Rigid |
| Carapace | 6 | 4/28 | 6 | 2R/3R | Rigid |
| Light Power Armour | 7 | 7/49\* | 5 | 3HR | Rigid, Power Armour |
| Power Armour | 7 | 8/56\* | 5 | 4HR | Rigid, Power Armour |
| Heavy Power Armour | 8 | 9/63\* | 5 | 5HR | Rigid, Power Armour |

### Armour Traits

**Flak**: This armour provides 1 additional AP against explosions not centered directly on the wearer.

**Flexible**: This armour is loose, allowing it to fit wearers of 1 SIZ more or less than its own SIZ.

**Power Armour**: These mighty suits of armour grant the following benefits to the wearer:

* SIZ is increased by 5 while in the suit of armour.
* STR is increased by 5 while in the suit of armour.
* Damage Modifier is increased by 1 step.
* Base Movement is increased by 1 meter.
* Full life-support systems are included in the suit of armour.
* The suit’s Encumbrance does not apply, and the listed Armour Penalty is used instead.

If the suit of armour is unpowered for whatever reason, the following penalties apply *instead*:

* SIZ is increased by 5, but only for the purposes of being targeted by ranged attacks.
* Base movement rate is reduced by 5 meters.
* A Formidable Brawn test is required to walk, all other movement is impossible.
* Combat Style tests are Herculean.
* Evade tests are impossible.
* The full Armour Penalty and Encumbrance of the suit of armour are applied.

**Rigid**: This armour is rigid, fitting only the SIZ and Frame it was designed for.

**Subtle**: This armour is closer to clothing than anything else, and can be worn in civilian settings or as part of a disguise without raising suspicion.

## Weapons

### Ranged Weapons

#### Las Weapons

Las weapons are perhaps as common across the Imperium as humanity itself. They are reliable, cheap to manufacture, and easy to maintain. Forges and factories across the galaxy generate untold billions each year to supply the massive armies of the Imperial Guard, with millions of the weapons making their way to criminal cartels, hive cults, and other sordid organizations as well. Each shot emits short, sharp pulses of laser energy from high-storage, fast-discharge capacitors, with a flash of light and a distinctive snap like the cracking of a whip.

**Traits:**

**~~Cauterize~~**~~: Las weapons cauterize the wounds they leave. Any wound dealt by a Las weapon is not bleeding. Thus, a Major Wound caused by Las weaponry will not cause death by bleeding. Las weapons cannot cause the Bleed special effect.~~

**Reliable**: Las weapons are the mainstay of the Imperium’s forces, and are thus usually reliably engineered. These weapons do not Jam, and when an opponent chooses a Weapon Malfunction Special Effect due to a Fumble with a Las weapon, the weapon only needs 1 Ready Weapon action to fix it and no ammo is lost.

**Accurate**: Instead of requiring an entire Round to Aim, this weapon requires only one Action Point to Aim.

**Variable**: Many Las weapons have a Variable setting which toggles between three modes: Standard, Overcharge, and Overload. When using Standard mode, use the listed profile below. When using Overcharge, add +1 damage, but every shot consumes 2 ammo. When using Overload, increase damage by one step and add +1 damage, but every shot consumes 4 ammo.

**Triplex**: The Triplex Lasgun replaces the Variable Trait with three distinct modes of operation: Standard, Precision, and Burst. When using Standard mode, use the listed profile below. When using Precision, add the Accurate Trait and increase all ranges by half, but change Firing Rate to 1/-/-. When using Burst, increase damage by two steps, but change Firing Rate to 1/-/- and decrease all ranges by half.

| **Weapon** | **Damage** | **Range** | **Firing Rate** | **Ammo** | **Load** | **ENC** | **AP/HP** | **Traits** | **AV** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Laspistol | 1d6 | 15/30/50 | 1/-/- | 30 | 2 | 1 | 4/12 | ~~Cauterize~~, Reliable,  Variable | 1C |  |
| M36 Lasgun | 1d8 | 50/100/200 | 1/3/- | 60 | 3 | 3 | 6/12 | ~~Cauterize~~, Reliable,  Variable | 1C |  |
| Longlas | 1d8+1 | 100/200/400 | 1/-/- | 40 | 3 | 4 | 6/12 | ~~Cauterize~~, Reliable,  Variable, Accurate | 2U |  |
| Las Carbine | 1d6 | 40/80/160 | 1/5/10 | 60 | 2 | 2 | 6/12 | ~~Cauterize~~, Reliable,  Variable | 1C |  |
| Laslock | 1d8 | 40/80/160 | 1/-/- | 1 | 3 | 3 | 4/12 | ~~Cauterize~~ | 1C |  |
| Lascannon, Man-Portable | 3d10+6 | 150/300/600 | 1/-/- | 5 | 2 Rounds | 5+4 | 8/14 | Armour Piercing,  ~~Cauterize~~ | 3HR | Backpack Power Pack |
| Hotshot Laspistol | 1d6+1 | 10/20/40 | 1/3/- | 40 | 6 | 1+2 | 6/12 | Armour Piercing, ~~Cauterize~~ | 1R | Backpack Power Pack |
| Hotshot Lasgun | 1d8+1 | 30/60/90 | 1/4/8 | 30 | 6 | 2+2 | 6/12 | Armour Piercing, ~~Cauterize~~ | 2R | Backpack Power Pack |
| Triplex Lasgun | 1d8 | 50/100/200 | 1/3/- | 30 | 3 | 3 | 6/12 | ~~Cauterize~~, Reliable,  Triplex | 1R |  |
| M41 Multilaser | 2d8 | 100/200/400 | -/-/20 | 100 | 2 Rounds | 8 | 7/12 | ~~Cauterize~~, Reliable | 2HR |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |

#### Solid Projectile Weapons

Though there are many esoteric energy-based weapons throughout the Imperium, in many places the more basic solid projectile weapons still dominate. Also known as slug-throwers, they rely on firing heavy masses of metal at high velocities, with deadly results. Easy to manufacture, they especially dominate the farther from advanced civilisations one ventures, such as in feral worlds or dark underhives. In many regions, citizens commonly carry some type of solid projectile weapon for their basic protection or livelihood.

**Traits:**

**Accurate**: Instead of requiring an entire Round to Aim, this weapon requires only one Action Point to Aim.

**Dependable**: While not as reliable as Las weaponry, Solid Projectiles rely on nearly-perfected technology tens of millennia old. When a Dependable Solid Projectile weapon Jams, only one shot is lost from the Clip when the Jam is cleared.

**Scatter**: The weapon or round is made of tiny shot, fléchettes or pellets which spread before they strike, reducing any range penalties by one step and inflicting damage to 1d3 adjacent Hit Locations. This comes at a cost however. Firstly the weapon damage roll for each location is halved; secondly any armour, natural or worn, doubles its Armour Point value against the damage.

**Silenced**: Silenced weapons normally have some sort of way to suppress the noise they create and are often fitted to solid projectile weapons. Trying to find the shooter firing this weapon requires a Perception roll outside of the Close range of the weapon. Between Effective range and Maximum Range, the Perception roll is 1 step harder.

**Ogryn-Proof**: Characters with the Clumsy Trait can use any weapon with the Ogryn-Proof Quality with no penalty.

| **Weapon** | **Damage** | **Range** | **Firing Rate** | **Ammo** | **Load** | **ENC** | **AP/HP** | **Traits** | **AV** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Autopistol | 1d6 | 15/30/60 | 1/-/10 | 30 | 3 | 1 | 4/12 |  | 1C |  |
| Stub Automatic | 1d8 | 20/30/70 | 1/3/- | 9 | 3 | 1 | 4/12 |  | 1C |  |
| Stub Revolver | 1d8 | 20/30/70 | 1/-/- | 6 | 1/Shot | 2 | 4/12 | Dependable | 1C |  |
| Handcannon | 1d8+1 | 20/40/80 | 1/-/- | 5 | 1/Shot | 2 | 4/12 |  | 1U |  |
| Autogun | 1d8 | 50/100/200 | 1/5/20 | 30 | 3 | 3 | 6/12 |  | 1C |  |
| Pump-Action Shotgun | 3d6 | 10/30/50 | 1/-/- | 12 | 1/Shot | 3 | 6/12 | Scatter | 1U |  |
| Double-Barrel  Shotgun | 3d6 | 10/30/50 | 1/-/- | 2 | 1/Shot | 3 | 6/12 | Scatter | 1U |  |
| Combat Shotgun | 3d6 | 10/30/50 | 1/-/8 | 16 | 3 | 3 | 6/12 | Scatter | 1R |  |
| Sniper Rifle | 1d8+2 | 100/200/400 | 1/-/- | 20 | 3 | 4 | 6/12 | Accurate, Dependable, Silenced | 2R |  |
| Heavy Stubber | 2d6+2 | 100/200/400 | -/-/20 | 80 | 2 Rounds | 7 | 8/14 | Ogryn-Proof | 2R |  |
| M34 Autocannon | 3d8+4 | 200/400/600 | 1/3/- | 20 | 3 Rounds | 8 | 8/14 | Ogryn-Proof, Reliable | 3HR |  |
| Ripper Gun | 5d6 | 10/30/50 | 1/-/8 | 48 | 1 Round | 8 | 8/14 | Scatter, Ogryn-Proof | 2R |  |
| Kickback | 7d6 | 5/15/25 | 1/-/- | 1 | 3 | 4 | 7/12 | Scatter,  Ogryn-Proof | 2U |  |

#### Plasma Weapons

Like much of advanced Imperial technology, plasma weapons represent an almost-lost art, making their manufacture and repair secrets known only to a few within the Adeptus Mechanicus. They use a hydrogen fuel suspended in a photonic state within durable flasks to create an unstable plasma reaction. This is fired along the barrel of the weapon, barely contained through magnetic constraints, and emerges as a ball of rapidly moving energy. Leaking plasma heats up the weapon with each shot, despite vents along the muzzle, requiring a pause between each firing for high-powered blasts, but often the heat grows so intense that the user is badly burned as well.

**Traits:**

**Maximal:** This weapon has two firing settings - one that allows for regular fire that conserves ammunition, and a higher power setting that allows for powerful shots. In this higher setting, step up all of the damage dice for the weapon by 2 steps (1d12 becomes 2d8, 2d8 becomes 2d10, etc), increase all ranges by 10m, and, if the weapon has the Radius property, increase it by 2. Shots fired in this mode use 3 times the ammunition. Changing between modes requires the Ready Weapon action. Firing a weapon on Maximal gives the weapon the Recharge Trait.

**Recharge**: After a weapon with the Recharge Trait is fired, it cannot be used again in the subsequent round. It may be fired again in the round after that round.

**Overheats:** Certain weapons are prone to overheating, either because of poor design or because they fire unstable superheated ammunition. A weapon with the Overheats trait overheats on an attack roll of 96 or higher. When a weapon overheats, the wielder suffers damage equal to the weapon’s Damage to an arm location (the arm holding the weapon if the weapon was fired one-handed, or a random arm if the weapon was fired with two hands). The wielder may choose to avoid taking the Damage by dropping the weapon. A weapon that overheats must spend the Round afterwards cooling down and cannot be fired again until the second Round after overheating. A weapon with this trait does not jam and any effect that would cause the weapon to jam instead causes the weapon to overheat.

**Volatile**: Plasma weapons, by their very nature, are dangerous to even hold. If a Plasma weapon with this Trait is destroyed (by the Damage Weapon Special Effect, for example) the wielder is struck in a random location by a Maximal shot of the weapon they are wielding, including the Armour Piercing Trait and any others.

| **Weapon** | **Damage** | **Range** | **Firing Rate** | **Ammo** | **Load** | **ENC** | **AP/HP** | **Traits** | **AV** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Plasma Pistol | 1d12 | 15/30/60 | 1/2/- | 10 | 3 Rounds | 2 | 8/8 | Armour Piercing, Overheats, Maximal, Volatile | 2R |  |
| Plasma Gun | 1d12+1 | 50/100/150 | 1/2/- | 40 | 5 Rounds | 4 | 8/10 | Armour Piercing, Overheats, Maximal, Volatile | 3R |  |
| Plasma Cannon | 2d8+4 | 60/120/180 | 1/-/- | 16 | 5 Rounds | 6+4 | 8/12 | Armour Piercing, Radius 1, Overheats, Maximal, Volatile | 4HR | Backpack Ammo Supply |
|  |  |  |  |  |  |  |  |  |  |  |

#### Bolt Weapons

Fear acts to keep the Imperium of Man a rightfully dominant force across the galaxy, and few things are as fearsome as bolt weapons. They fire devastating, self-propelled shells, known as bolts, which explode violently on target penetration. Bolters are a horrific mix of advanced technology and deliberate brutality, and have helped the Imperium survive for over ten thousand years.

**Traits**:

**Tearing**: Bolt weapons tear into their targets before exploding within them. When rolling damage, roll twice and take the higher result. Tearing weapons may take the Impale Special Effect, resulting in three rolls and the highest result being chosen.

**Storm**: This weapon incorporates a double-barreled design, yielding two shots fired at the same target for every pull of the trigger. When calculating hits for any Firing Rate, double both the shots striking the target and the ammunition expended. For example, an attack firing 8 shots on Fully Automatic that results in 6 “hits” actually results in 12 shots striking their targets, out of the 16 shots fired from the weapon.

| **Weapon** | **Damage** | **Range** | **Firing Rate** | **Ammo** | **Load** | **ENC** | **AP/HP** | **Traits** | **AV** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bolt Pistol | 1d8 | 15/30/60 | 1/2/- | 8 | 3 | 2 | 6/12 | Armour Piercing, Tearing | 1R |  |
| Boltgun | 1d8+1 | 50/100/200 | 1/3/- | 24 | 3 | 3 | 7/14 | Armour Piercing, Tearing | 2R |  |
| Storm Bolter | 1d8+1 | 40/80/160 | 1/4/8 | 60 | 3 | 4 | 7/14 | Armour Piercing, Storm, Tearing | 3R |  |
| Heavy Bolter | 1d10+1 | 100/200/300 | -/-/15 | 60 | 2 Rounds | 8 | 8/14 | Armour Piercing, Tearing | 4R |  |
|  |  |  |  |  |  |  |  |  |  |  |

#### Flame Weapons

As the name suggests, flame weapons shoot gouts of fire at their targets. They are common in many factions of the Ecclesiarchy, as they not only kill, but also purify with cleansing flame. Each blast spreads into an inferno of liquid fire that burns even without air. Targets find themselves hard-pressed to extinguish the flames, and most perish while still attempting to bat out the blaze.

**Traits**:

**Flamer**: These weapons fire gouts of flame at their targets, coating them in burning fuel. Due to the nature of their ammunition, Flamers have only one listed Range. Attacks up to this range are made at Standard base difficulty, but enemies beyond this range are out of reach of the weapon. Flamers may not use the Choose Location Special Effect regardless of range, and instead strike 1d3 adjacent hit locations.

**Incendiary**: This weapon sets its target aflame. Any hit location struck by this weapon that is flammable, or has flammable armor, is set on fire with an intensity 3 blaze.

**Flammable**: Flame weapons, by their very nature, are dangerous to even hold. If a Flame weapon with this Trait is destroyed (by the Damage Weapon Special Effect, for example) the wielder is struck in 1d3 locations by the weapon, including the Incendiary Trait.

| **Weapon** | **Damage** | **Range** | **Firing Rate** | **Ammo** | **Load** | **ENC** | **AP/HP** | **Traits** | **AV** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Hand Flamer | 1d8+1 | 10 | 1/-/- | 2 | 6 | 2 | 4/6 | Flamer, Flammable,  Incendiary | 1R |  |
| Flamer | 1d8+2 | 20 | 1/-/- | 6 | 6 | 3 | 4/8 | Flamer, Flammable,  Incendiary | 1U |  |
| Heavy Flamer | 1d10+2 | 30 | 1/-/- | 10 | 3 Rounds | 8 | 4/10 | Flamer, Flammable,  Incendiary | 2R |  |
|  |  |  |  |  |  |  |  |  |  |  |

#### Melta Weapons

Melta weapons use intense, short ranged blasts of heat to roast enemies of the Imperium. Most combine highly pressurized gasses into an unstable sub-molecular thermal state, forming a focused beam that can turn even tank armour into molten slag. The water vapor in the air is seared away along the path of the shot, creating a distinctive hissing sound as the target melts away.

**Traits:**

**Cauterize**: Melta weapons cauterize the wounds they leave. Any wound dealt by a Melta weapon is not bleeding. Thus, a Major Wound caused by Melta weapons will not cause death by bleeding. Melta weapons cannot cause the Bleed special effect.

**Melta**: This weapon deals damage directly to Armour Points first, with any remaining damage being dealt to the target underneath. Any armour reduced to 0 points is utterly vaporized and cannot be repaired. Furthermore, any shot taken at a distance up to the first Range interval removes 2 Armour Points for every 1 point of damage (for example, 13 damage being dealt to 5 armor would remove all 5 Armour Points before dealing 10 damage to the target underneath).

| **Weapon** | **Damage** | **Range** | **Firing Rate** | **Ammo** | **Load** | **ENC** | **AP/HP** | **Traits** | **AV** | **Cost** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Inferno Pistol | 3d8 | 5/10/20 | 1/-/- | 3 | 3 | 2 | 5/10 | Cauterize, Melta | 2HR |  |
| Meltagun | 3d8 | 10/20/30 | 1/-/- | 5 | 3 | 4 | 6/12 | Cauterize, Melta | 3R |  |
| Multi-Melta | 4d8 | 30/60/90 | 1/-/- | 12 | 2 Rounds | 9 | 7/14 | Cauterize, Melta,  Radius 1 | 4HR |  |
|  |  |  |  |  |  |  |  |  |  |  |

#### Launcher Weapons

Unlike most ranged weapons, launchers fire large rounds with highly explosive or penetrating payloads, often in tall arcs designed to offer greater range or effectiveness. Most can also fire a variety of rounds, making the weapon more tactically flexible than most.

**Traits:**

**Launcher**: Launcher weapons fire payloads, some of which are self-propelled. As a result, their damage is not dependent on range, and shots beyond Effective range suffer no penalties to inflicted damage.

**Ogryn-Proof**: Characters with the Clumsy Trait can use any weapon with the Ogryn-Proof Quality with no penalty.

**Indirect**: Mortars and similar weapons fire in high arcs, occasionally at unseen targets. All shots from an Indirect weapon suffer a 1 step penalty, and are capped by the highest Perception skill of the crew using the weapon. Indirect weapons have only two ranges, the smaller is the minimum range, and the larger is the maximum range.

| **Weapon** | **Damage** | **Range** | **Firing Rate** | **Ammo** | **Load** | **ENC** | **AP/HP** | **Traits** | **AV** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Grenade Launcher | grenade | 30/60/120 | 1/-/- | 6 | 6 | 3 | 4/8 | Launcher | 2R |  |
| Missile Launcher | missile | 150/300/450 | 1/-/- | 1 | 1 Round | 5 | 5/10 | Launcher | 3R |  |
| Rumbler | Rumbler grenade | 30/60/120 | 1/-/- | 1 | 3 | 5 | 7/12 | Launcher,  Ogryn-Proof | 2R | Direct hit deals 1d8 damage. |
| Mortar | round | 50/300 | 1/-/- | 1 | 2 | 6 | 5/10 | Launcher, Indirect | 2R |  |

#### Grenades, Missiles, and Rounds

The explosives listed here can either be thrown by hand or loaded in a grenade launcher as grenades, used in missile launchers as missiles, or fired from mortars as rounds.

**Traits:**

**Armour-Piercing**: Ignores a specific number of Armour Points equal to half the maximum damage capability of the firing weapon. So Armour Piercing rounds fired from a 1d8 damage weapon would ignore the first four points of any protection.

**Blind**: Blind grenades include a burst of dense smoke, IR bafflers, and broadband EM-spectrum chaff, all of which is designed to block detection through the cloud. Sensors and vision that would pierce normal smoke cannot see through the haze created by a blind explosives. This cloud persists for 1D10+10 Rounds, but this duration may decrease with adverse weather conditions.

**Concussive**: These explosives inflict extremely powerful and focused hits on their targets. These weapons inflict a free Bash Special Effect on any target they hit, and move the target 1 meter for every 2 points of damage.

**Fragmentation**: The projectile violently explodes, affecting everything within its burst. The radius of this effect should be listed in parenthesis. Targets within the radius of the blast receive half damage to 1d3 Hit Locations (roll damage separately for each wound).

**Krak**: Designed to be anti-vehicle weapons, Krak weapons contain powerful shaped charges. They may re-roll damage dice results of 1 or 2 against vehicles, once per die.

**Ogryn-Proof**: Characters with the Clumsy Trait can use any weapon with the Ogryn-Proof Quality with no penalty.

**Photon-Flash**: Photon flash explosives detonate like a small star, blinding anyone nearby and bright enough to overload primitive vision protection systems. Anyone within the listed radius of a photon flash explosive when it detonates must succeed on an Evade Test or be blinded for 1d3+1 Rounds.

**Smoke**: These explosives, either primarily or as a byproduct, create thick clouds of smoke with a radius listed in meters. This smoke persists for 1D10+10 Rounds, but this duration may decrease with adverse weather conditions. Firing at a target obscured by smoke inflicts a 2 step difficulty penalty on Combat Style tests.

**Stun**: Damage dealt by Stun weapons is only recorded for the purposes of the Concussive Trait, which all Stun weapons must also possess. It does not deal any actual damage to the target. The Stun Trait should be accompanied by a radius in meters, showing the area of effect that characters are subjected to Stun within.

| **Weapon** | **Damage** | **Range** | **ENC** | **AP/HP** | **Traits** | **AV** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Frag Grenade | 3d6+2 | SIZ 0 throw | 1 | 4/4 | Fragmentation  (5 meters), Ogryn-Proof | 1U |  |
| Frag Grenade (Rumbler) | 4d8+2 | SIZ 1 throw | 2 | 4/4 | Fragmentation  (6 meters), Ogryn-Proof | 1U |  |
| Frag Round | 3d6+2 | - | 1 | 4/4 | Fragmentation  (5 meters) | 1R |  |
| Frag Missile | 4d10+4 | - | 2 | 4/4 | Fragmentation  (8 meters) | 2R |  |
| Frag Bomb | 4d8+4 | 5/10/15 | 4 | 4/4 | Fragmentation  (8 meters), Ogryn-Proof | 2R |  |
| Krak Grenade | 2d8+1 | SIZ 0 throw | 1 | 4/4 | Armour Piercing,  Concussive,  Krak,  Ogryn-Proof | 2R |  |
| Krak Grenade (Rumbler) | 2d10+2 | SIZ 1 throw | 2 | 4/4 | Armour Piercing,  Concussive,  Krak,  Ogryn-Proof | 2R |  |
| Krak Missile | 2d12+4 | - | 2 | 4/4 | Armour Piercing,  Concussive,  Krak | 3R |  |
| Scatter Round | 3d6 | - | 1 | 4/4 | Fragmentation  (8 meters) | 1R |  |
| Scatter Missile | 4d6+4 | - | 2 | 4/4 | Fragmentation  (12 Meters) | 2R |  |
| Blind Grenade | - | SIZ 0 throw | 1 | 4/4 | Blind (3 meters),  Ogryn-Proof  Smoke (3 meters) | 2R |  |
| Blind Grenade (Rumbler) | - | SIZ 1 throw | 2 | 4/4 | Blind (5 meters), Ogryn-Proof,  Smoke (5 meters) | 2R |  |
| Blind Round | - | - | 1 | 4/4 | Blind (5 meters), Smoke (5 meters) | 2R |  |
| Stun Grenade | 4d6 | SIZ 0 throw |  |  | Concussive,  Ogryn-Proof  Stun (3 meters) |  |  |
| Stun Grenade (Rumbler) | 6d6 | SIZ 1 throw |  |  | Concussive,  Ogryn-Proof  Stun (4 meters) |  |  |
| Smoke Grenade | - | SIZ 0 throw |  |  | Smoke (6 meters) |  |  |
| Smoke Grenade (Rumbler) | - | SIZ 1 throw |  |  | Ogryn-Proof,  Smoke (8 meters) |  |  |
| Smoke Round | - | - |  |  | Smoke (10 meters) |  |  |
| Photon-Flash Grenade | - | SIZ 0 throw |  |  | Photon-Flash  (12 meters) |  |  |
| Photon-Flash Round | - | - |  |  | Photon-Flash  (15 meters) |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

#### Low-Tech Weapons

The war-torn reaches of the 41st Millennium feature the entire range of weaponry, from the wondrous relics of the Dark Ages of Technology and advanced Xenos devices, to primitive but effective armaments. Low-tech weapons can be just as deadly in the hands of skilled warriors. On many worlds, where technology has either collapsed or has yet to rise, many have been left bloody and dead from what they considered laughable hardware.

| **Weapon** | **Damage** | **Range** | **Damage Mod** | **Force** | **Load** | **ENC** | **AP/HP** | **Traits** | **AV** | **Cost** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bola | 1d4 | 10/25/50 | No | - | - | - | 2/2 | Entangle | 1C |  |
| Hand Bow | 1d4 | 15/30/60 | No | L | 3 | 1 | 3/4 | Impale (S) | 2C |  |
| Flintlock Pistol | 1d6 | 10/40/100 | No | - | 4 Rounds | 2 | 3/5 |  | 2C |  |
| Flintlock Musket | 1d8 | 15/50/150 | No | - | 5 Rounds | 3 | 3/6 |  | 2C |  |
| Bow | 1d8 | 15/50/80 | Yes | H | 2 | 1 | 3/3 | Impale (S) | 1C |  |
| Sling | 1d8 | 10/50/80 | No | L | 3 | - | 1/2 | Stun Location | - |  |
| Crossbow | 1d8 | 15/40/80 | No | H | 6 | 2 | 4/8 | Impale (S) | 2C |  |
| Dagger | 1d6 | 5/10/20 | Yes | S | - | - | 5/6 | Impale (S) | 1C |  |
| Hatchet | 1d6 | 10/20/30 | Yes | S | - | 1 | 3/6 | Bleed | 1C |  |
| Javelin | 1d8+1 | 10/20/50 | Yes | H | - | 1 | 3/8 | Impale (M), Pin Weapon (Shield) | 1C |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |

#### Exotic Weapons

| **Weapon** | **Damage** | **Range** | **Firing Rate** | **Ammo** | **Load** | **ENC** | **AP/HP** | **Traits** | **AV** | **Cost** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Grav Pistol |  | 15 | 1/-/- | 6 |  |  |  |  | 3HR |  |
| Graviton Gun |  | 30 | 1/3/- | 9 |  |  |  |  | 4HR |  |
| Needle Pistol |  | 30 | 1/-/- | 6 |  |  |  |  | 2R |  |
| Needle Rifle |  | 180 | 1/-/- | 6 |  |  |  |  | 3R |  |
| Web Pistol | - | 30 | 1/-/- | 1 |  |  |  |  | 2U |  |
| Webber | - | 50 | 1/-/- | 1 |  |  |  |  | 1U |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |

### Melee Weapons

#### Chain Weapons

The roar of a chainsword is one of the signature sounds of the Imperium at war. Chain weapons have been found in human armies dating to the Great Crusades, when they helped unite Terra and then the galaxy under the rightful rule of the Emperor. They are brutal and horrific, using loops of rapidly moving metal teeth set along an edge to tear apart flesh and armour. Even with their engines stilled, the serrated chain can still be used to deadly effect.

**Traits**:

**Tearing**: Chain weapons rip and tear into their targets. When rolling for Damage, roll twice and take the higher result. Chain weapons cannot use the Impale Special Effect.

| **Weapon** | **Damage** | **Size** | **Reach** | **Special Effects** | **ENC** | **Traits** | **AP/HP** | **AV** | **Cost** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Chainblade | 1d6 | S | S | Bleed, Rend, Sunder | 1 | Tearing, Thrown | 6/10 | 1R |  |
| Chainsword | 1d8/1d10 | M/L | L | Bleed, Rend, Sunder | 2 | Tearing | 6/14 | 1U |  |
| Chainaxe | 2d6+2 | H | L | Bleed, Rend, Sunder | 3 | Tearing, Two-Handed | 7/15 | 1U |  |
| Eviscerator | 2d8 | H | L | Bleed, Rend, Sunder | 4 | Tearing, Two-Handed | 8/16 | 2R |  |

#### Power Weapons

These weapons generate a disruptive energy field along their edge or head, which can puncture even the thickest of armour with each explosive strike. Some appear as ornamented variants of base metal, only revealing their true nature when activated and crackles of lightning dance across the surface. They still function as dangerous weapons even when disabled or their power source is exhausted, or if the wielder prefers a more inconspicuous approach in combat.

**Traits**:

**Power Field**: When using the Damage Weapon Special Effect against any weapon lacking the Force or Power Field Traits, roll damage twice and take the higher result. Additionally, gain a free Damage Weapon Special Effect whenever the weapon is involved in a Parry with a weapon lacking the Force or Power Field Traits. The Power Field must be activated for this Trait to work, and activating and deactivating a Power Field is a Free Action.

**Strength Boost**: These Power Weapons incorporate hydraulics and other mechanisms that greatly augment the wielder’s strength when striking a blow. A weapon with this Trait increases the wielder’s Damage Modifier by two steps.

**Shocking**: When a target is dealt at least 1 HP damage by a weapon with the Shocking Trait, or Entangled by one, they must make a Hard Endurance roll. If they succeed, they suffer no ill effects. If they fail, they lose 1 Action Point (if they have any) and are unable to attack or use Powers for 1 round. If they fumble, they are Incapacitated for 1 minute instead.

**Field (X)**:

| **Weapon** | **Damage** | **Size** | **Reach** | **Special Effects** | **ENC** | **Traits** | **AP/HP** | **AV** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Power Knife | 1d4+1 | S | S | Bleed, Impale | 1 | Power Field, Armour Piercing, Thrown | 7/14 |  |  |
| Power Sword | 1d8/1d10 | M/L | L | Bleed, Impale,  Sunder (2H only) | 2 | Power Field, Armour Piercing | 7/16 |  |  |
| Power Axe | 2d6+2 | H | L | Bleed, Sunder | 3 | Power Field, Armour Piercing, Two-Handed | 8/16 |  |  |
| Power Fist | 2d6 | L | S | Sunder | 3 | Power Field, Armour Piercing, Strength Boost | 8/16 |  |  |
| Omnissian Axe | 2d6+2 | H | L | Bleed, Sunder | 3 | Power Field, Armour Piercing, Two-Handed | 8/16 |  | Combi-Tool |
| Power Spear | 1d10+1 | L | VL | Impale | 3 | Power Field, Armour Piercing, Set,  Two-Handed | 7/16 |  |  |
| Power Maul (High Setting) | 1d6+2 | M | M | Stun Location, Bash | 2 | Power Field, Armour Piercing, Shocking | 7/16 |  |  |
| Power Maul (Low Setting) | 1d6+1 | M | M | Stun Location, Bash | 2 | Shocking | 7/16 |  |  |
| Thunder Hammer | 1d10+4 | H | L | Stun Location, Bash, Sunder | 5 | Power Field, Armour Piercing, Strength Boost,  Two-Handed | 8/16 |  |  |
| Combat Shield | 1d4 | H | S | Stun Location, Bash | 4 | Power Field, Armour Piercing, Ranged Parry, Passive Block (3) | 8/20 |  |  |
| Storm Shield | 1d6 | E | S | Stun Location, Bash | 6 | Power Field, Armour Piercing, Field (4BPM), Ranged Parry, Passive Block (5) | 10/24 |  |  |

#### Force Weapons

Force weapons have no special abilities unless a psyker wields them. In the hands of anyone else, a force weapon is simply another sword or staff, though still extraordinarily rare and valuable beyond compare. When a psyker channels his mental energies through the psychoreactive circuitry and arcane runes covering the weapon, however, it becomes tremendously powerful. His will and rage multiplied into a force that can rend armour and reality alike, a psyker with such a weapon is a warrior to be rightly feared.

**Force**: This weapon channels the psychic power of their users. When wielded by a Psyker, the Force weapon gains an increase to Damage and Armour Piercing equal to 1/20 of the Psyker’s highest Psychic Mastery skill, rounded down (for example, a Psychic Mastery of 74 would result in +4 damage and +4 Armour Piercing to the weapon). Furthermore, this Trait grants access to the Force Channel Special Effect. In addition, Force weapons are immune to the effects of Power Field weapons.

| **Weapon** | **Damage** | **Size** | **Reach** | **Special Effects** | **ENC** | **Traits** | **AP/HP** | **AV** | **Cost** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Force Staff | 1d8 | M | L | Force Channel, Stun Location | 2 | Force, Defensive | 7/14 |  |  |
| Force Sword | 1d8/1d10 | M/L | L | Force Channel, Impale, Bleed, (2H only) Sunder | 2 | Force | 7/14 |  |  |
| Force Knife | 1d6 | S | S | Force Channel. Bleed, Impale | - | Force, Thrown | 6/12 |  |  |
| Force Axe | 2d6+2 | H | L | Force Channel, Bleed, Sunder | 3 | Force,  Two-Handed | 7/14 |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |

#### Shock Weapons

As the name suggests, shock weapons use violent electrical discharges to add additional power to each strike. Most are designed to harm rather than kill, leaving painful burns rather than corpses. They are ideal for encouraging productivity in hive factories, and quelling riots when workers rebel against their rightful lot in the Imperium.

**Traits**:

**Shocking**: When a target is dealt at least 1 HP damage by a weapon with the Shocking Trait, or Entangled by one, they must make a Hard Endurance roll. If they succeed, they suffer no ill effects. If they fail, they lose 1 Action Point (if they have any) and are unable to attack or use Powers for 1 round. If they fumble, they are Incapacitated for 1 minute instead.

| **Weapon** | **Damage** | **Size** | **Reach** | **Special Effects** | **ENC** | **Traits** | **AP/HP** | **AV** | **Cost** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Shock Maul | 1d8 | M | S | Stun Location, Bash | 1 | Shocking |  |  |  |
| Shock Whip | 1d3 | M | VL | Stun Location, Entangle | 1 | Shocking, Flexible, Entrapping, Offensive |  |  |  |
| Suppression Shield | 1d4 | L | S | Stun Location, Bash | 3 | Shocking,  Ranged Parry,  Passive Block (4) |  |  |  |
| Shock Net | 1d4 | S | L | Entangle | 3 | Shocking, Entrapping, Thrown |  |  |  |
| Shock Staff | 1d8 | M | L | Stun Location | 2 | Shocking, Defensive |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |

#### Low-Tech Weapons

Some melee weapons have no need for any power other than the muscles the Emperor provides the wielder. Though they may now be made of plasteel and adamantium, their designs are as old as Mankind. Compared to a power sword or force staff, a bare length of metal might appear insignificant, but many a corpse can testify that even such primitive weapons can be just as deadly as any other in the 41st Millennium.

**Note for Ogryns**: The listed Great weapons (Greatsword, Greathammer, Greataxe) can be wielded by an Ogryn in one hand, using the listed profile. Two-handed weapons for Ogryns are actually quite rare, but may be added in future updates.

| **Weapon** | **Damage** | **Size** | **Reach** | **Special Effects** | **ENC** | **Traits** | **AP/HP** | **AV** | **Notes** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Brass Knuckles | Special | unarmed | unarmed | Bash,  Stun Location | 1 | Stealth | 6/4 |  | Increases Unarmed Damage 1 step |
| Greatsword | 2d8 | H | L | Bleed, Impale, Sunder | 4 | Two-Handed,  Ogryn-Proof | 6/12 |  |  |
| Greathammer | 1d10+3 | H | L | Stun Location, Bash, Sunder | 3 | Two-Handed,  Ogryn-Proof | 4/10 |  |  |
| Greataxe | 2d6+2 | H | L | Bleed, Sunder | 2 | Two-Handed,  Ogryn-Proof | 4/10 |  |  |
| Hunting Lance | 3d8 | H | VL | Impale | 3 | Two-Handed, Set, Single-Use |  |  |  |
| Dagger | 1d4+1 | S | S | Bleed, Impale | - | Thrown |  |  |  |
| Longspear | 1d10+1 | L | VL | Impale | 2 | Set |  |  |  |
| Shortspear | 1d8+1 | M | L | Impale | 2 | Set, Thrown |  |  |  |
| Quarterstaff | 1d8 | M | L | Stun Location | 2 | Defensive |  |  |  |
| Sword | 1d8/1d10 | M/L | L | Bleed, Impale, (2H only) Sunder | 2 |  |  |  |  |
| Shortsword | 1d6 | M | S | Bleed, Impale | 1 |  |  |  |  |
| Mace | 1d8 | M | S | Stun Location | 1 |  |  |  |  |
| Net | 1d3 | S | L | Entangle | 3 | Entrapping, Thrown |  |  |  |
| Handaxe | 1d6 | M | S | Bleed | 1 | Thrown |  |  |  |
| Whip | 1d3 | M | VL | Stun Location, Entangle | 1 | Flexible, Entrapping, Offensive |  |  |  |
| Slab Shield | 1d6 | E | M | Bash,  Stun Location | 5 | Block 5 Locations,  Ranged Parry,  Ogryn-Proof | 8/24 |  |  |

### Standard Issue Ammunition

#### Standard Ammunition and Acquisition Values

When acquiring a weapon, it is typically acquired with 3 Clips. For example, a Lasgun would be acquired with 3 charge packs, and a Plasma Cannon would be acquired with 3 canisters.

Generally speaking, ammunition for weapons is easier to acquire than the weapons themselves, due to an abundance in manufacturing, particularly for more common weapons. When acquiring standard ammunition, the AV used is that of the *base* weapon it is fired from with both the Cost and Restriction Level reduced by one each. For example, a 2R Heavy Flamer would have its fuel canisters acquired at a level of 1U. If the Restriction Level of the weapon is already Common, then the Cost of the ammunition is reduced by 2 instead of 1. If the Cost of the ammunition would be reduced below 1 *and* has a Restriction Level of Common, then the GM is encouraged to make this ammunition either automatically obtainable for free, or obtainable for only 1 AV with no Test required.

As usual, apply appropriate circumstantial modifiers as appropriate: the cost of a clip of Stub Automatic Ammo is usually free, but that does not mean it can be effortlessly obtained in the jungles of a Feral World!

#### Higher Ammunition Capacities

Many weapons have options for larger ammunition capacities, such as extended magazines, belts, and even large backpack ammunition supplies. Use the following tables as a guide for the weights of specific high-capacity options, but keep in mind that some weapons cannot use some options. For example, Las Weapons cannot in most cases use belt supplies, as they rely on charge packs.

**Extended Magazines**

Consisting of simply taking the existing ammunition storage and scaling it up, Extended Magazines exist for almost all weapon types, adding some additional weight in exchange for greater ammo capacity. An Extended Magazine adds 50% (rounded up) to the Ammo capacity of the weapon that it is in. Acquiring Extended Magazines uses the same costs as normal Clips, but any tests involved for locating them are one step more difficult.

**Belts**

A somewhat haphazard approach to increasing Ammo capacity, Belts consist of a long linked chain of projectiles that is carried alongside the weapon, allowing for continuous fire. Belts exist only for weapons that fire projectiles, such as Bolt and Solid Projectile Weapons. A Belt doubles the Ammo capacity of the weapon that it is in. Acquiring Belts increases the Cost of the normal Clip of the weapon by 1, and any tests involved for locating them are one step more difficult.

**Backpack Ammo Supply**

A rather inelegant but effective way of carrying the most ammunition possible, a Backpack Ammo Supply uses the combination of a backpack ammo storage unit and a feeding mechanism (such as an internal belt or a power supply) to deliver a constant supply of ammunition to the weapon. As a result of this design, most weapon types are capable of using a Backpack Ammo Supply (and in fact many Heavy weapons are designed with this in mind). Note that in the case of certain weapons types (such as Plasma and Flame), a Backpack Ammo Supply involves carrying around a large quantity of volatile fuel. A Backpack Ammo Supply quadruples the Ammo capacity of the weapon that it is in. Acquiring a Backpack Ammo Supply for a weapon increases the Cost of the normal Clip of the weapon by 1, and any tests involved for locating them are one step more difficult; in addition, the GM is encouraged to apply any circumstantial consequences for obtaining such a large bulk of ammunition in one go.

| **Weapon ENC** | **Ammunition ENC** | **Ext. Mag ENC** | **Belt ENC** | **Backpack ENC** |
| --- | --- | --- | --- | --- |
| 1 | 5 Clips = 1 ENC | 3 Clips = 1 ENC | 1 Belt = 1 ENC | Backpack = 3 ENC |
| 2 | 3 Clips = 1 ENC | 2 Clips = 1 ENC | 1 Belt = 1 ENC | Backpack = 3 ENC |
| 3-4 | 2 Clips = 1 ENC | 1 Clip = 1 ENC | 1 Belt = 2 ENC | Backpack = 3 ENC |
| 5-6 | 1 Clip = 1 ENC | 1 Clip = 2 ENC | 1 Clip = 3 ENC | Backpack = 4 ENC |
| 7+ | 1 Clip = 2 ENC | 1 Clip = 3 ENC | 1 Clip = 4 ENC | Backpack = 5 ENC |

### Special Issue Ammunition

#### Bolt Ammunition

**Executioner Slugs**: These slugs contain tiny guidance cogitators that track targets, greatly extending the weapon’s range, while simultaneously making micro-adjustments to circumvent cover or locate weak points in armour. A Bolt weapon that fires this suffers no penalties related to distance. Usable in: Bolt Pistols, Boltguns.

**Hellfire Rounds**: Originally designed to combat the Tyranid threat, Hellfire Rounds have a devastating effect on organic matter. Their cores are replaced with vials of mutagenic acid that eats through any living material with horrific speed. A weapon using Hellfire Rounds automatically Sunders an amount of Natural Armour equal to the amount ignored by its Armour-Piercing Trait. Usable in: all Bolt weapons.

**Inferno Shells**: These shells contain a volatile, clinging gel that ignites on contact with the target. A weapon using Inferno Shells gains the Incendiary Trait. Usable in: all Bolt weapons.

**Kraken Rounds**: The superior propellants in Kraken Rounds provide increased range without sacrificing armour penetration, while their ultra-dense adamantine composition and improved explosive charge provide a final burst of force for puncturing the heaviest armours. A weapon using Kraken Rounds doubles the amount of Armour Points ignored by its Armour-Piercing Trait, and has all range intervals increased by 50%. Usable in: all Bolt weapons.

**Metal Storm Rounds**: Metal storm rounds are tipped with proximity triggers, causing them to detonate sooner than standard bolt shells and release their payload of explosive frag before fully penetrating the target. When employed in a bolter with a high rate of fire, they can decimate groups of lightly armoured enemies. A weapon using Metal Storm Rounds loses the Armour-Piercing Trait, but gains the Fragmentation (4 meters) Trait. Usable in: all Bolt weapons.

**Organgrinder Shells**: Where most ammunition types are designed to either kill or subdue, Organgrinder Shells are designed for a lingering, excruciatingly painful death. If the round penetrates into the flesh, spiraled ridges emerge and the shell slowly twists its way through the body, slicing tissue and bone in a pulp of viscera. A weapon using Organgrinder Shells has access to the Grievous Wounds Special Effect. Usable in: all Bolt weapons.

**Tempest Bolt Shells**: Tempest bolt shells are perhaps the rarest variety, manufactured only in the temples of Mars. They contain a powerful miniaturized plasma-shock generator that releases a pulse of electromagnetic and thermal energy as the shell detonates. They are particularly effective against machine targets, but obtaining them from the Machine Cult is a nigh-impossible task. This ammunition adds the Shocking Trait to the weapon, and increases damage by one step against mechanical enemies. Usable in: Bolt pistols, boltguns, and heavy bolters.

#### Las Ammunition

**Hotshot Charge Packs**: This is a powerful charge pack for a las weapon, favoured by snipers in some Imperial Guard regiments. Each hot-shot charge pack is good for only a single shot. A weapon using a Hotshot Charge Pack adds +1 to its Damage, gains the Tearing Trait and Armour-Piercing Trait, However, the weapon loses its Reliable Trait, and its Ammo Capacity is reduced to 1. Usable in: Laspistols, lascarbines, lasguns, and long-las.

#### Melta Ammunition

**Airtorch Canisters**: Whilst regular melta weapons are known for the tight focus of the superheated blasts they generate, Airtorch ammunition allows them to burn even hotter in a barely-controlled reaction that can almost set the air itself on fire. Indeed, the heat is so intense that it generally overwhelms the barrel allowing the blast to escape in a wide swath. Airtorch canisters fire in a wide swath and gain the Scatter Trait, but cause the weapon to suffer from the Overheats Trait, as the heat is more than most Melta weapons can withstand safely. The more rapid dispersal halves the weapon’s Range intervals as well. Usable in: Meltaguns and Inferno Pistols.

#### Plasma Ammunition

**Microburst Flasks**: Filled with much higher concentrations of heavy ions, Microburst flasks allow a plasma weapon to fire smaller but denser bursts at farther ranges. Microburst plasmas are cooler, however, but many users prefer it this way, given the normal thermal temperament of the weapon. Weapons using Microburst Flasks increase all range intervals by 10%, cannot Overheat, but cannot fire on Maximal. Usable in: all Plasma weapons.

**Purified Plasma**: With experience and the right equipment an armourer can create a more pure mix of plasma for plasma weapons, mitigating their reputation of constantly overheating. Weapons using Purified Plasma lose the Overheats Trait. Usable in: all Plasma weapons.

#### Flame Ammunition

**High-Grade Promethium**: Most promethium is poorly refined or has already been through the engines of a shuttle or generator before it finds its way into the canisters of a flamer; high-grade promethium, as the name suggests, is of a much better quality and allows a flamer to fire further with a cleaner jet. Flame Weapons using High-Grade Promethium double their range. Usable in: all Flame weapons.

#### Solid Projectile Ammunition

**Amputator Shells**: Filled with explosive micro-shrapnel, these bullets are designed to shear flesh and shatter bone, causing limbs to be blown away. This ammunition increases the damage of the weapon by +2. Usable in: Stub revolvers, stub automatics, shotguns (all types), sniper rifles, hand cannons, autopistols, and autoguns.

**Bleeder Rounds**: This ammunition is treated with toxins to prevent coagulation and keep wounds bleeding freely. These shells are designed to burst on penetration and spread the anti-coagulants quickly. This ammunition allows access to the Bleed Special Effect normally, without requiring a critical success. Usable in: Stub revolvers, stub automatics, sniper rifles, hand cannons, autopistols, and autoguns.

**Expander Rounds:** Vicious and outlawed on some worlds, these dense shells are designed to shred open after impact, creating huge exit wounds. This ammunition makes all Endurance tests to resist wounds and the Drop Foe Special Effect one step harder. Usable in: Stub revolvers, stub automatics, sniper rifles, autopistols, and autoguns.

**Explosive Autocannon Rounds**: These Rounds, considered long lost to Imperial science, still can be found in some quantities on Armoury Worlds. They turn the already potent autocannon into, essentially, a slow-firing super-heavy Bolter. An autocannon firing these rounds gains the Tearing and Armour-Piercing Traits. Usable in: autocannons.

**Executioner Slugs**: These solid slugs contain tiny guidance cogitators that track targets, greatly extending the weapon’s range, while simultaneously making micro-adjustments to circumvent cover or locate weak points in armour. A Shotgun that fires this loses the Scatter Trait, and suffers no penalties related to distance. Usable in: shotguns (all types).

**Fragmentation Autocannon Rounds**: These Rounds are repurposed from their anti-aircraft flak cannon cousins. An autocannon firing these rounds gains the Fragmentation (8 meters) Trait. Usable in: autocannons.

**Hollow Points**: These heavy, blunt bullets are designed to cause maximum tissue damage and can tear apart soft targets, though they are less effective against armour. This ammunition grants a free Impale Special Effect on a successful hit, but Armour Points count double against it. Usable in: stub revolvers, stub automatics, sniper rifles, and hand cannons.

**Inferno Shells**: These shells contain a volatile, clinging gel that ignites on contact with the target. A weapon using inferno shells gains the Incendiary Trait. Usable in: shotguns (all types).

**Manstopper Bullets**: These densely tipped bullets are designed to punch through many forms of personal armour. Effects: A weapon using man-stopper rounds gains the Armour-Piercing Trait. Usable in: Stub revolvers, stub automatics, sniper rifles, hand cannons, sniper rifles, autopistols, and autoguns.

**Organgrinder Shells**: Where most ammunition types are designed to either kill or subdue, Organgrinder Shells are designed for a lingering, excruciatingly painful death. If the round penetrates into the flesh, spiraled ridges emerge and the shell slowly twists its way through the body, slicing tissue and bone in a pulp of viscera. A weapon using Organgrinder Shells has access to the Grievous Wounds Special Effect. Usable in: hand cannons, heavy stubbers.

## Cybernetics

# Liquidity and Reputation (Rogue Trader only)

The following sections are only relevant if running a Rogue Trader campaign.

## Liquidity

Rogue Traders have their normally immeasurable wealth represented by Liquidity and Reputation. Liquidity is a special type of Organizational Acquisition, where the Organization is the Rogue Trader themselves. For example, Rogue Trader Irin Mosca would have a number of Organizational Acquisition (Irin Mosca) *slots* equal to his Liquidity. If Irin Mosca has a Liquidity of 56, then he has 56 Allotment Slots due to being a Rogue Trader.

While operating in Imperial or Rogue Trader-friendly space, *all* Imperial equipment is considered to be within the Scope of the Rogue Trader, unless otherwise stated. For example, if visiting a Hive World that manufactures arms for the Imperial Guard, the Rogue Trader can assume that all weapons produced there would be within Scope. However, if for some reason the Rogue Trader offends the Manufactorum leader, this may no longer be true.

As a reminder, while Liquidity is a rough measure of liquid wealth, it is not a final representation of the entire wealth of a Rogue Trader. In fact, a Rogue Trader could conceivably burn through their Liquidity and eventually build it back up through various endeavors and enterprises.

### Single-Item Purchasing

For someone possessing unfathomable wealth, purchasing nearly any single mundane item is a trivial matter. As a result, the GM is encouraged to allow the purchasing of any single item for 0 Allotment Slots, when appropriate. A Rogue Trader seeking to purchase a laspistol from a vendor would not actually need to spend 1 Allotment Slot, for example, they would only need to get the vendor to agree to the sale.

### Bulk Purchasing

One aspect of Rogue Trader adventuring is that goods, materiel, and manpower are often needed in large quantities. This presents a potential challenge to the Trader and their retinue, as not all worlds are equipped to handle such large requests.

# Combat

## Ranged Combat

Anything that involves a weapon being fired, thrown, or otherwise deployed from a distance.

### Ranged Combat Actions

Steady Weapon:  
Allows the character to establish a firm firing posture and support an automatic weapon so that it remains stable. It requires that the character be at least partially exposed and not completely protected by cover. The primary benefit is that it reduces the recoil penalty of Burst or Full-Automatic fire by one step. This effect is similar to Brace in that its benefits continue until the character moves.

### Ranged Attacks

All ranged weapons have a Firing Rate listed in their profile. This refers to the number of shots fired when firing in Single Shot, Burst Fire, or Fully Automatic firing modes. These attacks have a difficulty adjustment based upon the distance from the target, and Size of the target, as noted below:

| **Range** | **Base Difficulty** |
| --- | --- |
| Close | Standard |
| Effective | Hard |
| Long | Formidable |

| **Firing Rate** | **Difficulty Adjustment** |
| --- | --- |
| Single Shot | No Penalty |
| Burst Fire | 1 Step Harder |
| Fully Automatic | 2 Steps Harder |

| **Target Size** | **Difficulty Adjustment** |
| --- | --- |
| 10 or less | 1 Step Harder |
| 11-20 | No Penalty |
| 21-40 | 1 Step Easier |
| 41 and larger | 2 Steps Easier |

#### Single Shot

Roll Combat Style at a base difficulty of Standard, and expend a single shot. Unless otherwise stated, success means a single shot strikes the target, and Special Effects are selected for the attack as normal.

#### Burst Fire

Roll Combat Style at a penalty of 1 step harder, and expend a number of shots equal to the Burst Fire Firing Rate. If the attack is successful, roll a die representing the number of possible hits (i.e 1d3 for 3 shots) to determine how many shots hit. Any Special Effects gained are selected only for the first shot that hits.

#### Fully Automatic

Roll Combat Style at a penalty of 2 steps harder, and expend a number of shots equal to the Fully Automatic Firing Rate. If the attack is successful, roll a die representing the number of possible hits (i.e. 1d10 for 10 shots) to determine how many shots hit. Any Special Effects gained are selected only for the first shot that hits.

If the attack fails specifically due to the penalty imposed on the attack (i.e., your Combat Style of 80 was rolled against a Formidable difficulty of 40 and you rolled a 74), an unintended target may be struck. The tens digit of the failed Combat Style roll is used as the radius of a circle within which unintended targets may be struck (a 74 yields a 7-meter radius, for example). Roll a die representing the total number of possible hits as usual, and then assign these hits, one per entity, to each entity in the radius, starting from the closest entity to the target and radiating outward from there.

## Melee Combat

## Special Effects

Special Effects are chosen upon successful actions in Combat. When a Special Effect is chosen, check for specific rules for the weapon type. For example, Bleed may only be available for Critical attacks in Ranged Weapons, but is available on a regular success when wielding a Solid Projectile weapon with Bleeder Rounds.

### General Special Effects

#### Special Considerations

**Stealth**: If a target is totally unaware of an incoming attack, several modifiers are applied depending on the attacker. If the attacker is using a melee weapon, do not roll Combat Style. Instead, the attacker is treated as having rolled a Critical, and the defender is treated as having failed to defend. If the attacker is using a ranged weapon, roll Combat Style with all normal considerations for range, fire rate, etc. If successful, the attacker gets access to Critical Only Special Effects. In either case, one additional Special Effect is gained by the attacker (this means a stealthed melee attacker usually gets 3 Special Effects).

#### General Offensive Special Effects

| **Special Effect** | **Description** |
| --- | --- |
| Force Failure | Critical Only. When combined with another Special Effect, causes the target to automatically fail any tests to resist. |
| Glorious Blow | Critical Only. All allies make Willpower tests at one step easier for the remainder of combat. |
| Kill Silently | If the attack inflicts at least a Serious Wound, the target automatically fails their Endurance test against the Wound and any other Special Effects inflicted by the attack. The target makes no noise as a result of the attack. If a limb was wounded by this attack, the target is silent in shock for the duration of the stun suffered by the Wound. If they are rendered unconscious by the Wound, the target collapses silently. Note that this Special Effect does not negate any noise caused by the weapon itself. |
| Maximize Damage | Critical Only. Sets the value of one Damage die to its maximum value. Can be taken multiple times, each selection maximizes one additional die. |

#### General Defensive Special Effects

| **Special Effect** | **Description** |
| --- | --- |
| Accidental Injury | Attacker Fumbles. The defender deflects or twists an opponent’s attack in such a way that he fumbles, injuring himself. The attacker must roll damage against himself in a random hit location using the weapon used to strike. If unarmed he tears or breaks something internal, the damage roll ignoring any armour. Does not work against Ranged attacks. |
| Arise | Automatically stand up from being prone. |
| Enhance Defense | Critical Only. Choose one:   1. Enhance Parry: blocks all Damage regardless of weapon Size. 2. Prepare Counter: The hero chooses a specific Special Effect. For the remainder of the combat the hero can negate this effect any time the opponent uses it against them and can instead inflict a non-Critical Special Effect of their choice on the opponent. 3. Slip Free: The hero automatically escapes being Entangled, Grappled, or Gripped without needing to use an Action Point. |
|  |  |
| Force Failure | Critical Only. When combined with another Special Effect, causes the target to automatically fail any tests to resist. |
| Friendly Fire | Available on a successful Evasion test against a ranged attack. Dive prone behind a target that is reachable by your Walk speed. That target is struck by the ranged attack instead. |
|  |  |
| Weapon Malfunction | Attacker Fumbles, Firearms only. Weapon is Jammed, and must be cleared with a successful Formidable Combat Style test or Standard Macrotech / Microtech test (as appropriate). Regardless of which test is used, an entire Round must be spent on the test. Once the Jam is cleared, the entire Ammo capacity is lost and the weapon must be reloaded before it can be fired again. |

#### 

#### Ranged Weapon General Special Effects

Unless stated otherwise, all of these Special Effects are Offensive only.

| **Special Effect** | **Description** |
| --- | --- |
|  |  |
| Bleed | Critical Only. Keep in mind some weapons Cauterize, and thus cannot inflict Bleed. |
| Choose Location | Critical Only, unless the target is within Close Range *and* is either stationary or unaware of the attack. This distance may be extended with various scopes and sights. |
| Compel Surrender | All shots miss the target. Target must make a Willpower test against the Combat Style roll of the attacker. If the target is not hardened by combat, this test may be made more difficult, especially if Burst Fire or Full-Auto fire is used. Failure means the target immediately throws down their weapons and surrenders. Note that this Special Effect necessitates the expenditure of ammunition as the means of compelling surrender, unlike Intimidate. |
| Damage Weapon | Critical Only. |
| Disarm Opponent | Critical Only. |
| Duck Back | This special effect allows the shooter to immediately duck back into cover, without needing to wait for their next Turn to use the Take Cover action. The character must be already standing or crouching adjacent to some form of cover to use Duck Back. |
| Marksman | Shift the rolled Hit Location to an adjacent Hit Location. |
| Overpenetration |  |
| Pin Down | Target must make a Willpower test against the Combat Style roll of the attacker. Failure indicates that the target must immediately seek cover and are unable to return fire against the attacker or anyone else nearby on their next turn. Note that this Special Effect may be taken against a target that is not actually harmed by the attack, due to the suppressive nature of gunfire. Assuming the attacker is an experienced combatant, their Willpower test is Easy against a single shot, Standard against Burst Fire, and Hard against Full-Auto fire. |
| Rapid Reload | Immediately begins the reloading of the weapon. Grants 2 Action Points that are instantly used on reloading the weapon in a manner of the wielder’s choosing. If the weapon’s Load time is measured in Rounds, this Special Effect instead reduces that time by 1 Round. |
| Trip Opponent | Available on a normal success. Note that this Special Effect requires the striking of the legs of the opponent to work, and thus may be wasted if a Hit Location roll does not result in the legs being struck. |
|  |  |

#### Melee Weapon General Special Effects

| **Special Effect** | **Description** |
| --- | --- |
| Stun Location | Offensive. If the attack overcomes the target’s armor and inflicts damage, the opponent must make an Opposed Endurance check against the attack roll. If the target fails, the location struck is rendered unusable for a number of Rounds equal to the damage inflicted. A stunned arm drops whatever it is holding. A stunned Leg prevents movement faster than Walk speed. A blow to the abdomen or chest staggers the target, and they can only defend themselves until they recover. A blow to the head renders the target incapable of all actions for the duration. |
| Sweep | Offensive. Upon a successful attack, spend 1 Action Point to make an attack against an adjacent foe at Hard difficulty. This melee attack may generate Special Effects normally. |
|  |  |

#### Unarmed Special Effects

| **Special Effect** | **Description** |
| --- | --- |
| Bash | Requires the Gastrizein Combat Style Trait. Target is knocked back 1 meter for every 3 Damage. |
| Flurry | Offensive. Spend 1 Action Point and immediately make a follow-up attack with a different part of the body from the one used to make the initial strike. This follow-up attack generates Special Effects normally. |
| Grip | Offensive. Provided the opponent is within the attacker’s Unarmed Combat Reach, he may use an empty hand to hold onto the opponent, preventing them from being able to change weapon range or disengage from combat. The opponent may attempt to break free on his turn, requiring an Action Point and an Opposed roll of either Brawn or Unarmed against whichever of the two skills the gripper prefers. If the gripped victim wins, they manage to break free. Note that some attackers using Brawn may be so strong that no amount of brute force or technique can overcome their grip. |
| Impact | Offensive. Roll Damage twice and take the higher roll. |
| Stun Location | Offensive. If the attack overcomes the target’s armor and inflicts damage, the opponent must make an Opposed Endurance check against the attack roll. If the target fails, the location struck is rendered unusable for a number of Rounds equal to the damage inflicted. A stunned arm drops whatever it is holding. A stunned Leg prevents movement faster than Walk speed. A blow to the abdomen or chest staggers the target, and they can only defend themselves until they recover. A blow to the head renders the target incapable of all actions for the duration. |
| Take Weapon | Offensive or Defensive. Allows an unarmed character to yank or twist an opponent’s weapon out of his hand. The opponent must make an opposed roll of his Combat Style against the character’s original Unarmed roll. If the  target loses, his weapon is taken and from that moment on, may be used by the character instead. Take Weapon differs from Disarm Opponent in that the size of the weapon is largely irrelevant. However, the technique only works on creatures of up to twice the attacker’s STR |

#### 

### Ranged Weapon Special Effects by Type

#### Las Weapons

| **Special Effect** | **Description** |
| --- | --- |
| Blind Opponent | This Special Effect can be chosen when the target is struck in the Head, and can be chosen as an Offensive Special Effect. |

#### Solid Projectile Weapons

| **Special Effect** | **Description** |
| --- | --- |
| Bash | The target is knocked back 1 meter for every 3 points of damage rolled. If the recipient is forced backwards into an obstacle, then they must make a Hard Athletics or Acrobatics skill roll to avoid falling or tripping over. |
| Grievous Wound | Organgrinder Shells only. If the attack inflicts a Serious or Major Wound, the resulting Endurance test is one step harder. Failure results in the consequences of a Major Wound, even if the wound is only Serious. |
| Impale | Roll damage twice and take the higher result, but bullets do not have an actual Impale size. |
| Return Fire! | One ally may immediately overcome the effects of the Pin Down Special Effect. Requires Full-Auto fire. |
| Stun Location | If the blow overcomes Armour Points and injures the target, the defender must make an opposed roll of Endurance vs. the original attack roll. If the defender fails, then the Hit Location is incapacitated for a number of turns equal to the damage inflicted. A blow to the torso causes the defender to stagger winded, only able to defend. A head shot renders the foe briefly insensible. |
|  |  |

#### Bolt Weapons

| **Special Effect** | **Description** |
| --- | --- |
| Bash | The target is knocked back 1 meter for every 2 points of damage rolled. If the recipient is forced backwards into an obstacle, then they must make a Hard Athletics or Acrobatics skill roll to avoid falling or tripping over. |
| Destroy Cover | Attack damages the cover first, dealing damage to its HP if it overcomes the AP. If the cover hits 0 HP, it is destroyed. |
| Grievous Wound | Organgrinder Shells only. If the attack inflicts a Serious or Major Wound, the resulting Endurance test is one step harder. Failure results in the consequences of a Major Wound, even if the wound is only Serious. |
| Impale | Stacks with Tearing: Roll damage three times and take the highest result. Bolts do not have an Impale size. |
|  |  |

#### Flame Weapons

| **Special Effect** | **Description** |
| --- | --- |
| Circumvent Cover | Offensive, strikes Hit Locations behind cover. |
| Flush Out | Target must make a Willpower Test against the Combat Style roll or be forced to flee from cover, moving to the nearest suitable cover immediately. |
| Hose Down | Offensive, Critical Only, target is hit on all Hit Locations |
|  |  |
|  |  |

#### Plasma Weapons

| **Special Effect** | **Description** |
| --- | --- |
| Illuminate | The magnetic flare of the Plasma attack illuminates the target, reducing all ranged penalties for subsequent attacks by one step for the remainder of the round. |
| Ignite | Critical Only, Hit Location is ignited at Intensity 4. |
| Quick Venting | Critical Only, removes the Recharge Quality on a Plasma Weapon after firing on Maximal. |
| Splash | Deal half damage to an adjacent target within 1 meter of the main target. This distance increases to 2 meters if the weapon was fired on Maximal. |
|  |  |

#### Melta Weapons

| **Special Effect** | **Description** |
| --- | --- |
| Destroy Cover | Attack damages the cover first, dealing damage to its HP if it overcomes the AP. If the cover hits 0 HP, it is destroyed. |
|  |  |
|  |  |
|  |  |

### Melee Weapon Special Effects by Type

#### Chain Weapons

| **Special Effect** | **Description** |
| --- | --- |
| Rend | Roll Damage an additional time and take the higher result. Combines with Tearing: roll a total of three times and take the highest result. The higher result *must* be chosen. |
|  |  |
|  |  |
|  |  |

#### Power Weapons

| **Special Effect** | **Description** |
| --- | --- |
| Impale | Attacker has the option of disabling the Power Field when Impaling. If they do so, roll damage twice, take the higher result, and leave the weapon Impaled in the target with all accompanying penalties to the target. If they do not disable the Power Field, roll damage twice but do not leave the weapon Impaled in the target; the attacker retains their weapon. |
|  |  |
|  |  |
|  |  |

#### Force Weapons

| **Special Effect** | **Description** |
| --- | --- |
| Force Channel | If the target suffers at least a Minor Wound from the attack, it must immediately make an Opposed Willpower test against the Psychic Mastery of the attacker. Failure results in the target suffering 1d6 damage for every full 20 points of Psychic Mastery that the attacker has (round down). This additional damage ignores all armor. |
|  |  |
|  |  |
|  |  |

#### Shock Weapons

| **Special Effect** | **Description** |
| --- | --- |
| Shocking Arc | Requires Arcing Strike Combat Style Trait. Offensive, Critical Only. Forces an adjacent enemy to make an Endurance test against the Shocking Trait of the weapon being wielded. |
|  |  |
|  |  |
|  |  |

## Combat Style Traits

### General Traits

| **Trait** | **Description** |
| --- | --- |
| Armoured Poise | The user has mastered fighting in their armour, enabling them to effectively prioritize possible threats and respond accordingly. When subjected to a Special Effect from an attack which did no damage due to their armour, any resulting opposed rolls (such as Trip, Disarm Weapon etc) are one grade easier. |
| Assassination | Allows the user access to the normally restricted ‘Kill Silently’ Special Effect. |
| Batter Aside | If the fighter’s Damage Modifier is two or more steps greater than his opponent’s, his weapon is considered one size larger for the purposes of bypassing parries. |
| Blade Grappler | When fighting with a weapon of the combat style of medium or shorter Reach and a free hand, the Entangle special effect is available as if they were using an entangling weapon |
| Blind Fighting | Allows users to ignore any penalties imposed due to poor lighting or temporary blinding. |
| Bulging Biceps | Allows the user to wield heavier weapons that are normally mounted (such as Lascannons and Heavy Stubbers) without needing to use the Steady Weapon action. When doing this, their Combat Style is capped by their Brawn. |
| Cautious Fighter | Can use the Change Range action to automatically withdraw from engagement with no need to roll. |
| Crowd Control | Through continuous whirls and flurries, a practitioner with this trait can hold a mob at bay or secure an alleyway. When fighting with a weapon with a Reach of Long or more, the user of this trait can oppose the Change Range combat action to keep an opponent at distance (Mythras page 107) without spending Action Points. |
| Daredevil | May use Evade to dodge blows in melee combat without ending up prone. |
| Defensive Minded | Increases the Size of your weapon when parrying by one step, provided no offensive action is taken that round. |
| Defensive Posture | When fighting at Medium Reach or longer, a Shield belonging to this Combat Style may Passive Block one additional Hit Location when used to Ward Location. |
| Desperado | Allows dual pistols to use the Flurry Special Effect, provided that each subsequent attack utilizes the alternating pistol. |
| Do or Die | Allows dual weapon combinations to use the Flurry special effect, provided that each subsequent attack utilizes the alternating weapon. |
| Excellent Footwork | When fighting on unstable surfaces the user can ignore the skill cap placed on combat rolls by the Acrobatics skill. |
| Field of Fire | When firing a fully automatic weapon, the user may distribute the total number of shots across multiple targets, no two of which can be further than (Combat Style / 10) meters apart. Each target must receive the same number of shots. |
|  |  |
| Formation Fighting\* | Permits a group of three or more warriors to draw into close formation, placing more open or disordered opponents at a disadvantage (provided the ‘unit’ cannot be outflanked), and reducing each foe’s Action Points by one if they engage. |
| Hidden Weapons | Allows the user to utilize seemingly innocuous objects noted as part of the style as deadly weapons, with no chance of accidental breakage despite apparent delicacy (fans or musical instruments for example). |
| Intimidating Scream | Style encourages frequent yells and bellows in combat to intimidate foes, making any psychological resistance rolls inflicted on an opponent one grade harder. |
| Knockout Blow | When attacking with surprise treat any Stun Location as lasting minutes instead of turns. |
| Longshot | The style emphasizes accurate fire at extreme ranges. When firing ranged weapons, use the row one step above the correct row for Distance. |
| Mancatcher | The style grants its user an advantage when entangling or immobilizing opponents, making a foe’s opposed rolls to evade or break free one difficulty grade harder. |
| Mounted Combat | Style allows riders to ignore the skill cap placed upon combat rolls by the Ride skill. |
| Nunquam non Paratus | The Combat Style allows the character to Prepare Counter against one Special Effect at the start of every combat. |
| Precision Blows | When fighting with Pulled Blows, all Attack and Parry rolls are one grade easier. |
| Quickdraw | If carried or concealed appropriately, weapons of the Combat Style can be readied as a Free Action. |
| Ranged Marksman | When using a ranged weapon, shift a random Hit Location roll to an adjoining body location. |
| Shield Wall\* | Allows a group of three or more shield users to overlap their protection, adding one to the number of locations which can be protected with passive blocking and resisting Knockback, Leaping attacks, and Bash as if using the Brace action. |
| Sidearm | When wielding a pistol in one hand and a melee weapon in the other hand, you may use the Flurry Special Effect to immediately make a ranged attack with the pistol after successfully striking with the melee weapon. |
| Siege Warfare | The style permits its user to ignore the skill cap placed upon combat rolls by the Athletics skill when making assaults whilst scaling walls or crawling through tunnels. |
| Skirmishing | The style permits launching ranged attacks whilst at a run (but not whilst sprinting). |
| Suppressive Fire | The styler permits firing a weapon capable of Full-Auto fire in a manner meant to suppress multiple enemies. Roll Combat Style at no penalty for Full-Auto against a target; the target is only hit if the roll would be successful for a Herculean difficulty. However, assuming that the unpenalized roll was successful, the target and all other characters within one-tenth of the attacker’s Combat Style are subjected to the Pin Down Special Effect and must resist normally. |
| Throw Weapons | Any nominal melee weapon in the style can also be thrown at no penalty to skill, but when used in this way a weapon’s damage roll is halved. |
| Thunder Charge | Allows the user to make Charge Attacks from a Sprint. When doing so, their Damage Modifier is increased by two steps instead of one. |
|  |  |
|  |  |

### Ranged Weapon Type Combat Style Traits

#### Las

| **Trait** | **Description** |
| --- | --- |
| Lasgun Volley\* | Requires three or more fighters to all possess this trait. If they do, and are capable of communicating with each other, then the Critical Range of their attacks on the same target is increased by 5. |
| Reflective Shot | The character is trained in how to use reflective surfaces with their Las weapon. If there is a suitable reflective surface near the target, the character can use the Circumvent Cover special effect on a critical success. |
|  |  |
|  |  |
|  |  |

#### Solid Projectile

| **Trait** | **Description** |
| --- | --- |
| Ghost Load | When wielding a magazine-fed shotgun (Pump-Action or Combat), you may as a Free Action, once per round, load a single shot of your choice into your shotgun, which is immediately chambered and ready to fire. |
| Fanning | Stub Revolver / Hand Cannon only. Make a number of Formidable Combat Style tests equal to the number of shots fanned (multiple targets are allowed, provided that no 2 targets are more than [CS/10] meters apart). Choose Location is not allowed as a Special Effect for any of these attacks. |
| Double Tap | A Solid Projectile weapon lacking a Burst Fire mode can be used for the following: two shots are fired in quick succession. Treat this as two separate attacks at Hard difficulty, both targeting the Chest or Abdomen (pick one). This necessitates the use of the Choose Location Special Effect and thus can only be used at Short Range. |
| "Two to the body, One to the head" | This Trait requires the Double Tap Trait. A Solid Projectile weapon that qualifies for Double Tap may be used for the following: three shots are fired in quick succession. Treat this as three separate attacks at Hard difficulty, with the first two targeting the Chest or Abdomen (pick one) and the third targeting the Head. This necessitates the use of the Choose Location Special Effect and thus can only be used at Short Range. Combine Damage for Knockback purposes. |
| Speed Reload Drill | The Load time for all Solid Projectile weapons is reduced by 1 Action, or 1 Round if measured in Rounds, to a minimum of 1 Action or Round. |
| Quick Clear | Allows the user to clear a Jam from a Solid Projectile weapon as a free action, losing only 1 shot from the current Clip instead of the entire clip as if the weapon had the Dependable Quality. If the weapon already has the Dependable Quality, then no shots are lost at all. |
|  |  |
| Trigger Control | When firing on Fully Automatic with a Solid Projectile weapon, the user can choose exactly how many rounds are shot. |

#### Bolt

| **Trait** | **Description** |
| --- | --- |
| Inspiring Report | Commissar only. Allows the user to grant a suitable Passion of theirs to all allies as long as the user continues to fire their Bolt Weapon. |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

#### 

#### Plasma

| **Trait** | **Description** |
| --- | --- |
| Quick Charge | Allows the user to set the weapon to Maximal setting in the same action as firing it. This imparts a one step harder difficulty on the Combat Style test to fire the weapon. |
| Venting Expert | Grants access to the “Quick Venting” Critical-Only special effect, which removes the Recharge Quality on a Plasma Weapon after firing on Maximal. |
|  |  |
|  |  |
|  |  |

#### Flame

| **Trait** | **Description** |
| --- | --- |
| Terrifying Flame | When successfully igniting an enemy with a Flamer weapon, that enemy must make a successful Opposed Willpower test against your Combat Style. Failure indicates that they panic and *must* spend their actions extinguishing the flames as quickly as possible, but suffer a one step penalty to the Athletics test to do so due to their panic. A fumble on this Willpower test means that the target runs around screaming and burning. |
| Cone of Flame | When using a Flamer weapon, you may attack a cone-shaped area instead of a single target. When doing this, consume triple the ammunition, but do not make a Combat Style test. Instead, all targets within the cone must Evade or be struck. Successful attacks only have a 50% chance to successfully ignite flammable targets. |
|  |  |
|  |  |
|  |  |

#### Melta

### Melee Weapon Type Combat Style Traits

#### Chain

| **Trait** | **Description** |
| --- | --- |
| Armour Chomper | When the user selects the Bypass Armour Special Effect, they automatically Sunder an amount of armour equal to the amount bypassed. |
| Meat Grinder | While wielding a Chain weapon, the user increases the Damage of their Chain weapon by 1 for each successful Critical attack. This effect is stackable and lasts for the duration of the combat. |
|  |  |
|  |  |

#### Power

| **Trait** | **Description** |
| --- | --- |
| Cleave Through | If the user destroys an enemy’s weapon via the Damage Weapon Special Effect, any excess Damage carries over into the arm that was holding the weapon. |
| Overload | You know how to overcharge the weapon’s power field, increasing the weapon’s Damage by two steps for one minute. Afterwards, your weapon loses the Power Field and Armour-Piercing traits until you have time to repair it (a one minute long Microtech Test). |
|  |  |
|  |  |
|  |  |

#### Force

| **Trait** | **Description** |
| --- | --- |
| Power Surge | Upon a successful melee attack, the user may choose to break the seals placed on their Force weapon when selecting the Force Channel Special Effect. If they do so, they may augment their Psychic Mastery test by their Combat Style. This removes the Force Trait from the weapon until it is repaired. |
| Psychic Stun | Grants the user access to the Stun Location Special Effect with all Force weapons. |
| Shockwave | Allows the User to roll their Psychic Mastery after selecting the Trip Opponent Special Effect. If the user does select this, the Trip attempt is resisted by Willpower. Otherwise, use the Combat Style roll as normal. |
|  |  |
|  |  |
|  |  |

#### Shock

| **Trait** | **Description** |
| --- | --- |
| Arcing Strike | Grants access to the Shocking Arc Special Effect. |
| Crowd Control | When using the Sweep Special Effect to strike an adjacent opponent in melee, the user does not suffer the Hard penalty for the attack. |
| Shock Burst | Allows the user to overload their Shock weapon. The next successful attack will unleash a Shock burst, forcing everyone within 3 meters of the target (except the user) to make an Endurance test against the Shocking Trait. However, this overload will destroy the weapon. |
|  |  |
|  |  |

#### Unarmed

| **Trait** | **Description** |
| --- | --- |
| Bob and Weave | Once per round, the user may roll Evade against an unarmed attack without spending an Action Point. This Evade test does not result in falling Prone. |
| Bonebreaker | Allows the user to ignore armour when inflicting Damage via Grappling attacks. |
| Dirty Fighting | Allows the user to choose the Blind Opponent Special Effect on an Offensive Critical. |
| Falling Strike | Grants the user a free Flurry Special Effect after a successful Trip Opponent Special Effect on an enemy. The user must still spend an Action Point if they wish to make the attack. |
| Furious Fists | Allows the user to make a free Unarmed attack as long as the user has successfully made two Flurry attacks that Turn. |
| Gastrizein | The user may take the Bash Special Effect with their Unarmed strikes. |
| Ground Fighter | When fighting unarmed, the user suffers no penalty to Combat Style / Unarmed tests for being Prone. |
| Iron Grip | The user’s hands are treated like a garrotte for the purposes of making choking attacks. |
| Leg Sweep | The user’s Trip Opponent Special Effect is one step harder to resist if the Unarmed attack strikes a leg. |
| Martial Artist | Allows the user to use their Combat Style to make Unarmed strikes of all kinds. |
| Reckless Bruiser | Allows the user, after a successful Unarmed attack, to spend an Action Point to immediately gain a Trip Opponent Special Effect. If the opponent successfully resists the Trip Opponent Special Effect, the user is Overextended against that Opponent. |
| Steel Jaw | Allows the user to ignore all Stun caused by Wounds inflicted by Unarmed attacks. |
| Takedown | Allows the user to make a free Grappling attempt upon a successful Trip Opponent Special Effect on an enemy. If successful, the user follows the enemy to the ground while grappling them. |
| The Lion’s Roar | When using the Flurry Special Effect to make a Grappling attempt *after* striking the opponent with an Unarmed attack, the Grappling attack roll is made one step easier. |
| Unarmed Master | Increases the reach of the user’s Unarmed attacks to Medium. Note that the user still suffers no penalties for fighting Unarmed at Touch reach. |
| Unarmed Prowess | Increases the size of the user’s Unarmed parries to Medium. |
| Unarmed Warrior | Increases the size of the user’s Unarmed attacks to Medium. |
| Wrestler | Allows the user to use their Combat Style to make grappling attacks of all kinds. Furthermore, their Damage Modifier is increased by one step when making grappling attacks. |
|  |  |
|  |  |

# Psychic Powers

Those who possess the ability to call upon and manipulate the Warp are known as Psykers, and are amongst the most feared beings in the galaxy. Their powers are called Psychic Powers, and the two core skills for using these Psychic Powers are *Psychic Discipline* and *Psychic Mastery*.

Though the distinctions between psychic power levels are blurry at best, the approximate classifications of a Psyker’s potency are known as “The Assignment” and are as follows:

* Psychic Mastery = 0%: Rho
* Psychic Mastery ≧ 10%: Pi
* Psychic Mastery ≧ 30%: Lambda
* Psychic Mastery ≧ 50%: Theta
* Psychic Mastery ≧ 70%: Epsilon
* Psychic Mastery ≧ 90%: Beta
* Psychic Mastery ≧ 110%: Alpha
* Psychic Mastery ≧ 130%: Alpha Plus

## Psychic Mastery (POW X 2)

Psychic Mastery represents the Psyker’s ability to manifest Psychic Powers of a particular Psychic Discipline (see Psychic Disciplines below). As the Psychic Mastery of a Psyker increases, their ability to manifest stronger Powers increases as well.

The Magnitude of a manifested Psychic Power is equal to one-tenth of the relevant Psychic Mastery skill, rounded up.

## Psychic Manipulation (POW + INT)

Psychic Manipulation represents the knowledge a Psyker has of their own capabilities, and represents their ability to control and finely manipulate their powers. Once the basics of Psychic Manipulation are learned, the Psyker can apply them to all Psychic Disciplines. Thus, while a Psyker needs to learn one Psychic Mastery for each Psychic Discipline that they wish to master, they only need to learn Psychic Manipulation once.

When a Psyker manifests a Power, they control specific parameters of the Power via their Psychic Manipulation Points, which are equal to one quarter of their Psychic Manipulation skill, rounded up. These points may be spent to shape a Psychic Power’s components in the following ways, but note that each Discipline has only certain Components available to it:

* Combine: Fuses together multiple Psychic Powers into one casting. Does not count for the purposes of increasing the Manifesting time of a Power.
* Duration: Extends the period of time that a Psychic Power lasts.
* Intensity: Increases the potency of a Psychic Power.
* Range: Extends the reach of a Psychic Power.
* Radius: The radius, in meters, of the area affected. Cannot be used with Targets or Cone. This Component must be combined with Range, or else the Radius is centered on the Psyker.
* Cone: The length of the Cone affected by the Power. Cannot be used with Targets, Radius, or Range. The width of the cone at its maximum is equal to one-quarter of the length.
* Targets: Determines how many targets are affected. Cannot be used with Radius or Cone.
* Ablation: Wears down opposing Powers, reducing their Magnitude.
* Focus: Reduces the penalties for manifesting Powers (up to the base skill value).
* Fortune: Increases the difficulty of Resisting manifested Powers by allowing multiple rolls.
* Precision: Allows for the adjusting of Hit Location rolls for Powers that strike enemies.
* Swiftness: Reduces the time it takes to manifest a Psychic Power. Does not count for the purposes of increasing the Manifesting time of a Power.

| **Points** | **Combine** | **Duration (Mins)** | **Intensity** | **Range** | **Radius** | **Cone** | **Targets** | **Ablation** | **Focus** | **Fortune** | **Precision** | **Swiftness** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| None | 1 Power | POW | 1 | Touch | 1m | 2m | 1 | -0 Mag | 0 grades | 1 roll | ±0 | -0 actions |
| 1 | 2 Powers | 2 X POW | 2 | 1m X POW | 2m | 4m | 2 | -1 Mag | 1 grade | 2 rolls | ±1 | -1 action |
| 2 | 3 Powers | 3 X POW | 3 | 5m X POW | 4m | 6m | 3 | -2 Mag | 2 grades | 3 rolls | ±2 | -2 actions |
| 3 | 4 Powers | 4 X POW | 4 | 10m X POW | 6m | 10m | 4 | -3 Mag | 3 grades | 4 rolls | ±3 | -3 actions |
| 4 | 5 Powers | 5 X POW | 5 | 50m X POW | 10m | 15m | 5 | -4 Mag | 4 grades | 5 rolls | ±4 | -4 actions |
| 5 | 6 Powers | 6 X POW | 6 | 100m X POW | 15m | 20m | 6 | -5 Mag | 5 grades | 6 rolls | ±5 | -5 actions |
| 6 | 7 Powers | 7 X POW | 7 | 500m X POW | 20m | 25m | 7 | -6 Mag | 6 grades | 7 rolls | ±6 | -6 actions |
| 7 | 8 Powers | 8 X POW | 8 | 1km X POW | 25m | 30m | 8 | -7 Mag | 7 grades | 8 rolls | ±7 | -7 actions |
| 8 | 9 Powers | 9 X POW | 9 | 5km X POW | 30m | 40m | 9 | -8 Mag | 8 grades | 9 rolls | ±8 | -8 actions |
| 9 | 10 Powers | 10 X POW | 10 | 10km X POW | 40m | 50m | 10 | -9 Mag | 9 grades | 10 rolls | ±9 | -9 actions |
| 10 | 11 Powers | 11 X POW | 11 | 15km X POW | 50m | 60m | 11 | -10 Mag | 10 grades | 11 rolls | ±10 | -10 actions |
| Each point… | +1 Powers | +1 X POW | +1 | +5km X POW | +10m | +10m | +1 | +-1 Mag | +1 grades | +1 rolls | +±1 | +-1 actions |

## Manifesting a Psychic Power

To manifest a Psychic Power, the Psyker first selects the total number of Psychic Powers they are manifesting (usually only 1, but there may be more due to the Combine Component). Next, determine the total number of Components being manipulated (Combine does not count as a Component, as the Powers being combined count instead).

The sum of the total number of Powers and the total number of manipulated Components is equal to the number of Power Points required to manifest the Power, as well as the number of Actions it takes to manifest it. For example, a Biomancer Psyker manifesting the Warp Speed and Iron Arm Powers while manipulating the Range, Targets, and Intensity of the Powers would need to spend 5 Magic Points and spend 5 Actions Manifesting the Power.

When Manifesting multiple Powers at once, each Power after the first imposes a penalty of 1 difficulty grade. The Focus Component is used to negate this penalty (along with any other penalties).

## Warp Threshold and Psychic Phenomena

### Warp Threshold

Manifesting Psychic Powers places tremendous strain on a Psyker. This is represented in the form of costing Magic Points to manifest Powers. A Psyker is considered to be at their Warp Threshold when they are at risk of running out of Power Points while casting a Power. This could be because they are already at 0 Power Points, or because they are going to manifest a Power that will cost more Power Points than they have.

## Psychic Disciplines

The following Psychic Disciplines can be learned by Psykers:

* Biomancy
* Pyromancy
* Telekinesis
* Divination
* Telepathy
* Sanctic Daemonology
* Malefic Daemonology

The Psychic Mastery Skill must be affiliated with one of these Disciplines, and a Psyker may have multiple Psychic Masteries, one for each Discipline.

**Pushing**: All Psychic Powers have an associated Push cost in Power Points, representing the greedy intake of the Warp as a Psyker fully unleashes their powers. Sanctioned Psykers struggle more with this process than Unsanctioned Psykers do. To represent this, Unsanctioned Psykers have their Push costs reduced by 1, to a minimum of 0 (meaning some Psychic Powers can be Pushed for free).

### Biomancy

Artists of living flesh, Biomancers can push their own bodies beyond human limits, and even control the biological processes of others. These powers allow a Psyker to enhance his own abilities and aid his allies, but can also be used to stop a foe’s heart with but a thought.

**Components**: Combine, Duration, Intensity, Range, Targets, Focus, Fortune, Precision, Swiftness

#### Invigourate

*Targets*

**Effect**: This Psychic Power removes a number of levels of Fatigue from the recipient equal to the Intensity of the Power. This includes Fatigue suffered from Blood Loss.

**Push (+1)**: The next Endurance test made by the recipient is one step easier.

#### Smite

*Resist (Evade), Targets*

**Effect**: The target of this Psychic Power, if they fail to Resist, suffers 1d6 + Intensity Damage to a random Hit Location. Armour of all kinds protects against this Power.

**Push (+2)**: Worn and Natural Armour do not protect against this Power.

#### Shape Flesh

*Resist (Endurance), Targets*

**Effect**: The recipient of this Psychic Power (who may Resist if they choose) has their appearance dramatically altered, granting a bonus to Disguise tests equal to one step for every 2 points of Intensity. This can be used at higher Intensities to offset penalties for very difficult disguises, such as those of non-humans.

**Push (+2)**: The recipients may gain one of the following (if more than one recipient, the caster chooses for each one): Darksight, Natural Armour (AP = Intensity), Burrower, Camouflaged, Formidable Natural Weapons

#### Enfeeble

*Resist (Endurance), Targets*

**Effect**: The target of this Psychic Power, if they fail to Resist, is stunned (cannot attack or use Powers) for one Round. Furthermore, for the duration of this Power, if the target fails any Combat Style, Endurance, Evade, or Brawn test, they suffer one level of Fatigue up to a maximum of the Intensity of this power.

**Push (+2)**: The targets of this Power must continue making Endurance tests for the duration of this Power, being stunned each time they fail (and taking a level of Fatigue). This effect vanishes once the target succeeds an Endurance test.

#### Iron Arm

*Targets*

**Effect**: While this power is in effect, the Psyker chooses Strength or Natural Armour. If Strength is chosen, the Strength of the recipient is increased by 2 for each point of Intensity (to a maximum of double original Strength). If Natural Armour is chosen, the recipient is granted a number of Natural Armour points to all Hit Locations equal to the Intensity of the Power.

**Push (+2)**: Both Strength and Natural Armour may be chosen.

#### Life Leech

*Resist (Endurance), Targets*

**Effect**: The target of this Psychic Power, if they fail to Resist, loses a number of points of CON equal to the Intensity of the Power, to a minimum of 1. The Psyker gains one-fifth of all CON drained from the targets this way.

**Push (+2)**: The target loses a number of points of CON equal to double the Intensity of the Power, to a minimum of 1.

#### Warp Speed

*Targets*

**Effect**: The target of this Psychic power increases their Movement Rate by the Intensity of this Psychic Power.

**Push (+1)**: Such is the speed bestowed upon the recipients by this power, that all Evade and Acrobatics tests made by the recipient become one step easier.

#### Haemorrhage

*Resist (Endurance), Targets*

**Effect**: The target of this Psychic Power, if they fail to Resist, suffers damage to their Chest equal to the Intensity of this Power. The target must continue making Endurance tests each Round for the duration of this Power until they succeed, at which point the effect ends.

**Push (+3)**: The Endurance Test to resist has a base difficulty of Formidable.

#### Cellular Control

*Targets*

**Effect**: The target of this Psychic Power is immune to the effects of Fatigue and Bleeding for the duration of this Power.

**Push (+2)**: The target also does not need to breathe for the duration of this Power.

#### Enhance Senses

*Targets*

**Effect**: Choose one of the five human senses. For the duration of this Power, the target makes all Perception tests using this sense one step easier.

**Push (+1):** A second sense may be enhanced in the same way.

#### Hammerhand

*Targets*

**Effect**: The target of this Power increases the Size of their bare-handed attacks by one step for every 2 points of Intensity. In addition, their Damage Modifier increases by one step per Intensity, but only when fighting Unarmed (punches, kicks, and headbutts). No weapons may be carried by the target while benefiting from this Power.

**Push (+2)**: Weapons may be carried in the hands by targets benefiting from this Power, though only Unarmed attacks will still benefit.

#### Regenerate

*Concentration, Targets*

**Effect**: As long as the Psyker concentrates, the target benefitting from this Power will heal a number of Hit Points equal to half of the Intensity of this Power each Round, rounded up. These Hit Points are restored to the most injured Hit Location first, starting with Major Wounds, then Serious Wounds, then Minor Wounds. If a Major Wound is being healed by this power, a missing limb will be restored once the location reaches 1 Hit Point. This Power cannot revive the dead.

**Push (+2)**: This power restores a number of Hit Points equal to 1 HP per Intensity instead of half.

#### Seal Wounds

*Targets*

**Effect**: The target of this Psychic Power heals a number of Hit Points equal to the Intensity of this Power to their most injured Hit Location. This Power cannot heal or restore Major Wounds, though it will stabilize them.

**Push (+2)**: If a Major Wound is able to heal naturally (usually due to First Aid or Medicine tests), this Power can heal them normally.

### Pyromancy

The most destructive discipline, pyromancy allows a Psyker to control and create flame using his mind. These powers focus on combat, from incinerating foes from within to summoning walls of flame to shield allies. Pyromancers are greatly feared, for their powers are often difficult to control once released, and can inflict great collateral damage.

**Components**: Duration, Intensity, Range, Radius, Cone, Targets, Focus, Fortune, Precision, Swiftness

#### Cauterize

*Targets*

**Effect**: The targets of this Psychic Power immediately end all Bleed effects.

**Push (+1)**: Any Minor Wounds on the target are also healed by 1d3 Hit Points.

#### Flame Breath

*Cone, Resist (Evade)*

**Effect**: All targets in the Cone of this effect may Resist with Evade. Those that fail take 1d6 plus Intensity damage to 1d3 adjacent Hit Locations and are set on fire with a severity 3 fire. Armour protects normally.

**Push (+2)**: The intensity of the fire is increased to 4.

#### Fire Blade

*Targets*

**Effects**: For the duration of this Power, the recipient’s melee weapons have their minimum damage increased by the Intensity of the Power (up to the weapon’s maximum damage).

**Push (+1)**: The melee weapons also set their targets on fire with an intensity of 2.

#### Fire Shield

*Resist (Special), Targets*

**Effects**: For the duration of this Power, whenever a character successfully hits the recipient of this Power with an attack and is within Intensity meters of the recipient, they must succeed an unopposed Evade Test or be struck in a random Hit Location by a bolt of flame dealing damage equal to the Intensity of this Power. Armour protects normally.

**Push** **(+2)**: Anyone struck by a bolt of flame from this Power is set on fire with an intensity of 3.

#### Inferno

*Radius, Resist (Evade)*

**Effect**: All characters within the radius of this Power must Resist with Evade or receive damage equal to the Intensity of this Power in all Hit Locations and be set on fire with a severity of 3. Armour protects normally.

**Push (+2)**: The intensity of the fire is increased to 4.

#### Manipulate Flame

*Targets*

**Effect**: This Power affects active flames, from candles all the way to room-filling conflagrations. The Psyker can immediately extinguish the target flame, or move the flame up to Intensity meters in one direction.

**Push (+1)**: The Psyker can increase or decrease the intensity of the flame by 1 as well.

#### Molten Beam

*Resist (Evade), Targets*

**Effect**: Mimicking a Melta blast, the Psyker fires a bright beam of energy at a target. The target takes 1d10 damage per 2 Intensity to a random Hit Location. This damage destroys armor first before affecting the target. If worn armour is reduced to 0 by this Power, it is utterly incinerated. This damage has the Cauterize Trait.

**Push (+3)**: Targets struck by this power are also set on fire with an intensity of 5.

#### Spontaneous Combustion

*Resist (Endurance), Targets*

**Effect**: The target of this Power, if they fail to Resist, erupts into flames from within. The target suffers damage equal to the Intensity of this Power in their Chest, which no armour protects against.

**Push (+2)**: The target’s Chest is also set on fire with an intensity of 3.

#### Sunburst

*Radius, Resist (Endurance)*

**Effect**: All characters within the radius of this Power must Resist or be blinded for a number of Rounds equal to the Intensity of this Power.

**Push (+2)**: The Endurance test to resist is one step harder.

#### Thermal Shroud

*Targets*

**Effect**: For the duration of this Power, the recipient of this Power gains Armour Points on all Hit Locations equal to the Intensity of this Power. These Armour Points only protect against fire and heat-based attacks, which include, but are not limited to: all Pyromancy powers, flamers, incendiary ammunition, fires, Melta weapons, and lava / magma.

**Push (+1)**: The target is also immune to the effects of long-term heat exposure for the duration of this Power, protecting them from any Fatigue gained by exposure.

### Telekinesis

Through the power of the Warp, telekines translate mental impulses into physical force. Powers from the telekinesis discipline can defy gravity, blast opponents with invisible bolts of force, and even tear holes in the very fabric of reality. Such powers offer great utility in a variety of situations, for they allow a psyker to affect the world around him without the constraints of his physical body.

**Components**: Duration, Intensity, Range, Radius, Targets, Focus, Fortune, Precision, Swiftness

#### Assail

*Resist (Evade), Targets*

**Effect**: Bolts of force pepper the target of this Power if they fail to Resist, dealing damage to a random Hit Location depending on the Intensity of the Power. Worn armour does not protect against this damage, but natural armour and any armour resulting from Powers does protect normally.

| **Intensity** | **Damage** |
| --- | --- |
| 1-2 | 1d2 |
| 3-4 | 1d4 |
| 5-6 | 1d6 |
| 7-8 | 1d8 |
| 9-10 | 1d10 |
| 11-12 | 2d6 |
| 13-14 | 2d8 |

**Push (+2)**: The target of this power can be struck multiple times by using the Targets Component to assign the number of bolts aimed at the target. The target Evades normally, treating the test as if they were dodging burst-fire. Roll Hit Location and damage separately for multiple bolts striking one target.

#### Catch Projectiles

*Special, Targets*

**Effect**: This power can only be used as a Reactive Action to an incoming ranged attack, and therefore must have its Casting Time reduced down to 1 action, using the Swiftness Component if necessary. When resolving the ranged attack, any recipient of this Power is protected from a number of incoming projectiles equal to the Intensity of this Power. The projectiles will stop suddenly in the air just before impact, then fall to the ground. Bolts count as 2 projectiles, rockets count as 3 projectiles, and tank rounds count as 5 projectiles. This power is ineffective against grenades with a blast radius, and they will still detonate on target.

**Push (+2)**: This Power automatically has its Casting Time reduced to 1 action, without needing the use of the Swiftness component.

#### Crush

*Resist (Brawn), Targets*

**Effect**: The target of this Power, if they fail to Resist, is struck in the Chest by damage equal to the Intensity of this Power and is held helpless and paralyzed (but not prone). The target may spend their full Turn each subsequent Round rolling Brawn against the original Psychic Mastery roll, attempting to break free. Once a target breaks free, or Resists the initial power, the effect on them ends.

**Push (+3)**: The Brawn roll to resist this power is two steps more difficult.

#### Objuration Mechanicum

*Concentration, Radius, Resist (Special)*

**Effect**: This Power creates a special Haywire field within the radius of the Power, affecting all technology depending on Intensity, for the duration of the Power as long as the Psyker concentrates.

| **Intensity** | **Effect** |
| --- | --- |
| 1-2 | **Minute Disruption**: Any situation that would normally be an Automatic test for using technology instead requires a Very Easy test, representing the small chance that something goes wrong. |
| 3-4 | **Minor Disruption**: All actions utilizing powered technology, including firing ranged weapons that are not Low-Tech, Macrotech and Microtech tests, and any physical action attempted in Power Armour are all one step more difficult. The Movement Rate of anyone in Power Armour is reduced by 1 meter. |
| 5-6 | **Serious Disruption**: All actions utilizing powered technology, including firing ranged weapons that are not Low-Tech, Macrotech and Microtech tests, and any physical action attempted in Power Armour are all two steps more difficult. The Movement Rate of anyone in Power Armour is reduced by 3 meters. |
| 7-8 | **Major Disruption**: All actions utilizing powered technology, including firing ranged weapons that are not Low-Tech, Macrotech and Microtech tests, and any physical action attempted in Power Armour are all three steps more difficult. The Movement Rate of anyone in Power Armour is reduced to 1 meter. |
| 9-10 | **Minor Dead Zone**: Technology completely ceases functioning in the Dead Zone. Power Armour becomes completely unpowered, applying all of the appropriate penalties. Power and Chain weapons function as Low-Tech versions of themselves, losing any benefits of their technological components. Characters with cybernetic organs must make an Endurance test each round they are within the Dead Zone or suffer one level of Fatigue. |
| 11-12 | **Serious Dead Zone**: As a Minor Dead zone, except the Endurance test for cybernetic organs is one step more difficult, and poor-quality technology permanently breaks. |
| 13-14 | **Major Dead Zone**: As a Serious Dead zone, except the Endurance test for cybernetic organs is two steps more difficult, and only good-quality and best-quality technology survives the forced deactivation. |

**Push (+3)**: Once the Psyker stops concentrating on this Power, it continues to linger, dropping one Intensity Category in severity each round until reaching Minute Disruption, at which point it dissipates the following round.

#### Precision Telekinesis

*Resist (Special), Targets*

**Effect**: This Power allows the Psyker to perform tasks that would normally require fine motor control and dexterity, but at a distance. This can include pushing a series of buttons, pulling the pin on a grenade, undoing complex locks, and more. If an action taken by this Power would result in direct harm (such as the aforementioned grenade pin-pulling), an Evade test allows the would-be victim to Resist the Power. If Attributes such as Damage Modifier are required, use INT+POW to calculate them. This Power can be used to wield ranged and melee weapons from a distance, but all tests to wield them are one step more difficult. The maximum ENC that can be lifted using this Power is equal to the Intensity.

**Push (+3)**: The number of different actions that can be taken by the Psyker is increased by the Intensity of the Power, but all tests become one additional step more difficult. For example, a Psyker Pushing this Power at 5 Intensity could lift 5 different Autoguns and fire them at 5 different targets, although at a minimum of Formidable difficulty.

#### Psychic Push

*Resist (Brawn), Targets*

**Effect**: The target of this Power, if they fail to Resist, suffers 1d10 damage per Intensity, but only for the purposes of Knockback. If the target suffers Knockback and collides with a solid surface, use the following table to calculate damage. Worn armour does not protect against this damage, but natural armour does.

| **Distance Traveled** | **Damage Taken** |
| --- | --- |
| 1m or less | None. |
| 2m to 5m | 1d6 damage to a random location |
| 6m to 10m | 2d6 damage to two random locations |
| 11m to 15m | 3d6 damage to three random locations |
| 16m to 20m | 4d6 damage to four random locations |
| 21m to 25m | 5d6 damage to five random locations |
| 26m to 30m | 6d6 damage to six random location |
| Each additional 5m | +1d6 damage, to all locations |

**Push (+3)**: After rolling the initial damage, double it for the purposes of determining Knockback.

#### Psychic Weaponry

*Targets*

**Effect**: The recipient of this Power may choose to either have a psychic weapon manifest in an open hand in the form of a Longsword, or have an existing bladed Low-Tech, Force, or Power weapon become enhanced by this Power. In both cases, the weapon created or enhanced by this Power has its minimum damage increased to the Intensity of this Power, up to the maximum damage of the weapon.

**Push (+2)**: The weapon created or enhanced by this Power also ignores an amount of worn Armour Points equal to the Intensity of the Power.

#### Telekine Dome

*Radius*

**Effect**: The Psyker creates a visible dome of telekinetic force with this Power. Any ranged attacks crossing through the dome in either direction have their damage reduced by the Intensity of this Power, to a minimum of 0. This reduction in damage fully stacks with all forms of armour worn. Attacks originating within the dome that target someone also within the dome do not have their damage reduced.

**Push (+1)**: The dome shimmers, obfuscating sight lines and making all ranged attacks crossing the dome in either direction one step harder.

#### Telekine Shield

*Targets*

**Effect**: The Psyker grants the target a shield made of pure psychic force. It counts as a Scutum, though its Size, AP, and HP are dependent on the Intensity of the Psychic Power.

| **Intensity** | **Size** | **AP** | **HP** |
| --- | --- | --- | --- |
| 1-2 | S | 2 | 8 |
| 3-4 | M | 4 | 16 |
| 5-6 | L | 6 | 24 |
| 7-8 | H | 8 | 32 |
| 9-10 | E | 10 | 40 |
| 11-12 | C | 12 | 48 |
| 13-14 | C+ | 14 | 56 |

**Push (+2)**: The shield created by this Power adds its Intensity to damage for the purposes of Knockback when using the Bash Special Effect.

#### Telekinesis

*Resist (Evade), Targets*

**Effect**: This Power lets the Psyker pick up an object in range weighing up to three times the Intensity in ENC. If multiple objects are targeted, their combined weight cannot exceed three times the Intensity in ENC (reminder: 3 ENC = 1 SIZ). Once per Turn, the Psyker can hurl an object lifted by this Power at an enemy. If they fail to Resist, they are struck by the object for 1d6 damage, plus 1 additional damage for every 3 ENC of the object. Living creatures cannot be targeted by this power, though dead bodies can be. This power can also be used to simply lift and move objects in a safe manner, though precise control (anything more complex than stacking, for example) may be more difficult or impossible.

**Push (+2)**: The ENC limit is doubled to six times the Intensity of the Power.

### Divination

Perhaps the most ancient of psychic disciplines, divination foretells the future. Though diviners may seek answers by scattering animal entrails or studying the movement of stars, it is in fact the timeless realm of the Warp to which they turn. The powers of divination are of inestimable use to an Inquisitor and his Acolytes in the pursuit of their duties, both in the frenzied arena of combat and while undertaking investigative pursuits.

**Components**: Duration, Intensity, Range, Targets, Focus, Fortune, Swiftness

#### Divine Shot

*Targets*

**Effect**: The recipient’s next ranged attack while benefiting from this Power successfully strikes its target on every rolled result except a fumble. In addition, if multiple shots are fired in one attack, the minimum number of successful hits is increased by the Intensity of this Power. If multiple targets are attacked, such as with fully automatic fire, only the first attack will benefit from this Power.

**Push (+3)**: The Power applies to the recipient’s next two attacks instead of just the next attack, and any Evade tests are one step harder against these attacks.

#### Foreboding

*Targets*

**Effect**: This Power can only be used as a Reactive Action to an incoming attack (of any kind), and therefore must have its Casting Time reduced down to 1 action, using the Swiftness component if necessary. The recipient of this Power uses the result of the Psychic Mastery test used to invoke it as the result of an Evade test for an incoming attack.

**Push (+2)**: This Power can be invoked in advance, granting the recipient a “pre-rolled” Evade test that can be used at any point in the duration of this Power. This eliminates the need to use this Power as a Reactive Action and allows for longer Casting Times.

#### Forewarning

*Concentration, Targets*

**Effect**: The recipient of this Power may Augment any Evade test by five times the Intensity of this Power for as long as the Psyker concentrates.

**Push (+3)**: The Psyker does not need to concentrate on this Power.

#### Glimpse

*Targets*

**Effect**: The recipient of this Power makes their next test with the critical range increased by the Power’s Intensity. This may be used on any test that is not a Psychic Mastery test, and the test must be made within the duration of this Power to benefit.

**Push (+2)**: The test that benefits from this Power is also one step easier.

#### Misfortune

*Concentration, Resist (Willpower), Targets*

**Effect**: The target of this Psychic Power, if they fail to Resist, suffers horrible luck. Each Round until they succeed the Resist test (and the Psyker is concentrating), their worn armour’s AP is reduced by the Intensity of this Power, and any time they miss with a ranged weapon, it jams instead (missed grenade and rocket attacks result in ineffective duds).

**Push (+3)**: While suffering from this Power, the target must reverse the results of the next number of tests equal to Intensity, if the reversed result would be worse for them. All results of 96-100 are automatic Fumbles instead of automatic Failures.

#### Precognition

*Targets*

**Effect**: The recipient of this Power increases their Initiative Bonus by double the Intensity of this Power.

**Push (+1)**: The recipient of this Power may roll twice for their Initiative and choose which result to use.

#### Prescience

*Targets*

**Effect**: For the duration of this Power, the recipient gains a number of Luck Points that can only be spent on rolls (not negating wounds or gaining an extra Action Point) equal to the Intensity of this Power. If there are multiple recipients of this Power, the Luck Points are shared amongst all of them. The Luck Points expire at the end of the duration of the Power.

**Push (+3)**: Each target of this Power replenishes one normal Luck Point as well.

#### Psychometry

*Targets*

**Effect**: This Power targets inanimate personal objects, and allows the Psyker to read the emotional pyschic residue left behind by the person who interacted with the object. Typically, a target object needs to be something closely associated with the person, such as a favoured weapon or a beloved trinket. If the objects present are less closely associated with the person, such as a mug used for recaf or a chair recently used by them, multiple objects may be needed. The Intensity of this Power determines what information is gleaned from the emotional residue.

| **Intensity** | **Information** |
| --- | --- |
| 1-3 | You sense the most recent strong emotion associated with the object: love, hatred, amusement, fear and so on. |
| 4-6 | Previous result, plus you perceive the general features of the person who experienced the emotion. |
| 7-9 | All previous results, plus you get a clear mental image of the person’s features and can determine their rough background (type of homeworld and career) |
| 10-12 | All previous results, plus you learn the name of the person associated with the object. |
| 13+ | All previous results, plus each point of Intensity starting at 13 yields one additional fact about the person associated with the object |

**Push (+1)**: If multiple objects are available, they may all be used as one Target, with each object after the first counting as an additional point of Intensity for free.

#### Warp Perception

*Targets*

**Effect**: The recipient of this Power gains Warpsight, enabling them to see souls, Psychic Powers, disturbances of the Warp, and more. Their Warpsight extends out to a distance equal to ten times the Intensity of this Power.

**Push (+1)**: Any Perception tests relying on this Warpsight are one step easier for the duration of this Power.

### Telepathy

Perhaps due to Astropaths being amongst the more common types of psyker, many individuals equate all psychic ability with telepathy. In fact, only certain psykers possess the talent to enter the minds of others, and even fewer the strength of will to maintain their own sanity in the face of constant exposure to others’ thoughts. These powers may not inspire awe in the same way as other, less subtle, disciplines, but a skilled telepath can end a battle before a single shot is fired.

**Components**: Duration, Intensity, Range, Radius, Targets, Focus, Fortune, Swiftness

#### Astral Telepathy (Astropath Only)

*Resist (Willpower), Targets*

**Effect**: The target of this Power, if they fail to Resist, receives a telepathic message from the Astropath using this Power. If the target is willing, they may voluntarily fail the Resist roll. The amount of information communicated depends on the Intensity of the Power. In addition, this Power uses a modified Range column of the Psychic Manipulation table, shown below. Note that the combination of required Psychic Manipulation and Intensity usually means that Astropathic Choirs are necessary for complex messaging across vast distances (See Astropathic Choirs). The main advantage of Astral Telepathy over other forms of telepathic communication is, naturally, the vast distances that it can cover. The disadvantages are almost every other factor. While sending the message itself takes mere minutes, the message’s travel time through the Warp is unpredictable at best. Furthermore, sending an Astral Telepathy message requires the Astropath to be as still and calm as possible, forbidding its use in combat and other stressful situations. Lastly, the recipient is ideally aware of the incoming message and is of a psychic nature themselves. Receiving an Astral Telepathy message requires an Easy Psyniscience test by the target if they are actively listening for messages, a Normal Psyniscience test if they are going about normal life, and a Formidable Psyniscience test if they are in a high stress situation.

| **Psychic Manipulation** | **Range** |
| --- | --- |
| 1 | 1,000km x POW over land |
| 2 | Orbit of planet |
| 3 | Nearest Planet in System |
| 4 | Any Planet in System |
| 5 | Nearest adjacent System |
| 6 | Any adjacent system |
| 7 | Across entire Subsector |
| 8 | Adjacent Subsectors |
| 9 | Half a Sector |
| 10 | Opposite side of same Sector |
| 11 | Multiple Sectors |
| 12 | Half of Segmentum |
| 13 | Across Entire Segmentum |
| 14 | Two Segmenta |
| 15 | Entire Galaxy |

| **Intensity** | **Information (Cumulative)** |
| --- | --- |
| 1-3 | Simple sentences, no visuals |
| 4-6 | Complex sentences, no visuals |
| 7-9 | Verbal messages, simple visuals |
| 10-12 | Verbal messages, complex visuals |
| 13+ | All other sensory input |

**Push (+1)**: The target’s Psyniscience test to detect the incoming message is two steps easier.

#### Dominate

*Resist (Willpower), Targets*

**Effect**: The target of this Psychic Power, if they fail to Resist, is psychically dominated by the Psyker. They will obey simple commands given to them telepathically by the Psyker for the duration of the Power. Simple commands must be expressed in a number of words equal to the Intensity of this Power.

This Power can target beings with an Intelligence score of up to double the Intensity. Repugnant commands, such as attacking allies, allow a Willpower test to Resist and break the Power, ending it. Suicidal commands allow a Willpower test at two steps easier to Resist and break the Power, ending it.

**Push (+2)**: Willpower tests to resist suicidal commands are no longer two steps easier.

#### Erasure

*Resist (Willpower), Targets*

**Effect**: The target of this Psychic Power, if they fail to Resist, forgets a number of minutes equal to ten times the Intensity of this Power. This period of time must have occurred within Intensity hours of the casting of the Power. The target is left with a gap in their memory, with no recollection of the events that occurred in that time.

**Push (+1)**: The period forgotten becomes ten times the Intensity in hours, and it must have occurred within Intensity days of the casting of the Power.

#### Hallucination

*Resist (Willpower), Targets*

**Effect**: The target of this Psychic Power, if they fail to Resist, suffers a random hallucination based upon a 1d10 roll. This Power can only affect targets with an Intelligence of up to double the Intensity.

| **Roll** | **Hallucination** |
| --- | --- |
| 1 | Bugsbugsbugsbugs! The character drops to the floor, flailing and screaming as he tries to claw off imaginary insects devouring his skin and flesh. The character becomes prone and is stunned, unable to attack or use Powers. |
| 2 | My hands...! The character believes his hands have turned into slimy tentacles, or perhaps the flesh has begun to strip off the bone in bloody lumps. Regardless of the particulars, the character drops everything he is carrying and spends the duration staring at his hands and screaming. The character is stunned, unable to attack or use Powers. |
| 3 | They're coming through the walls! The character sees gruesome aliens bursting through the walls/ceiling/floor/bushes and opens fire. The character must spend each turn firing (at the maximum Rate of Fire possible) at a random piece of terrain within his line of sight. Any creatures caught in the line of fire are subject to attacks as normal. Each round, choose a new target at random (use the Scatter Diagram) to determine which direction that is, with a "7" meaning he shoots the ground, and a "10" meaning he fires wildly into the air. |
| 4 | Nobody can see me! The character believes he is invisible and wanders aimlessly, making faces at those around him. He waddles about in random directions each round (use the Scatter Diagram) at his Movement Rate, and can only Dither on his turn. The character may still Evade and Parry. |
| 5 | I can fly! The sky looks so big and inviting, the character flaps his arms trying to imitate a pterasquirrel. He jumps up and down erratically. He may still Evade and Parry, but can only Dither on his turn. His erratic movements make ranged attacks against him one step harder, however. |
| 6 | They've got it in for me...! The character is overcome with paranoia, believing even his own comrades are out to get him. On the character's turn, he must move to a position of cover, getting out of line of sight from any other characters. He  remains hidden until the effect ends, moving to new cover as needed to stay as hidden as possible. |
| 7 | They got me! The character collapses to the floor as if dead; he counts as being Helpless. Other characters who see him "die" must succeed on a Perception test; should they fail then they also think the character is dead. |
| 8 | I'll take you all on! The character is filled with a burning rage and a desire for violence. The character becomes frenzied for the duration of the effects, and must attack the closest opponent. The frenzy increases their Damage Modifier by one step, makes all Evade and Parry tests two steps harder, and renders them immune to Fear. |
| 9 | I'm only little! The character believes he has shrunk to half his normal size and everything else is big and frightening now. All other characters count as having the Fear (3) trait to the character. |
| 10 | The worms! The character desperately tries to remove a massive fanged worm he thinks is slowly winding its way up his leg. If holding a gun, he shoots himself with it or, if not, he hits himself in the leg with whatever melee weapon he is holding. If the character is currently holding no weapon, he draws a random weapon from those he carries and attacks himself with it. Randomly determine which leg the character believes to be trapped by the worm. The attack automatically inflicts one hit that deals damage normally. |

**Push (+2)**: The Psyker may choose the Hallucination suffered by the victim.

#### Mental Fortitude

*Targets*

**Effect**: The recipient of this Power makes Willpower tests at one step easier, and also is immune to Fear with a rating less than or equal to one-third of the Intensity of this Power, rounded up.

**Push (+1)**: The recipient of this Power makes Willpower tests at two steps easier instead.

#### Mental Interrogation

*Concentration, Resist (Willpower), Targets*

**Effect**: The target of this Power, if they fail to Resist, has their thoughts plumbed by the Psyker. The roll to Resist this Power is Easy if the target is suspicious of the Psyker and Very Easy if the target is Hostile or engaged in combat with the Psyker. If the target is unconscious, however, the roll to Resist this Power is Formidable. The level of access to the mind of the target is dependent on the Intensity of the Power. Memories accessed by this Power play out in real-time, thus reliving longer memories of the target may require longer sustaining of this Power. Note that results on the table are cumulative.

| **Intensity** | **Level of Mental Access (Cumulative)** |
| --- | --- |
| 1-2 | You can learn basic information about the target, such as name, age, mood, and general physical/mental health, as well as surface thoughts in the target’s mind, such as opinions about you, overarching motivations, immediate concerns, and conscious lies. This can include injuries, Corruption, and Insanity Points. |
| 3-4 | You can learn about an object, location, or creature significant to the target and the nature of its importance. |
| 5-6 | You can access the target’s memories of the last day from their perspective. |
| 7-8 | You can access the target’s memories of the last year from their perspective. |
| 9-10 | You can access the target’s memories of the last decade from their perspective. |
| 11-12 | You can reveal the target’s innermost thoughts, feelings, motivations, fears, relationships, secrets, and agendas. |
| 13+ | The target is an open book to you. You have full access to the target’s mind and the information within. |

**Push(+2)**: A number of memories up to the Intensity of this Power may be altered, but not erased, by the Psyker. The GM should exercise common sense here, as only specific memories can be affected. Thus, the target could not be made to forget their name, homeworld, or career, but they could for example be made to misremember who fought alongside them in a specific battle, or whom they owe a particular favor to.

#### Psychic Shriek

*Radius, Resist (Willpower)*

**Effect**: All characters in the radius that fail to Resist suffer damage to the Head equal to the Intensity of this Power. This damage cannot cause Knockback, but worn and natural armour do not protect against it.

**Push (+2)**: Psykers and Daemons take double damage from this Power. This Power can now cause Knockback, except it uses the target’s POW instead of SIZ to calculate it.

#### Puppet Master

*Resist (Willpower), Targets*

**Effect**: The target of this Power, if they fail to Resist, is fully mind-controlled by the Psyker. The target loses all Action Points, and instead the Psyker may divide their own Action Points between themself and the target on their own turn. All actions of the target under the control of this Power start at a base difficulty of 4 steps harder (Impossible), but each Point of Intensity reduces this penalty by one step, up to the base skill of the target. If the Psyker forces the target to take a *directly* suicidal action, the target may attempt a new Willpower test at two steps easier to break the control of the Power. Victims of this Power are clearly not in control of themselves, allowing for Very Easy Insight tests to notice something is wrong (although understanding that the victim is specifically mind-controlled may not be the conclusion).

**Push (+2)**: Such is the drain of this Power on the mind of its victim, if the Power is broken for any reason, the victim is rendered unconscious for the remaining duration.

#### Telepathic Link

*Targets*

**Effect**: The willing targets of this Power, which must include the Psyker themself, are telepathically linked for the duration of the Power. While linked, all communication between targets is instantaneous, and can include emotions, complex concepts, memories, and more. In addition, a number of Skills equal to the Intensity of this Power may be telepathically shared amongst the targets. Only Skills based on Intelligence or Charisma may be shared. When shared, a Skill can be used by any of the targets at the highest level possessed amongst the targets. For example, if the highest Knowledge (War) level amongst five linked targets was 86, then any of the five linked targets could make a Knowledge (War) test using a skill of 86. Lastly, the linked targets may act on each other’s Initiative in combat, though each target may still only take one turn.

**Push (+1)**: Each shared Skill is Augmented by the second highest Skill amongst the targets.

#### Terrify

*Resist (Willpower), Targets*

**Effect**: The target of this Power, if they fail to Resist, must immediately roll on the Shock table, adding +10 to their result for each level of Intensity of this Power. For the purposes of this Power, this is treated as a check against Fear (1). A character immune to Fear (1) is immune to the effects of this Power.

**Push (+2)**: The Psyker counts as having Fear (3) for the purposes of this Power. A character immune to Fear (3) is immune to the effects of this Power.

# Faith Powers

The most pious of the Emperor’s servants, known as Faithful, are able to call upon Faith Powers, miraculous manifestations of both their zealotry and the God-Emperor’s sublime divinity. The two core skills for using these Faith Powers are *Devotion* and *Zeal*.

Devotion in particular is used to track a Faithful’s standing in the Imperial Cult. Their rank is defined as follows:

* Devotion < 50%: Lay Member
* Devotion ≧ 50%: Initiate
* Devotion ≧ 70%: Acolyte
* Devotion ≧ 90%: Priest
* Devotion ≧ 110%: High Priest

## Devotion (POW + CHA)

As stated above, Devotion determines one’s standing in the Imperial Cult, as well as what Faith Powers they can use and how potent these Faith Powers are. Furthermore, Devotion can be used in place of Willpower in situations where faith is significant (such as in the face of fear, psychic manipulation, and more).

When manifesting a Faith Power, the Magnitude and Intensity of the Faith Power are equal to one-tenth of the Devotion of the Faithful, rounded up.

## Zeal (CON + CHA)

While Devotion represents the dedication of a Faithful to the God-Emperor, Zeal represents the ability of the Faithful to manifest that dedication in the form of Faith Powers. Whenever a Faithful attempts to manifest a Faith Power, they roll their Zeal skill.

## Faith Pools

Faithful cast their Faith Powers by spending points out of their Faith Pool. Faith Pools have a maximum value depending on the rank of the faithful:

* Lay Member – None
* Initiate – ¼ of the Faithful’s POW
* Acolyte – ½ of the Faithful’s POW
* Priest – ¾ of the Faithful’s POW
* High Priest – All of the Faithful’s POW

Faith Pools are replenished by donating Power Points at an appropriate location and / or using an appropriate ceremony. Suitable locations include shrines, temples, and cathedrals that have been consecrated by the Ecclesiarchy, though in some cases something as simple as a devotional icon may be appropriate.

## Casting a Faith Power

When a Faithful wants to cast a Faith Power, they roll their Zeal skill. The result of the test determines the outcome:

* Critical Success: the miracle occurs yet there is no Power Point cost.
* Success: the caster’s faith pool loses the full Power Point cost, and the miracle occurs successfully.
* Failure: the miracle does not occur, but no Power Point is taken from the faith pool.
* Fumble: the miracle does not occur, and 1 Power Point is taken from the devotional pool

The casting times and casting costs for Faith Powers depends on the rank of the Power:

* Initiate level Faith Powers take 1 Turn and cost 1 Power Point
* Acolyte level Faith Powers take 2 Turns and cost 2 Power Points
* Priest level Faith Powers take 3 Turns and cost 3 Power Points
* High Priest level Faith Powers take 4 Turns and cost 4 Power Points

### Faith Power Descriptions

#### Area (X)

The Faith Power affects all targets within a specified radius, described as Meters, Tens of Meters or Kilometers. The defined units are multiplied by the Intensity of the Faith Power to determine the actual radius. If the Faith Power lacks the Ranged trait, the effect is centered upon the casting Faithful or whatever he touches.

#### Boost

The Faith Power can be Boosted for an additional or more powerful effect, which doubles the Power Point cost (2 for Initiate, 4 for Acolyte, 6 for Priest, and 8 for High Priest).

#### Duration (X)

The Faith Power’s effects stay in place for an amount of time defined as either Instant, Minutes, Hours, Days or Months. The defined period is multiplied by the Intensity of the Faith Power to calculate the actual duration, except of course if the Faith Power is instantaneous. At the end of this period the Faith Power vanishes.

#### Ranged (X)

Ranged Faith Powers may be cast upon targets within a range defined as either Metres or Tens of Metres. The defined units are multiplied by the Intensity of the Faith Power to determine the actual distance. Faith Powers which lack the Ranged trait may only be cast on others if they can be touched for the entirety of the casting of the Faith Power.

#### Rank

The minimum rank of the Faithful that the Faith Power is available to. Ranks include Initiate, Acolyte, Priest, and High Priest.

#### Resist (Endurance / Evade / Willpower)

Offensive Faith Powers do not necessarily take effect automatically. Resisting targets may make an Opposed Evade, Endurance or Willpower test (as specified) in order to avoid the effect of the Faith Power

entirely. Note that Resist (Evade) Faith Powers require the target to have a Combat Action available in order to throw themselves clear.

## Faith Cults

The Faith Powers available to Faithful are contained within several cults, each focusing on a specific aspect of the divinity of the God-Emperor of Mankind. When a Faithful joins a particular cult, they get access to the Faith Powers within their cult as befits their rank.

### Cult of the Emperor’s Sign

Faith Talents of the Emperor’s Sign are focused on protection and warding, allowing a character within the Cult to enact powerful protective rituals and keep at bay the powers of the Warp. With these symbols a faithful disciple of the Emperor can repel warp spawn, shield himself or others from harm or even uncover a person’s true intent by bathing them in the unforgiving light of the Emperor.

#### Burden Of Guilt

*Duration (Minutes), Ranged (Tens of Meters), Rank Initiate, Resist (Willpower)*

**Effect:** Any character that can hear the voice of the Faithful, either face to face or via remote means such as a vox, will find it difficult to lie to them. If the target’s Willpower is equal to or less than the Faithful’s then he must resist (with Willpower) to utter an out and out lie without making a choking or coughing noise. The GM may however grant the character a bonus depending on whether or not they are merely bending the truth or as a result of the severity of the lie.

Characters with a Willpower higher than the faithful are unaffected by this Faith Power. GMs should note that clever NPCs will seldom lie directly, and may choose not to answer or change the subject if they suspect something is up.

**Boost**: The Faithful automatically wins the Opposed Test, in addition he may attempt this Faith Power against those with a Willpower higher than his (though he must make an Opposed Test as normal).

#### Holy Radiance

*Duration (Minutes), Area (Meters), Rank Initiate*

**Effect**: All allies of the Faithful that can both see and hear them, as well as the Faithful themself, will gain immunity to Daemonic Presence. In addition his calming presence will reassure his allies that the Emperor is with them and makes all Willpower tests against Fear one step easier.

**Boost**: Allies of the Faithful that can both see and hear them, as well as the Faithful themself, are immediately freed from the effects of Fear and any ongoing psychic powers cast by daemons. In addition they will also become immune to Fear for the remainder of the encounter.

#### Blessed Ignorance

*Area (Meters), Duration (Minutes), Rank Initiate*

**Effect**: The Faithful and a number of allies up to his Charisma cannot perceive anything that would either force a Willpower test against fear, inflict Insanity Points or inflict Corruption Points. Such creatures and objects become effectively invisible to them (in actuality those affected simply cannot look directly at them). This means that the Faithful and his allies will not need to make Fear Tests and will not suffer Insanity Points or Corruption Points from such sources. However this in no way prevents such a creature from attacking or acting in any other way, and should the Faithful or his allies attempt to fight such creatures they must do so as if they were blind.

**Boost**: This Faith Power can be used retroactively after an encounter, causing the Faithful and his allies to completely forget recent events and negate any Corruption Points, Insanity Points or lasting Fear effects gained as a result of the combat or encounter.

#### Light Of The Emperor

*Area (Meters), Duration (Minutes), Rank Acolyte*

**Effect**: The Faithful and a number of his allies up to his Charisma make Willpower tests against fear 2 steps easier. In addition creatures with a Fear Rating of 1 do not cause them to make Willpower Tests. Such is the disturbing calm this Talent bestows upon the faithful, however, that while under its effects they will suffer a 2 step harder penalty on all social interaction Skill Tests as they fail to read emotions in others and display none themselves.

**Boost**: The effects last for the entire game session.

#### Spirit Of The Martyr

*Area (Meters), Duration (Minutes), Rank Priest*

**Effect**: The Faithful and any allies in range become hardened against injury, especially grievous and mortal wounds. While the power lasts, they add the Intensity of the Faith Power as Armour to all locations, which supplants any worn armour.

**Boost**: The Faithful (though not his allies) can ignore death effects from Major Wounds (though they may still lose limbs etc.) until the end of the encounter (at which point they will suffer as normal, dying unless they spend a Luck Point.

#### Soul Decay

*Duration (Instant), Ranged (Tens of Meters), Rank Priest, Resist (Willpower),*

**Effect**: The Faithful can choose a single creature that he can both see and which can also hear his voice, but which may not have a Willpower greater than ten times the Intensity of this Faith Power. The chosen creature and the faithful must then resist with Willpower. If the creature fails then it will be struck with Soul Decay for the remainder of the encounter. If the creature has any Corruption Points then it will suffer a one step penalty on all tests as it is wracked with pain. In addition Daemons and psykers also suffer 1 point of damage, bypassing armour, each round to all hit locations until it flees the encounter or slays the Faithful.

**Boost**: The Faith Power loses “Ranged (Tens of Meters)” and gains “Area (Tens of Meters).”

#### Spiritual Mirror

*Area (Meters), Duration (Minutes), Rank Initiate*

**Effect**: This Faith Power will affect both the Faithful and a number of his allies up to the Intensity of this Faith Power. While in effect, whenever they are affected by a result on the Shock Table, the source of the Fear must also make a Willpower Test or suffer an identical result (as if they themselves had failed a Fear Test and rolled it on the Shock Table). Creatures immune to Fear are not affected by this ability.

**Boost**: The Faithful and his allies must still make Fear Tests and roll on the Shock Table; however they are no longer affected by the results.

#### Repel Daemon

*Area (Meters), Duration (Minutes), Rank Priest, Resist (Willpower)*

**Effect**: The Faithful utters a prayer of warding and makes a powerful gesture against all warp spawn in his presence. While in effect any creature of the warp, such as a daemon, must resist with Willpower to approach the Faithful closer than the Intensity of this Power in meters. Should the creature pass this test it must resist a second time with Willpower to touch the Faithful. Creatures which are within this radius when the ability is activated and fail to resist are immediately pushed to a distance of the Intensity of this Power from the Faithful. This power only repels daemons from the Faithful and not from his allies, though they can stay close to him to benefit from it. In addition this Power only repels daemons and does not hurt them, prevent them from using ranged weapons and psychic powers or penalize them in any other way.

**Boost**: The effects last for the entire game session.

#### Daemon Trap

*Area(Meters), Duration (Special), Rank Acolyte, Resist Willpower*

**Effect**: The Faithful must draw a protective circle on the ground, taking at least 5 minutes. This circle can be no larger in diameter than the Faithful’s Intensity in meters, though it can be constructed out of any materials at hand (chalk, twigs, blood etc). The Faithful then blesses the circle. From this moment it becomes a daemon trap and any daemon stepping into it or trying to cross it must make a one step harder Willpower Test or become trapped and unable to leave the circle. Trapped daemons cannot themselves disturb the circle, though they can otherwise act normally. If a trapped daemon attempts to use a psychic power, its casting test is made two steps more difficult, reflecting the difficulty of drawing from the warp while within the circle. The circle will remain indefinitely until it is broken in some way. A daemon will remain trapped in the circle until it is broken and the daemon freed or the daemon is destroyed and returns to the Warp.

**Boost**: The faithful can construct vast daemon traps up to 10 times his Intensity in meters diameter. Such traps take at least an hour to construct.

#### Holy Light

*Area (Special), Duration (Minutes), Rank Acolyte, Resist (Special)*

**Effect**: The Faithful burns with a bright white inner light illuminating the area around him as clear as day for Intensity meters, and in twilight for another Intensity meters. Looking at the faithful close up is hard, and melee attacks, or point blank ranged attacks are at a penalty of one step to hit. At range however he does stand out and provides a bonus of one step easier to ranged attacks made from beyond 5 times Intensity meters in range. This does more than merely illuminate, however; it also burns those touched by the warp. Creatures with 20 or more Corruption Points, daemons, or psykers which stand within half-Intensity (round up) meters of the Faithful will suffer 1d10 damage each round to their least armoured location. They must also make an Easy Willpower Test each round or catch on fire.

**Boost**: The effects of this Talent last for the entire game session.

#### Divine Symbol

*Duration (Minutes), Rank High Priest*

**Effect**: The Faithful inscribes a divine symbol onto himself or an ally. The bearer of the symbol is then immune to possession while its power lasts. In addition the bearer gains a two step bonus on all Tests to resist psychic powers, be they from daemons or other sources. Finally, daemons and other creatures of the warp will suffer a one step penalty to hit the bearer with their natural weapons such as claws and fangs. This Faith Power will not work if the subject has more than 20 Corruption Points (such individuals have a gateway in their soul through which the evils of the warp might travel).

**Boost**: The Faithful can affect himself and up to a number of allies equal to the Intensity of this Power.

#### Seal Of Purity

*Area (Special), Duration (Special), Rank Acolyte*

**Effect**: Crafting a Seal of Purity takes no less than 1 hour to complete and requires a suitable surface and materials (such as chalk, bones, blood etc). The faithful then blesses the seal. Once blessed no daemon or creature of warp can cross the seal or any point within Intensity meters of it (for this reason seals are often placed on doors, bridges and the like). Nor can daemons disturb the seal directly (though their human minions might). Finally psychic powers used by daemons cannot cross the seal, their effects negated if their target or area of effect lies beyond it. The seal will remain active and in place until it is broken. Greater daemons are not affected by this ability.

**Boost**: The seal will also repel any creature with a strong connection to the warp—creatures with 20 or more Corruption Points or a Psychic Mastery of 60 or more.

### Cult of the Emperor’s Mercy

Faith Powers of the Emperor’s Mercy are focused on mending the body, minds, and souls of the faithful, though usually at a cost (only in sacrifice can one serve the Emperor). Mercy Faith Powers can also harden the body and mind against terrible trials and impart divine strength and fortitude when in the service of the God-Emperor so that the faithful may complete vital tasks despite hideous wounds.

#### Grace

*Area (Tens of Meters), Duration (Minutes), Rank High Priest*

**Effect**: The Faithful can choose to share his Luck Points with his allies, allowing him to spend a Luck Point to allow an ally that he can see to re-roll a failed test. In addition to this effect the Faithful also enhances his own fate and will recover any Luck Points used during this Power’s duration on a 1d10 roll of 8, 9 or 10. This Power only works on humans and abhumans (i.e. Ogryns and Ratlings, but not mutants, xenos etc.) and only on those with 20 or fewer Corruption Points.

**Boost**: In addition to the above effects, at the end of the power every ally that the faithful can see regains one spent Luck Point and immediately regains a further spent Luck Point on a 1d10 roll of 8, 9 or 10.

#### Martyr’s Gift

*Duration (Instant), Rank Initiate*

**Effect**: The faithful can heal wounded creatures by laying on his hands and taking their injuries onto himself. This requires the subject to remain perfectly still (i.e. they may take no actions themselves). The Faithful can then transfer any amount of Damage from the subject to themselves at a ratio of 1:1. Note that it is entirely possible for the Faithful to kill himself with this Power.

**Boost**: The Faithful may use this Power to bring back the recently deceased (provided of course their body is relatively intact) as if they had burned a Luck Point to avoid death. Doing so however immediately brings all of the Faithful’s Hit Locations to 0 HP and inflicts 1d10 additional damage, ignoring armour, to a randomly determined location.

#### Divine Endurance

*Area (Meters), Duration (Minutes), Rank Priest*

**Effect**: The Faithful can grant this ability to himself and a number of his allies equal to the Intensity of this Power. While it lasts, both the Faithful and his allies will ignore any Fatigue levels they suffer, regardless of the source. In addition, any Fatigue levels they may have already suffered are ignored for the duration of the ability. At the GM’s discretion he may extend the duration of this ability to last for the course of a journey (provided it is for a suitably holy purpose) such as a trek across a world or climbing a mountain.

**Boost**: Those affected by Divine Endurance also have all Endurance tests made one step easier for the duration of the Power.

#### ~~Respite~~

**~~Effect~~**~~: The faithful may choose a single ally which can both see him and hear his voice. As long as the faithful then spends a Full Action each round praying, the ally will gain respite from his injuries and may ignore the effects of Fatigue and critical injuries. Note however that this does not heal the subject in any way and missing limbs, bleeding and the like will continue to affect them. It also does not prevent the subject from dying if they suffer a fatal critical effect.~~

**~~Boost~~**~~: The faithful may affect a number of allies up to twice his Fellowship Bonus.~~

#### Divine Ministration

*Duration (Minutes), Rank Acolyte*

**Effect**: The Faithful can use this Faith Power to enhance their healing skills. First Aid checks made under the Duration of this Power restore 1 HP on a success, and an additional 2 HP on a critical success. Medicine checks restore an additional amount of HP equal to the Intensity of this Power. This ability only works once for each test made, though it may affect multiple skill tests performed on multiple targets in succession.

**Boost**: The Faithful restores all HP to a single ally when using the Medicine skill to heal them. This will not restore maimed or otherwise ruined limbs.

#### Miraculous Recovery

*Duration (Special), Rank Priest*

**Effect**: The Faithful can heal all Serious and Minor Wounds on a creature by spending eight hours praying over their body and beseeching the aid of the God-Emperor. However, Major Wounds cannot be healed with this Faith Power. Only subjects with 20 or fewer Corruption Points can benefit from this Faith Power.

**Boost**: Major Wounds can be healed as well with this Power.

#### Mental Calm

*Duration (Minutes), Rank Acolyte, Ranged (Meters)*

**Effect**: This Faith Power washes away the taint of madness, negating a number of Insanity Points equal to Intensity that have been gained by either the Faithful, or one of his allies, in the previous round. In addition the calm instilled by this ability will remain for the rest of the Power’s duration and reduce any further Insanity Point gained by 1.

**Boost**: The Power will affect both the Faithful and a number of his allies up to the Intensity of the Power.

#### Spiritual Cleansing

*Duration (Minutes), Rank Acolyte, Ranged (Meters)*

**Effect**: This Faith Power purges the touch of the Warp, negating a number of Corruption Points equal to Intensity that have been gained by either the Faithful, or one of his allies, in the previous round. In addition the warp protection invoked with this ability will remain for the rest of the encounter and reduce any further Corruption Point gains by 1. Characters with 20 or more Corruption Points cannot benefit from this ability—they are too far gone already.

**Boost**: The Power will affect both the Faithful and a number of his allies up to the Intensity of the Power.

#### Revelation

*Area (Meters), Duration (Minutes), Rank Acolyte*

**Effect**: This Faith Power affects the Faithful and a number of allies equal to the Intensity of the Power. Those affected will immediately overcome the effects of Fear (i.e., the results of their roll on the Shock Table) and may act normally on their following turn. In addition, recipients of this Power may also make a Willpower Test to free themselves of any detrimental ongoing psychic powers.

**Boost**: Those affected by this ability automatically pass all Fear Tests for the remainder of the Power.

#### No Rest For The Faithful

*Area (Meters), Duration (Minutes), Rank Priest*

**Effect**: With this Power the Faithful and a number of allies up to the Intensity of this Power may ignore the effects of Serious and Major Wounds for the duration of the Power, with the exception of those that would result in limb loss or death. This ability is hugely taxing, and once the Power ends any of those who have benefited from it will suffer 1d5 Fatigue levels.

**Boost**: Those affected by this Power may ignore the effects of limb loss from Major Wounds, but only for the duration of the encounter, after which the Major Wound will take effect.

#### Resurrection

*Duration (Instant), Rank High Priest*

**Effect**: This Faith Power is cast upon a corpse that has died within a number of minutes equal to the Intensity of the Power. The corpse needs to have all components necessary for life (typically a Head and somewhat intact Chest and Abdomen) for this Power to function. Once cast, the corpse is brought back to life with 1 HP in all attached Hit Locations. This Power does not restore severed limbs.

**Boost**: The Faith Power can be cast on a corpse that has died within a number of hours equal to the Intensity of the Power rather than minutes, and the recipient is restored to life with a number of HP equal to the Intensity of the Power in all attached Hit Locations.

### Cult of the Emperor’s Wrath

Faith Powers of the Emperor’s Wrath are focused on dealing damage to the foes of the Emperor: the alien, the heretic, and the daemon. With these Powers the faithful can strengthen their sword arms, guide their bolt shells, and create blessed promethium with which to burn enemies to ash. Those especially skilled in channeling the wrath of the Emperor can even exorcise daemons, casting them out of their mortal shells and hurling them back into the Warp.

#### Wrath Of The Righteous

*Area (Meters), Duration (Minutes), Rank Priest*

**Effect**: For the duration of this Power, the Faithful and a number of allies up to the Intensity of this Power increase their weapon size by one step for every 5 Intensity.

**Boost**: On a critical success, anyone benefiting from this Power receives a free Maximize Damage Special Effect.

#### Hand Of The Emperor

*Area (Meters), Duration (Minutes), Rank Priest*

**Effect**: The Faithful and a number of his allies up to the Intensity of the Power are filled with the might of the God-Emperor, increasing their strength and physical power. All those affected increase their Damage Modifier by one step for every 4 Intensity of the Faith Power.

**Boost**: Increase Damage Modifier by one additional step.

#### Divine Guidance

*Duration (Minutes), Ranged (Tens of Meters), Rank Initiate*

**Effect**: This Faith Power magically guides the trajectory of missiles thrown or fired by the recipient so that they almost always hit, no matter the situational modifiers or cover; provided at least some part of the target is visible, and they are within range of both the miracle and the weapon itself. Any failed ranged weapon attack roll is treated as a success instead. Fumbles, normal successes and critical successes remain unaffected. The target of the missile attack can still attempt to Parry or Evade as normal.

**Boost**: When firing burst-fire or fully automatic fire, the recipient of this Faith Power doubles the number of shots that hit the target, up to the number of shots allocated to the target.

#### The Passion

*Area (Meters), Duration (Minutes), Rank Acolyte*

**Effect**: The Faithful and a number of allies up to the Intensity of the Power increase their Initiative Bonus by the Intensity of this Power.

**Boost**: The recipients of this Power increase their Movement Rate by half the Intensity of the Power.

#### Flames Of Faith

*Duration (Minutes), Ranged (Tens of Meters), Rank Initiate*

**Effect**: The Faithful blesses either a burning flame (maximum radius equal to Intensity of the spell), a clip of incendiary ammunition (including grenades and rockets), or a weapon that outputs flame (flamers, but not Plasma or Melta weapons). The targeted flame has its severity increased by one, and its damage is rolled twice and the higher result taken. Furthermore, the fire is considered Sanctified for the purposes of overcoming daemonic resistance to damage.

**Boost**: The severity of the flame is increased by two instead of one.

#### Righteous Frenzy

*Area (Meters), Duration (Minutes), Rank Acolyte, Resist (Willpower)*

**Effect**: The Faithful and a number of allies up to the Intensity of the Power that can both see him and hear his voice can enter into a frenzy. Recipients have their Damage Modifier increased by two steps, the Size

of their weapon counts as one step larger for the purpose of penetrating parries, and they are immune to all the detrimental effects of Serious Wounds and Fatigue. A Major wound will still incapacitate them.

In return the subject may not Parry, Evade or cast any Psychic Powers or Faith Powers while under the influence of this Power. However the recipient automatically succeeds in resisting any Special Effect used against them.

**Boost**: Recipients of this Power may Evade and Parry, but at a one-step penalty.

#### Might Of The Emperor

*Duration (Minutes), Rank Acolyte*

**Effect**: The Faithful enters a trance-like state, imbued with visions of the Emperor’s glory. In this trance, all Combat Style, Athletics, and Brawn tests are one step easier, but all Intelligence and Charisma based tests are two steps harder.

**Boost**: The trance is intensified, making Combat Style, Athletics, and Brawn tests two steps easier, but Intelligence and Charisma based tests are impossible for the duration of the Power.

#### The Unforgiving Blade

*Duration (Minutes), Rank Acolyte*

**Effect**: The Faithful blesses a blade (Low-Tech, Chain, or Power) that they touch. For the duration of this Power, this blade counts as one size larger for the purposes of parrying and overcoming parries and deals double the damage, up to the maximum damage of the weapon. For example, a sword that normally deals 1d8 damage would roll 2d8 for damage, up to a maximum of 8 damage.

**Boost**: The Faithful can bless a number of weapons equal to the Intensity of this Power, provided they can lay hands on them all.

#### Divine Touch

*Duration (Minutes), Rank Priest, Resist (Willpower)*

**Effect**: After invoking this Power, the Faithful may make a Combat Style test to attempt to touch a target with their bare hand. If the attack is successful and the target is either a psyker or has 20 or more Corruption Points, the target must immediately resist with a Willpower test against the Faithful’s Zeal roll to invoke the power. If the target fails, they immediately suffer the effects of a Serious Wound at the location touched, though no actual Damage is inflicted. The Power then ends.

If the target is a daemon, the same conditions apply, but it also must make a Formidable Stability Test.

**Boost**: Targets that are either psykers or have 20 or more Corruption Points instead suffer the effects of a Major Wound, though no actual Damage is inflicted and death cannot result from failed Endurance rolls. Daemons make their Stability Tests at Herculean difficulty.

#### Religious Hysteria

*Duration (Minutes), Rank Priest*

**Effect**: The Faithful may use this Power before attempting either an Influence or Oratory test on someone who is at least amenable to the Imperial Cult. The Faithful’s test is made one step easier, and any resistance rolls made by the target of the Influence or Oratory test are made one step harder. Assuming the Faithful is successful, the target is overcome with religious fervor, adhering to the Faithful’s request with zealotry.

**Boost**: The Faithful’s test is made two steps easier.

#### Soul Storm

*Area (Meters), Duration (Instant), Ranged (Tens of Meters), Rank High Priest, Resist (Evade)*

**Effect**: This Power causes the Faithful to launch a beam of pure holy energy from their eyes and mouth at all targets in the area. If a target fails to Evade and is either a psyker, a daemon, or has any Corruption Points, it suffers 1d8 damage per two points of Intensity to a random Hit Location. Natural and worn armour do not protect against this damage.

**Boost**: Damage inflicted by the Soul Storm is doubled.

# Game Rules

## Subtlety

Coming soon

## Corruption

Corruption is measured as a Passion, with its value labeled as Corruption Points. Unlike normal Passions, Corruption Points cannot be decreased through most means. It can only be staved off from increasing by acting in a pious manner. When a character’s Corruption Points reach 100, they are considered Fallen to the Ruinous Powers and are retired from play, becoming a sworn enemy of the Imperium.

## Insanity

Insanity is measured as a Passion, with its value labeled as Insanity Points. Unlike normal Passions, Insanity Points cannot be decreased through most means. For every full 20 Insanity Points that a character possesses, they are immune to a Fear Rating that an enemy has (20 Points grants immunity to Fear 1, 40 to Fear 2, and so on). When a character’s Insanity Points reach 100, they are retired from play, having fully succumbed to their madness.

# Creatures

Mostly just notes in here

## Orgyn

Ogryns are very tough. They can make an Endurance roll against the stun and pain from taking a Serious Wound.

## Orks

Orks are tough. They don’t take any Serious Sound penalties, including the stun. Major wounds to the limbs do not cause them to make an Endurance check. Major Wounds to the head, chest, and abdomen will stop them, but don’t need to be treated for a number of Hours equal to twice their Healing Rate

Orks heal very fast. Healing Rate intervals are 2 steps faster.

* Minor Wounds - Minutes
* Serious Wounds - Hours
* Major Wounds - Days

# Vestigial crap

Don’t use this table it’s bad

|  |  | Rogue Trader Wealth Level | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Destitute | Marginal | Struggling | Standard | Affluent | Wealthy | Unsurpassable |
| Item  Craftsmanship | Shoddy | Yes | Yes | Yes | Yes | Yes | Yes | Yes |
| Poor | Maybe | Yes | Yes | Yes | Yes | Yes | Yes |
| Flawed | No | Maybe | Yes | Yes | Yes | Yes | Yes |
| Standard | No | No | Maybe | Yes | Yes | Yes | Yes |
| Good | No | No | No | Maybe | Yes | Yes | Yes |
| Excellent | No | No | No | No | Maybe | Yes | Yes |
| Master-Crafted | No | No | No | No | No | Maybe | Yes |